

# AIR FORCE JROTC

22nd ANNUAL SOUTHEASTERN REGIONAL DRILL CHAMPIONSHIP  
12 NOVEMBER 2016



*HOSTED BY THE*

**GA-51<sup>ST</sup> AFJROTC**

TIFT COUNTY HIGH SCHOOL, TIFTON GA

JUDGES WILL BE PROVIDED BY:

**23<sup>rd</sup> WING AIRMAN LEADERSHIP SCHOOL  
MOODY AFB, GEORGIA**

CHAMPIONSHIP TROPHIES WILL BE PROVIDED BY THE  
TIFTON-TIFT COUNTY TOURISM ASSOCIATION  
AND  
AMERICAN LEGION POST 21

## Registration Form

Please print a copy of this form and mail it with your check to:  
**GA-51<sup>st</sup> AFJROTC, Tift County High School, One Blue Devil Way  
Tifton, GA 31794**

Name of School: \_\_\_\_\_

Unit #: \_\_\_\_\_ Phone # \_\_\_\_\_

ARMED DIVISION	
EVENT	TEAMS ENTERED(CIRCLE)
Armed Regulation Inspection	ONE or TWO
Armed Regulation Drill	ONE or TWO
Armed Exhibition	ONE or TWO
Color Guard	ONE or TWO

UNARMED DIVISION	
EVENT	TEAMS ENTERED(CIRCLE)
UnArmed Regulation Inspection	ONE or TWO
UnArmed Regulation Drill	ONE or TWO
UnArmed Exhibition	ONE or TWO
Color Guard	ONE or TWO

The entry fee for all schools is \$200.00, please Make Checks  
Payable to:

**GA-51<sup>st</sup> AFJROTC**

Total # of cadets that will be attending: \_\_\_\_\_

If you have any questions or comments please e-mail me at  
[pcandelario@tiftschools.com](mailto:pcandelario@tiftschools.com) or [GA-051@afjrotc.com](mailto:GA-051@afjrotc.com) or phone 229-387-2475 ext  
8930. Cell phone (229) 589-7182  
Maj Pete Candelario

HOTEL INFORMATION --- [www.tiftontourism.com](http://www.tiftontourism.com)

## **SOUTHEASTERN REGIONAL DRILL CHAMPIONSHIP OPERATING INSTRUCTION**

### **1. GENERAL:**

- A. This OI establishes policies and instructions for the management and control of the SOUTHEASTERN REGIONAL DRILL CHAMPIONSHIP.
- B. Current AFMAN 36-2203, DRILL and CEREMONIES, will be used to judge Regulation Drill and Inspection Procedures. Uniform regulations will be judged in accordance with current AFI 36- 2903 and the AFJROTC Operational Supplement, Chapter Seven, Uniform and Awards.
- C. Army Training Circular 3-21.5 will be used for color guard and armed regulation events.
- D. This drill meet is not sanctioned, sponsored, or affiliated with the USAF or HQ AFJROTC.
- E. There will be no Commanders Call. Schools will check in at the Registration Desk, in the front entrance of the gym.
- F. **The first event will be scheduled to begin at 9:00am.**
- G. We will have an Overall Armed and an Overall Unarmed Champion. If you enter more than one team in an event, we will count the best score for the overall trophy. You must participate in all 4 events to be eligible for the overall trophy.
- H. You are allowed to have cadets on multiple teams. However, we will not change the schedule because of a cadet being in two places at one time.
- I. If a team drops from an event, times will not change; each team will compete as scheduled.
- J. We will have Individual and Dual armed events. Cost is \$5 (per cadet) on the day of the event. Schools do not receive a free entry.
- K. Schools do receive two free entries for “pay as you go” IDR
- L. Prior to the Awards Ceremony, all cadets in uniform will be allowed to participate in the final IDR Competition, **at no cost**.

### **2. SPECIAL INSTRUCTIONS:**

- A. Address all your Drill Meet OI questions to the GA-051 Instructors (Maj Candelario or CMSgt Buskey) hosting the event. Cadet Commanders may ask questions to the judges once they are in the ready area, prior to their event.
- B. Team Commanders will not use whistles. No Cadence may be called during any event. All maneuvers will be military in nature, demonstrating great dignity, military bearing and precision. Tumbling, cartwheels, backbends, gymnastic movements, lights, luminous clothing, music, loudspeakers, hoods, and any other device not dignified in nature for a military drill meet is strictly prohibited. You may not use props, i.e., Flags, Ribbons, etc.
- C. Safety is paramount; there will be NO pyramids, NO throwing cadets, NO lifting cadets off the ground in any manner, and NO bayonets of any type on any rifle (real or rubber).

### **4. UNIFORMS:**

- A. Uniforms for **ALL** Color Guards, Inspections, & Regulation drill will be the issued United States Air Force Service Dress Uniform (IAW-AFI 36-2903, and the AFJROTC Operational Supplement, Chapter Seven, Uniform and Awards.)
- B. No HQs Uniform waivers accepted for Color Guard, Inspection, or Regulation drill
- C. All Female Cadets must wear issued low-quarter dress shoes and slacks only. **NO SKIRTS OR NO PUMPS.**
- D. Nametags, Ribbons, and Badges are optional on the Service Coat for Regulation, Color Guard, and Exhibition. However, if one team member wears them, all members must wear them. Nametags, Ribbons and Badges are required on the Service Dress Coat for both Armed and Unarmed Inspection.
- E. If your Unit is a New Unfunded AFJROTC unit and you do not have Service Coats, you may participate without the coats. Inspection must be with Blue Shirts, with Blue nametags, and with ribbons as required for other teams. A letter requesting this exception must be provided by the SASI with the Registration Form.
- F. **NOT AUTHORIZED:** Service Caps, Shoulder Cords, Medals, Stripes on pants, Plastic/Corfram Shoes, Pumps, Bib Scarves, and Berets are for any regulation or inspection events. Shoe taps are NOT ALLOWED for any event.
- G. **COLOR GUARD EXCEPTIONS:** A harness and pistol belt is required for all flag bearers. **Bib scarves, Honor Guard belts or hats, gloves, helmets, berets or service caps are allowed to be worn.**
- H. **EXHIBITION UNIFORMS:** are required to be approved by HQ AFJROTC. **All schools must have a copy of their HQ approved uniform waiver on hand.** Please ensure that your team meets this requirement.

## 5. SCORING:

- A. All team events by division: Color Guard, Inspection, Regulation Drill, and Exhibition Drill, count equally toward the overall division trophies. For overall scoring each event is as follows: 1<sup>st</sup> place- 1 point, 2<sup>nd</sup> place-2 points, 3<sup>rd</sup> place-3 points, etc., all the way down to your teams order of finish.
- B. Tie breaking: If a tie occurs in a team event, then the commander's score would be used as the tiebreaker. If a tie occurs in the Outstanding Commander Competition then the team score would be used as a tiebreaker. If a tie occurs in the Overall scoring then raw score totals will be used to break the tie. If the raw score is a tie, then the team with the most 1<sup>st</sup> place trophies will win. The final tie breaker will be the score for inspection.

## 5. AWARDS:

TEAM EVENTS THAT COUNT FOR THE OVERALL TROPHIES			
ARMED DIVISION	TROPHIES	UNARMED DIVISION	TROPHIES
COLOR GUARD	1,2,3,4,5	COLOR GUARD	1,2,3,4,5
INSPECTION	1,2,3,4,5	INSPECTION	1,2,3,4,5
REGULATION	1,2,3,4,5	REGULATION	1,2,3,4,5
EXHIBITION	1,2,3,4,5	EXHIBITION	1,2,3,4,5
OVERALL	1,2, 3	OVERALL	1,2, 3

INDIVIDUAL EVENTS THAT DO NOT COUNT TOWARDS THE OVERALL	
EVENT	AWARD
IDR	1,2,3 –TROPHIES
SINGLE AND DUAL ARMED EXHIBITION	1,2,3 –TROPHIES
OUTSTANDING COMMANDER ARMED COLOR GUARD	1 <sup>ST</sup> PLACE ONLY
OUTSTANDING COMMANDER ARMED INSPECTION	1 <sup>ST</sup> PLACE ONLY
OUTSTANDING COMMANDER ARMED REGULATION	1 <sup>ST</sup> PLACE ONLY
OUTSTANDING COMMANDER ARMED EXHIBITION	1 <sup>ST</sup> PLACE ONLY
OUTSTANDING COMMANDER UNARMED COLOR GUARD	1 <sup>ST</sup> PLACE ONLY
OUTSTANDING COMMANDER UNARMED INSPECTION	1 <sup>ST</sup> PLACE ONLY
OUTSTANDING COMMANDER UNARMED REGULATION	1 <sup>ST</sup> PLACE ONLY
OUTSTANDING COMMANDER UNARMED EXHIBITION	1 <sup>ST</sup> PLACE ONLY

## 6. CLOSING CEREMONIES:

- A. Immediately following IDR all units will assemble on the GYM floor, 4 wide, at close interval.
- B. All cadets on the Gym floor are required to be in uniform. If your cadets have changed for the ride home, then put just your commanders on the floor in uniform.
- C. Tell your cadets to double time to the trophy area. **Practice, shake – take – salute – about face.**
- D. This drill meet is intended to display a distinct military image. Please control your cadets.

## **ARMED and UNARMED DIVISION COLOR GUARD**

# **BOTH COLOR GUARDS WILL UNCASE and you will use the “OUTDOOR PROCEDURES” in TC 3-21.5**

## **1. GENERAL:**

Color Guard teams will consist of four cadets. The Color Guard Commander will carry the National Colors and call the commands. Only Regulation Color Guard movements are authorized. No prompt sheets may be used; commands must be committed to memory. All Color Guards must have 2 matching rifles either facsimile or de-mil. You must enter and exit through the marked areas.

## **2. PENALTIES:**

For every command omitted there will be a five-point penalty. For every command added there will be a five-point penalty. For every boundary violation there will be a 10-point penalty. If a team goes over the established time limit one (1) point will be subtracted for each second over. If the National Colors touch the floor or are significantly lower than the other flag that team will be disqualified from this competition. Any use of musical devices, whistles or other non-approved color guard equipment, will result in the disqualification of that team from this event.

## **3. REPORTING:**

The Color Guard will march onto the field at the direction of the head judge. The maximum time allowed to complete the Color Guard sequence is 8 minutes. Timing starts when the Color Guard crosses the line to enter the drill area and stops when the unit has crossed the exit line.

**NOTE:** Please make every effort possible to lower flags and rifles without slamming them to the floor. TC 3-21.5, ORDER ARMS, says, “Lower the rifle gently to the marching surface”.

## ARMED and UNARMED DIVISION COLOR GUARD ROUTINE

The Color Guard will enter the field at the direction of the Head Judge. Execute the required movements to stop 10 paces from and centered on the Head Judge. Timing is first on to last off. **BOLD UPPER CASE** commands require a 5 second pause to be held after the command.

Enter on the signal from the head judge and stop 10 paces from and centered on the head judge.	
<b>UNCASE THE COLORS (OUTDOORS PROCEDURES IAW TC 3-21.5)</b>	
1.	Sling Arms
2.	Post
3.	Uncase the Colors
4.	Present Arms
5.	Order Arms
6.	Post
7.	Report In (Present Colors/Carry Colors)
8.	Colors Reverse March (forward march)
9.	Left Wheel March (forward march)
10.	Colors Reverse March (forward march)
11.	<b>COLORS HALT (5 Sec Pause) (Aligned on the Head Judge (HJ))</b>
12.	Order Colors

13.	Parade Rest
14.	Colors Attention
15.	<b>CARRY COLORS (5 Sec Pause)</b>
16.	Forward March
17.	Right Wheel March (forward march)
18.	Right Wheel March (forward march)
19.	Colors Reverse March (forward march)
20.	Eyes Right
21.	Ready Front
22.	Left Wheel March (forward march)
23.	Left Wheel March (forward march)
24.	Left Wheel March (forward march)
25.	<b>COLORS HALT (5 Sec Pause)</b>
26.	Report Out(Present Colors/Carry Colors)
27.	Colors Reverse March (forward march)
28.	Left Wheel (forward march)
29.	Exit the Field Through the Cones

**NOTE: AUTOMATIC DISQUALIFICATION'S – THE AMERICAN FLAG IS SIGNIFICANTLY LOWER THAN THE STATE FLAG or THE AMERICAN FLAG TOUCHES THE GROUND.**

## **ARMED and UNARMED REGULATION INSPECTION**

### **1. GENERAL:**

The team must have 12 members plus a commander. The team must be in line formation at normal intervals with 4 elements. Team Commanders will bring their team to the ready area a minimum of 5 minutes prior to their assigned time. The Head Judge will signal the commander to enter the inspection area. At that time, the inspection judges will begin evaluating the proper procedures IAW AFMAN 36-2203, paragraph 4.5 and 4.6. The Head Judge will let the commander know when the inspection is complete so the commander can report out. The Team Commander will **not** give the Commands (2<sup>nd</sup>, 3<sup>rd</sup>, and 4<sup>th</sup> element parade rest.) The commander will **not** accompany the judge through the inspection.

### **2. WEAPONS:**

Weapons may be de-mil or facsimile, but they will not be mixed within a flight. The Armed Commander may carry a saber or a rifle.

### **3. PROCEDURES:**

- A. The flight will be lined up in the ready area in line formation with 4 elements 3 deep. Upon notification from the Head Judge, the commander will march his/her flight forward into the marked inspection area. The commander will give Flight Halt, and assume a position centered, 3 paces from and in front of the flight.
- B. The commander will then give the command Open Ranks March, he/she will align the flight and return to a position 3 paces in front of the flight and aligned in front of the head judge. He/She will then report in for inspection.
- C. Upon completion of the inspection, the commander will report out, then right face and command CLOSE RANKS MARCH. Depart the area using Column of Files.
- D. Armed Inspection: All armed cadets when fronted by a judge should move to inspection arms and expect the rifle to be taken and evaluated. Weapons may be De-Mil or Facsimile, but they should not be mixed within a flight. The Commanders will carry their rifle slung on their shoulder, or they may carry a saber the entire time. Continue with the inspection procedures noted above. Once the inspector steps directly in front of the cadets in the flight, the cadet will automatically move through the Inspection Arms procedures in Army TC 3-21.5, Appendix D, para D-7. All schools may simulate bolt opening and



closing procedures. CAUTION: Some rifles such as M1s are dangerous for cadets to close after opening the bolts. It is the option of the school to decide if they will open the bolt on their rifles. Some schools do not have operational bolts on their rifles. So they would have to simulate these required movements. The inspector will take the rifle from them when they have completed "Inspection Arms." Once the inspector takes the rifle, immediately place your hands at the position of attention. When the inspector hands the rifle back to you, (1) immediately grasp the rifle with your left hand, (2) assume Port Arms, (3) close the rifle bolt (or simulate), (4) release the grasp of the right hand and grasp the small of the stock with the right forefinger on the trigger, pulling the trigger (If your trigger does not move, simulate the movement. DO NOT verbally say click to show the judges what you are doing.) (5) Resume Port Arms, (6) then Order Arms. Teams should practice so that they all do it the same way while keeping their military bearing.

#### E. Inspection Questions:

The primary purpose of questions is to assess the cadets military bearing and preparation in a stressful environment. Inspection judges may ask any of the following questions as well as general knowledge, drill, or uniform questions during the inspection process.

Who is the President of the USA?

Who is the Commander in Chief?

Who is Secretary of Defense?

Who was the First Secretary of Defense?

Who is Secretary of the Air Force?

Who was First Secretary of the Air Force?

Who is the Chairman, Joint Chiefs?

Who is Air Force Chief of Staff?

Who was First Air Force Chief of Staff?

Who is Chief Master Sgt of the Air Force?

Who was the First CMSgt of the Air Force?

What is the birthday of the USAF?

When did Japan attack Pearl Harbor?

What does JROTC stand for?

When did terrorists attack the Twin Towers and the Pentagon?  
 Who is Director, Air Force Junior Reserve Officer Training Corps?  
 Who was the first female in the Air Force?  
 What is your unit designator?  
 Who is your Senior Aerospace Science Instructor?  
 Who is your Aerospace Science Instructor?  
 Who is your CORPS Commander?  
 What is your highest ribbon? What is your lowest ribbon?  
 Who is your element leader? What is his/her favorite TV show? Color?  
 Movie?  
 What is the name of the F-22?  
 What is the name of the F-35?  
 What is the name of the C-17?  
 What is the name of the A-10?  
 What country are we at war in? Who are we fighting?

### **The AFJROTC Cadet Creed**

I am an Air Force Junior ROTC Cadet  
 I am connected and faithful to every Corps of Cadets who serve their  
 community and nation with patriotism.  
 I earn respect when I uphold the Core Values of Integrity First, Service Before Self,  
 and Excellence in All We Do.  
 I will always conduct myself to bring credit to my family, school, Corps of Cadets,  
 community, and to myself.  
 My character defines me. I will not lie, cheat, or steal. I am accountable for my actions and  
 deeds.  
 I will hold others accountable for their actions as well.  
 I will honor those I serve with, those who have gone before me, and those who will come after  
 me.  
 I am a Patriot, a Leader, and a Wingman devoted to those I follow, serve, and lead.  
 I am an Air Force Junior ROTC Cadet.

**First stanza of the USAF Song:** Off we go into the wild blue yonder, Climbing high into the  
 sun Here they come zooming to meet our thunder At 'em boys, Give 'er the gun! Down we dive,  
 spouting our flame from under Off with one helluva roar! We live in fame or go down in flame.  
 Hey! Nothing can stop the U.S. Air Force!

## **ARMED REGULATION**

### **1. GENERAL:**

The commands attached are the drill movements required for Armed Regulation Drill (NO PROMPT SHEETS CAN BE USED). The commands are to be given in the sequence listed. The maximum time limit for this drill event is 8 minutes. Starting when the Commander enters the field. The time ends when the last member of the team exits the drill area. There is no minimum time for accomplishing the sequence. Protests will not be heard for crowd noise. If the Head Judge feels there was excess noise that was out of the ordinary which the other teams did not have to contend with, he or she may grant a restart without penalty.

### **2. PENALTIES:**

For every command omitted there will be a five-point penalty. For every command added there will be a five-point penalty. For every boundary violation there will be a 10-point penalty. If a team goes over the established time limit one (1) point will be subtracted for each second over. A team that does not have the required minimum number of cadets, 12 plus a commander will not compete for a trophy. Any use of musical devices, whistles or other noise making devices or non-standard equipment will result in the disqualification of that team from this event.

### **3. REPORTING:**

Drill teams will line up in the ready area, outside the drill area. When instructed by the Head judge the drill team commander will start the sequence with the team at Right Shoulder Arms. When the Drill sequence has been completed, the Drill team Commander will execute the commands necessary to exit the field through the cones.

### **4. DROPPED WEAPON:**

The cadet that dropped the weapon should immediately come to attention, march to the weapon, salute the weapon, pick up the weapon and return to the flight and continue the routine.

### **5. WEAPONS:**

They may be De-Mil or Facsimile, heavy or light, plastic or wood it does not matter. However, they must all be the same on the team, no mixing is allowed. Weapons must have slings attached to the rifles.

**NOTE:** IAW Army TC 3-21.5, facing movements can only be done at the order or at sling arms

## ARMED REGULATION DRILL ROUTINE

The drill team will line up in the ready area outside the drill field at **Right Shoulder Arms**. At the signal from the Head Judge the commander will march the team onto the field and begin the routine. Timing is first on to last off for all events.

A 5 second pause should be maintained after executing all **BOLD UPPERCASE COMMANDS**

1.	Forward March
2.	Column Right March
3.	Forward March
4.	Counter March Forward March
5.	Flight Halt
6.	Order Arms
7.	Left Face
8.	Present Arms
9.	Report In
10.	Order Arms
11.	Dress Right Dress
12.	Ready Front
13.	Parade Rest
14.	Flight Attention
15.	<b>COUNT OFF</b>
16.	Right Face
17.	Close March
18.	Extend March
19.	Left Face
20.	Open Ranks March Ready Front
21.	Close Ranks March
22.	Right Step March
23.	<b>FLIGHT HALT</b>
24.	Left Face
25.	Right Step march
26.	Flight Halt
27.	About Face
28.	Right Shoulder Arms
29.	Forward March
30.	Right Flank March

31.	Left Flank March
32.	Column Right March
33.	Forward March
34.	To The Rear March
35.	Left Flank March
36.	Left Flank March
37.	Column Left March
38.	Forward March
39.	Close March(Fwd March)
40.	Extend March(Fwd March)
41.	Counter March(Fwd March)
42.	Counter March(Fwd March)
43.	Left Flank March
44.	Right Flank March
45.	<b>FLIGHT HALT</b>
46.	Order Arms
47.	Left Shoulder Arms
48.	Forward March
49.	Right Shoulder Arms
50.	Column Right March
51.	Forward March
52.	Right Flank March
53.	Change Step March
54.	Left Flank March
55.	Column Left March
56.	Forward March
57.	Left Flank March
58.	Flight Halt
59.	Present Arms
60.	Report Out
61.	Exit the field through the cones ****

**NOTE:** Element Leaders are required to lead the flight, except where a specific command directs you otherwise.

# UNARMED REGULATION DRILL

## 1. GENERAL:

The team will have 12 members plus a commander. The commands attached are the drill movements required for Unarmed Regulation Drill (NO PROMPT SHEETS CAN BE USED). The commands are to be given in the sequence listed. The maximum time limit for this drill event is 8 minutes, starting when the first cadet enters the field. The time ends when the last member of the team exits the drill area. There is no minimum time for accomplishing the sequence. Protests will not be heard for crowd noise. If the Head Judge feels that crowd noise interfered with a team's performance, he may stop the performance immediately and allow them to start over.

## 2. PENALTIES:

For every command omitted there will be a five-point penalty. For every command added there will be a five-point penalty. For every boundary violation there will be a 10-point penalty. If a team goes over the established time limit one (1) point will be subtracted for each second over. A team that does not have the required minimum number of cadets, 12 plus a commander will not compete for a trophy. Any use of musical devices, whistles or other noise making devices or non-standard equipment will result in the disqualification of that team from this event.

## 3. REPORTING:

Drill teams will line up in the ready area, outside the drill area. When instructed by the Head judge the drill team commander will start the sequence. When the Drill sequence has been completed, the Drill team Commander will execute the commands necessary to exit the field through the cones.

## UNARMED REGULATION DRILL ROUTINE

(This sequence is the same as the AF Regionals with the exception of the Double Time/Quick Time.) **BOLD UPPERCASE** commands require a 5-second pause after the execution of the command. \* = Mandatory Forward, March

Team Enters and Reports In (Centered on Head Judge)
1. Dress Right, Dress
2. Ready, Front
3. <b>PRESENT, ARMS (5 Sec Pause)</b>
4. Order, Arms
5. Parade, Rest
6. Flight, Attention
7. Count Off
8. Right, Face
9. Close, March
10. Extend, March
11. Left, Face
12. Open Ranks, March
13. Ready, Front
14. Close Ranks, March
15. Left, Face
16. About, Face
17. Left Step, March
18. <b>FLIGHT, HALT (5 Sec Pause)</b>
19. Left, Face
20. About, Face
21. Right Step, March
22. Flight, Halt
23. About, Face
24. Right, Face
25. Forward, March
26. Column Right, March *
27. Column Right, March *
28. Column Right, March *
29. Left Flank, March
30. Right Flank, March
31. Column Left, March *

32. To The Rear, March
33. To The Rear, March
34. Flight, Halt
35. Column of Files from the Right, March
36. Flight, Halt
37. Column of Threes to the Left, March
38. Column Left, March *
39. Change Step, March
40. Column Left, March *
41. <b>FLIGHT, HALT (5 Sec Pause)</b>
42. Column Left, March *
43. Column ½ Left, March
44. Column ½ Left, March
45. To The Rear, March
46. To The Rear, March
47. Flight, Halt
48. Forward, March
49. Eyes, Right
50. Ready, Front
51. Column Left, March *
52. Column Left, March *
53. Flight, Halt
54. Forward, March
55. Half Step, March
56. Forward, March
57. Counter, March *
58. Counter, March *
59. Left Flank, March
60. Flight, Halt (Centered on Head Judge)
61. Report Out
62. Exit the drill area

**NOTE:** Element Leaders are required to lead the flight, except where a specific command directs you otherwise.

# **ARMED and UNARMED EXHIBITION**

## **1. GENERAL:**

The time limit for this drill event is 6-9 minutes, starting when the first cadet enters the field. The time ends when the last member of the team exits the drill area. Protests will not be heard for crowd noise. If the Head Judge feels that crowd noise interfered with a team's performance, he may stop the performance immediately and allow them to start over. The commander can position the head judge anywhere on the field. The team may enter and exit from any location. A team must be at least 9 members plus a commander there is no maximum.

## **2. PENALTIES:**

Any use of musical devices, whistles or other noise making devices or non-standard equipment will result in the disqualification of that team from this event. For every boundary violation there will be a 10-point penalty. If a team goes over or under the established time limit one (1) point will be subtracted for each second. A team that does not have the required minimum number of cadets, 9 plus a commander will not compete for a trophy. Should a commander fail to report in or out, a 10-point penalty will be assessed. Each dropped weapon 5 points.

## **3. DISQUALIFICATIONS:**

- A. All events will be conducted in a dignified manner as they are being performed in full view of the public and the National Colors.
- B. All maneuvers shall be military in nature, derived from AFMAN 36-2203, demonstrating great dignity, military bearing and precision.
- C. Dancing, tumbling, gymnastics, lights, luminous clothing, music loudspeakers, hoods, and any other device not dignified in nature for a military drill meet is strictly prohibited. You may not use props, i.e. the US Flag
- D. Safety is paramount, there will be NO pyramids, NO throwing cadets, NO lifting cadets off the ground in any manner, and NO bayonets.

## **4. REPORTING:**

When instructed by the head judge the commander will begin the routine and will report in to the Head Judge. When the routine has been completed, the Drill team Commander will report the sequence finished and request permission to exit the drill area.

## **5. WEAPONS:**

They may be De-Mil or Facsimile, heavy or light, plastic or wood it does not matter. However, they must all be the same on the team, no mixing is allowed.

# IDR

**(Located immediately outside of the cafeteria towards the bus drop off)**

1. Individual Regulation Drill (Knock Out) will be “pay-as-you-go” heats (\$1.00 per cadet, per heat) that will take place throughout the day. A heat will not be completed without a minimum of 10 cadets participating. All heat winners will receive a SNACK VOUCHER redeemable at the concession stand.
2. All legal commands from AFMAN 36-2203 Drill and Ceremonies may be used during the competition. Commands may be varied in speed, inflection, and order. The Head IDR Judge will have final authority. **ARGUING WITH THE JUDGE WILL RESULT IN IMMEDIATE DISMISSAL FROM THE COMPETITION. THE JUDGES’ DECISIONS ARE FINAL!**
3. The command “AS YOU WERE” will and must be given to clear all improper/incorrect commands before any more commands may be executed. Commands will begin at a slow cadence and pick up speed as the event proceeds during each series.
4. The first mistake will result in elimination from that round of the event. Questions will be indicated by raised right arm with closed fist.
5. Each school will enter 2 cadets into the “pay-as-you-go” IDR, free of Charge.
6. **FINAL IDR WILL BE DONE AFTER ALL OTHER EVENTS ARE COMPLETE. ALL PARTICIPANTS WILL ASSEMBLE ON THE GYM FLOOR WHEN CALLED. THE CADETS ON THE GYM FLOOR MUST BE IN UNIFORM.**

## SINGLE AND DUAL ARMED EXHIBITION

**(Located immediately outside of the gym between the gym and the baseball field)**

1. Field Size – 25' X 25'
2. You may enter and exit anywhere on the field.
3. You will tell the head judge where to stand.
4. You may wear any HQ AFJROTC approved uniform.
5. The competition will be outside on grass unless it rains.
6. Cost: Singles \$5.00, Duals \$10.00
7. Time Limits: Minimum = 1 minute, Maximum = 2 Minutes, First on to last off.
8. You may use a heavy rifle or a light rifle it is your choice. The judges will inspect each rifle prior to the performance.
9. Deductions:
  - a. Dropped weapon: 5 points per occurrence.
  - b. Boundary: 10 Points per occurrence
  - c. Time: 1 point per second over/under time limit

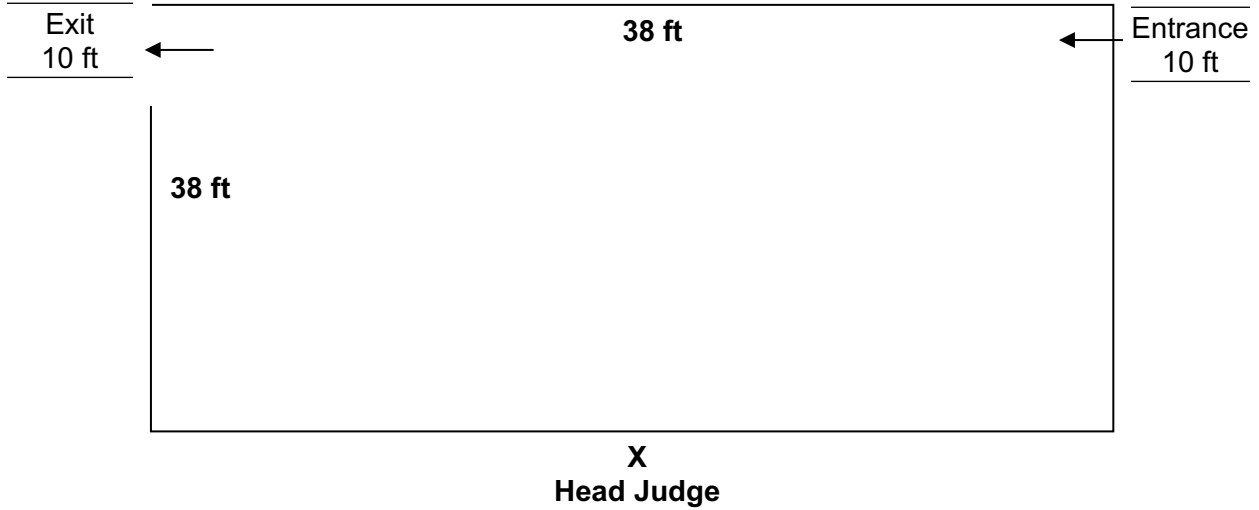


## Floor Diagrams

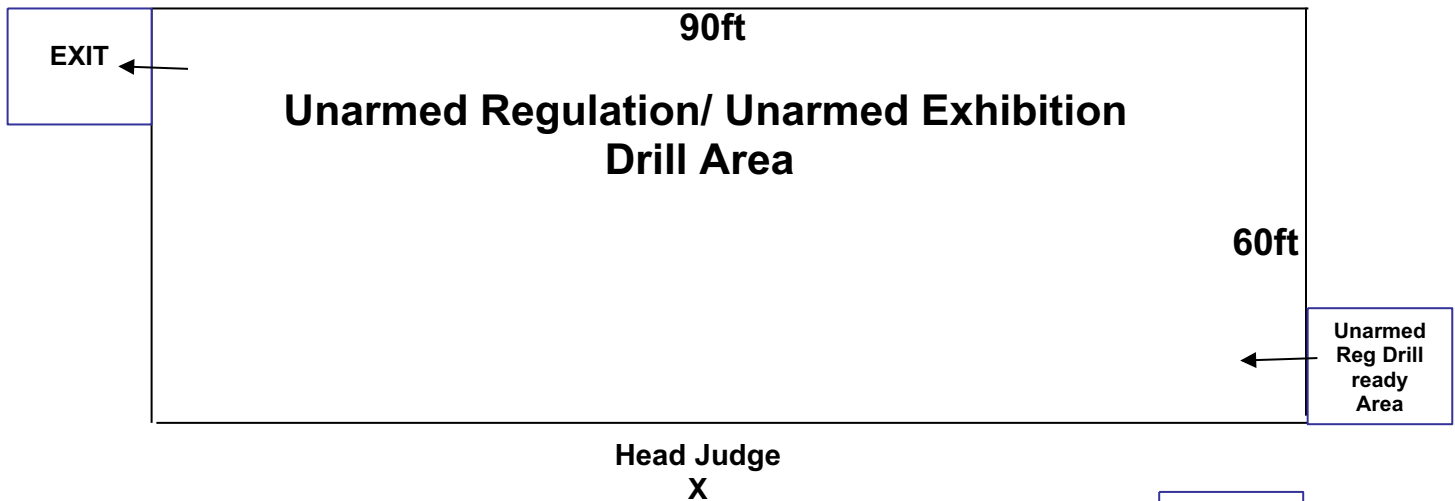
**NOTE:** For Exhibition, the team commander may place the Head Judge where he/she would like for Reporting In and Out.

### **Color Guard Drill Area**

(Unarmed CG in **PAC** & Armed CG in **Band Room**)

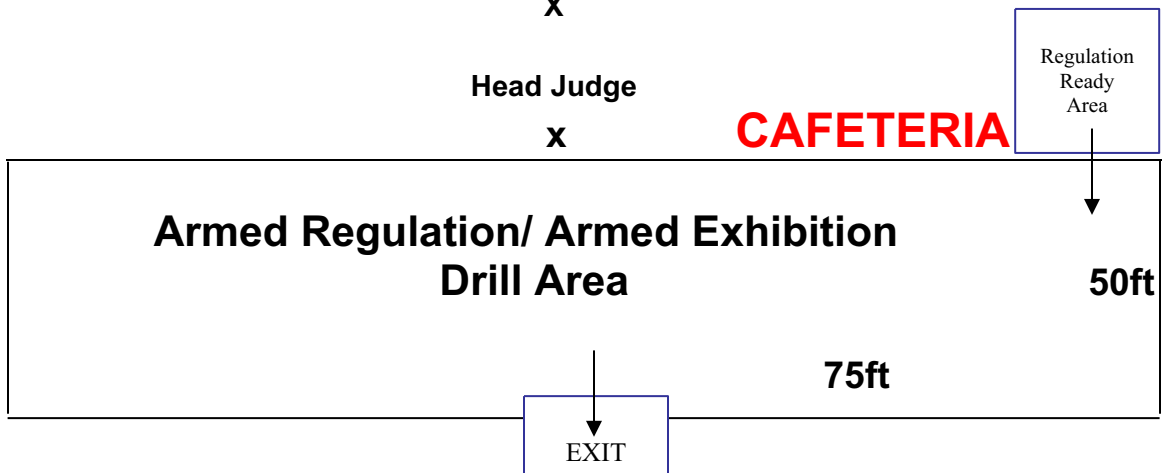


### **GYM**

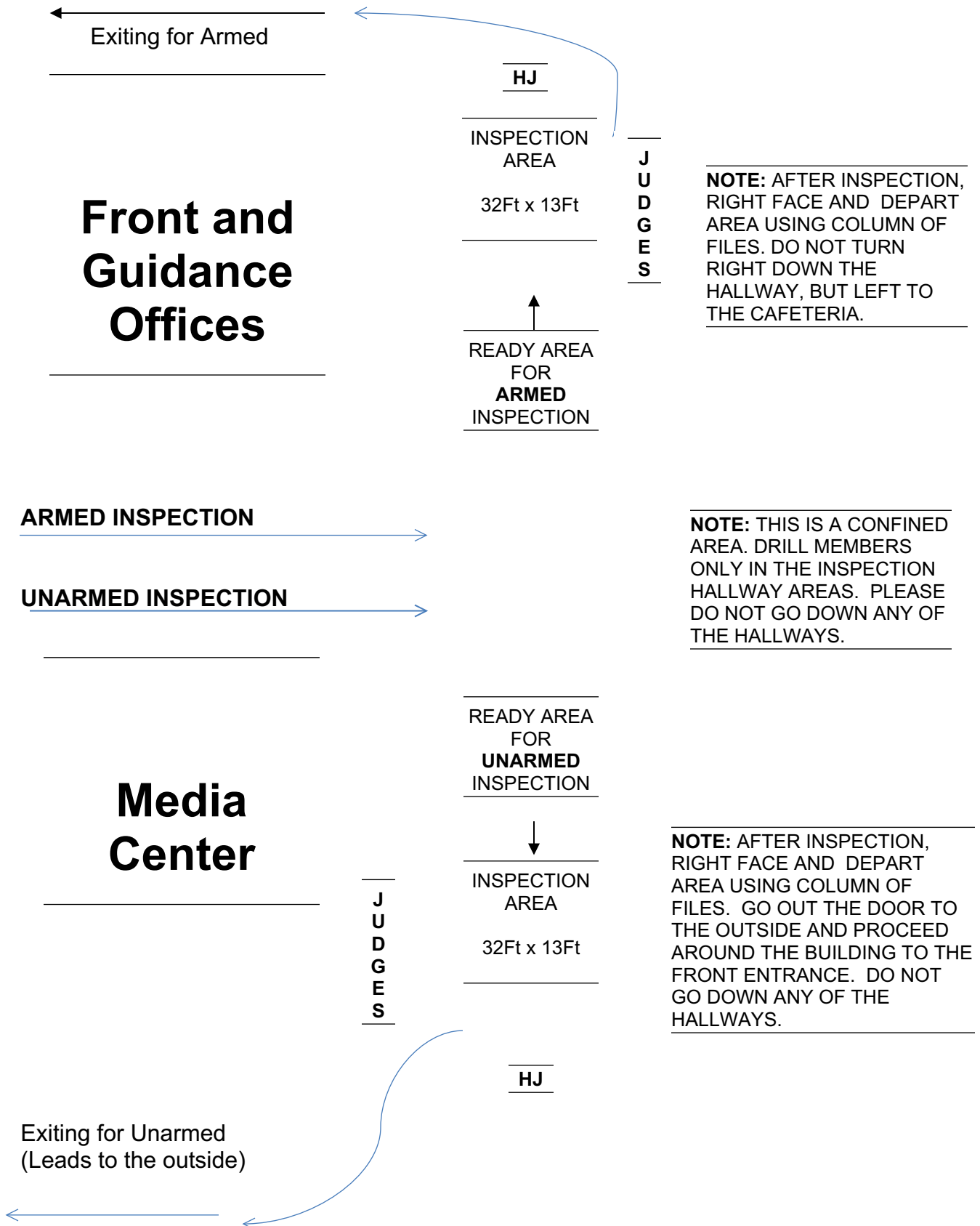


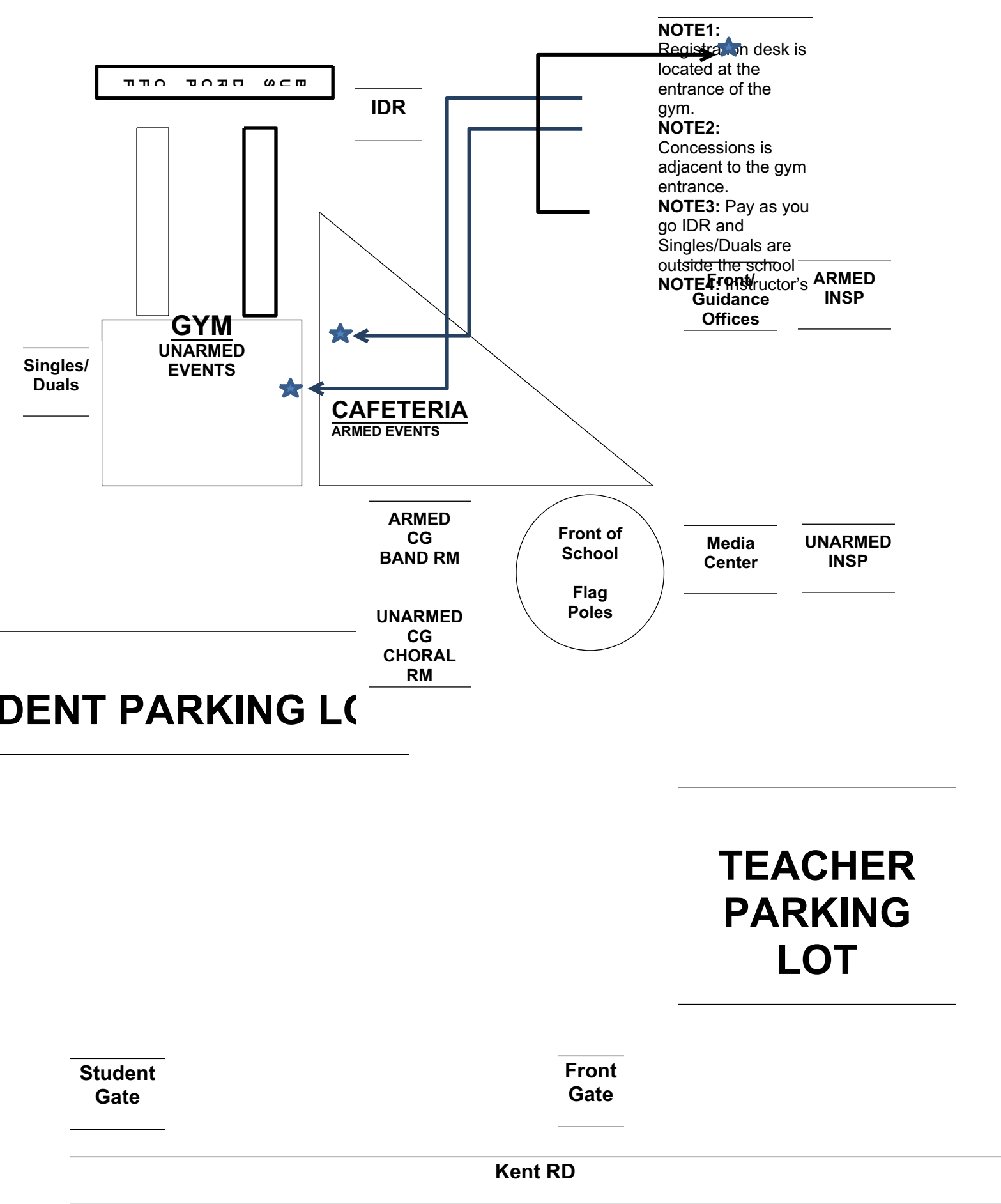
Head Judge  
x

### **CAFETERIA**



## Armed and Unarmed Inspection Drill Area





## **DIRECTIONS TO TIFT COUNTY HIGH SCHOOL**

**For those of you that use GPS, use these coordinates**

**31.28.192N**

**83.28.59W**

**DO NOT TYPE IN TIFT COUNTY HIGH SCHOOL**

If you are traveling North on I-75: Take exit 63b and turn east on 8<sup>th</sup> Street, you will pass the old high school (now renamed Eighth Street Middle School) and the Stadium. Continue on 8<sup>th</sup> Street until it dead ends into Ferry Lake Road. Turn left on Ferry Lake Road, go about 1 ½ miles to the New River Church Road intersection. Turn left on New River Church Road and go About ¾ of a mile. Turn left on Kent Road and then right onto Blue Devil Way up to the high school.

If you are traveling South on I-75: Take the Brighton Road Exit 66, turn left and go east. At the stop sign go straight, go 4 miles to the dead end and turn right on the Old Ocilla Road. Go past the Dixie station on your left and in about ½ mile you will see a small green sign for the high school, turn left onto New River Church Road, the school will be on your right in about a mile.

From Highway 82: If you are coming from west of Tifton go all the way through town, follow the signs for Ocilla and turn North onto Highway 319. In about 1 mile you will reach the New River Church Road intersection, turn left on New River Church Road. Go about ¾ of a mile and cross Ferry Lake Road, stay straight on New River Church Road for another ¾ of a mile. Turn left on Kent Road and then right onto Blue Devil Way up to the high school.

If you are coming from the East of Tifton on Highway 82, then just as soon as you pass the fairgrounds, turn North on Highway 319 and follow previous directions.

The School is located on a 100 acre tract of land situated between New River Church Road and Kent Road. The school bus entrance is on New River Church Road (please do not use this entrance the gate will be closed), the main drive is located on Kent Road. If you have any Questions please call 229-589-7182 or E-mail me at [pcandelario@tiftschools.com](mailto:pcandelario@tiftschools.com)