

18<sup>th</sup>

ANNUAL

Duke City  
Invitational Drill Meet

November 20th, 2010

Sponsored  
by

Del Norte High School's  
Air Force JROTC  
the  
New Mexico 51<sup>st</sup>

**Duke City Invitational**  
**Drill Meet**  
**New Mexico 51<sup>st</sup> Air Force JROTC**  
**Del Norte High School**

**To:** All JROTC Instructors

25 Sep, 2010

**Subject:** 18<sup>th</sup> Annual Duke City Invitational Drill Meet

**From:** New Mexico 51<sup>st</sup> AFJROTC

1. The 18<sup>th</sup> Annual Duke City JROTC Drill Meet will be held Saturday, 20 November 2010. We have many teams from around the state as well as outside expressing a desire to compete this year, and we invite your Drill Teams and Color Guards to participate. This year the competition will be indoors at the Del Norte H.S. campus, see enclosed map for location. Dressing rooms will be the locker rooms in the main gym.
2. This year's competition will include Color Guard, Armed and Unarmed Drill Teams. The Drill Competition will be in two phases, Exhibition and Regulation Drill. There will also be a drill-down without arms for cadets who have participated in the competition. All who participate in the drill down must be in uniform. There will be no formal inspection phase for drill teams; however, an inspection will be included, and graded as a part of the regulation phase. There is an inspection for the Color Guards: scores will be added to the color guard regulation for a total score.
3. If you intend on competing in the competition, please return the entry form to Del Norte High School no later than Friday 15 October 2010. All registration fees should also be paid by this time, unless prior coordination is made. If you have any questions, you can contact MSgt Patrick Edmonds or Col. Mark Andersen at Del Norte High School, 883-7222 ext. 230 or NM-051@afjrotc.net. The entry fee is \$40.00 per Drill Team and \$35 for each Color Guard team. Make checks payable to Del Norte AFJROTC. Check out the package deal, it could save you money.
4. Team Sponsors should check in with the meet coordinator 20 minutes prior to their first scheduled start time to ensure schedule updates, pay fees and buy extra drill down tickets.
5. The judges will be the UNM ROTC CADETS. We make every effort to have each branch of the service represented.
6. Drill Teams must have a minimum of 7 members including the commander to be eligible for awards. The Color Guard must have only 4 members including the commander. Team members and equipment may not change for each event; members cannot be added or deleted; however, personnel cannot perform on more than 1 team of any one type, armed, unarmed, or color guard. Cadets may perform on more than one team if on different sequences, ie: on an armed team and unarmed team and vice versa, but not on two armed or unarmed or color guards. Commanders must carry the same weapon as their team members.(no sabers)
7. Because of limited hours, schools will be restricted to a maximum of two teams for drill (one Armed and one Unarmed) and three for color guard. I will have a standby list for extra teams.
8. Schools may enter any number of cadets in the "Drill Down". There will be a \$1.00 charge per cadet if you don't use the "Package Deal". Awards will be given through fifth place. To participate, all members must be in the uniform they performed in previously that day.
9. Instructors will be requested to check score sheets for accuracy and completeness, 30 minutes after their team has competed. Instructors will initial score sheets. The location for check-in, scoring and instructor lounge is now located in our counseling area next to the gym and cafeteria.
10. Uniform will be a standard issue one that requires ribbons, nametag and rank. For Marine units, this means Dress Blue "B" with ribbons, but no medals. This will make it fair for all since some version of a Marine uniform have no nametag, ribbons or rank and is easier to prepare than others. No BDU's, ABU's, or fatigues allowed. Gloves and ropes are the only ornaments permitted-no spats, boots, dickies, ascots, helmets or pistol belts except as required for Color Guard by your service. No taps on shoes are permitted and rifles must have padding on the butt plates so as to not damage the gym floors.

# AWARDS

1. Awards will be given for armed and unarmed regulation drill (first through third place) and armed and unarmed exhibition drill (first through third place). Teams accumulating the most points in these two phases will be eligible for the Overall Awards (first through fourth place). In addition there will be Color Guard awards (first through third place) for Male, Female and Mixed categories. There will be a first through fourth place Sweepstakes Trophies for the school teams, Armed, Unarmed and all three Color Guards that amass the highest cumulative scores. Schools with more than two Color Guards of any one type, must declare ahead of time which teams will be used in the sweepstakes computations, preferably the "A" team that will perform first. Sweepstakes ties will be broken using the total commanders' scores on the head judges' sheets from both regulation drill events, and if still tied, the Male, Female, Mixed Color Guard commanders scores in that order.
2. Again, to be eligible for the Sweepstakes Trophies a JROTC unit must enter at least one team in each event and complete all portions of those events-Regulation, Exhibition, and three Color Guards (Male, Female and Mixed).

## REGULATION DRILL PHASE

1. Units will comply with the current edition of their service manual.
2. Boundaries will be by orange cones. The drill area will be 100 feet by 100 feet for armed and unarmed. . Penalty points **will be** assessed for boundary violations. Every attempt should be made to keep your team in the designated area.
3. Calling cadence is not permitted. Motivation chants must be done before entering or after leaving the drill areas. Each violation will result in penalties.(10 for each individual and 25 for each group sounds)
4. The regulation drill sequence is attached. Commanders must give commands from memory. Notes or coaching will not be permitted.
5. Team commanders will form their teams outside the drill area and await the signal of the Head Judge to proceed with regulation drill. The team commander will then march his/her team onto the drill area. Teams should be facing the Head Judge when the report is given. Commanders will keep their teams at "OPEN RANKS" until the inspectors complete an inspection of personnel and equipment.
6. Teams will be evaluated from the time they enter the drill area until the time they exit the area. Commanders are required to report out. They will then immediately reform into the Exhibition mode.

## **EXHIBITION DRILL PHASE**

1. Boundaries will be marked; penalty points **will be** assessed for boundary violations. The exhibition pad size is the same as the regulation pad. Commander will inform Head Judge on where they would like the Head Judge to stand for the Report In and Report Out.
2. Time limits will be a minimum of 6 minutes and a maximum of 7 minutes for armed teams and 5 to 6 minutes for unarmed teams. Teams will be assessed a point per second for being over or under their time limit. Timing starts with Commanders "Report In" and stops when Commander "Reports Out".
3. Teams will be evaluated from "Report In" to Report Out". No verbal commands will be aloud except to report in or out. There is a penalty for any verbal sounds between reporting in and out (10 points for any individual and 25 for a group sound). Calling cadence and morale chants are not permitted after reporting in and must be done out of the drill area before or after entering/leaving the drill pad.
4. Dropped equipment (i.e. hats, uniform parts, rifles, etc.) will be assessed a 10 point deduction per item dropped. A weapon will not be considered dropped if it is under the control of the team member. Weapons parts will not be considered a dropped weapon.

## **COLOR GUARD PHASE**

1. Boundaries will be by orange cones. The drill area will be 48 feet by 70 feet. Penalty points **will be** assessed for boundary violations. Every attempt should be made to keep your team in the designated area.
2. Calling cadence is not permitted. Each violation will result in penalty points.(ten per sequence)
3. The color guard drill sequence is attached. Commanders must give commands from memory. Notes or coaching will not be permitted.
4. Team commanders will form their teams on the inspection line for inspection and then will reform on the ready line and wait for the judges to motion them into the regulation area. Commanders must ask permission to enter the drill area from the head judge.
5. Teams will be evaluated from the time they enter until they exit the entire area. Commanders are required to report out. There is no time limit for the Color Guard competition.

### Schedule of Events:

0700 - till Registration and "**Check-In must be 20 min. prior to 1<sup>st</sup> event**"-Headquarters Building

0730-1630 Drill Competition-Gyms and Cafeteria

1700-Drill Down- Main gym-all participants must be in the uniform they performed in today (no civies)

1800-Awards Presentation-Main gym

## **Unarmed Regulation Drill Sequence**

- |   |   |
|---|---|
| 1) Attention  | 27) Close March                                   |
| 2) Forward March (Enter Drill Area)<br>(pass the Head Judge)    | 28) Forward March                                 |
| 3) Counter March  | 29) Extend March                                  |
| 4) Halt (Center on Head Judge)                                  | 30) Forward March                                 |
| 5) Left Face  | 31) Column Left                                   |
| 6) Present Arms–Report In–Order Arms                            | 32) Column Left                                   |
| 7) Open Ranks–Dress Right Dress<br>(Commander checks alignment) | 33) Eyes Right (6 paces before Head Judge)        |
| 8) Ready Front (Judges Inspection)                              | 34) Ready Front (after Team passes Head<br>Judge) |
| 9) Close Ranks  | 35) Column Left                                   |
| 10) Parade Rest   | 36) Column Left                                   |
| 11) Attention   | 37) Left Flank                                    |
| 12) Left face   | 38) Right Flank                                   |
| 13) Right face  | 39) Mark Time March                               |
| 14) About Face  | 40) Forward March                                 |
| 15) Left Face   | 41) Half Step March                               |
| 16) Forward march   | 42) Forward March                                 |
| 17) Column Right  | 43) Counter march                                 |
| 18) Right Flank   | 44) Counter march                                 |
| 19) Right Flank   | 45) Halt (centered on Head Judge)                 |
| 20) Left Flank  | 46) Left Face                                     |
| 21) Left Flank  | 47) Present Arms – Report Out,<br>Order Arms      |
| 22) Halt  | 48) Right Face                                    |
| 23) Right Step  | 49) Forward March                                 |
| 24) Halt  | 50) Halt  |
| 25) Forward march   | 51) Dismissed                                     |
| 26) Column Left   |   |

**(Note:** Grading starts when first member enters Regulation Pad and stops when last member exits the Regulation Pad).

**THIS IS NOT A LIST OF COMMANDS.** It is a list of required movements. Commanders may add commands to meet the requirements of the drill pad and position on the Head Judge. Commands will be given as required by respective service manuals.

## Armed Regulation Drill Sequence

- |   |  |
|---|--|
| 1) Attention  | 28) Forward March                              |
| 2) Right Shoulder Arms  | 29) Extend March                               |
| 3) Forward March (Enter Drill Area)<br>(pass the Head Judge)    | 30) Forward March                              |
| 4) Counter March  | 31) Column Left                                |
| 5) Halt (Center on Head Judge)                                  | 32) Column Left                                |
| 6) (Order arms) Left Face                                       | 33) Eyes Right (6 paces before Head Judge)     |
| 7) Present Arms–Report In–Order Arms                            | 34) Ready Front (after Team passes Head Judge) |
| 8) Open Ranks–Dress Right Dress<br>(Commander checks alignment) | 35) Column Left                                |
| 9) Ready Front  | 36) Column Left                                |
| 10) Inspection Arms – Port Arms                                 | 37) Left Flank                                 |
| 11) Order Arms (Judges Inspection)                              | 38) Right Flank                                |
| 12) Close Ranks   | 39) Mark Time March                            |
| 13) Right Face  | 40) Forward March                              |
| 14) Right Shoulder Arms   | 41) Half Step March                            |
| 15) Forward march   | 42) Forward March                              |
| 16) Column Right  | 43) Right Shoulder Arms                        |
| 17) Right Flank   | 44) Counter march                              |
| 18) Right Flank   | 45) Port arms                                  |
| 19) Left Flank  | 46) Counter march                              |
| 20) Left Flank  | 47) Halt (centered on Head Judge)              |
| 21) Halt  | 48) Order Arms                                 |
| 22) Right Step  | 49) Left Face                                  |
| 23) Halt  | 50) Present Arms-Report Out-Order Arms         |
| 24) Forward march   | 51) Right Face                                 |
| 25) Column Left   | 52) Right Shoulder Arms                        |
| 26) Left Shoulder Arms  | 53) Forward March                              |
| 27) Close March   | 54) Halt                                       |
|   | 55) Dismissed                                  |

**(Note:** Grading starts when first member enters Regulation Pad and stops when last member exits the Regulation Pad).

**THIS IS NOT A LIST OF COMMANDS.** It is a list of required movements. Commanders may add commands to meet the requirements of the drill pad and position on the Head Judge. Commands will be given as required by respective service manuals.

### Color Guard Drill Sequence

**Note: Inspection will take place immediately before drill sequence. The scheduled time is for inspection, not regulation. Please be on time to keep things moving.**

1. Form on ready line.

2. Forward March
3. Left Wheel
4. Halt (Centered on Head Judge)
5. Present Arms – Report-In – Order Colors
6. Parade Rest
7. Attention
8. Colors Reverse or Counter March
9. Left Wheel – Forward March
10. Colors Reverse – Forward March
11. Right Wheel – Forward March
12. Right Wheel – Forward March
13. Colors Reverse – Forward March
14. Eyes Right (6 paces before Head Judge)
15. Ready Front (Hold past Head Judge)
16. Left Wheel – Forward March
17. Left Wheel – Forward March
18. Left About – Forward March
19. Right Wheel
20. Halt (center on Judge)
21. Present Arms – Report Out (centered on Head Judge)
22. Left Wheel-Forward March
23. Halt
24. Color Guard Dismissed

**NOTE:** Grading starts on entering pad boundary and stops when team exits pad boundary.

**THIS IS NOT A LIST OF COMMANDS.** It is a list of required movements. Commanders may add commands to meet the requirements of the drill pad and position on the Head Judge. Commands will be given as required by respective service manuals.

## **Awards List and Tie-Breaker Guide Lines** **for** **Duke City Drill Meet**

These are the score sheets we are using for the Duke City Meet.

Each team in Armed, and Unarmed will have one Head Judge Score and 2 Field Judge's scores. The Armed and Unarmed teams will also have 2 categories, Regulation and Exhibition. These scores will combine to identify the "Over All Winners" in drill. Color Guards will have one Head Judges and 2 Field Judge's scores. "A" Female, Male, and Mixed Color Guards will be added together with the Unarmed and Armed Overall for the Sweepstakes.

We are allowing only "A" drill teams to compete this year. "B" teams will be put on a standby list and entered if open slots are available. "B" teams must compete after "A" teams for a particular school. We will work the schedule with the sponsor as required. I don't want a "B" team to cause a domino effect on the whole drill meet.

For the "Sweepstakes" award we will combine the Overall Armed, Overall Unarmed and the three Color Guard scores to determine the Sweepstakes order of finish.

What this all boils down to is:

1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>, Sweepstakes Awards. Decided by the "A" Armed and Unarmed exhibition and regulation scores with the "A" Color Guards, one Male, one Female and one Mixed.. (five total scores)

1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>, Overall Armed Award is the school that has the highest Armed Regulation and Exhibition scores combined.

1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>, Overall Unarmed Award is the school that has the highest Unarmed Regulation and Exhibition scores combined.

1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, Armed Exhibition Award is the highest exhibition score.

1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, Armed Regulation Award is the highest regulation score.

1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, Unarmed Exhibition Award is the highest exhibition score.

1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, Unarmed Regulation Award is the highest regulation score.

1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, Color Guard Award is the highest Color Guard scores in each category (male, female, mixed)

NOTE: all color guards can compete for trophies in this category only, not in sweepstakes.

Drill tiebreakers will be based on: 1<sup>st</sup> tiebreaker will be the commander's score on the regulation phase. 2<sup>nd</sup> will be the commander's score on the exhibition phase. 3<sup>rd</sup> tiebreaker will be regulation score (from the field judges) and 4<sup>th</sup> tiebreaker will be the exhibition score (from the field judges).

Color Guard tiebreakers will be based on: 1<sup>st</sup> tiebreaker will be the commander's score. 2<sup>nd</sup> tiebreaker will be the field judge's score, 3<sup>rd</sup> will be head judge's professional attitude, then bearing and posture.

Drill Down will be based on the process of elimination from the judges. 5 awards will be presented.

# **Duke City Entry Form**

**Entry Dead Line: 15 October 2010**

**School Name:** \_\_\_\_\_



**Address:** \_\_\_\_\_

**City, State, and Zip:** \_\_\_\_\_

**Phone # :** \_\_\_\_\_

**Fax # :** \_\_\_\_\_

**E-mail :** \_\_\_\_\_

**Instructor's Name:** \_\_\_\_\_

We will send the following teams:

_____ Package Deal-1 Armed, 1 Unarmed, 3 Color guards (10 Cadets Free for Drill Down)	=	\$ <u>185.00</u>
_____ (1 2 3) Color Guard Teams x \$35.00	=	\$ _____
_____ (1) Armed Drill Team x \$40.00=	=	\$ _____
_____ (1) Unarmed Drill Team x \$40.00=	=	\$ _____
_____ Number of cadets participating in Drill Down (\$1.00 ea )	=	\$ _____
	Total	\$ _____

Forward entry fees to: **Del Norte High School**  
AFJROTC NM 51<sup>st</sup>  
5323 Montgomery Blvd. NE  
Albuquerque, New Mexico 87109  
Phone # 505-883-7222 ext. 230  
Fax # 505-880-3965  
E-mail: [NM-051@afjrotc.net](mailto:NM-051@afjrotc.net) or [edmonds\\_p@aps.edu](mailto:edmonds_p@aps.edu)