## 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, 9 April 2016, 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
4. Tandem Armed Exhibition
m. Academic
n. Pugil Stick Battle
5. Awards. Trophies will be awarded for $1^{\text {st }}, 2^{\text {nd }}, 3^{\text {rd, }}$ and $4^{\text {th }}$ 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, MALE AND FEMALE PT TEAMS, AND ACADEMICS. Exhibition teams will NOT be included for the championship trophy calculations. The teams (schools) with the top four scores will be eligible for the championship trophies.
6. 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 two cadets from each school.
b. The uncasing and casing of the colors will be done according to Army TC 3-21.5, Paragraph 156, 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 $\$ 30.00$ 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, fax the completed entry form to (903) 874-2678. We would like to have all entry fees before the $30^{\text {th }}$ 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. Military Knowledge Questions
f. PT Statement of Waiver Form (This form is to be used for all Pugil Stick competitors as well.)
g. Directions to Corsicana High School
11. TX-952 will not compete in this meet. We look forward to providing this competition for your teams.
12. If you have any questions that we have not answered, please contact us at the above phone number, or via email at rhardie@cisd.org. Thank you.

Please indicate the divisions and events you wish to enter, and return the form NLT 30 March 2016, 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 |
| :---: | :---: | :---: | :---: |
|  |  |  | $1{ }^{\text {st }} \quad 2 \mathrm{nd}$ |
| Regulation | x \$30 |  |  |
|  | (Limit 1 team) |  |  |
| Exhibition | x \$30 |  |  |
|  | (Limit 1 team) |  |  |

Unarmed Division
***Regulation
Exhibition

$$
\text { (Limit } 1 \text { team) }
$$

First year
***Inspection (Please read SOP)
Saber/Sword Regulation Drill
***Color Guards
Male \$30
Female
Mixed
***Physical Fitness (Limit is 2 teams total.)
Male ___ \$30
Female
Individual Armed Exhibition
Tandem Armed Exhibition
Pugil Stick Battle
$\overline{\text { (Limit }} \mathrm{x} \$ 3$ team

$$
\text { ____x } \$ 30
$$

(Limit 1 team)
$\qquad$
(Limit 1 team)
$\underset{\text { (Limit } 1 \text { team) }}{\mathbf{X} \mathbf{\$ 3 0}}$\$30\$30
\$30
$\qquad$ \$30
$\qquad$ x $\$ 5.00$
$\qquad$ x $\$ 10.00$
$\qquad$ x\$5.00
$\qquad$
$\qquad$
***Academic Team (Team consist of two cadets; \$20.00 total.) \$20.00 $\qquad$
Total Entry Fees Due

## Telephone \#

$\qquad$
Name of School $\qquad$
Unit Contact $\qquad$ Fax \# $\qquad$
E-mail Address $\qquad$
$\qquad$
*** Mandatory events to be consider for the championship trophies.

## GENERAL INFORMATION

1. Registration: Teams may begin reporting in at 0800, 9 April 2016 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 then their scheduled time. 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, and The Communication Process.
5. The Pugil Stick Battle will take place in the covered dome area same as PT. We suggest picking one of your cadets that is not on any other drill teams - bring your champion. We have the helmets, chest pads and arm protection. If the cadet wants to bring a pair of gloves they may. NOTE: If your cadet is a "giant" of a person, our gear might not fit. They are still welcome to compete though. The winner per battle will be based on the best three out of five. The winner will move on to the next level of the battle. All competitors will meet in the PT area at 10 am .
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. 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 1630.
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 .

## COMPETITION RULES

## 1. Note: Taps can not 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 headgear, and headgear must be worn, allowed will be the garrison cap (flight cap). The inspector will direct the Team Commander to "Prepare for Inspection". Important Note! $\begin{aligned} & \text { The Inspection Team COMMANDERS WILL NOT MOVE TO REVIEW THE CADETS FOR PERFECT } \\ & \text { DRESS \& COVER (Alignment) DURING INSPECTION! Cadets will be instructed to dress \& cover only } \\ & \text { by their commander. Cadets at this level are expected to maintain adequate dress \& cover without } \\ & \text { supplemental instruction from the Team Commander. Removing this time-consuming process } \\ & \text { will allow moore time for face-to-face questions from judges to cadets. Cadet Commanders who } \\ & \text { move to review the ranks for correct spacing will be graded down for their efforts - DON'T do it! }\end{aligned}$

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 element leaders.

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:

a. Judging will begin when the reporting salute is dropped. Judging will cease when the Team Commander reports 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 June 1996, 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.
b. 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.
8. Exhibition Drill: Should be derived from basic drill movements - nothing that hints as dancing moves or excessive "hand slapping" - professionalism is key. Teams should display their imagination, creativity, pride, and spirit within the content of military bearing. 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 then three. There will be a one point penalty for every second under or over these time limits.
9. Color Guard: 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: We have added additional commands to the routine this year to make it more challenging. 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


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

| Event | Location | Dimensions | Notes |
| :--- | :--- | :--- | :--- |
| DR, DE, UE | "Old Gym" | $55^{\prime} \mathrm{W} \times 79^{\prime} \mathrm{D}$ | Note 1 below |
| UR, FYR | "Comp Gym" | $55^{\prime} \mathrm{W} \times 94^{\prime} \mathrm{D}$ | Note 1 below |
| MCG/FCG | "Practice Gym" | $55^{\prime} \mathrm{W} \times 60^{\prime \prime} \mathrm{D}$ | Note 1 below |
| Saber Reg | Commons | $72^{\prime} \mathrm{W} \times 55^{\prime} \mathrm{D}$ |  |
| Ind and Tand DE | Auditorium Stage | $55^{\prime} \mathrm{W} \times 40^{\prime} \mathrm{D}$ | Note 2 below |
| Inspection | Band Hall |  |  |
| MPT, FPT | Practice Dome" | 60 yards $\times 30$ 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 $1^{\text {st }}$ 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 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.

- 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.

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


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


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


| School: |  | Judge: |  |
| :--- | :--- | :--- | :--- |
| Cadet Name |  |  |  |
| 1. Bearing |  | 8. Buttons |  |
| 2. Headgear |  | 9. Shirt |  |
| 3. Hair |  | 10. Pants/slacks |  |
| 4. Shave |  | 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!

| School: | Judge: |  |  |
| :--- | :--- | :--- | :--- |
| Commander Name |  |  |  |
| 1. Bearing |  | 9. Shirt |  |
| 2. Headgear |  | 10. Pants/slacks |  |
| 3. Hair | 11. Tie/tab |  |  |
| 4. Shave | 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 <br> 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 <br> Commander) |  |
| ---: | :--- |
| 2. Total Points for the Commander (include <br> Commander inspection items + Commander's Actions) |  |
| Grand Total (team members + Commander pts) |  |
| Total team members (including Commander) |  |
| Team Average |  |
| (Grand Total pts divided by Total team |  |
| members) |  |


| SCHOOL / TEAM: | JUDGE: |
| :---: | :---: |
| Routine: - All movements scored on a scale of 1-5. <br> - Zero for omitted items. |  |
| Uncase colors before reporting in. | 16. Eyes Right |
| 1. Report in | 17. Ready Front |
| 2. Colors reverse march, forward march | 18. Left wheel march, forward march |
| 3. Left wheel march, forward march | 19. Left wheel march, forward march |
| 4. Colors reverse march, forward march | 20. Left wheel march, forward march |
| 5. Right wheel march, forward march | 21. Colors halt |
| 6. Colors halt | Case Colors: ( $\mathbf{2 2}$ thru 27 will be scored on a 1 - 10 scale.) |
| 7. Order colors | 22. Sling Arms |
| 8. Parade rest | 23. Post |
| 9. Colors attention | 24. Present colors |
| 10. Carry colors | 25. Order Colors |
| 11. Forward march | 26. Case Colors |
| 12. Right wheel march, forward march | 27. Post |
| 13. Right wheel march, forward march | 28. Report Out |
| 14. Colors reverse march, forward march | Column 2 sub total |
| 15. Left wheel march, forward march | Column 1 sub total |
|  | Routine Total (170 Max) |
| Column 1 sub total |  |
| Commander's Actions: Score each item on 1 - 10 scale |  |
| 1. Voice | Summary |
| 2. Bearing | Routine Total |
| 3. Positioning | Commander's Total |
| Commander's Total (30 max) | Female/Mixed Total (200 Max) |

## Commander's Initials:

$\qquad$

Judge's Initials: $\qquad$

| SCHOOL / TEAM: |  | JUDGE: |  |
| :--- | :--- | :--- | :--- |
| $\begin{array}{l}\text { Routine: - All movements scored on a scale of 1 - 5. } \\ \text { - Zero for omitted items. }\end{array}$ |  | 16. Eyes Right |  |
| Uncase colors before reporting in. | 17. Ready Front |  |  |
| 1. Report in | 18. Left wheel march, forward march |  |  |
| 2. Colors reverse march, forward march |  | 19. Left wheel march, forward march |  |
| 3. Left wheel march, forward march | 20. Left wheel march, forward march |  |  |
| 4. Colors reverse march, forward march |  | 21. Colors halt |  |
| 5. Right wheel march, forward march |  | Case Colors: (22 thru 27 will be scored |  |
| 6. Colors halt | 22. Sling Arms |  |  |$)$

Commander's Initials: $\qquad$

Judge's Initials: $\qquad$

| SCHOOL / TEAM: | JUDGE: |  |
| :---: | :---: | :---: |
| Grading: - All movements scored on a scale of 1 - 5. <br> - Start with the maximum points in each area, and then deduct points for infractions. |  |  |
| 1. Report In (Have team present arms.) | 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 |  |
|  | Column 1 sub total |  |
| Commander's Actions: Score each item on 1 - 10 scale. | Routine Total (170 Max) |  |
| 1. Voice | Summary: |  |
| 2. Bearing | Routine Total |  |
| 3. Positioning | Commander's Total |  |
| Commander's Total (30 max) | Unarmed Regulation Total (200 Max) First Year Cadets |  |

Commander's Initials: $\qquad$

Judge's Initials: $\qquad$

| SCHOOL / TEAM: | JUDGE: |
| :---: | :---: |
| Routine: - All movements scored on a scale of 1-5. <br> - Zero for omitted items. |  |
| 1. Report in (Have team present arms.) | 31. To the rear march |
| 2. Order Arms | 32. Flight halt |
| 3. Dress right dress | 33.Column of files from the right |
| 4. Ready front | 34. Flight halt |
| 5. Parade rest | 35. Columns of three(or twos) to the left |
| 6. Flight attention | 36. Column left march (Forwad march) |
| 7. Count off | 37. Half step march |
| 8. Right face | 38. Forward march |
| 9. Close march | 39. Column left march (Forward march) |
| 10. Extend march | 40. Change step march |
| 11. Left face | 41. Flight halt |
| 12. Open ranks march | 42. Column half-left march |
| 13. Close ranks march | 43. Column half-left march |
| 14. Left face | 44. To the rear march |
| 15. About face | 45. To the rear march |
| 16. Left step march | 46. Eyes right |
| 17. Flight halt | 47. Ready front |
| 18. Left face | 48. Column left march (Forward march) |
| 19. About face | 49. Column left march (Forward march) |
| 20. Right step march | 50. Flight halt |
| 21. Flight halt | 51. Forward march |
| 22. About face | 52. Half-step march |
| 23. Right face | 53. Forward march |
| 24. Forward march | 54. Counter march |
| 25. Column right march (Forward march) | 55. Counter march |
| 26. Column right march (Forward march) | 56 Left flank |
| 27. Left flank | 57. Change step march |
| 28. Right flank | 58. Flight halt |
| 29. Column left march (Forward march) | 59. Report out |
| 30. To the rear march |  |
|  |  |
| Column 1 sub total | Column 2 sub total |
|  | Column 1 sub total |
|  | Routine Total (295 Max) |
| Commander's Actions: Score each item on 1 - $\mathbf{1 0}$ scale. |  |
| 1. Voice | Summary |
| 2. Bearing | Routine Total |
| 3. Positioning | Commander's Total |
| Commander's Total (30 max) | Unarmed Regulation Total (325 Max) |

Commander's Initials: $\qquad$ Judge's Initials: $\qquad$

| SCHOOL / TEAM: | JUDGE: |
| :---: | :---: |
| Routine: - All movements scored on a scale of 1-5. <br> - Zero for omitted items. |  |
| 1. Report in | 30. Column left march, forward march |
| 2. Count off | 31. Half step march |
| 3. Right face | 32. Forward march |
| 4. Close march | 33. Column left march, forward march |
| 5. Extend march | 34. Right shoulder arms |
| 6. Left Face | 35. Flight halt |
| 7. Open ranks march | 36. Column half left march |
| 8. Close ranks march | 37. Column half left march |
| 9. Right step march | 38. Counter march, forward march |
| 10. Flight halt | 39. Counter march, forward march |
| 11. Left face | 40. Eyes right |
| 12. Right step march | 41. Ready front |
| 13. Flight halt | 42. Column left march, forward march |
| 14. About face | 43. Flight halt |
| 15. Right Shoulder Arms | 44. Port arms |
| 16. Forward March | 45. Column left march, forward march |
| 17. Column right march, Forward march | 46. Flight halt |
| 18. Column right march, forward march | 47. Right shoulder arms |
| 19. Left flank march | 48. Left flank march |
| 20. Right flank march | 49. Change step march |
| 21. Column left march, forward march | 50. Flight Halt |
| 22. Left shoulder arms | 51. Report out |
| 23. To the rear march |  |
| 24. To the rear march |  |
| 25. Flight halt |  |
| 26. Column of files from the right |  |
| 27. Flight halt |  |
| 28. Column of threes (Or twos) to the left |  |
| 29. Port arms |  |
|  |  |
|  | Column 2 sub total |
| Column 1 sub total | Column 1 sub total |
|  | Routine Total (255 Max) |
| Commander's Actions: Score each item on 1-10 scale. |  |
| 1. Voice | Summary |
| 2. Bearing | Routine Total |
| 3. Positioning | Commander's Total |
| Commander's Total (30 max) | Armed Regulation Total (285 Max) |

Commander's Initials: $\qquad$ Judge's Initials: $\qquad$

| SCHOOL / TEAM: | JUDGE: |  |  |
| :--- | :--- | :--- | :--- |
| Routine: - All items scored on a scale of 1 - 5. <br> - Subtract 1 penalty point for each second under 5 or over 8 minutes. |  |  |  |
| 1. Report In |  |  |  |
| 2. Variety of Movements |  |  |  |
| 3. Precision |  |  |  |
| 4. Teamwork |  |  |  |
| 5. Choreography |  |  |  |
| 6. Team Appearance |  |  |  |
| 7. Use of Drill Area |  | Total Time for Routine |  |
| 8. Difficulty |  | Seconds Over or Under Limits |  |
| 9. Report Out |  | Time Penalty Points |  |
| 10. Overall Impression |  |  |  |
| Routine Score (50 Max) |  |  |  |
| Minus Time Penalty Points |  |  |  |
| Routine Total |  |  |  |
| Commander's Total (20 max) |  |  |  |
| Commander's Actions: Score each <br> item on 1 - 10 scale. |  |  |  |
| 1. Bearing |  |  |  |
| 2. Positioning |  |  |  |
|  |  |  |  |
|  |  |  |  |

$\qquad$

| SCHOOL / TEAM: | JUDGE: |  |
| :---: | :---: | :---: |
| Routine: - All items scored on a scale <br> - Subtract 1 penalty point fo | d under 5 or over 8 minutes. |  |
| 1. Report In |  |  |
| 2. Variety of Movements |  |  |
| 3. Precision |  |  |
| 4. Teamwork |  |  |
| 5. Choreography |  |  |
| 6. Team Appearance |  |  |
| 7. Use of Drill Area |  |  |
| 8. Difficulty |  |  |
| 9. Use of Weapons |  |  |
| 10. Report Out |  |  |
| 11. Overall Impression |  |  |
|  |  |  |
|  | Total Time for Routine |  |
| Routine Score (55 Max) | Seconds Over or Under Limits |  |
| Minus Time Penalty Points | Time Penalty Points |  |
| Routine Total |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
| Commander's Actions: Score each item on 1-10. |  |  |
| 1. Bearing | Summary |  |
| 2. Positioning | Routine Total |  |
|  | Commander's Total |  |
| Commander's Total (20 max) | Armed Exhibition Total (75 Max) |  |

Commander's Initials: $\qquad$ Judge's Initials: $\qquad$

| SCHOOL / TEAM: | JUDGE: |  |
| :---: | :---: | :---: |
| Routine: - All movements scored on a scale of 1-5. - Zero for omitted items. |  |  |
| 1. 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 | 37. Column right march (Forward march) |  |
| 10. Left Flank | 38. Flight halt |  |
| 11. Column right march (Forward 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 (Forward 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 |  |  |
| 21. Forward march |  |  |
| 22. Column right march (Forward march) |  |  |
| 23. Left flank |  |  |
| 24. Right flank |  |  |
| 25. To the rear march |  |  |
| 26. To the rear march |  |  |
| 27. Half step march |  |  |
| 28. Mark Time March |  |  |
| (Platoon may be substituted for flight.) |  |  |
|  |  |  |
| Column 1 sub total | Column 2 sub total |  |
|  | Column 1 sub total |  |
|  | Routine Total (225 Max) |  |
| Commander's Actions: Score each item on $1 \mathbf{- 1 0}$ scale. |  |  |
| 1. Voice | Summary |  |
| 2. Bearing | Routine Total |  |
| 3. Positioning | Commander's Total |  |
| Commander's Total (30 max) | Grand Total ( 255 Max) |  |

Commander's Initials: $\qquad$

Judge's Initials: $\qquad$

TX-952 Tiger Invitational DRILL MEET SCORE SHEET
TANDEM DEMIL EXHIBITION
9 April 2016

| SCHOOL / TEAM: <br> Cadet's Names: | JUDGE: |  |  |
| :--- | :--- | :--- | :--- |
| Routine: - All items scored on a scale of 1 - 5. <br> - 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 |  |  |  |
|  |  | Total Time for Routine |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

Team member's Initials: $\qquad$ Judge's Initials: $\qquad$

TX-952 Tiger Invitational DRILL MEET SCORE SHEET
Individual DEMIL EXHIBITION
9 April 2016

| SCHOOL / TEAM: <br> Cadet's Name: | JUDGE: |  |  |
| :--- | :--- | :--- | :--- |
| Routine: - All items scored on a scale of 1 - 5. <br> - 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 |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  | Total Time for Routine Pene Total |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

Individual's Initials: $\qquad$ Judge's Initials: $\qquad$

FEMALE PT
9 April 2016

| SCHOOL / TEAM: | JUDGE: |
| :--- | :--- |



| Sit-Ups: 0- 19: zero points <br> $>$ 19: <br> point for each sit-up | Num |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
| Points |  |  |  |  |
| Cadet 1 |  |  |  |  |
| 2 |  |  |  | Team |
| 3 |  |  |  |  |
| 4 |  |  |  | Sit-up |
| 4 | Total Team Sit-up Points |  | $\mathbf{x 1 / 4}$ |  |


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


| $\begin{array}{l}\text { Relay: Record time to tenth of a second: } \\ \text { Example: } 47.18=>\text { 47.2 }\end{array}$ |  | Team Summary |  |
| :--- | :--- | :--- | :--- |
| Relay Time |  |  | Team Push-up Score |$]$

Commander's Initials: $\qquad$ Judge's Initials: $\qquad$

## MALE PT

9 April 2019

| SCHOOL / TEAM: | JUDGE: |
| :--- | :--- |



| Sit-Ups: 0-19: zero points <br> > 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   <br>  > 36: 1 point for each inch Inches Points |  |  |  |
| :---: | :---: | :---: | :---: |
| Cadet 1 |  |  |  |
| 2 |  |  | Team |
| 3 |  |  | Jump |
| 4 |  |  | Score |
| Total Team Push-up Points |  | x 1/4 |  |


| $\begin{array}{l}\text { Relay: Record time to tenth of a second: } \\ \text { Example: } 47.18=>\text { 47.2 }\end{array}$ |  | Team Summary |  |
| :--- | :--- | :--- | :--- |
| Relay Time |  |  | Team Push-up Score |$]$

Commander's Initials: $\qquad$ Judge's Initials: $\qquad$

# PERMISSION and STATEMENT OF WAIVER FOR 

## CORSICANA HIGH SCHOOL DRILL MEET

$\qquad$
I, the Parent/Guardian of $\qquad$ ,
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. 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.

[^0]

Signature of parent / guardian
date

NOTE:
This form must be completed and turned in before a cadet is allowed to participate in the PHYSICAL TRAINING COMPETITION OR PUGIL STICK 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 $31 / 2$ miles you'll enter the main part of town. (You'll see a "Welcome to Corsicana" sign at $1^{\text {st }}$ Ave.) About $1 / 2$ mile further you'll see a concrete overpass. Go to the right of this overpass and turn right at the traffic light onto Texas $31 / 7^{\text {th }}$ Ave. Go 2.9 miles through town, past Navarro College (at about 2.5 miles) and turn right at the traffic light onto $\mathbf{4 5}^{\text {th }}$ street / Road 2555. Go through the traffic light at $2^{\text {nd }}$ 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 $31 / 7^{\text {th }}$ Ave. Go 2.9 miles through town, past Navarro College (at about 2.5 miles) and turn right at the traffic light onto $\mathbf{4 5}^{\text {th }}$ street / Road 2555. Go through the traffic light at $2^{\text {nd }}$ Ave ( $1 / 2 \mathrm{mile}$ ) 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 $1 / 2$ mile past Tiger Stadium (on the right), turn left at the traffic light at the next intersection, $\mathbf{4 5}$ th street / Road 2555. Go through the traffic light at $2^{\text {nd }}$ 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 $\mathbf{2 . 9}$ miles through town, past Navarro College (at about 2.5 miles) and turn right at the traffic light onto $\mathbf{4 5}$ th street / Road 2555. Go through the traffic light at $2^{\text {nd }}$ 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!
START OF
MOVEMENT


## 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.


[^0]:    Signature of cadet competitor

