

Marietta Blue Devil Classic
Air Force JROTC
Drill Team Competition



Saturday, January 13, 2024

Registration Form is on the last page.

All Air Force Junior ROTC units (from any state) are invited

HOSTED BY

Marietta High School AFJROTC

*1171 Whitlock Ave
Marietta, GA 30064
770-428-2631 #1232*

1. GENERAL:

- A. The GA-20021 AFJROTC, Marietta High School, Marietta, GA., is responsible for the operation of the 2024 MHS Blue Devil Classic AFJROTC Drill Team competition.
- B. The Point of Contact (POC) for all matters concerning this drill meet is Lt Col Alfred Proulx, CMSgt Jose Alfaro and MSgt Nicholas Smith; (School 770-428-2631).
- C. This drill meet is not sanctioned, sponsored, or affiliated with the USAF or HQ AFJROTC.
- D. We **WILL NOT** have Individual and Dual Armed Exhibition events.
- E. We **WILL NOT** have Armed Exhibition or Unarmed Exhibition Drill performances.
- F. Current AFJROTC and Air Force Manuals/Instructions will be used as source documents for this meet.
- G. Current USAF Drill & Army Field Manuals will be used for color guard and all armed regulation events. (For Armed Regulation and CG, Army FM 3-21.5 will be used for the handling of the rifles, not for basic marching.)
- H. The entire MHS Campus is a no saluting, no smoking area during the drill meet.
- I. We **WILL NOT** have a Commander's Call or opening ceremonies.
- J. The first event will begin at **9:00AM**. We will not schedule teams to perform. A block of time will be established at each location where teams decide when they wish to perform. For example, Unarmed Regulation will be in the Main Gym. Teams will have to perform between 9:00AM to 11:00AM.
- K. All cadets in uniform will be allowed to participate in IDR at no charge.

2. AWARDS CEREMONY:

- A. Immediately following IDR, all cadets may take part in the awards ceremony provided they are in uniform.
- B. If you choose not to stay and you win an award, have another school pick it up for you if possible. It will not be mailed to you unless you choose to pay the postage.

3. CONCESSIONS:

We will have food and drinks available. Details will be forthcoming.

4. SPECIAL INSTRUCTIONS:

- A. **Do not discuss anything about the Drill Meet, rules, regulations, your team's time, the SOP, guidelines, floor layout, your team, or any other team, with any judge.** All the Judges will be briefed. You will be warned the first time, the second time we will consider disqualifying your unit from the meet. Do not stop any runner to discuss scores being delivered. Address all your questions to CMSgt Alfaro, MSgt Smith or Col Clark. (Cadet Commanders may ask questions to the judges once they are in the ready area, prior to their event.) **No Instructor is to enter any Ready Area or Drill/Inspection Floor at any time during the Drill Meet.** This SOP has all Ready Area and Floor Dimensions properly shown. Practice according to the diagrams.
- B. Team Commanders will not use whistles. No Cadence may be called during any event. All maneuvers will be military in nature, demonstrating great dignity, military bearing and precision. Dancing, tumbling, cartwheels, backbends, gymnastic movements, lights, luminous clothing, music, loudspeakers, hoods, and any other device not dignified in nature for a military drill meet is strictly prohibited. You may not use props, i.e., Flags, Guidons, Ribbons, etc.
- C. Safety is paramount; there will be NO pyramids, NO throwing cadets, NO lifting cadets off the ground in any manner, and NO bayonets of any type on any rifle (real or rubber).
- D. Cadets may crossover between divisions in all events. However, NO one Cadet may be on two Color Guard teams. (Instructors should have integrity and ensure this rule is followed.)
- E. All Regulation teams must enter and exit the drill area with element leaders leading the flight.

- F. All Drill/Inspection areas are taped off with tape or lined with the basketball courts. The tape and or the basketball court lines are Out-of-Bounds. One shoe from a single cadet on the tape/line constitutes one out-of-bounds violation for the team. Two or more cadets out-of-bounds on the same command, is still only one violation for the team.
- G. Due to the fact that many units come to Drill Meets and continually Exit the floor in the wrong location due to not reading the SOP, we have instituted the following: Any team that Exits the floor in Regulation or Color Guard in the wrong location, the team will receive a Boundary Violation. All of the Floor Entrances and Exits are clearly **diagramed** in this SOP.

5. UNIFORMS:

- Uniforms for **ALL** inspections, regulation drill & color guards will be the Issued United States Air Force Service Dress Uniform with Flight Caps/ Service Caps, (IAW-AFI 36-2903, AFJROTCI 36-2001, and the AFJROTC Uniform and Awards Guide.)
- All Female Cadets must wear issued low-quarter dress shoes and slacks only, NO SKIRTS.
- Shoulder cords may be worn for all events IAW AFJROTC 36-2001 except for regulation or color guard events. If one team member wears one then all members must wear one of the same color and type. All cords must match in style and color.
- Metal Air Force Nametags are optional for **“Armed”** events. If one team member wears one, all members must wear one.
- Medals, Plastic/Core frame Shoes, Ascots/Bib Scarves, Shoulder Cords and Berets **are not** authorized for any regulation or color guard event. Shoe taps are not allowed for any event.

Color Guard Exceptions: A harness is required for flag bearers. Pistol belts are allowed for all CG members, and are required for Armed CG flag bearers. No ascot bib scarves, Honor Guard belts or hats, gloves, helmets, or service caps are allowed.

Awards & Trophies

*Regulation, Color Guard, and Inspection
are all required to be considered for an Overall award in either Divisions.*

<i>ARMED DIVISION</i>	<i>TROPHIES</i>	<i>UNARMED DIVISION</i>	<i>TROPHIES</i>
ARMED OVERALL CHAMPIONS	1st - 2nd	UNARMED OVERALL CHAMPIONS	1st/2nd
ARMED INSPECTION*	1st - 3rd	UNARMED INSPECTION*	1st - 3rd
ARMED REGULATION	1st - 3rd	UNARMED REGULATION	1st - 3rd
ARMED COLOR GUARD	1st - 3rd	UNARMED COLOR GUARD	1st - 3rd

** If there is a tie for the Overall trophy in either division, the Division Inspection score will be used to break the tie.**

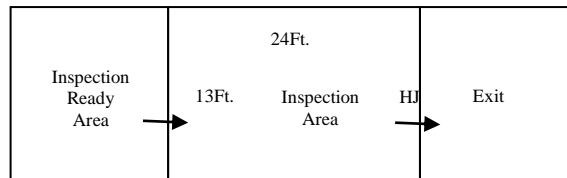
The awards below do not count toward the Overall Trophies.

EVENT	AWARD
OUTSTANDING COMMANDER	
A Medal will be given for the Top Commander in every team event in all divisions; Inspection, Regulation,& Color Guard. These scores will be used as event tie breakers.	6 Top Commander Medals

INSPECTION ARMED & UNARMED

The same cadets who perform on your team must also be the same cadet on your inspection team. You may have duplicate cadets' crossover between Unarmed and Armed Inspection team if they are performing with that team. You may have duplicate cadets in these inspections, but do not use the same commander for both. In other words, the cadets marching regulation drill must be the ones being inspected.

The inspection team must have 12 cadets plus a commander. While in the Inspection Ready Area, have your team in line formation with 4 elements of 3, facing the Inspection Area. The CC will march the team straight into the inspection area once told to do so by the head judge. The Inspection area is 13ft x 24ft. The Head Judge (HJ) is on the 13ft side. The inspection judges will begin evaluating the proper Open Ranks inspection procedures IAW AFMAN 36-2203, paragraph 4.5.1. The Commander will not give the command "2nd, 3rd, and 4th elements Parade, Rest". The commander will not accompany (precede) the Head Judge through the inspection. The Head Judge will let the commander know when the inspection is complete so the commander can Report Out. Once the CC reports out, the Head Judge will move out of the way in order for your team to exit the Inspection Area. After the CC reports out, Close Ranks, and march the team straight out of the inspection area (The HJ will move out of your way.) The inspection area is taped off. All cadets must be inside the taped off area at all times during open ranks and inspection. Holding area for UnArmed Inspection Teams will be on E-Hall. Holding area for Armed Inspection Teams will be on G-Hall. The escort will escort you to the ready area when it's your time to proceed to the inspection area.



ARMED INSPECTION

Armed Inspection Procedures The information below is to help you and your teams prepare for Armed Inspection. Weapons may be De-Mil or Facsimile, but they should not be mixed within a Flight. Each Armed Inspection Team will enter the inspection area from the ready area while carrying the rifles from Order Arms. The Commanders will carry their rifle slung on their shoulder (NO SABERS). Continue with the inspection procedures IAW AFMAN 36-2203, paragraph 4.5.1. **The Commander will not have their weapon inspected.** They will remain at attention during inspection. Once the inspector steps directly in front of the cadet, the cadet will automatically move through the Inspection Arms procedures in Army FM 3-21.5, Appendix D, page D-8. There are different types of inspection arms based on different types of rifles; however it is our opinion that these procedures best fit the type of rifles we are issued and normally use. If their bolts do work on the rifle, they must open the bolt. The inspector will take the rifle from them when they have completed "Inspection Arms." Once the inspector takes the rifle, immediately go to the position of attention. When the inspector hands the rifle back to you, (1) immediately grasp the rifle with your left hand, (2) assume Port Arms, (3) close the rifle bolt (or simulate), (4) release the grasp of the right hand and grasp the small of the stock with the right forefinger on the trigger, pulling the trigger (If your trigger does not move, simulate the movement. DO NOT verbally say click to show the judges what you are doing.) (5) Resume Port Arms, (6) then Order Arms. Teams should practice so that they all do it the same way while keeping their military bearing and not looking down.

Inspection

General Knowledge Questions (subject to changes)

Judges will ask cadets general knowledge questions from the list below. When Cadets answer any question from any Judge, they are required to begin their answer with Sir/Ma'am and end the answer with Sir/Ma'am. (Example: Sir, the First Air Force Chief of Staff was General Carl Spaatz, Sir.) Cadets should answer the questions EXACTLY as they are given below.

- Q Who is the Commander in Chief?**
A The Honorable President Joseph R. Biden, Jr.
- Q Who is the Current Air Force Chief of Staff?**
A General Charles Q. Brown, Jr.
- Q Who was the First Air Force Chief of Staff?**
A General Carl A. Spaatz
- Q Who is the current Secretary of the Air Force?**
A The Honorable Frank Kendall
- Q Who was the first Secretary of the Air Force?**
A The Honorable Stuart W. Symington, Jr.
- Q Who is the current Secretary of State?**
A The Honorable Tony Blinken
- Q What date is known as the Birthday of the Air Force?**
A Sep 18, 1947
- Q Who is the current Secretary of Defense?**
A The Honorable Lloyd Austin
- Q Who was the first Secretary of Defense?**
A The Honorable James Forrestal
- Q On what date did Japan attack Pearl Harbor?**
A Dec 7, 1941
- Q Who is the current CMSgt of the Air Force?**
A Chief Master Sgt JoAnne S. Bass
- Q Who was the first CMSgt of the Air Force?**
A Chief Master Sergeant Paul W. Airey
- Q Who is the current Vice President of the US?**
A The Honorable Vice-President Kamala Harris
- Q What does JROTC stand for?**
A Junior Reserve Officer Training Corps
- Q What are the Air Force Core Values?**
A Integrity First, Service Before Self, and Excellence in all we do.

ARMED & UNARMED COLOR GUARD

GENERAL:

Color Guard teams will consist of four cadets. The Color Guard Commander will carry the National Colors and call the commands. No prompt sheets may be used; commands must be committed to memory. All Color Guards must have 2 matching rifles either facsimile or de-mil. Unarmed and Armed Color Guard sequences are the same, with both teams Uncasing the Colors. Both divisions use rifles. You must enter and exit through the 8 ft marked areas. If you do not exit at the proper location, you will receive a Boundary Violation. No cadet may be on more than 1 Color Guard team.

Drill Area: 28 feet x 40 feet (see diagram below)

Timing: There is no time limit.

There will be a deduction on score sheet, if you do not march at the proper cadence (speed). 100-120 bmp.

CG PENALTIES:

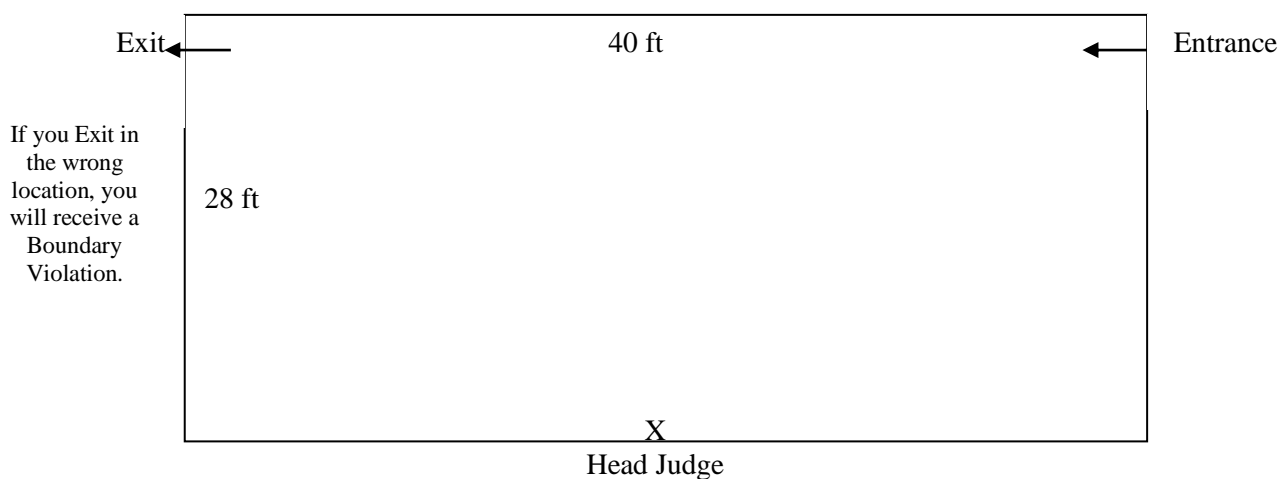
No CG team will be automatically disqualified for mistakes! They will receive penalties.

The US Flag should not be allowed to slip and fall lower than the other flag at any time. Neither Flag is allowed to touch the floor. Both flags need to be as close to equal height as possible. (IAW FM 3-21.5, section 15-14, "*The socket is below the waist and adjusted to ensure that the finials of all Colors are of equal height.*") Using proper flag etiquette, the US Flag should not be lower than the organizational flag.

NOTE: According to AFM 36-2203, 7.32.2, Color Guards are Marching at Close Interval. Therefore, Color Guards should not be touching shoulders. Teams will be penalized for marching with shoulders touching and not being at "Close Interval" the entire time. Color Guards should be Marching IAW AF Regulations and all free arms should have proper marching arm-swing. AFM 36-2203, Fig 7.13, pg 112 shows an AF Color Guard Marching with arm swing. Any free arms not using proper arm swing will be penalized. Flag bearers may hold the flag with only one hand or both hands. If they choose to march with one hand holding the staff, then their free arm must have arm swing.

*****See page 3 for uniform/equipment requirements for Color Guard.**

UnArmed CG in the Band Room & Armed CG in the Seminar Room



**ARMED & UNARMED
COLOR GUARD**
(Uncasing of The Colors)

Area: 28 x 40 ft.

<p>Enter on the signal from the Head Judge. Execute a Left Wheel March and Halt, Centered on the head judge.</p>
<p>UNCASE THE COLORS</p>
1. Present Colors
2. Report In
3. Order Colors
4. Colors Reverse March
5. Forward March
6. Left Wheel March
7. Forward March
8. Colors Reverse March
9. Forward March
10. Color Guard Halt (Halt Aligned on HJ)
11. Order Colors
12. Parade Rest

13. Colors Attention
14. Carry Colors (5-Sec Pause)
15. Forward March
16. Right Wheel March
17. Forward March
18. Right Wheel March
19. Forward March
20. Colors Reverse March
21. Forward March
22. Eyes Right
23. Ready Front
24. Left Wheel March
25. Forward March
26. Left Wheel March
27. Forward March
28. Left Wheel March
29. Forward March
30. Color Guard Halt (5-Sec Pause)
31. Report Out (<i>Present Colors, Carry Colors</i>)
32. Exit Drill Area

If you Exit in the wrong location, you will receive a
boundary violation.

ARMED & UNARMED REGULATION DRILL

GENERAL: The teams must consist of 12 members and 1 commander. The commands are to be given in the sequence listed. If the Head Judge feels that crowd noise interfered with a team's performance, he may stop the performance and allow them to start over. You must exit the Drill Area through the cones at the exit area (see diagrams). After reporting out, you may depart to the exit area in any direction, but all Regulation teams must exit the drill area with element leaders leading the flight, using legal commands. Your routine does not end until you are off the drill floor, and remember that you are still being evaluated. No Guidons are allowed.

TIME LIMITS: There is no time limit. There will be a deduction on the score sheet if you do not march at the proper cadence (speed). 100-120 bpm.

DRILL FLOOR AREA: All Regulation areas are 84ft x 50ft

UNIFORMS: (See Page 3)

WEAPONS: Regulation Weapons must be all of like model; they will not be mixed. Rifles must be Demilitarized (Heavy). If any school has any other type of heavy rifle besides the AF issued Daisy Springfield, or Glendale Parade Rifle for exhibition, they must be approved in advance. The only exception to this rule; if your Armed Team is all females, they may compete with all Facsimile (Lightweight) rifles.

The cadet who drops a weapon is not required to hurry and salute the rifle, then quickly pick it up. We would rather them wait until the timing is right and the area is safe to pick up the rifle and continue. If a weapon breaks, a team may immediately replace the weapon by having another teammate (in uniform) run the weapon in.

UNARMED REGULATION

The drill team will line up in the ready area outside the drill area. At the signal from the Head Judge the commander will march the team onto the field and report in. Element Leaders must be leading when entering and exiting the drill area.

BOLD UPPERCASE commands require a 5-second pause after the execution of the command.

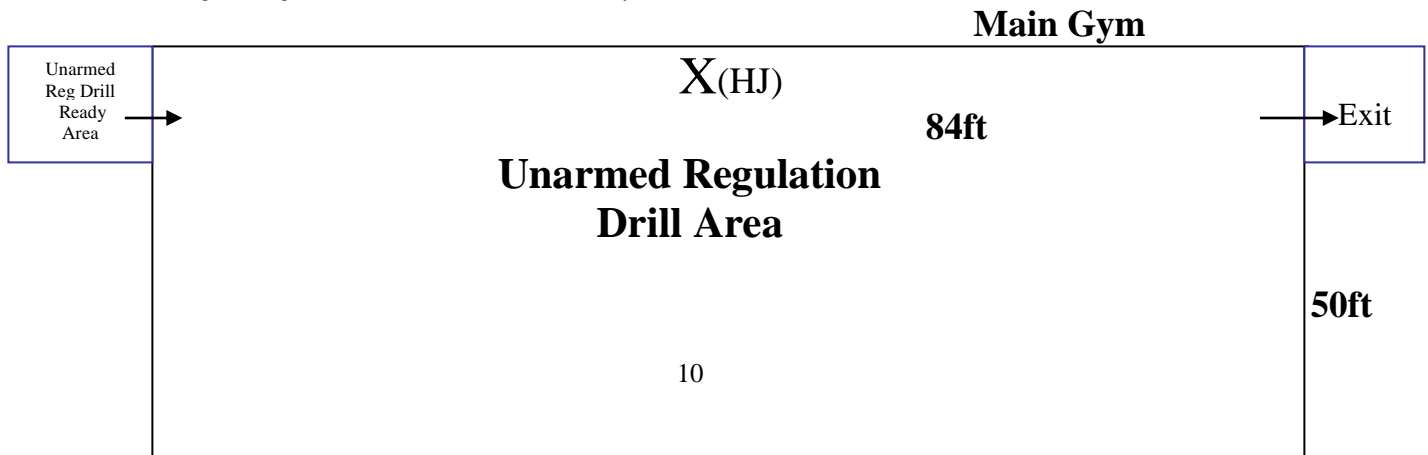
* = Mandatory Forward, March

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

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

If you Exit in the wrong location, you will receive a boundary violation.

#12 Note ** Go through the alignment movements, but do not move anyone.**



ARMED REGULATION SEQUENCE

The drill team will line up in the ready area outside the drill field. At the signal from the Head Judge the commander will march the team onto the field and report in. Element Leaders must be leading when entering and exiting the drill area.

BOLD UPPERCASE commands require a 5-second pause after the execution of the command.

* = Mandatory Forward, March

1. Team Enters and Reports In (Centered on Head Judge)
2. Inspection, Arms
3. Ready, Port, Arms
4. Order, Arms
5. Dress Right, Dress
6. READY, FRONT (5-Sec Pause)
7. Right, Face
8. Count, Off
9. Close, March
10. Extend, March
11. Left, Face
12. 15-COUNT MANUAL, ARMS (5-Sec Pause)
13. Open Ranks, March <i>Note**</i>
14. Ready, Front
15. Close Ranks, March
16. Left Step, March
17. Flight, Halt
18. Left, Face
19. Right Step, March
20. Flight, Halt
21. About, Face
22. Right Shoulder, Arms
23. Forward, March
24. Column Right, March*
25. Column Right, March*
26. Column Right, March*
27. Left Flank, March
28. Right Flank, March
29. Column Left, March*
30. To The Rear, March
31. To The Rear, March

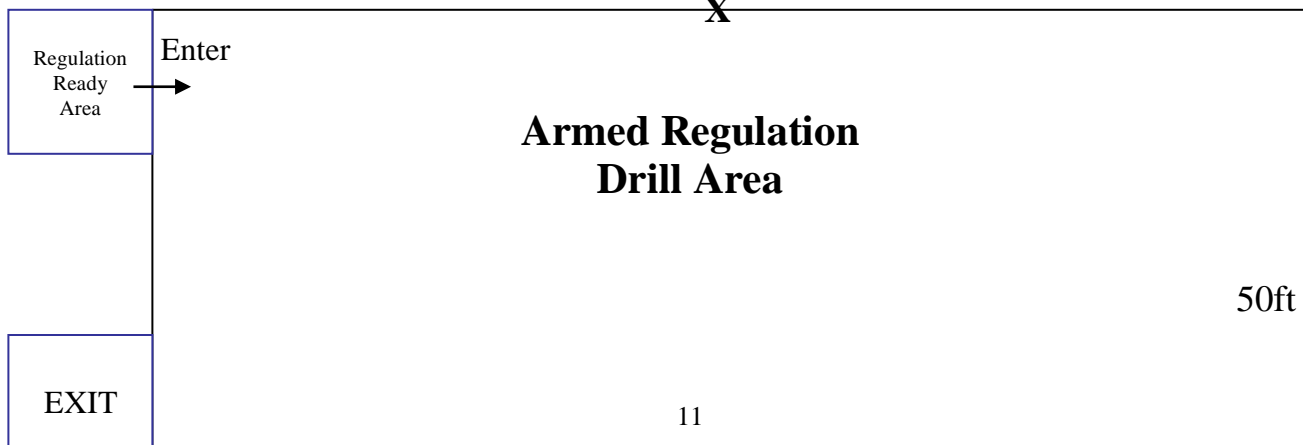
32. Flight, Halt
33. Left Shoulder Arms
34. Column of Files from the Right, March
35. Flight, Halt
36. Column of Threes to the Left, March
37. Column Left, March*
38. Port Arms
39. Column Left, March*
40. Double Time / Quick Time
41. FLIGHT, HALT (5-Sec Pause)
42. Right Shoulder Arms
43. Column Left, March*
44. Column ½ Left, March
45. Column ½ Left, March
46. To The Rear, March
47. To The Rear, March
48. Flight, Halt
49. Forward, March
50. Eyes, Right
51. Ready, Front
52. Column Left, March*
53. Left Shoulder, Arms
54. Column Left, March*
55. Left Flank, March
56. Flight, Halt (Centered on Head Judge)
57. Report Out
58. Exit Drill Area (With element leaders leading.)

If you Exit in the wrong location, you will receive a boundary violation.

#13 Note ** Go through the alignment movements, but do not move anyone.**

HJ
X

Practice Gym



84ft



Individual Drill/Regulation (IDR) Knock-Out

1. IDR will be held as a mass event at the very end of the drill meet for **no charge**. When all other events are finished all cadets in uniform will be invited to the drill floor. We will conduct a single elimination Unarmed IDR. We expect SASI's/ASI's and PARENTS to conduct themselves appropriately during the IDR competition.
2. All legal commands from AFM 36-2203 Drill and Ceremonies may be used during the competition. Commands may be varied in speed, inflection and order. The IDR caller has the right to use improper commands during the competition. The Head IDR Judge will have final authority. Trick commands such as Order Army should not be used.
3. The command (AS YOU WERE) will and must be given by the CC to clear any and all improper commands before other movements may be executed. Commands will begin at a slow cadence and pick up speed as the event proceeds during each series.
4. IDR will be single elimination.

***Marietta Classic
Drill Team Championship
Sat, 13 January 2024***

Please print a copy of this form and mail it with your check to:
Air Force JROTC, Marietta HS, 1171 Whitlock Ave, Marietta, GA, 30064
Make all checks payable to Marietta High School AFJROTC

Name of School: _____ Unit #: _____

Instructor's (POC) Name: _____ Phone # _____

Email addresses: (Print Neatly) _____

	Team	
Armed Regulation	_____	<p>The Cost for the meet is \$150 for all schools.</p> <p>The primary teams will compete for awards/trophies. There will be cost of \$30.00 for each additional team.</p> <p>Make all checks out to "Marietta High School AFJROTC"</p> <p>AMOUNT ENCLOSED \$ <input style="width: 100px; height: 20px;" type="text"/></p>
Armed Inspection	_____	
Armed Color Guard	_____	

Unarmed Regulation	_____	
Unarmed Inspection	_____	
Unarmed Color Guard	_____	

You may enter more than one team in each event, but only the primary team will compete for awards

MAIL this form with your check to be registered. Once you register, refunds will not be given unless the Drill Meet is canceled. We do not charge your cadets for IDR/Knockout. Armed Individual and Dual will be \$5 per cadet, collected on the day of the event.

If you have any questions or comments please e-mail me at brettclark@marietta-city.k12.ga.us or phone 770-428-2631 Ext 5045. CMSgt Alfaro is Ext 5043 and MSgt Smith is Ext 5044

Total # of cadets (Best Guess) that will be attending: _____