

Bear Invitational Drill Meet

16 April 2016

AFROTC DETACHMENT 810

BAYLOR UNIVERSITY



2016 Baylor University
Bear Invitational Drill Meet

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2016 Baylor University
Bear Invitational Drill Meet
Standard Operating Procedures

SECTION 1 – COMPETITION OVERVIEW

A. Overview

On Saturday, 16 April, the Blue Knight Drill Team, with the assistance of the 810th Air Force ROTC Cadet Wing at Baylor University, will host a JROTC Invitational Drill Meet at the heart of Baylor campus. The competition will include 3rd place to 1st place awards in each area of the competition. The events are Personal Inspection, Regulation and Exhibition, Armed and Unarmed Drill, Color Guard Drill, Regulation Drill, Color Guard Indoor and Outdoor Presentation, and Academic and Physical Training Challenge, in addition to a sweepstakes 3rd to 1st place. All events in individual and dual category will be awarded 2nd place and 1st place and do not contribute to the sweepstakes award.

Special Notes:

- All entries must be received by Detachment 810 by mail, fax, or in person **NLT 16 Apr 2016**.
- Your entry fee must be received **NLT 16 Apr 16**. Fees must be paid by or on the day of the event.
- Entry forms must be filled out by instructors.

B. Itinerary:

The following is the general itinerary for the drill competition on Saturday, 16 April 2016. The Itinerary of the Day, containing each team’s competition times, will be handed out the morning of the event at the Commander’s Conference.

Time	Event	Location
0800	Commander’s Conference	Detachment 810
0830	Competition Begins	Determined by event
1730	Awards Ceremonies	Bennett Auditorium

C. Entrance Requirements:

1. The teams must be composed of students enrolled in JROTC programs at their local schools or in a Civil Air Patrol unit. All schools must compete in Personal Inspection and at least one other Sweepstake event.
2. Listed below is the minimum and maximum number of participants for each event:
 - a. Nine members (not including the commander) for Unarmed Regulation and Exhibition, Rifle Regulation and Exhibition, and Personal Inspection. A total of ten members.
 - b. Four members for all Color Guard events.

- c. A maximum of ten members for each Physical Fitness team. Five for female teams and five for male teams.
 - d. A maximum of ten members for the Academic Team
3. Color Guard Indoor and Outdoor Presentations are contingent upon three teams registering, per event, on time. If one of these events does not meet this minimum requirement, the event will be cancelled and a refund will be issued to the schools that have paid.
- a. If there are three teams competing in one of these events, then 1st place will be awarded. If there are four to five teams competing in an event, then 1st and 2nd place will be awarded. 1st, 2nd, and 3rd place will be awarded if seven or more teams are registered.
4. Payment of entry fee must be received by 16 April 2016 to:
- Baylor University AFROTC Det. 810
PO Box 97070
Waco, TX 76798-7070
***Please make checks payable to “Aim Higher”**
5. Competition Scheduling
- 1. In the event of scheduling conflicts, the school that sent in their entry form earliest will have priority.
 - 2. **Schools must compete at their scheduled times.** A penalty will be assessed for late schools (See Section 3.A.2).

D. Weapon Requirements & Regulations (Armed Teams & Color Guard):

- 1. The teams may use any rifle (either demilitarized or facsimile). Regardless of type, the weapon must:
 - a. Be rendered unfireable.
 - b. Maintain an adjustable sling.
- 2. The Head Judge of the event may visually and/or physically examine one or more rifles among the set that the team will use during that portion of the Bear Invitational competition. If any weapon fails to meet the previously listed criteria, the team will be allotted a subjective penalty for using illegal weapon(s) and/or equipment.
- 3. The teams may not remove their weapon slings during any event at the Bear Invitational due to its function as an actual part of a regulation rifle.
- 4. Penalties assessed for “dropped” weapons constitute the weapon leaving the control of the cadet (e.g. hitting a fellow cadet, landing on the floor/ground, etc.)

5. All armed drill team commanders must carry a weapon. Unarmed drill team commanders may carry a saber, if so desired. However, regardless of the weapon utilized, the cadets are required to carry the same weapon to all events requiring weapons.
6. No aiming of weapons will be allowed.
7. No pyrotechnics or blanks will be permitted during any phase of the competition.

E. Cadet Commander Regulation:

1. General

- a. During Armed Drill events, Cadet Commanders must carry either a rifle or a saber during all team events at the Bear Invitational drill competition. All other cadets also must carry rifles or sabers. An armed drill team may not utilize both weapons in the same event. No other weapons (i.e. demilitarized handguns) will be permitted.
- b. When competing in the Unarmed Drill events, Cadet Commanders may carry a saber, if so desired.
 - i. The saber used by the Cadet Commander may not leave his/her hand at any time subsequent to entry upon the drill floor. If using a saber, the cadet **MUST** maintain a minimum of **SIX** normal paces away from the event Head Judge at the times of reporting in and reporting out. If the cadet is found to be in violation of this rule, points will be deducted from the overall score for that event.

2. Cadet Commander Evaluation

- a. During Personal Inspection and in evaluating the Cadet Commander during the Regulation events, the judges will base their assessments on the cadet's voice projection, confidence, and tone.

F. Competition:

Each school has the option of competing in the minimally required or all of the below events. However, in an effort to accumulate the most points for the Sweepstakes Award, it is advised to compete in more than the minimum entry of Personal Inspection and an additional Sweepstakes event.

1. General

- a. AFMAN 36-2203 will be the primary manual utilized for the events at Bear Invitational. Regarding armed drill rifle movements and color guard competition, these events will be performed and judged in compliance with U.S. Army FM 3-21.5. Uniforms regulations will be judged in keeping with AFI 36-2903 and AFJROTC Uniform and Awards Guide.
- b. Upon arrival, schools will check in at the Commander's Conference (additional information to follow). At this time, each school will receive an event schedule, as well as be informed of any changes to rules, regulations, and/or previous guidelines. Attending the Commander's

Conference also allows the event coordinators/judges to know your school has arrived at the event and is ready to compete.

- c. All decisions and/or judgment calls concerning rules, procedure, or other matters related to this competition are made by Bear Invitational coordinators/judges and are considered final. If there are any questions prior to the competition day, team's instructors are encouraged to contact Angela Gowing, (714) 624-8770 or by email at Angela_Valencia-Gowing@baylor.edu.
- d. Each school must participate in a minimum of Personal Inspection and one other Sweepstake event.
- e. **Teams should report to the drill pads at least five minutes before their report-in time**, as scheduled at the Commander's Conference. Upon arriving at an event, the Cadet in Charge needs to speak with a judge for reporting-in information. Ten minutes will be given between phases for each team to move on to the next drill pads. **Teams that are late will not be allowed to compete at that time; however, they may reschedule at the event Head Judge's discretion.**
- f. Reporting In/Out Procedures
 - i. Once on the drill pad, the team commander will report in to the head judge, who will be centered at the edge of the drill area. The team commander will salute and state, "Sir/Ma'am, (*Team Name*) team reports for (*Event Name*)." The head judge will return the salute and signal for the team commander to proceed. The commander should be directly in front of the head judge, 6 paces away, when reporting in.
 - ii. Upon completion of the event, the team commander will face the judge and report out. The cadet will salute and state, "Ma'am/Sir, (*Team Name*) team has completed (*Event Name*)." When reporting out, do not salute through the formation.
 - iii. After the team is off the drill pad, the team commander will report to the head judge to be debriefed.

2. Commander's Conference

- a. The meeting is at 0800, Saturday, 16 April 2016, Detachment 810.
- b. Any changes to the rules, regulations, and schedule will be passed out at this time. The meet coordinator will describe the locations of all relevant areas. Any questions about the competition should be asked at this time, and, in the interest of time, the team commanders should have their questions ready.
- c. Decisions made at this meeting apply to all teams regardless of whether or not the team commander attended.
- d. A complete schedule with each team's competition times will be available at this time.
- e. The team advisor/sponsor and commander (or substitutes for the team) are the only authorized members allowed to attend.

SECTION 2 - COMPETITION EVENTS AND AWARDS

A. Performance Regulations

1. Report in and Report out to the Head Judge is required at each event unless specified otherwise by the event (ex: Color Guard Indoor Presentation). The Cadet Commander is required to give at the very least the name of their school and indicate the event.
2. **Teams should report to the drill pads at least five minutes before their report-in time** as scheduled at the Commander's Conference. Upon arrival at an event, the Cadet Commander in charge needs to speak with a judge for reporting-in information. Ten minutes will be given between phases for each team to move on to the next drill pad. **Teams that are late will not be allowed to compete at that time however, they may reschedule at the event's Head Judge's discretion.**

B. Awards

1. The competition will include 3rd place to 1st place awards in each area of the competition.

2. Sweepstakes Awards

- a. These awards will be given to the top three competing teams at the Bear Invitational Drill Meet.
- b. There are a total of 12 events that contribute to winning the Sweepstakes awards.
 - c. Teams must compete in Personal Inspection and one other Sweepstakes event to be qualified for this category.
 - d. If a school is sending more than one competing team, only one team may compete for the Sweepstakes Award and must be submitted during in-processing.
 - e. The events include Personal Inspection, Regulation and Exhibition Armed and Unarmed Drill, Color Guard Drill Regulation Drill, Color Guard Indoor and Outdoor Presentation, Academic Testing and a Physical Training Challenge.

3. Divisional Awards

- a. Divisional Awards gives each school the opportunity to excel in their area of expertise. The Divisional awards will be given to the top competing team out of three categories: Unarmed, Armed, and Color Guard.
- b. To be competitive in a division, teams must compete in Inspection, Regulation, and Exhibition. For the Color Guard Division, teams must compete in Inspection, Regulation, Indoor Presentation, and Outdoor Presentation.
- c. Armed Teams (Rifle) are required to compete with the same weapon type in all three categories. Rifle will compete for the Armed Divisional Award.

4. Individual / Dual Awards

- a. All five events in this category do not contribute to the Sweepstakes Award.
- b. 2nd and 1st place will be offered in this category.
 - i. There will be only one champion from the Drill Down
- c. The events include Individual Rifle, Rifle Tandem, and the Drill Down.

C. Events

- 1. The competition will consist of 15 events.

a. Sweepstakes Events

Unarmed Regulation	Color Guard Regulation
Unarmed Exhibition	Color Guard Indoor Presentation
Rifle Regulation	Color Guard Outdoor Presentation
Rifle Exhibition	Academic Testing
Personal Inspection	Physical Fitness Test (PFT)

b. Divisional Category

i. Unarmed Division

Unarmed Regulation
Unarmed Exhibition
Unarmed Personal Inspection

ii. Armed Division

Armed Regulation
Armed Exhibition
Armed Personal Inspection

iii. Color Guard Division

Color Guard Regulation
Color Guard Indoor Presentation
Color Guard Outdoor Presentation
Color Guard Personal Inspection

iiii. Individual / Dual Category

Drill Down
Rifle Solo

SECTION 3 - SCORING AND TIMING

A. Score Sheets

1. At this drill meet all score sheets will at the least be double checked by BIDM staff.
2. Score sheets will not be official until signed by their respective judges. Score sheets require the cadet commander's signature if the team does not have the correct number of cadets specified in this SOP.

B. Event timing

1. The secondary judge for each event will keep time. Event timing varies based upon event. Refer to each event section for further clarification on event timing. Event Time will begin when the Team Commander reports in to the Head Judge and will end when he/she reports out.
 - a. For Inspection and the Drill Down, there is no time limit. However, inspection should be completed in a professional and timely manner.

C. Scoring

1. Scoring will be based upon a proportion system. This system will ensure that each area of the competition is worth and receives the same percentage of points. Each event will be worth 250 points.
2. A school that submits 2 teams or more in the same category can win 1st through 3rd place. However, only one team may be submitted for the Sweepstakes Competition. The team that will compete in the Sweepstakes Competition must be designated before the start of the competition during in-processing.

3. Head Judge's decisions are final.

D. Protest

1. Protests must be written and filed with the head judge within one hour after the team's competition time for that event. Protests involving events must include citations from the BIDM SOP and AFMAN 36-2203 including page number, section, paragraph and line.
2. Only advisors/sponsors will be allowed to file protests.

E. Tie-breaking

1. In the event of a tie for the Sweepstakes awards or any of the Divisional Awards, the winning team will be determined based upon the following criteria. If still tied, the next criteria will be used to break the tie:
 - Highest Inspection Score

- Highest Regulation Score
- Highest Head Judge Score in Inspection

2. In the event of a tie in any single event, the following criteria will be applied:

- Highest Head Judge Score
- Highest Report In/Out Score

F. Event Judging

1. Each event will be judged by the same judges. **All judges' scoring and decisions are final.**
2. Before the event you are allowed to speak to the judges for clarification and questions. During the event, do not speak to the judges. Any questions regarding problems will be directed to the Judging Coordinator.
3. Judges will not discuss their evaluations of an event together but will convene to discuss boundary violations, omitted commands, and other non-subjective items.

SECTION 4 - COMPETITION AREA SPECIFICATIONS AND LOCATION

Drill area specification	
Unarmed, Rifle Regulation	25yd x 20 yd
Unarmed, Rifle Exhibition	25yd x 20 yd
Personal Inspection	12yd x 15yd
Colorguard Regulation	25 yd x 20 yd
Colorguard Indoor Presentation	TBA
Colorguard Outdoor Presentation	Pat Neff - outdoor flag pole
Academic Testing	TBA
Physical Fitness Test (PFT)	TBA
Solo Events	10yd x 10yd
Tandem Events	10yd x 10yd
Drill Down	TBA

G. Operational Area

1. The 2016 Bear Invitational Drill Meet will be held in the following locations on Baylor's campus.
2. **Detachment 810:** Administrative building containing the Commanders Conference and in-processing.
3. **Marrs McLean Gym:** Unarmed Drill (both regulation and exhibition).
4. **BSB Field:** Physical Challenge
5. **Gym:** Honor Guard and Armed Drill (both regulation and exhibition).

6. **Bennett Auditorium:** Personal Inspection and awards ceremony.

SECTION 5 - ARMED/UNARMED INSPECTION

A. General Inspection Information

1. Teams will formulate their Flight Inspection unit by selecting the twelve cadets as well as the Cadet Commander they wish to lead the cadets in advance. The inspection team must be dressed the same for Inspection, and anything taken into the inspection area (e.g. weapons, guidons, accessories etc...) may be inspected by the judges. Teams with missing cadets will be penalized.
2. The inspection is relatively brief, utilizing three inspection judges. Flight Inspection has no time limit; however, the cadet commander should move the unit into and out of the inspection process in a timely fashion.
3. The Inspection area will be 12yd x 15yd. For the sake of uniformity, the Cadet Commander should be three paces from the Head Judge BEFORE the Open Ranks command is executed. Additionally, the Cadet Commander should be six paces from the unit BEFORE any Open/Close Ranks command is initiated.
4. The Flight Commander WILL NOT MOVE TO REVIEW THE CADETS FOR PERFECT DRESS & COVER DURING OPEN RANKS INSPECTION.
5. Competing cadets **MUST WEAR** all JROTC ribbons earned during their time in JROTC. The use of spaatz, scarves, ascots, gloves, fancy headgear, chrome helmets, etc., **WILL NOT BE PERMITTED DURING THE INSPECTION PORTION.** Teams who wear these accessories will be penalized.

B. Inspection Preparation

1. While the preceding unit is being inspected, the Cadet Commander will **QUIETLY** assemble his/her inspection cadets in the inspection ready area. This area is located just outside the entry/exit point for the inspection area. As soon as the prior team is finished, spectators may enter the inspection area, after ensuring all cell phones/pagers have been turned off.
2. When you hear the judge command, "Your school name, REPORT!" the Cadet Commander will lead his cadets into the inspection area, centering the unit on the Head Judge. Teams should enter and immediately form three elements of four cadets each. This will allow each judge to inspect one element.

C. The Inspection Process

1. The unit should then be instructed to "**Open Ranks**" by the Cadet Commander. Again, the Cadet Commander **MUST NOT** perfect dress and cover during the inspection. The Commander then turns, salutes and states, "Sir/Ma'am, XXXXX High School is prepared for inspection". The commander should be the **ONLY** one to salute the Head Judge. The Judge will visually evaluate the Cadet Commander and then will command, "**Accompany me on inspection.**" During Inspection, the cadet commander's voice projection, confidence, and tone will be evaluated. All judges at this

point step off to evaluate their corresponding elements. A Deputy Flight Commander does not need to be appointed.

2. All judges will move across the formation, visually and verbally evaluating each cadet. Armed cadets may be given the command "Inspection Arms" so that the rifle may be evaluated. Judges will look at the back of their rank before moving from the formation and completing their inspection.
3. After the inspection is completed, the Cadet Commander will close ranks and report out, and the Head Judge will dismiss the flight from the Inspection area. The Cadet Commander should move the unit from the drill area in a formal military fashion, with the element leaders IN FRONT OF the formation.

D. Verbal Responses

Inspection will include questions posed to a cadet in order to determine a cadet's poise, confidence, and overall military/government/historical knowledge, along with specific questions about their service branch. Judges WILL ask questions they do not expect the cadet to answer correctly. Cadets must not become flustered or lose their military bearing! If a cadet does not know the answer to any question, a strong, "Sir/Ma'am, this cadet does not know," or similar response is best.

E. Inspection Standards

1. Each cadet's general appearance should be well groomed and well prepared. Personal appearance will be inspected to include: uniform sharpness, facial hair, haircuts, shoes, etc. Haircuts are judged on conformity with service regulations and uniformity of the team.
2. Teams will be inspected using their own uniforms as the standard. Every cadet should look as sharp as the team's best cadet. The time of inspection will be taken into consideration. Judges can tell the difference between uniforms that were unprepared and uniforms that have been worn throughout the day.
3. Leather low-quarters or corfam shoes are appropriate wear for all portions of the competition. However, while corfam shoes are easily maintained, leather shoes will require a great deal more effort to achieve the same appearance. If corfam shoes are worn, the judging standard will demand absolute perfection from those cadets wearing leather low quarters.

F. Uniform Regulations

Cadets' uniforms must be in accordance with the Air Force Dress and Appearance Manual AFI 36-2903 or a unit's corresponding regulatory manual. Teams are encouraged (but NOT REQUIRED) to wear the Service Dress Coat to Flight Inspection. Items pinned on the uniform (name tags, ribbons, etc.) will be required during the inspection phase of the competition. 15

G. Issues with Judging

While it is rare, a judge may incorrectly apply a regulation to your team's inspection. If a cadet feels a rule has been applied incorrectly to their unit, DO NOT ARGUE with the judge! If a judge presses a

point that a cadet feels is wrong, the correct response should be "Sir/Ma'am, I have been instructed that "thus & so" is correct". Maintain your military bearing and professionalism at all times.

Section 6 – TEAM REGULATION COMPETITION

A. General Regulation Information

1. The minimum number of cadet required to perform are 9 plus the commander (10 total). The maximum is 12 plus the commander (13 total).
2. The time limit on this event is 12 minutes, with no minimum time requirement. Judging will begin when the first member enters the drill area and will end when the last member exits. Time will begin when the team commander reports in to the Head Judge and will end when he/she reports out. Additionally, five points will be taken away for each 15 second time block over the allotted time.
3. There will be three Regulation Drill pads for rifle, and unarmed teams (25yd x 20yd). Five points will be deducted from the overall score for each boundary break.
4. Every member of an armed drill team is required to carry either rifle or sabers. However, a team may not consist of both rifles and sabers. The team commander may opt to carry either a rifle or saber regardless of what his/her team carries.
5. All drill sequences will be executed in accordance with AFMAN 36-2203. All armed drill is in accordance with US ARMY FM3-21.5.

B. Regulation Phase

1. The team commander will enter the drill with the judges. The team will then enter the drill area and the commander will report to the head judge.
2. The team will execute the appropriate drill sequence given. Commands may be added to the sequence to ensure the team stays within boundaries or to correctly perform a command. Commands given outside of the boundaries will not be evaluated.
3. The commander will wait until the head judge give a verbal, "up", signifying that he/she is ready to judge the next command. This is only done for stationary commands. For example, the commander calls "Present Arms" and the flight executes the command. The judges then evaluate the movement and once they have finished evaluating, the head judge will say "up", and the flight commander can execute the next command.
4. The team commander will report out to the head judge when the sequence is completed. The team commander will then move the team off of the drill area and should report to the staging area for the next phase of the competition.
5. Note: For armed drill teams, dropped weapons will result in a 25-point deduction.

SECTION 7 – TEAM EXHIBITION COMPETITION

A. General Exhibition Information

1. The minimum number of cadet required to perform are 9 plus the commander (10 total). The maximum is 12 plus the commander (13 total).
2. Routines must last at least 5 minutes and have a time limit of 12 minutes. For each time block of 15 seconds below or above the allotted time, 5 points will be deducted.
3. The Exhibition area dimensions are 25yd. X 20yd. 5 points will be deducted for each boundary break.
4. Before the beginning of the routine the drill team commander will inform the head judge of where he/she should stand for reporting procedures. Teams may report in and out anywhere in the designated drill area. Teams may report out at a different location from where they reported in.
5. The team will be judged in areas such as: Bearing, Appearance, Cadet Involvement, Sequence Difficulty, Precision, Varsity, Showmanship, and Overall Impression. It is at the discretion of the head judge to award extra points (10 possible) for rifle weight. In addition, 10 points may be awarded from the head judge for Reporting In/Out.
6. The team commander will report out to the head judge when the drill sequence is completed and shall move the team off the exhibition drill area. Time and judging end when the last cadet has exited the drill pad.

B. Armed and Unarmed Exhibition Phase

1. The Rifle Exhibition phase consists of a coordinated routine including, but not limited to, stationary or marching drill movements with the use of weaponry.
2. Dropped weapons will result in a 25-point deduction.
3. Every member of an armed drill team is required to carry rifles. The team commander may opt to carry either a rifle or saber regardless of what his/her team carries.
4. Rifles may not be outfitted with bayonets.
5. Exhibition judging is subjective by nature. Judges are asked to focus on togetherness, mechanics, snap, and degree of difficulty. The use of facsimile rifles may affect the judge's decision on degree of difficulty.

SECTION 8 – COLOR GUARD PHASE

A. General Color Guard Regulation Information

1. Each team will consist of two flag bearers and two guards for this part of the competition.
2. The maximum time limit on this event will be twelve minutes. There is no minimum time limit. Judging will begin when the first member enters the drill area and will end when the last member exits the drill area. Time will begin when the Team Commander reports in to the Head Judge and will end when he/she reports out.

3. There will be one Color Guard drill pad (25yd x 20yd). Five points will be taken away for each boundary break.
4. To be eligible for this competition, the Color Guard must use a weapon accepted for use in the Armed category. This does not limit Color Guard members to be comprised of members from the Armed team.
5. For this proportion of the competition drill movements will be performed in accordance with Army FM 3-21.5.

B. Color Guard Regulation Phase

1. The Team Commander will enter the drill area, for a commander's conference with the judges. Then the team will enter the drill area, and the commander will report in to the head judge.
2. The team will execute the appropriate drill sequence given. Commands may be inserted to ensure the team stays within boundaries or to correctly perform the movement. Commands given outside of the boundaries will not be evaluated.
3. The team commander will report out to the head judge when the sequence is completed. The team commander will then move the team off of the drill area and should report to the staging area for the next phase of the competition. Judging ends when the last cadet exits the drill area. Time ends when the Team Commander reports out to the Head Judge.
4. Dropped flags or weapons will result in a 25-point deduction.

C. Color Guard Indoor Presentation General Information

1. Each team will consist of two flag bearers and two guards for this part of the competition.
2. At the beginning of this event, each team will be given five minutes to orient themselves with the room. The team commander is responsible for keeping track of time. There is no time limit for posting and retrieving the colors. However, this event should be completed in a ceremonious and timely manner.
3. Teams will be judged in areas such as: bearing, precision, flag handling, honors, and obstacle avoidance.
4. Detachment 810 will provide flag stands. However, it is highly encouraged to bring your own flags and stands for familiarity purposes.
5. Spectators will be allowed to watch teams compete with the agreement that they will be unable to leave the room until either all teams have completed this part of the competition or the team they are affiliated with has competed. This is to ensure that no team will be given any information about the layout of the room before competing.

D. Color Guard Indoor Presentation

1. The event assistant will inform the team to enter the room. The commander will halt the team in the back of the room. When directed by the Head Judge, the commander, alone and without the

American Flag, will report in. When the Head Judge returns the commander's salute, the five-minute assessment period begins.

2. The team will have five minutes to assess the room and formulate a plan for posting and retrieving the colors. The team is allowed to use this time to rearrange items (such as flag stands, podiums, etc.) on the stage if applicable. Once the team is finished, or time is almost up, the guard will form back up and the commander will report to the Head Judge again, alone and without the American Flag. The commander will salute and state, "Sir/Ma'am, the (Team Name) is ready to post the colors." The Head Judge will inform the Color Guard Commander to post the colors and once that return salute is given, the time keeper will stop the clock.
3. Indoor Presentation of the colors is an innovative event. The guard must use drill movements and regulations pertaining to the colors. The guard is required to Present Arms to the audience, post the colors, and then dress the colors. After this, the guard will salute the American flag and return to the starting point.
4. The commander will take two paces forward, salute, and announce, "Sir/Ma'am the colors have been posted." The Head Judge will verbally instruct the team to retrieve the colors.
5. The guard will then proceed to retrieve the colors. Before removing the flags from the flag stand, the Color Guard will salute the American flag.
6. Once the colors have been retrieved, the guard will leave the room the way they entered. There is no report out.

E. Color Guard Outdoor Presentation General Information

1. Each team will consist of two flag bearers and two guards for this part of the competition.
2. Before the start of the event, each team will be given 5 minutes to practice at the designated flagpole. This is the only time that a team may view or handle the flagpole prior to competing.
 - a. Competing teams or individuals affiliated with competing teams are not allowed to view another competitor's practice time or performance prior to competing themselves.
3. Teams will be judged in areas such as: bearing, precision, flag handling, honors, and knowledge of Reveille and Retreat.
4. The Honor Guard will not carry rifles, flags, or wear flag carriers for the Outdoor Presentation of the Colors.
5. There is a fifteen-minute time limit maximum. There is no minimum time limit. Lowering and raising the flag must be done in a ceremonious and manner. No penalties will be given for exceeding the time limit, but the judging will cease upon reaching the time limit. This is to ensure each team has enough time to compete and reach their next event.
6. The procedure for raising and lowering the flag will be done in accordance to AFMAN 36- 2203.

F. Color Guard Outdoor Presentation

1. When indicated by the Head Judge, the commander will march the team on to the drill area and halt at the commander's discretion.
2. Without the team, the commander will report to the Head Judge. The second judge will hand a folded American flag to the Head Judge who will ceremoniously hand the flag to the team commander.
3. The commander will rejoin the team and march to the flagpole with the folded flag. The commander will hand the flag to the flag attendant and only the remaining three members of the Honor Guard will raise the flag. The Honor Guard commander does not participate in the raising ceremony, but will render proper honors while the flag is being raised. The flag will be raised to half-staff.
4. Once the flag has been lowered and the halyards have been secured the Honor Guard will fold the flag.
5. The Honor Guard will reform into a four-person detail. The commander will march the guard to a position in front of and centered on the Head Judge. The commander will step forward and ceremoniously present the flag to the Head Judge. The Head Judge will accept the flag and hand the flag to the second Judge, the commander will report out.
6. In case of bad weather:
 - a. The Honor Guard will proceed with sections e-f. However, before the folded American Flag is handed off to the commander, the Head Judge will ask the commander to describe lowering and raising the flag at the beginning and end of the duty day.
 - b. The Honor Guard will be judged upon the commander's explanation of raising and lowering the flag and folding the flag.
 - c. Proceed with folding the flag and section 4.

SECTION 9 – ACADEMIC COMPETITION

A. General Academic Information

1. Each school may enter one Academic team. A maximum of 10 cadets may be on each team. There is no minimum; however, the number of cadets per team will affect the total amount of points awarded.
2. Cadets will have an hour and a half to complete the academic portion of the test. There will be a maximum of five testing periods with a maximum of four schools per section. When time is called all cadets are expected to put down their pencils and turn in their test. Any cadet attempting to complete the test after time is called will be disqualified.
3. The academic testing will take place in two classrooms.
4. Report to judge to find out details required.

5. A team can earn 500 total possible points in this phase. Each cadet can earn 50 points for their team. The test will contain 50 multiple choice questions. A study guide will be provided in the SOP. It will contain the U.S. Military Officer Ranks, Chain of Command, Air Force Major Commands, Code of Conduct, AFMAN 36-2203, and general aviation history. In addition, 10 SAT (5 verbal and 5 math) questions will be taken from the Princeton Review. Scantrons will be used.
6. There is no uniform requirement for this event.

B. Testing

1. At the designated start time, the proctor will begin by taking roll. The proctor will explain the test procedures and rules. After this, the proctor will allow for a short question period for any clarification.
2. The proctor will hand out the test face-down and it will remain so until the proctor states, “begin.” At this point the time will start and no one will be allowed to leave the room until they have completed the test or time is called.
3. When time is called all cadets are expected to put down their pencils and turn in their tests. Any cadet attempting to complete the test after the time is called will be disqualified.

SECTION 10– PT CHALLENGE

A. General PT Information

1. There will be male and female categories. Each team will compete within their respective categories. However, the total points from a school’s male and female teams will also combine to compete in the overall PT Challenge category.
2. There will be a limit of one male and one female team per school. Each team will consist of five persons. Each person will compete in all three events of the PT Challenge.
3. Each event will be monitored by judges to ensure accurate count is being kept. If a judge sees that a repetition was done incorrectly, he/she will state so and may briefly explain why.
3. Spotters will consist of 810th Air Force ROTC Cadet Wing Members, who will be posted at each station.
4. Scoring will be different for male and female teams and will be based on the **new USAF Fitness standards, effective 21 Oct 2013**, with the exception of the body composition category. Body composition points will be distributed evenly to the sit-ups, push-ups, and run score. There are 1000 total possible points in this category, with 500 available to each male and female team. Each cadet with a perfect score will earn 100 points toward their team.
5. Baylor University and the AFROTC program will NOT be responsible for any injuries which may occur during this event. Cadets will be competing under their own free will. There will be a waiver that each cadet MUST sign prior to competition, stating they are in good health, are competing

under their own free will, and that we will not be responsible for injuries. This waiver is due upon arrival to the competition, but may be mailed in advance.

B. PT Phase

1. Sit-ups

Arms will be crossed across the chest with hands touching the collar bone. Hands must stay flat against the chest for the duration of the test. Elbows must touch any portion of the thigh in the up position. On the way down, the shoulder blades must touch the ground in order for the repetition to count. The rear end should not leave the ground to gain momentum. Resting is permitted only in the up position. While resting in the up position, the cadets may not rest their arms on their knees or remove their hands from their collarbone. The time limit is 1 minute.

2. Push-ups

Arms will be approximately shoulder width apart. When going down, the elbows must form a 90 degree angle; then when going up, the arms need to be as straight as possible in order for the repetition to count. Resting is permitted in the up position only. Cadets are allowed to adjust the position of his or her hands and feet if desired. Contact between any part of the body – with the exception of the hands and feet – and the ground will result in end of test. The time limit is 1 minute.

3. 1.5 mile run

Each team's run time will be scored based on the USAF fitness standards. In the case of bad weather, the run will be canceled and an average number of points will be added to each team.

Section 11 – SOLO AND TANDEM

A. Solo and Tandem Information

1. Cadets may compete individually or in the tandem category. Tandems will consist of two cadets.
2. The Solo and Tandem categories are armed events. Cadets of a team competing in the Tandem category must both utilize the same weapon.
3. There will be one drill pad for the Rifle Solo/Tandem Competition (10yd. x 10yd.).
4. The permissible time for completion of this phase is a minimum of 2 minutes and a maximum of 5 minutes. Points will be deducted for time under or over the time limit (5 points per 15 second time block). Judging will begin when the first person enters the drill area and will end when the last person exits the drill area. Time will begin the cadet or tandem commander reports into the head judge and will end when he/she reports out.
5. The cadet or team will be judged in areas such as: Bearing, Appearance, Cadet Involvement, Sequence Difficulty, Precision, Variety, Showmanship, and Overall Impression. It is at the discretion of the head judge to award extra points (10 possible) for rifle weight. An additional 10 points may be awarded from the head judge for Reporting In/Out.
6. Cadets will report in and then begin their respective exhibition drill sequence, and upon completion will report out.
7. These events are separate from and do not contribute toward the Sweepstakes Awards.

Section 12 – DRILL DOWN

A. General Drill Down Information

1. The Drill Down is a competition-wide event that cadets from all teams can enter individually. There is no set limit on the number of cadets able to participate.
2. There will be one head judge that will issue commands and several judges to help point out infractions.
3. Cadets are to execute all commands given by the head judge in accordance with AFMAN 36-2203. Should a cadet make a mistake, they are disqualified and must fall out. The last cadet left in formation is the winner.
4. This event is separate from, and does not contribute toward the Sweepstake Awards.
5. The Drill Down is the final event and will take place after the completion of all other events, but before the awards ceremony.

B. Drill Down

1. This event is based on integrity. While there will be multiple judges to help oversee the event, cadets that hesitate or fail to perform the command correctly are expected to voluntarily remove themselves from the formation without being told to do so.
2. The head judge will fall the cadets into formation. A few warm up commands will be given by the head judge to allow the cadets to familiarize themselves with the command voice. The number of commands given as a warm up is at the discretion of the head judge. When the head judge states, “Drill Down begins now”, the event officially begins.

ARMED REGULATION DRILL SEQUENCE

Report In (Section 5)

1. Right Shoulder Arms
2. Present Arms
3. Order Arms
4. Port Arms
5. Right Step
6. Halt
7. Right Face
8. Forward March
9. Column Right
10. Forward March
11. Change Step
12. Right Flank
13. Left Flank
14. To the Rear
15. To the Rear
16. Column Right
17. Halt
18. Left Shoulder Arms
19. About Face
20. Right Face
21. Left Face
22. About Face
23. Column Right
24. Right Shoulder Arms
25. Column Left
26. Forward March
27. Left Flank
28. Halt
29. Order Arms
30. Left Face

Report Out (Section 5)

NOTE: All commands listed above will be performed in strict accordance with AFMAN 36-2203 and U.S. FM 3-21.5.

UNARMED REGULATION DRILL SEQUENCE

Report In (Section 5)

1. Right Face
2. Left Face
3. About Face
4. Left Face
5. Forward March
6. Column Right
7. Forward March
8. To the Rear
9. To the Rear
10. Change Step
11. Close March
12. Forward March
13. Extend March
14. Forward March
15. Column Right
16. Forward March
17. Eyes Right
18. Ready Front
19. Halt
20. Column Right
21. Right Flank
22. Left Flank
23. Half Step
24. Forward March
25. Column Right
26. Halt
27. Left Face
28. Open Ranks
29. Ready Front
30. Close Ranks

Report Out (Section 5)

NOTE: All commands listed above will be performed in strict accordance with AFMAN 36-2203.

COLOR GUARD REGULATION DRILL SEQUENCE

Report In

1. Forward March
2. Color Reverse March
3. Left Wheel March
4. Colors Reverse March
5. Right Wheel March
6. Colors Halt
7. Order Colors
8. Parade Rest
9. Colors Attention
10. Carry Colors
11. Present Colors
12. Order Colors
13. Forward March
14. Right Wheel March
15. Right Wheel March
16. Left About March
17. Left Wheel, March
18. Eyes Right
19. Ready Front
20. Left Wheel March
21. Left Wheel March
22. Left About March
23. Right Wheel March
25. Colors Halt
26. Present Colors
27. Order Colors
28. Forward March
29. Colors Halt
30. Present Arms

Report Out

NOTE: All commands listed above will be performed in strict accordance with the guidelines specified in this SOP.

Academic Testing Study Guide

Chain of Command

President of the United States
Vice President of the United States
Secretary of State
Secretary of Defense
Secretary of the Army
Secretary of the Air Force
Secretary of the Navy
Army Chief of Staff
Air Force Chief of Staff
Navy Chief of Staff

Air Force Major Commands (10) (know in general – also review functions of each)

ACC – Air Combat Command (Joint Base Langley-Eustis, VA)
AETC – Air Education and Training Command (Joint Base San Antonio-Randolph AFB, TX)
AFMC – Air Force Materiel Command (HQ Wright-Patterson AFB, OH)
AFSPC – Air Force Space Command (HQ Peterson AFB, CO)
PACAF – Pacific Air Forces (Joint Base Pearl Harbor, Hickam HI)
AFSOC – Air Force Special Operations Command (HQ Hurlburt Field, FL)
AMC – Air Mobility Command (HQ Scott AFB, IL)
AFRC – Air Force Reserve Command (HQ Robins AFB, GA)
USAFE – United States Air Forces in Europe (HQ Ramstein AB, GE)
AFGSC – Air Force Global Strike Command (HQ Barksdale AFB, LA)

AFMAN 36-2203

Types of Commands

- Preparatory commands and commands of execution
- Supplementary commands
- Informational commands

Terms

The Command Voice

- Voice Characteristics
- Cadence

Individual Instruction

- Position of Attention
- Present
- Hand Salute / Present Arms / Order Arms
- Quick Time / Double Time / Mark Time
- Forward March and Halt
- To the Rear March
- Flanking Movement
- Marching Other than at Attention

Code of Conduct

I. I am an American, fighting in the forces which guard my country and our way of life. I am prepared to give my life in their defense.

II. I will never surrender of my own free will. If in command, I will never surrender the members of my command while they still have the means to resist.

III. If I am captured, I will continue to resist by all means available. I will make every effort to escape and aid others to escape. I will accept neither parole nor special favors from the enemy.

IV. If I become a prisoner of war, I will keep faith with my fellow prisoners. I will give no information, nor take part in any action which might be harmful to my comrades. If I am senior, I will take command. If not, I will obey the lawful orders of those appointed over me and will back them up in every way.

V. When questioned, should I become a prisoner of war, I am required to give name, rank, service number, and date of birth. I will evade answering further questions to the utmost of my ability. I will make no oral or written statements disloyal to my country and its allies or harmful to their cause.

VI. I will never forget that I am an American, fighting for freedom, responsible for my actions, and dedicated to the principles which made my country free. I will trust in my God and in the United States of America.

General Aviation History

Charles Lindbergh

Lt. Gen James Doolittle



Eugene Bullard

Major Aircraft involved from WWI to present







Ten SAT questions (5 verbal and 5 math) will be taken from the Princeton Review

O-1 O-2 O-3 O-4 O-5 O-6 O-7 O-8 O-9 O-10 SPECIAL

ARMY

										
										
Second Lieutenant (2LT)	First Lieutenant (1LT)	Captain (CPT)	Major (MAJ)	Lieutenant Colonel (LTC)	Colonel (COL)	Brigadier General (BG)	Major General (MG)	Lieutenant General (LTG)	General (GEN)	General of the Army (GA)

MARINES

										
Second Lieutenant (2ndLt)	First Lieutenant (1stLt)	Captain (Capt)	Major (Maj)	Lieutenant Colonel (LTCo)	Colonel (Col)	Brigadier General (BGen)	Major General (MajGen)	Lieutenant General (LtGen)	General (Gen)	

NAVY

										
										
Ensign (ENS)	Lieutenant Junior Grade (LTJG)	Lieutenant (LT)	Lieutenant Commander (LCDR)	Commander (CDR)	Captain (CAPT)	Rear Admiral Lower Half (RADM)(L)	Rear Admiral Upper Half (RADM)(U)	Vice Admiral (VADM)	Admiral (ADM)	Fleet Admiral (FADM)

AIR FORCE

										
										
Second Lieutenant (2d Lt)	First Lieutenant (1st Lt)	Captain (Capt)	Major (Maj)	Lieutenant Colonel (Lt Col)	Colonel (Col)	Brigadier General (Brig Gen)	Major General (Maj Gen)	Lieutenant General (Lt Gen)	General (Gen)	

COAST GUARD

										
										
Ensign (ENS)	Lieutenant Junior Grade (LTJG)	Lieutenant (LT)	Lieutenant Commander (LCDR)	Commander (CDR)	Captain (CAPT)	Rear Admiral Lower Half (RADM)(L)	Rear Admiral Upper Half (RADM)(U)	Vice Admiral (VADM)	Admiral (ADM)	

Bear Invitational Drill Meet
PT Challenge Waiver
16 April 2016

I, (*Last, First*) _____, by affixing my signature to this page, declare that I am physically fit to participate in the PT Challenge at the Bear Invitational Drill Meet, 16 April 2016. I further acknowledge that if I should become physically injured in the PT Challenge, I will not hold the 810th Air Force ROTC Cadet Wing or Baylor University responsible in any way.

Sign Name

Date

Advisor Signature (Instructor)

Name of Competing JFROTC Unit