

AFJROTC TX-952
CORNICANA HIGH SCHOOL
3701 W. HWY 22
CORNICANA, TX 75110
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28 March 2020

Drill Meet Invitation and Information Package

Dear JROTC Instructor: **PLEASE HAVE YOUR CADET COMMANDERS READ THIS SOP!!!!**

1. Welcome to the Corsicana Tiger's Invitational Drill Meet. In this package we've tried to provide everything you need to enter and prepare for the meet.
2. **Date and Place.** The Corsicana Tigers Invitational Drill Meet will be held on **Saturday, 28 March 2020**, at **Corsicana High School**. Directions to Corsicana High School are attached.
3. **Events.** We will have the following 14 events:
 - a. Demilitarized Armed Regulation and Exhibition
 - b. Unarmed Regulation and Exhibition
 - c. First Year Unarmed Regulation
 - d. Male Color Guard
 - e. Female Color Guard
 - f. Mixed Color Guard
 - g. Saber/Sword Regulation
 - h. Inspection
 - i. Male PT
 - j. Female PT
 - k. Individual Armed Exhibition
 - l. Tandem Armed Exhibition
 - m.** Academic (Must have four cadets for the team.)
 - n.** Confidence run
4. **Awards.** Trophies will be awarded for 1st, 2nd, 3rd, and 4th places in each of the 14 events.

FOR THE CHAMPIONSHIP TROPHIES, YOU MUST HAVE PARTICIPATED IN: INSPECTION, UNARMED REGULATION, TWO OF THE THREE COLOR GUARDS, If you enter one each in the three color guard categories, all three count toward championship trophy. MALE AND FEMALE PT TEAMS, AND ACADEMICS. Exhibition teams will be included for the championship trophy calculations. The teams (schools) with the top four scores will be eligible for the championship trophies. All 1st places will receive 20 points, 2nd places 15 points, 3rd places 10 points and all 4th places 5 points.

5. **Limits in number of teams.** You are limited to **ONE TEAM IN EACH CATEGORY** which means you may enter a maximum of 14 teams with the exception of the individual and tandem armed exhibition. You may **NOT** compete more than **ONE** team in the same event. Just so that there is no confusion, for color guard and PT this means that you may have:

- a. 1 male, 1 female, and 1 mixed. You may **NOT** enter 2 male, 2 female or 2 mixed
- b. 1 male and 1 female PT team. You may **not** have 2 male or 2 female teams. There is no mixing of the genders – i.e., 2 females and 2 males for a PT team.

6. Basic Guidelines/constraints.

- a. Drill teams (other than PT and inspection) must have at least 10 members, counting the commander. Inspection will consist of 13 members, 12 members and the commander. Academic teams will consist of four cadets from each school. **Saber Team** must have at the minimum 1 commander and 8 members. There must be an even number of members for the saber arch.
- b. The uncasing and casing of the colors will be done according to Army TC 3-21.5, Paragraph 15-6, a, (1) through (5), b.**
- c. Unarmed drill will be judged in accordance with Air Force Manual 36-2203.
- d. Except for the PT teams and Male and Female Color Guards, all drill teams are coed.

7. **Entry fees.** The fee for each team is \$35.00 with the exceptions of Individual Armed Exhibition, Tandem Armed Exhibition, and Academic. Individual will be \$5.00, Tandem, \$10.00, and Academic \$20.00. Please make checks payable to Corsicana High School JROTC.

8. How to enter.

- a. Fill out the entry form, scan and then email it. (Send payment in mail.)
- b. Or, you can use “snail mail”.

We would like to have all entry fees before the 30th of March. However, you may bring your payment the day of the meet as long as we have a firm commitment from you and you have notified us that you will be bringing the payment with you.

9. **Availability of slots and requests for specific competition times.** Our biggest constraint is the maximum number of competition slots we can fit in the day. Because Corsicana is a considerable distance from other schools, we do not start before 0900 and we want to finish events by 1615. After allowing for lunch and breaks for the judges, that gives us a maximum of 24 slots for each event. Also, to keep the schedule realistic, we try to schedule time between a school’s events to allow cadets who are on more than one team to make it from one event to another; we try to meet any start and finish time constraints a school traveling a long distance might have; and, finally, we try to fulfill requests for specific event sequencing. We’re happy to meet all of these needs, but as the schedule fills up, it becomes harder and harder. **And, worst-case, we may not be able to schedule all teams from a late-entering school.** Therefore, the sooner you contact us the better. One last thing about the schedule: Because it is tight for some events, it is important that teams show up on time. **If your team is going to be late, have a cadet go to the judges and let them know. We will not penalize a team for being late. If your team is ready sooner than the scheduled time, ask the judges if they can go ahead and judge your team.**

10. Included in this package are the following:

- a. Drill Meet Entry Form
- b. General Information about the Meet
- c. Competition Rules
- d. Separate Score Sheets for the 13 events.
- e. PT Statement of Waiver Form (**This form is to be used for all Pugil Stick competitors as well.**)
- f. Directions to Corsicana High School

11. TX-952 **will not** compete in this meet. We look forward to providing this competition for your teams as a service and leadership experience for our cadets.

12. If you have any questions that we have not answered, please contact us at (903) 874-8211, or via email at rhodie@cisd.org. Thank you.

**MONTE R. MACKEY, Lt Col, USAF (Ret)
Senior Aerospace Science Instructor**

CORSICANA TIGERS INVITATIONAL DRILL MEET ENTRY FORM, 13 April 2019

Please indicate the divisions and events you wish to enter, and return the form **NLT 30 March 2019, with the entry fees**, to Corsicana High School AFJROTC, 3701 West Hwy 22, Corsicana TX 75110. Please make checks **payable to Corsicana High School AFJROTC**. TX-952 phone number is 903-874-8211, ext 4141.

Demilitarized Division	No. of Teams	Event Cost	Time Requested	
			1 st	2 nd
Regulation	_____ x \$35 (Limit 1 team)	_____	_____	_____
Exhibition	_____ x \$35 (Limit 1 team)	_____	_____	_____
Unarmed Division				
***Regulation	_____ x \$35 (Limit 1 team)	_____	_____	_____
Exhibition	_____ x \$35 (Limit 1 team)	_____	_____	_____
First year	_____ x \$35 (Limit 1 team)	_____	_____	_____
***Inspection (Please read SOP)	_____ x \$35 (Limit 1 team)	_____	_____	_____
Saber/Sword Regulation Drill	_____ X \$35 (Limit 1 team)	_____	_____	_____
***Color Guards				
Male	\$35	_____	_____	_____
Female	\$35	_____	_____	_____
Mixed	\$35	_____	_____	_____
***Physical Fitness (Limit is 2 teams total.)				
Male	_____ \$35	_____	_____	_____
Female	_____ \$35	_____	_____	_____
Individual Armed Exhibition	_____ x\$5.00	_____	_____	_____
Tandem Armed Exhibition	_____ x\$10.00	_____	_____	_____
Confidence Run (Consist of three males and two females)	_____ x \$35.00	_____	_____	_____

***Academic Team (**Team consist of FOUR cadets; \$20.00 total.**) \$20.00 _____

Total Entry Fees Due _____

Name of School _____ Telephone # _____

Unit Contact _____ Fax # _____

E-mail Address _____ Unit Number: (Ex. TX-952) _____

*** Mandatory events to be consider for the championship trophies.

GENERAL INFORMATION

- 1. Registration:** Teams may begin reporting in at 0800, 13 April 2019 at Corsicana High School.
- 2. Dressing Areas:** Dressing areas are limited to the designated changing areas located at Corsicana High School. AFJROTC TX-952, Corsicana High School and Corsicana ISD assume no responsibility for lost, damaged or stolen equipment.
- 3. Instructor's and cadet's interaction with judges: There will be NO feedback after the completion of drill routines.** This is to save on time and prevent "false hope". In the past, judges have been known for saying things like, "The best I've seen all day" – this sets up false hope for the cadets. Too, none of our judges are drill and ceremony experts. They are simply looking to see if the teams drill with precision and if all commands were covered by the commander of the team. As well, I believe the instructors from each school can provide better feedback to their cadets. We are asking all instructors to please see us if there is a problem – not the judges. **These individuals are volunteers.** Please see Lt Col Mackey or MSgt Hardie. **The judge's scores are final.**
- 4. The Academic** portion of the meet will take place in our classroom using the CPS system. Cadets must meet in our classroom no later than 1400hrs. We suggest the cadets chosen to compete not be on any other drill team so they do not feel rushed – this is a suggestion only. The test will cover The Bill of Rights, Leadership Traits, Flag, Effective Listening, and The Communication Process. At the end of this SOP you find information concerning Leadership traits and effective listening.
- 5. Confidence Run/Course:** Each school may enter **one** team composed of three male cadets and two female cadets. The confidence run is similar to a Raider Run. The event starts with a half a mile run on a rough track and finishes with a confidence course of seven obstacles. Some of the obstacles will require you to climb up one side and down the other. **Jumping from an obstacle IS NOT BE PERMITTED.** NOTE: if a team member jumps from any obstacle, the judge will direct them to re-accomplish that obstacle. We are **NOT** allowing jumping for safety reasons. If a cadet falls off an obstacle, they have to go back to the start of that obstacle. The judge will time the team as a whole. There will be a start and an end time when the last member of the team crosses the finish line. The teams with the best times, first through third place, will win. Part of the course requires the cadets to do a military crawl. We strongly suggest they wear sweat pants to protect their knees & legs. The confidence course consists of a telephone pole crossing (balance beam.), three small ladder walls, two tunnels, one rope walk up and climb down wall, a swinging wall, a military crawl, and a tire run. **NOTE:** In case of bad weather, we will switch to a tug of war battle. The same team (three male cadets and two female cadets) will be required. For the tug of war, gloves may be worn and we will provide gloves.
- 6. PT: Please come no later than your scheduled time.** If you fail to arrive by your scheduled time, unless there has been prior notification with the judges, you will not be allowed to compete until a later time. Why you might ask. At most drill meets this is the one area that seems to delay the completion of the meet. It is our goal to have all teams on the road heading home no later than 1730. If your PT teams are ready ahead of time, they may be able to go sooner. The personnel running the PT area will take a lunch break.
- 7. FOOD:** TX-952 will operate a concession stand throughout the competition.
- 8. AWARDS CEREMONY:** We will try to conduct the awards ceremony by 1600 -1630

COMPETITION RULES

- 1. Note: Taps cannot be worn when participating at this drill meet – period! Drill meet will be indoors.**
- 2. Preparation Area:** West parking lot (in front of the main entrance).
- 3. Initial Reporting:** Five minutes prior to the designated time for beginning competition, the Team Commander will report to the designated area of competition with his or her team and notify the Head Judge the team is ready for competition. The commander and their team will proceed as directed by the Head Judge. A team may compete early if it is ready and the judge(s) is(are) available. .
- 4. Reporting In:** Each team commander will march their team forward and halt, centered on the Head Judge, face their team to the Judge and report. The report will include the Commander’s name, the name of the school, and the team name. Grading will begin when the salute is dropped. Platoon may be substituted for flight.
- 5. Military knowledge questions:** Questions pertaining to military knowledge and Chain of Command may be asked during the inspection competition. The manner of response more so than accuracy will influence the “bearing” score on the inspection score sheet. **(We have NOT included a list of questions because most judges do not take their questions from this list and instead ask general questions about a cadet’s favorite class, plans after graduating, ribbons he/she is most proud of, etc. Therefore, we’ll instruct the judges to limit knowledge questions to the very basic ones, such as president of the US, Secretary of Defense, etc. Cadets should be prepared to answer the other types mentioned above.)**
- 6. Inspection: Cadets will be required to wear their service’s Regulation Service Dress uniform, Class “A” button-up jacket, authorized ribbons (NO medals), and appropriate service’s JROTC shoulder patch – no ascots, gloves, cords, parade belts, or berets. The only exception to the berets and JROTC shoulder patch will be the Army cadets. Their service uniform requires them to wear a beret. And they are not allowed patches on the service coat. The only other headgear allowed, and headgear must be worn, will be the garrison cap (flight cap). The inspector will direct the Team Commander to “Prepare for Inspection”. Important Note!**

The Inspection Team COMMANDERS WILL NOT MOVE TO REVIEW THE CADETS FOR PERFECT DRESS & COVER (Alignment) After “open ranks march” Cadets will be instructed to dress & cover by their commander.

When signaled by the head judge, the Cadet Commander will lead his cadets into the inspection area centering his unit on the Head Judge. The unit should then be instructed to “**Open Ranks**” by the Cadet Commander. The cadet commander then turns, salutes and states, “Sir/Ma’am, XXXXX High School (school name) XXXX drill team (team name) is prepared for inspection. **NOTE: DO NOT have the entire formation salute the judge!** The unit is then ready to be inspected by the judges. The Head Judge will visually evaluate the Cadet Commander and then the Head Judge will command, “**Precede me through the inspection**”. All judges at this point step off to evaluate the elements.

Grading will include reporting in. Scoring ceases after the commander reports out. Inspection scores will be calculated by adding all points earned by each team member to include the commander’s. Total points earned will be divided by the number of cadets, including the commander, on the inspection team to derive an overall team average.

7. Regulation Drill:

Judging will begin upon entry and reporting in. Judging will cease when the Team Commander reports out to the Head Judge that the team has completed the Regulation Drill. Judging will be according to Air Force Manual 36-2203. **Please note the procedures for giving “Eyes Right” according to AFMAN 36-2203, dated November 2013, paragraph 7.17.8. The emphasis is on holding the salute by the commander until after giving “Ready Front”. This is the proper way of executing this command for a “Pass and Review”. Normally, the “Eyes Right” will be given during a “Pass and Review” therefore the emphasis on the “Ready Front” procedures.**

We have changed the drill sequences for Unarmed and Demil to standardize them and to move the ending point to the same side as the starting point. For armed regulation 15 Count Manual Arms, here’s a great video to help instruct the cadets/teams. <https://youtu.be/oh2IMfeJ8oQ>

8. **Exhibition Drill:** Should be derived from basic drill movements – **nothing that hints at dancing moves, splits, or excessive “hand slapping” – professionalism is key.** Teams should display their imagination, creativity, pride, and spirit within the content of military bearing. Watch the following video for an excellent example of unarmed exhibition. <https://youtu.be/mDdG6fJ5vQ8> Judging will begin when the reporting salute is dropped and it will end when the team commander reports Exhibition Drill completed. **Routine must be a minimum of five minutes and a maximum of eight minutes.** Teams will be penalized 1 point for each second under or over these time limits. This event will be conducted on the same type surface and in the same size area as the Regulation Drill events. **Individual and tandem armed exhibition:** Judging will begin when the reporting salute is dropped and it will end when the reporting out salute is dropped. **Routines must be a minimum of two minutes but no more than three.** There will be a one point penalty for every second under or over these time limits.

9. **Color Guard:** **If you enter one team in each of the three color guard categories, there must be a different commander for each team.** When uncasing and casing the colors, **The uncasing and casing of the colors will be done according to Army TC 3-21.5, Paragraph 15-6, a, (1) through (5), b.** It states that the guards will walk out at a 45 degree angle – they take a half-right and a half-left in marching. **The color guard sequence should be done with honor and professionalism – nothing that hints of exhibition type drill should be used.** The color guard will march at Quick Time, 100 to 120 steps per minute – not slow time.

10. **Saber Team:** The last three pages of this SOP will give guidance on the following parts of the routine:

- Ceremonial At Ease
- Commands 30 through 35 dealing with presenting an arch

TX-952 Drill Meet Information Notes – INDOOR Drill Areas

- No Taps on shoes – many events will be on gym floors.

<u>Event</u>	<u>Location</u>	<u>Dimensions</u>	<u>Notes</u>
DR, DE, UE	Old Gym	55' W x 79' D	Note 1 below
UR, FYR	Comp Gym	55' W x 94' D	Note 1 below
MCG/FCG/Mixed	Practice Gym	55' W x 60' D	Note 1 below
Saber Reg	Commons	72' W x 55' D	
Ind and Tand DE	Auditorium Stage	55' W x 40' D	Note 2 below
Inspection	Dance Studio		
MPT, FPT	Practice Dome	60 yards x 30 Yards	Note 3 below

Note 1: Teams will compete in the order they arrive at the gym. Judges will be told to allow teams to go ahead of their scheduled time if the floor is not currently being used. Therefore, unarmed and 1st year unarmed reg teams will use the same area for the competition. We do not see this as a problem due to there not being any feedback after the routine is finished. The competition gym is not as big as other gyms and could require teams to add additional to-the-rears to preclude running into walls. The only boundary breaks will be if the team marches into a wall/obstruction. Judges will be instructed to deduct 5 points from team commander's score for such mistakes. The addition of additional to the rear marches to create room will be allowed without deductions for all events.

Note 2: These teams are encouraged to go as soon as they can to compete even if it is ahead of the time on the schedule. Individual and tandem DE: As with the other events, the only boundary breaks will be assessed for walking into a wall or an obstruction. **(Falling off the stage will NOT result in additional penalties. That would be penalty enough.)**

Note 3 PT will be in the covered "Dome". There will be separate stations for push-ups and sit-ups, standing broad jump, and the run. The run will consist of 50 yards down and back for all 4 team members.

Inspection:

- Overall total points for the team will be divided by the total team members for the team average.
- All movements scored on a scale of 1 - 5, in 1 pt increments.

<i>School:</i>		<i>Judge:</i>	
<i>Cadet Name</i>			
1. Bearing		8. Buttons	
2. Headgear		9. Shirt	
3. Hair		10. Pants/slacks	
4. Shave/makeup		11. Tie/tab	
5. Insignia		12. Pockets	
6. Ribbons		13. Strings	
7. Patches		14. Footwear	
Column 1 subtotal		Column 2 subtotal	
		Grand Total	

<i>School:</i>		<i>Judge:</i>	
<i>Cadet Name</i>			
1. Bearing		8. Buttons	
2. Headgear		9. Shirt	
3. Hair		10. Pants/slacks	
4. Shave/makeup		11. Tie/tab	
5. Insignia		12. Pockets	
6. Ribbons		13. Strings	
7. Patches		14. Footwear	
Column 1 subtotal		Column 2 subtotal	
		Grand Total	

<i>School:</i>		<i>Judge:</i>	
<i>Cadet Name</i>			
1. Bearing		8. Buttons	
2. Headgear		9. Shirt	
3. Hair		10. Pants/slacks	
4. Shave/makeup		11. Tie/tab	
5. Insignia		12. Pockets	
6. Ribbons		13. Strings	
7. Patches		14. Footwear	
Column 1 subtotal		Column 2 subtotal	
		Grand Total	

<i>School:</i>		<i>Judge:</i>	
<i>Cadet Name</i>			
1. Bearing		8. Buttons	
2. Headgear		9. Shirt	
3. Hair		10. Pants/slacks	
4. Shave/makeup		11. Tie/tab	
5. Insignia		12. Pockets	
6. Ribbons		13. Strings	
7. Patches		14. Footwear	
Column 1 subtotal		Column 2 subtotal	
		Grand Total	

Note for Judges: All females get an automatic “5 pts” for “shave.” Do not leave ANY blanks in the scoring columns, and please write LEGIBLY!

Also: Give Army cadets “5 pts” for patches. Army regs do not allow patches on their service coat.

**Inspection Corsicana AFJROTC Drill Meet
Team Commander Scores**

28 March 2020

<i>School:</i>		<i>Judge:</i>	
<i>Commander Name</i>			
1. Bearing		9. Shirt	
2. Headgear		10. Pants/slacks	
3. Hair		11. Tie/tab	
4. Shave/makeup		12. Pockets	
5. Insignia		13. Strings	
6. Ribbons		14. Footwear	
7. Patches		15. Report Out	
8. Buttons		Column 2 subtotal	
Column 1 subtotal		Commander's Action Points	
		Grand Total	

Commander's Actions: score each item on a 1-10 pt scale, maximum of 30 points	
1. Voice	
2. Bearing	
3. Positioning	
Total Points	

Inspection Team Grand Total Score Sheet

1. Total Points, ALL team members (minus the Commander)	
2. Total Points for the Commander (include Commander inspection items + Commander's Actions)	
Grand Total (team members + Commander pts)	
Total team members (including Commander)	
Team Average <i>(Grand Total pts divided by Total team members)</i>	

Corsicana AFJROTC DRILL MEET SCORE SHEET

First Year Unarmed Regulation

DATE: 28 March 2020

SCHOOL / TEAM:	JUDGE:
Grading: All movements scored on a scale of 1 – 5, in 1 point increments. A 5-point deduction for each boundary violation. Omitted items receive a score of zero. A 5-second pause should be maintained after executing all BOLD UPPERCASE COMMANDS . Report in/out will be performed inside the drill area boundary	
1. Enter Drill Area and REPORT IN	18. Forward March
2. Order Arms	19. To the Rear March
3. Parade Rest	20. To the Rear March
4. Attention	21. Column Right March
5. OPEN RANKS MARCH	22. Forward March
6. Ready Front	23. Eyes Right
7. Close Ranks March	24. Ready Front
8. Present Arms	25. Column Right March
9. Order Arms	26. Forward March
10. Parade Rest	27. Change Step March
11. Attention	28. Column Right March
12. Left Face	29. Forward March
13. ABOUT FACE	30. FLIGHT HALT
14. Forward March	31. Left Face
15. Right Flank March	32. Right Step March
16. Left Flank March	33. Flight Halt
17. Column Right March	34. Report Out
Column 1 sub total	Column 2 sub total
	<i>Minus Boundary Violations (5 pts each)</i>
Commander's Actions: Score each item on 1 – 10 scale.	Routine Total (170 Max)
1. Entrance and Report In	Summary:
2. Voice	
3. Bearing	Routine Total (170 points Max)
4. Positioning	Commander's Total (50 points Max)
5. Report Out and Exit	
Commander's Total (50 max)	Unarmed Regulation Total (220 Max) First Year Cadets

Commander's Initials: _____

Judge's Initials: _____

Corsicana AFJROTC DRILL MEET SCORE SHEET

UNARMED REGULATION

DATE: 28 March 2020

SCHOOL / TEAM:	JUDGE:
<p>Grading: All movements scored on a scale of 1 – 5, in 1 point increments. A 5-point deduction for each boundary violation. Omitted items receive a score of zero. A 5-second pause should be maintained after executing all BOLD UPPERCASE COMMANDS. Report in/out will be performed inside the drill area boundary</p>	
	31. Flight Halt
Enter Drill area and REPORT IN	32. Column of Files f/t Right (AF: Fwd March)
1. Dress Right Dress	33. Flight Halt
2. Ready Front	34. Column of Threes to the Left March
3. PARADE REST	35. Column Left March (AF: Fwd March)
4. Flight (Platoon), Attention	36. Double Time March
5. PRESENT ARMS	38. Quick Time March
6. Order Arms	39. Column Left March (AF: Fwd March)
7. COUNT OFF	40. Close March/Extend March
8. Right Face	41. Change Step March
9. Close March	42 FLIGHT HALT
10. Extend March	43. Column Left March (AF: Fwd March)
11. Left Face	44. Column ½ Left March
12. Open Ranks March (AF: Ready Front)	45. Column ½ Left March
13. Close Ranks March	46. To the Rear March
14. Left Step March	47. To the Rear March / Flight Halt
15. FLIGHT HALT	48. Forward March / Eyes Right
16. Left Face	49. Ready Front
17. Right Step March (4 step minimum)	50. Column Left March (AF: Fwd March)
18. Flight Halt	51. Column Left March (AF: Fwd March)
19. Four Steps Forward March	52. FLIGHT HALT
20. About face	53. Forward March
21. Forward March	54. To the Rear March
22. Column Right March (AF: Forward March)	55. To the Rear March
23. Column Right March (AF: Forward March)	56. Half Step March
24. Column Right March (AF: Forward March)	57. Forward March
25. Left Flank March	58. Left Flank March
26. Right Flank March	59 Change Step March / Flight Halt
27. FLIGHT HALT	60. Report Out
28. Column Left March (AF: Forward March)	Column 2 sub total
29. To the Rear March	Column 1 sub total
30. To the Rear March	Routine Total (300 pts) Max
Column 1 sub total	
Commander's Actions: Score each item on 1 – 10 scale.	Summary
1. Entrance and Report In	Routine Total (300 pts Max)
2. Voice	
3. Bearing	Commander's Total (50 pts Max)
4. Positioning	Minus Boundary Violations (-5 pts each)
5. Report Out and Exit	
Commander's Total (50 pts Max)	Unarmed Regulation Total (350) pts Max

Commander's Initials: _____

Judge's Initials: _____

Corsicana AFJROTC DRILL MEET SCORE SHEET

FEMALE/MIXED COLOR GUARD

DATE: 28 March 2020

SCHOOL / TEAM:	JUDGE:
Grading: All movements scored on a scale of 1 – 5, in 1 point increments. A 5-point deduction for each boundary violation. Omitted items receive a score of zero. A 5-second pause should be maintained after executing all BOLD UPPERCASE COMMANDS . Report in/out will be performed inside the drill area boundary	
1. Enter Drill Area - Uncase Colors	16. Ready Front
2. Report In	17. Left Wheel March (Forward March)
3. Colors Reverse March (Forward March)	18 Left Wheel March (Forward March)
4. Left Wheel March (Forward March)	19. Left Wheel March (Forward March)
5. Colors Reverse March (Forward March)	20. COLOR GUARD, HALT
6. COLOR GUARD, HALT	21. Report Out
7. Order Colors	
8. Parade Rest	
9. Color Guard, Attention	
10. CARRY COLORS	
11. Forward March	
11. Right Wheel March (Forward March)	
13. Right Wheel March (Forward March)	
14. Colors Reverse March (Forward March)	Column 2 sub total
15. Eyes Right	Column 1 sub total
Column 1 sub total	Routine Total (105 pts Max)
Commander's Actions: Score each item on 1 – 10 scale, in 1 pt increments.	
1. Entrance and Report In	
2. Voice	Summary
3. Bearing	Routine Total (105 pts Max)
4. Positioning	Commander's Total (50 pts Max)
5. Report Out and Exit	
Commander's Total (50 pts max)	Female/Mixed Color Guard Total (155 pts Max)

Commander's Initials: _____

Judge's Initials: _____

Corsicana AFJROTC DRILL MEET SCORE SHEET

MALE COLOR GUARD

DATE: 28 March 2020

SCHOOL / TEAM:	JUDGE:
Grading: All movements scored on a scale of 1 – 5, in 1 point increments. A 5-point deduction for each boundary violation. Omitted items receive a score of zero. A 5-second pause should be maintained after executing all BOLD UPPERCASE COMMANDS . Report in/out will be performed inside the drill area boundary	
1. Enter the Drill Area - Uncase Colors	16. Ready Front
2. Report In	17. Left Wheel March (Forward March)
3. Colors Reverse March (Forward March)	18. Left Wheel March (Forward March)
4. Left Wheel March (Forward March)	19. Left Wheel March (Forward March)
5. Colors Reverse March (Forward March)	20. COLOR GUARD, HALT
6. Color Guard, Halt	21. Report Out
7. Order Colors	
8. Parade Rest	
9. Color Guard, Attention	
10. CARRY COLORS	
11. Forward March	
12. Right Wheel March (Forward March)	
13. Right Wheel March (Forward March)	
14. Colors Reverse March (Forward March)	Column 2 sub total
15. Eyes Right	Column 1 sub total
Column 1 sub total	Routine Total (105 pts Max)
Commander's Actions: Score each item on 1 – 10, in 1 pt increments.	Summary
1. Entrance and Report In	
2. Voice	Routine Total (105 pts Max)
3. Bearing	Commander's Total (50 pts Max)
4. Positioning	Minus Boundary Violations (-5 pts each time)
5. Report Out and Exit	
Commander's Total (50 max)	Male Color Guard Total (155 Max)

Commander's Initials: _____

Judge's Initials: _____

Corsicana AFJROTC DRILL MEET SCORE SHEET

DEMIL REGULATION

DATE: 28 March 2020

SCHOOL / TEAM:	JUDGE:
Grading: All movements scored on a scale of 1 – 5, in 1 point increments. A 5-point deduction for each boundary violation. Omitted items receive a score of zero. A 5-second pause should be maintained after executing all BOLD UPPERCASE COMMANDS . Report in/out will be performed inside the drill area boundary	
1. Report in	30. To the Rear March
2. Inspection Arms	31. To the Rear March
3. Ready, Port Arms (or Port Arms)	32. Flight (Platoon), Halt
4. Order Arms	33. Port Arms
5. Dress Right, Dress	34. Column of Files f/t Right, March
6. Ready, Front	35. Flight Halt
7. PARADE REST	36. Column of Threes t/t Left, March
8. Flight (Platoon for Army), Attention	37. Column Left March (Fwd March)
9. 15-Count Manual Arms (TC 3-21.5, pages 4 – 10)	38. Double Time March
10. Right Face/ Count, Off	39. Quick Time March
11. Close March	40. Column Left March (Fwd March)
12. Extend March / Left Face	41. Right Shoulder Arms
13. Open Ranks March (AF: Ready Front)	42. FLIGHT (Platoon), HALT
14. Close Ranks March	43. Column Left March (Fwd March)
15. Left Step March (4 step minimum)	44. Column ½ Left March
16. FLIGHT (Platoon), HALT	45. Column ½ Left March
17. Left Face	46. To the Rear March
18. Right Step March	47. To the Rear March / Flight Halt
19. Flight (Platoon), Halt	48. Forward March / Eyes Right
20. About Face	49. Ready Front
21. Right Shoulder Arms	50. Column Left March (Fwd March)
22. Forward March	51. Left Shoulder Arms
23. Column Right March (Fwd March)	52. Column Left March (Fwd March)
24. Column Right March (Fwd March)	53. Change Step March
25. Column Right March (Fwd March)	54. Left Flank March
26. Left Flank March	55. Flight Halt
27. Right Flank March	56. Report Out
28. FLIGHT (Platoon), HALT	Column 2 sub total (135 pts Max)
29. Column Left March (Fwd March)	Column 1 sub total (145 pts Max)
Column 1 sub total (110 pts Max)	Routine Total (280 points Max)
Commander's Actions: Score each item on 1 – 10 scale.	Summary
1. Entrance Report In	
2. Voice	Routine Total (280 pts Max)
3. Bearing	Commander's Total (50 pts Max)
4. Positioning	Minus Boundary Violations (-5 pts each)
5. Report Out and Exit	
Commander's Total (50 pts Max)	Armed Regulation Total (330 pts Max)

Commander's Initials: _____

Judge's Initials: _____

Corsicana AFJROTC DRILL MEET SCORE SHEET

UNARMED EXHIBITION

DATE: 28 March 2020

SCHOOL / TEAM:	JUDGE:
Routine: - All items scored on a scale of 1 – 5. - Subtract 1 penalty point for each second under 5 or over 8 minutes. - For each missing cadet, subtract 25 points from the score.	
1. Report In Verbal report in; all movements to enter drill pad & report to Head Judge	
2. Variety of Movements	
3. Routine Precision Exact, flawless, meticulous maneuvers	
4. Teamwork	
5. Routine Composition & Flow Unique & well-constructed w/fitting transitions	
6. Team/Cadet Appearance Uniforms/overall preparation & presentation	
7. Use of Drill Area Meaningful use of entire drill pad	
8. Routine Difficulty Routine required much practice to master	
9. Report Out Verbal report; all moves to report out & exit area	
10. Overall Impression Subjective score of entire routine	
	Total Time for Routine
Routine Score (50 points Max)	Seconds Over or Under Limits
Minus Time (-1 per sec) Penalty Points	Time Penalty Points
Missing Cadet (-5 per missing) Penalty Points	
Minus Boundary Violations (-5 pts each time)	
Routine Total	
Commander's Actions: Score each item on 1 – 10 scale.	
1. Bearing	Summary
2. Positioning	Routine Total (50 pts Max)
	Commander's Total (20 pts Max)
Commander's Total (20 max)	Unarmed Exhibition Total (70 pts Max)

Commander's Initials: _____

Judge's Initials: _____

Corsicana AFJROTC DRILL MEET SCORE SHEET

DEMIL EXHIBITION

DATE: 28 March 2020

SCHOOL / TEAM:	JUDGE:
Routine: - All items scored on a scale of 1 – 5. - Subtract 1 penalty point for each second under 5 or over 8 minutes. - For each missing cadet, subtract 25 points from the score.	
1. Report In Verbal report in; all movements to enter drill pad & report to Head Judge	
2. Variety of Movements	
3. Routine Precision Exact, flawless, meticulous maneuvers	
4. Teamwork	
5. Routine Composition & Flow Unique & well-constructed w/fitting transitions	
6. Team/Cadet Appearance Uniforms/overall preparation & presentation	
7. Use of Drill Area Meaningful use of entire drill pad	
8. Routine Difficulty Routine required much practice to master	
9. Handling of the Weapon Weapon maneuvers & manipulation look skilled and effortless	
10. Report Out Verbal report; all moves to report out & exit area	
11. Overall Impression Subjective score of entire routine	
Routine Score (55 pts Max)	Total Time for Routine
Minus Time (-1 per sec) Penalty Points	Seconds Over or Under Limits
Missing Cadet (-5 per missing) Penalty Points	Time Penalty Points
Minus Boundary Violations (-5 points each)	
Routine Total (55 pts Max)	
Commander's Actions: Score each item on 1 – 10.	Summary
1. Bearing	Routine Total (minus all deductions)
2. Positioning	Commander's Total (20 pts max)
Commander's Total (20 pts max)	Armed Exhibition Total (75 pts Max)

Commander's Initials: _____

Judge's Initials: _____

Corsicana AFJROTC DRILL MEET SCORE SHEET

Saber/Sword REGULATION

DATE: 28 March 2020

SCHOOL / TEAM:	JUDGE:
Grading: All movements scored on a scale of 1 – 5, in 1 point increments. A 5-point deduction for each boundary violation. Omitted items receive a score of zero. A 5-second pause should be maintained after executing all BOLD UPPERCASE COMMANDS . Report in/out will be performed inside the drill area boundary	
1. Enter Drill area and Report In	29. Flight, Halt
2. Draw Sabers	30. Center, Face
3. PRESENT ARMS	31. Dress Center, Dress
4. Order Arms	32. Ready, Front
5. Ceremonial At Ease	33. Present Arch
6. Attention	34. Order Arch
7. Right Face	35. Ready, Face
8. Forward March	36. Forward March
9. Right Flank, March	37. Column Right March (Fwd march)
10. Left Flank, March	38. Flight Halt
11. Column Right March (Fwd march)	39. Left Face
12. To the Rear, March	40. Right Step March
13. To the Rear, March	41. Flight Halt
14. Change Step, March	42 Present Arms
15. Column Right March (Fwd march)	43. Order Arms
16. Eyes Right	44. Return Sabers
17. Ready Front	45. Report Out
18. FLIGHT HALT	
19. Parade Rest	
20. Flight, Attention	(Platoon may be substituted for flight.)
21. Forward March	
22. Column Right March (Fwd March)	
23. Left Flank March	
24. Right Flank March	
25. To the Rear March	
26. To the Rear March	
27. Half Step March	
28. Mark Time March	
Column 1 sub total (140 pts Max)	Column 2 sub total (85 pts Max)
Commander's Actions: Score each item on 1 – 10 scale.	Column 1 sub total (140 pts Max)
1. Entrance and Report In	Routine Total (225 pts Max)
2. Voice	
3. Bearing	Summary
4. Positioning	Routine Total (225 pts Max)
5. Report Out and Exit	Commander's Total (50 pts Max)
Commander's Total (50 pts max)	Grand Total (275 pts Max)

Commander's Initials: _____

Judge's Initials: _____

Corsicana AFJROTC DRILL MEET SCORE SHEET

TANDEM DEMIL EXHIBITION

28 March 2020

SCHOOL / TEAM: Cadet's Names:		JUDGE:	
Routine: - All items scored on a scale of 1 – 5. - Subtract 1 penalty point for each second under 2 or over 3 minutes.			
1. Report In			
2. Variety of Movements			
3. Precision			
4. Teamwork			
5. Choreography			
6. Use of Drill Area			
7. Difficulty			
8. Use of Weapons			
9. Report Out			
10. Overall Impression			
		Routine Total	
		Total Time for Routine	
Routine Score (50 Max)		Seconds Over or Under Limits	
		Time Penalty Points	
		Grand Total:	

Team member's Initials: _____

Judge's Initials: _____

Corsicana AFJROTC DRILL MEET SCORE SHEET

Individual DEMIL EXHIBITION

28 March 2020

SCHOOL / TEAM:			
Cadet's Name:			
Routine: - All items scored on a scale of 1 – 5.			
- Subtract 1 penalty point for each second under 2 or over 3 minutes.			
1. Report In			
2. Variety of Movements			
3. Precision			
4. Choreography			
5. Use of Drill Area			
6. Difficulty			
7. Use of Weapons			
8. Report Out			
9. Overall Impression			
		Routine Total	
		Total Time for Routine	
Routine Score (45 Max)		Seconds Over or Under Limits	
		Time Penalty Points	
		Grand Total:	

Individual's Initials: _____

Judge's Initials: _____

Corsicana AFJROTC DRILL MEET SCORE SHEET

FEMALE PT

28 March 2020

SCHOOL / TEAM:	JUDGE:
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Push-Ups: 0 –4: zero points > 4: 1 point for each push-up				
	Num	Points		
Cadet 1				
2				Team
3				Push-up
4				Score
Total Team Push-up Points			x 1/4	

Sit-Ups: 0 – 19: zero points > 19: 1 point for each sit-up				
	Num	Points		
Cadet 1				
2				Team
3				Sit-up
4				Score
Total Team Sit-up Points			x 1/4	

Broad Jump: 0 – 36 inches: zero points > 36: 1 point for each inch				
	Inches	Points		
Cadet 1				
2				Team
3				Jump
4				Score
Total Team Push-up Points			x 1/4	

Relay: Record time to <u>tenth of a second</u> : Example: 47.18 = > 47.2		Team Summary		
Relay Time			Team Push-up Score	
			Team Sit-up Score	
			Team Jump Score	
Points			Team Run Points	
			Total Score	

Commander's Initials: _____

Judge's Initials: _____

Corsicana AFJROTC DRILL MEET SCORE SHEET

MALE PT

28 March 2020

SCHOOL / TEAM:	JUDGE:
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Push-Ups: 0 – 9: zero points > 9: 1 point for each push-up				
	Num	Points		
Cadet 1				
2				Team
3				Push-up
4				Score
Total Team Push-up Points			x 1/4	

Sit-Ups: 0 – 19: zero points > 19: 1 point for each sit-up				
	Num	Points		
Cadet 1				
2				Team
3				Sit-up
4				Score
Total Team Sit-up Points			x 1/4	

Broad Jump: 0 – 36 inches: zero points > 36: 1 point for each inch				
	Inches	Points		
Cadet 1				
2				Team
3				Jump
4				Score
Total Team Push-up Points			x 1/4	

Relay: Record time to <u>tenth of a second</u>: Example: 47.18 => 47.2		Team Summary	
Relay Time		Team Push-up Score	
		Team Sit-up Score	
		Team Jump Score	
Points		Team Run Points	
		Total Score	

Commander's Initials: _____

Judge's Initials: _____

PHYSICAL TRAINING COMPETITION TO INCLUDE TUG OF WAR AND THE CONFIDENCE RUN

PERMISSION and STATEMENT OF WAIVER FOR

CORSICANA HIGH SCHOOL DRILL MEET

I, _____, the Parent/Guardian of _____,
Printed name of Parent/Guardian Printed name of cadet

hereby grant permission for my son or daughter to participate in the Physical Training Competition portion of the Corsicana High School Drill Meet to include, tug of war, and the confidence run. I release the United States Air Force, the Corsicana Independent School District, Corsicana High School, its staff and faculty, the JROTC Department, the JROTC instructors, those involved in the conduct of the PT competition, and all agents and sponsors of the above, of any liability for any injury sustained by my son or daughter during this drill meet.

Signature of cadet competitor

date

Signature of parent / guardian

date

Signature of JROTC instructor

date

NOTE:

This form must be completed and turned in before a cadet is allowed to participate in the PHYSICAL TRAINING COMPETITION, Confidence Run, or Tug of War COMPETITION.

DIRECTIONS TO CORSICANA HIGH SCHOOL

Corsicana is located on Interstate 45, about 60 miles south of Dallas and 50 miles north, northeast of Waco. Directions to Corsicana High School are as follows:

Coming from the Dallas or Fort Worth area:

Go south on I45. About 10 miles south of Ennis look for the **Business 45 Exit** to Corsicana. After about 3 ½ miles you'll enter the main part of town. (You'll see a "Welcome to Corsicana" sign at 1st Ave.) About ½ mile further you'll see a concrete overpass. Go to the right of this overpass and **turn right** at the traffic light onto **Texas 31 / 7th Ave.** Go **2.9 miles** through town, past Navarro College (at about 2.5 miles) and **turn right** at the traffic light onto **45th street / Road 2555.** Go through the traffic light at 2nd Ave (1/2 mile) and continue for another .9 mile. Corsicana High School is on the right. **Turn right at the Stop sign at Road 744,** and then right into the parking lot.

Coming from the Houston area:

Go north on I45. About 10 miles north of Richland and 5 miles north of Angus, take the **Business 45 Exit** to Corsicana. Half a mile after the road bends to the left you'll see a concrete overpass. Go to the right of this overpass and **turn left** at the traffic light onto **Texas 31 / 7th Ave.** Go **2.9 miles** through town, past Navarro College (at about 2.5 miles) and **turn right** at the traffic light onto **45th street / Road 2555.** Go through the traffic light at 2nd Ave (1/2 mile) and continue for another .9 mile. Corsicana High School is on the right. **Turn right at the Stop sign at Road 744,** and then right into the parking lot.

Coming from the Waco area:

Take Texas 31 east. About ½ mile past Tiger Stadium (on the right), **turn left** at the traffic light at the next intersection, **45th street / Road 2555.** Go through the traffic light at 2nd Ave and continue for about 1 mile. Corsicana High School is on the right. **Turn right at the Stop sign at Road 744,** and then right into the parking lot.

Coming from east of Corsicana:

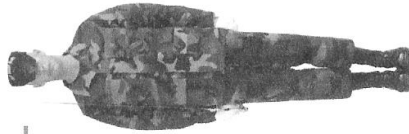
Take Texas 31 west, and remain on this road until entering the main part of town. After going under the overpass, go **2.9 miles** through town, past Navarro College (at about 2.5 miles) and **turn right** at the traffic light onto **45th street / Road 2555.** Go through the traffic light at 2nd Ave (1/2 mile) and continue for another .9 mile. Corsicana High School is on the right. **Turn right at the Stop sign at Road 744,** and then right into the parking lot.

Coming from the Hillsboro area on Texas 22:

A few miles past Blooming Grove, **turn right at the traffic light, onto Road 744.** The High School is on the left. Continue about 200 yards to the west (front) side of the school, and turn left into the parking lot.

CEREMONIAL AT EASE

CEREMONIAL AT, EASE!



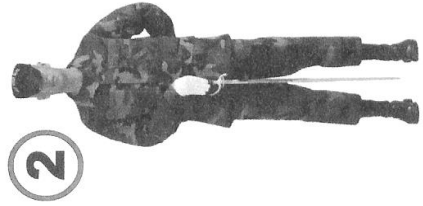
On the preparatory command of Ceremonial-At, the officer/enlisted individual will stand fast.

1



On the command of Ease, the right hand lowers with the saber/sword straight, not an angle inward or outward in relationship to the body, the thumb facing outward and the tip of the saber/sword about 6 inches from the marching surface. Simultaneously, the left foot will leave the right foot 6 to 8 inches apart and the left hand is placed in the small of the back, fingers extended and joined, palm is to the rear.

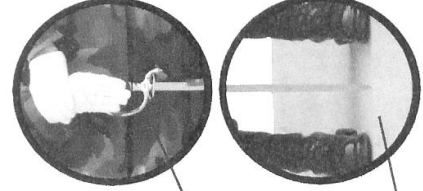
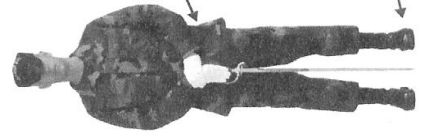
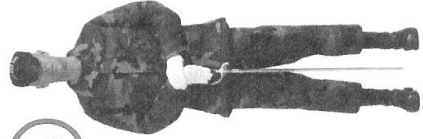
START OF MOVEMENT



(1-2 inches)

2

The saber/sword is positioned to the front and centered on the body. The tip of the saber/sword is directly between and on-line with the left and right foot. The tip of the saber/sword is approximately 1-2 inches from the marching surface, the right thumb closest to the body; remaining fingers extended and joined farthest from the body. The left hand remains in the small of the back.



The left hand repositions and meets the right hand in front of the body. Left hand (fingers extended and joined) lies on top of right hand and thumb wraps around the palm of the hand. NOTE: Once count 3 is complete, slowly lower the saber/sword gently resting on the marching surface.

END OF MOVEMENT



USAF HONOR GUARD
VISUAL GUIDE TO PERFECTION

3 / 5

SABER/SWORD MANUALS

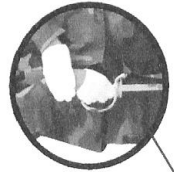
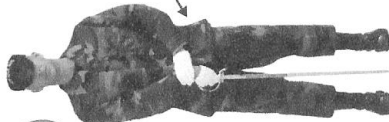
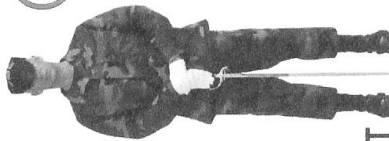
DATE: JAN 06



ORDER FROM CEREMONIAL AT EASE

HONOR,
GUARD

1



The grip of the saber/sword is grasped securely with the right hand, left hand remains in position.

2



Assume the position of Parade Rest

START OF
MOVEMENT

ATTENTION!

3



Snap to the Position of Attention by sharply returning the saber/sword to the position of carry.

END OF
MOVEMENT



USAF HONOR GUARD
VISUAL GUIDE TO PERFECTION

4 / 5 SABERSWORD MANUALS

DATE: JAN 06



The Saber Arch: Instructions adapted from the USAF Honor Guard Manual

In order to do this movement, the team must be in two elements, four members per element. There should be no problem considering the team should not be more than 9 members including the commander, as per this SOP.

Prior to the command Center Face, have one element take one right step and the other one left step. This will create the extra space needed to do the arch.

The command Dress Center Dress, calls for the team members to snap their heads down, using their peripheral vision to make small adjustments.

On the command Ready, Front, the team members will snap their heads back up and to the front – looking at each other.

On the command Present Arch, the team members form the arch by extending their right arm, forming a straight line with their arm and saber. The saber is at a 45 degree upward angle. At this point, the commander will be the only one to march through the arch. The commander will then halt, do an about face and then give the next command.

The next command is Order Arch. On this command, the team members will return to the position of order arms.

Finally, the command Ready, Face is given. The team members will face in the direction that will create a column formation in preparation for the next command on the command sheet (Column Right). After facing, the elements will again take one left and right step, the opposite of what they did for Center Face, to close the distance between them. The commander will once again position themselves on their flight in preparation for forward march.

Academic Information:

Leadership Traits Effective leaders have certain distinguishing characteristics, which are the foundation for their approach to the leadership situation. The list of a leader's desirable qualities is virtually endless. While many characteristics (such as truthfulness) are expected of all members of the military profession, there are six traits that are vital to Air Force leaders.

Integrity. The total commitment to the highest personal and professional standards. A leader must be honest and fair. Integrity means establishing a set of values and adhering to those values. Former Air Force Chief of Staff General Charles Gabriel said, "Integrity is the fundamental premise of military service in a free society. Without integrity, the moral pillars of our military strength--public trust and self-respect--are lost."

Loyalty. A three dimensional trait which includes faithfulness to superiors, peers, and subordinates. Leaders must first display an unquestionable sense of loyalty before they can expect members of their unit to be loyal. General George S. Patton Jr. highlighted the importance of loyalty saying, "There is a great deal of talk about loyalty from the bottom to the top. Loyalty from the top down is even more necessary and much less prevalent."

Commitment. The complete devotion to duty. A leader must demonstrate total dedication to the United States, the Air Force, and the unit. Plato said, "Man was not born for himself alone, but for his country." Dedicated service is the hallmark of the military leader.

Energy. An enthusiasm and drive to take the initiative. Throughout history successful leaders have demonstrated the importance of mental and physical energy. They approached assigned tasks aggressively.

Their preparation included physical and mental conditioning which enabled them to look and act the part. Once a course of action was determined, they had the perseverance and stamina to stay on course until the job was completed.

Decisiveness. A willingness to act. A leader must have the self-confidence to make timely decisions. The leader must then effectively communicate the decision to the unit. British Admiral Sir Roger Keyes emphasized that, "In all operations a moment arrives when brave decisions have to be made if an enterprise is to be carried through." Of course, decisiveness includes the willingness to accept responsibility. Leaders are always accountable--when things go right and when things go wrong.

Selflessness. Sacrificing personal requirements for a greater cause. Leaders must think of performing the mission and caring for the welfare of the men and women in the organization. Air Force leaders cannot place their own comfort or convenience before the mission or the people. Willingness to sacrifice is intrinsic to military service. Selflessness also includes the courage to face and overcome difficulties. While courage is often thought of as an unselfish willingness to confront physical dangers, equally important--and more likely to be tested on a daily basis--is the moral courage a leader needs to make difficult decisions.

General Douglas MacArthur said, "No action can safely trust its martial honor to leaders who do not maintain the universal code which distinguishes those things that are right and those things that are wrong." It requires courage and strength of character to confront a tough situation head-on rather than avoiding it by passing the buck to someone else. These traits are essential to effective leadership.

Effective Listening

The Difference Between Listening and Hearing: Think about the last time you were standing on the corner waiting for a bus. You were listening for the sound it would make as it arrived. The sound would be an important cue. But if you were hanging out on that same corner with friends, you'd be focusing on your conversation with them. A bus might go by, but you wouldn't even notice it. The roar of the bus would just be background noise. You would filter out the engine noise to listen to what your friends were saying. These examples show the difference between listening and hearing. Hearing is continuous, unfocused, and unconscious. Listening is a focused, conscious, hearing activity. Listening is doing something.

The Need for Better Listening. Listening is the neglected communication skill. Most people have had instruction in reading, writing, and speaking, but few have had any formal instruction in listening. This void in education and training is especially interesting in light of research showing that most people spend nearly 50 minutes of every waking hour in some form of communication. Of these 50 minutes, 15 minutes are spent reading or writing, 10 minutes talking, and 25 minutes listening. Think of it—people spend half their communication time listening, but few make a concerted effort to be better listeners. For those who do, however, the effort pays great dividends: higher productivity, faster learning, better jobs, more promotions, and improved relationships. In some cases, listening determines people's physical wellbeing—perhaps even whether they live or die. Each hour people are awake they spend 50 minutes communicating: • 15 minutes reading or writing • 10 minutes talking • 25 minutes listening.

The Four Types of Listening You can become a better listener by understanding the four types of listening: • Passive listening • Competitive listening • Active listening • Reflective listening.

Passive listening is one-way communication in which the receiver does not provide feedback and may or may not understand the sender's message. Listening to the TV, a radio, or a teacher who doesn't take questions is passive listening.

Competitive listening takes place when the receiver is not listening closely. You listen only long enough to get what you think is the necessary information. You're already thinking about how you're going to reply. You can hardly wait for a break in the conversation so that you can jump in. Competitive listening occurs when people "talk past" each other in an argument. Neither person is listening to the other.

Active listening is genuine, two-way communication. The receiver is paying full attention and thinking about the information. The receiver asks questions if he or she doesn't understand the sender. Active listening requires you to use effective listening and feedback techniques, including restating, paraphrasing, and asking for clarification. You'll learn more about these techniques later in this lesson.

During reflective listening, the receiver not only actively listens to the speaker but also tries to interpret the speaker's feelings. It involves the sense of sight as well as of hearing. This is because speakers often express feelings through gestures and body language. Good friends engage in reflective listening. As the speaker or sender, you should try to communicate as clearly as you can. This will help ensure that the receiver understands your message. As an active listener or receiver, you can help the sender by providing feedback and asking for clarification. Don't depend on the sender to do it all. Listen actively and confirm that you understand the message.

Myths About Listening. People buy into a number of myths about listening. Below are some of the most common ones. How many of them have you heard before? What argument could you give to someone who believed them?

Myth #1: Listening Is Not My Problem People generally overrate themselves as speakers. They assume that their listeners will understand. They need to realize that communication is a two-way street. Both speaker and listener need to work to make communication succeed.

Myth #2: Listening and Hearing Are the Same Hearing is the reception of sound waves by your ears and your auditory nerves. Listening is the interpretation of those sound waves. Listening filters out noise and sounds that are not part of the message.

Myth #3: Good Readers Are Good Listeners Both reading and listening depend on translating sounds into meaning. Because of this shared factor, many people think that good readers are always good listeners. This isn't true. Research shows that there is little relationship between the average person's scores for reading and listening. So even if you have trouble with reading, you can still be a good listener. And if you're a great reader, you still might have to polish your listening skills.

Myth #4: Smart People Are Better Listeners Students who score high on intelligence tests don't always do well on listening tests. Smarter students do have the capacity to be better listeners than the average student. But a high intelligence may actually interfere with good listening.

Myth #5: Listening Improves with Age The ability to listen and to understand does improve as people get older. For example, your younger brother or sister probably has a harder time understanding complicated things than you do. But although listening ability increases the older you get, listening performance declines. Several studies have shown that children are better listeners than adolescents. Young adolescents are better listeners than older ones. Most people become poorer listeners as they get older. You can tell your parents about that!

Myth #6: Listening Skills Are Hard to Learn Good listening skills are not hard to learn. But applying those skills consistently does take practice.

