REBEL STORM DRILL MEET LETTER OF INSTRUCTION

1. November 2022
2. The Rebel Storm Drill Meet will be held at James F. Byrnes High School on Saturday, 05 November 2022. The purpose of the drill meet is to provide a competitive learning environment for first and second-year cadets as they command and drill and for upper level cadets as they run the drill meet and judge the events.
3. The competition consists of regulation drill only, performed and commanded by first and second year cadets only. In order to maximize the opportunity for underclass cadets to gain competition experience, units may enter 2 teams in each event. Only the higher scoring team will be eligible to receive an award for that event. The events and required number of participants for each are listed below:
	1. Flight/Platoon Unarmed (9-12 cadets plus commander in 3 elements/squads}
	2. Element/Squad Unarmed (6 plus commander)
	3. Color Guard (4)
	4. Inspection Unarmed (9 plus commander)
	5. Armed Flight/Platoon (9-12 cadets plus commander in 3 elements/squads}
	6. Armed Element/Squad (6 plus commander)
	7. Individual Unarmed (1 plus commander)
	8. Knockout (all cadets should participate); does not count towards overall championship
4. Administration:
	1. Registration: Register on-line at [www.byrnesafjrotc.com](http://www.byrnesafjrotc.com) or use the application in Attachment 1.
	2. Fees: The entry fee is $100 per team and covers all events. Make checks payable to "BHS."
	3. Commanders & Judges Meetings: Separate commanders and judges meetings will be held at 0815 under the tent awning. JROTC instructors are allowed to attend both meetings.
	4. Judges: Each school should evaluate and select their best upper level (third and fourth year) cadets with drill experience to serve as judges. Specific events will

be assigned once each school identifies how many cadets they can provide. Drill team instructors should allow cadets who will be judges to practice at their home unit, advising them on the importance of consistency and accuracy. Cadet judges must be verv familiar with this document.

* 1. Uniforms: The uniform worn by first and second year participants will be JROTC issue service dress uniform. The judges will wear the a camouflage combination or unit specific casual dress (i.e. unit golf shirt and khakis)
	2. Security: Each school is responsible for providing security for their own property, including drill rifles and equipment.
	3. Snack bar: The snack bar will open at 0730. Units may run a tab and pay at the end of the event. We will notify units in an email whether lunch items (i.e., hamburgers, hot dogs, etc) will be available.
1. Concept of Operations:
	1. Event Procedures:
		1. Judging begins when the first cadet crosses the drill pad boundary inbound and ends when the last cadet crosses the drill pad boundary outbound.
		2. Unit commanders may maneuver their units as they see fit to enter and leave the drill pad. Bearing and execution will be evaluated during the entry and exit, not specific maneuvers.
		3. Asterisked commands require the commander to pause and wait for the head judge to give an "Up" before continuing to the next command.
		4. For flight/platoon and element/squad, commanders will march with their units.
		5. The unit will receive a score of zero for each command in which the commander does not march.
		6. The sequence and appropriate commands must be committed to memory for all events except individual.
		7. When reporting out, the expectation is for the commander and unit to be as close as possible to where they started.
		8. Sabers and swords are not authorized for commanders.
	2. Reporting Statements
		1. Reporting In:

“Sir/Ma’am, [Unit], [High School], requests permission to use your drill area, Sir/Ma’am.”

* + 1. Reporting Out:

“Sir/Ma’am, this completes our routine.”

* 1. Penalties:
		1. For flight, element, and color guard there is a 5-point penalty per person for over- or understrength units. For the inspection event, missing cadets will be given zero scores.
		2. Cadence will not be verbalized. If it is, 10 points will be deducted per occurrence.
		3. Crossing a boundary is 10-point penalty per occurrence.
		4. Using additional commands is 5-point penalty per occurrence.
	2. Sequence of Events: Events will be going on at the same time with the first event starting at 0840. The drill meet, to include knockout and presentation of awards, will be complete by approximately 1215 so drill teams will find that their events may be scheduled in rapid succession. A team that is more than three minutes late for an event may be disqualified from that event.
	3. Drill Pad Dimensions: All drill pads will be marked with cones. Adjacent drill pads will use different colored cones to help prevent confusion. If there are any questions on the specific competition space, the event commander should address the head judge. Drill pad diagrams are at Attachment 10.
1. Scoring & Awards:
	1. The overall champion drill team will be the team that has earned the most total points based on the following scoring system for each event:
		1. First Place 4 Points
		2. Second Place 3 Points
		3. Third Place 2 Points
	2. In case of an event tie, the team with the fewest penalties will be placed higher.
	3. If both teams have no penalties or an equal number, the team with the most 5s will be placed higher.
	4. In case of a tie for overall first, second or third places, the inspection event score will serve as the tiebreaker. If there is still a tie, flight/platoon, element/squad, color guard and individual will be used, in that order, until the tie is broken.
	5. Trophies are awarded for first, second and third place in all team events. Medals will be awarded to the first, second and third place winners of the individual and knockout events. Trophies will be awarded to the overall champion of the drill meet as well as second and third places.

10 Attachments:

1. Registration form

2. Inspection Instructions

3. Inspection Score Sheet

4. Unarmed Flight/Platoon Score Sheet

5. Unarmed Element/Squad Score Sheet

6. Color Guard Score Sheet

7. Armed Individual Score Sheet

8. Armed Flight/Platoon Score Sheet

9. Armed Element/Squad Score Sheet

10. Drill pad diagrams

**AFJROTC Unit SC-932**

James F. Byrnes High School

150 E Main Street

Duncan, SC 29334

***REBEL STORM DRILL MEET REGISTRATION FORM***

|  |  |
| --- | --- |
| **School:** |  |
| **lnstructor(s)** |  |
| **Phone:** |  |

|  |  |  |
| --- | --- | --- |
| **Event** | **Max Entries** | # **of Entries** |
| Inspection | 1 |  |
| Flight/Platoon Unarmed | 1 |  |
| Element/Squad Unarmed | 1 |  |
| Color Guard | 1 |  |
| Individual Armed | 1 |  |
| Armed Flight/Platoon | 1 |  |
| Armed Element/Squad | 1 |  |

How many cadet judges can you bring? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

• Registration fee of $100.00 is due by the day of the meet

• Make checks payable to: BHS

• Units may run a tab at the snack bar

Attachment 1

**Inspection Unarmed Instructions**

A list of possible questions is provided at the end of this page. The same list will be used by the judges, so there will be no surprise or trick questions. All cadets must answer uniformly if they do not know the answer to a question (e.g., "Sir/Ma'am, this cadet does not know the answer at this time.")

Keep in mind that bearing will be graded. The head judge will not ask the inspection team commander to accompany him/her in the inspection.

After entering the inspection area, the cadet commander will:

* 1. March the team into position near the head judge.
	2. Report-in
	3. Perform "open ranks"

The head judge will begin the inspection with the commander. (The head judge inspects the commander and 1" element; the other two judges inspect one element each.) Upon completion of the inspection, the head judge will inform the commander that the inspection is complete. The commander will then:

* 1. Report-out
	2. Perform "close ranks"
	3. March the team out of the drill area in the most direct means available.

QUESTIONS

1. What rank is before/after (pick a rank)?
2. What ranks are considered Senior NCO ranks?
3. When The Colors are displayed on a wall, where should the field of blue be positioned?
4. Who is the United States Secretary of Defense?
5. When are salutes rendered (performed) while indoors?
6. When was the United States Air Force founded?
7. Where is the United States Naval Academy located?
8. What is the motto of the United States Army?
9. Where is the Marine Corps Memorial located?
10. How far apart should a cadet's feet be apart when standing at parade rest?
11. What are the first 10 amendments to the United States Constitution known as?
12. When marching at quick time, what is the proper number of steps per minute?
13. What is the highest enlisted position in the Air Force / Army / Navy / Marine Corps? (Service of cadet being inspected)

Attachment 2

School Name: Judge Name:

|  |  |  |
| --- | --- | --- |
|  | **Command** | **Points****Awarded** |
| 1 | EnterinQ Drill Area |  |
| 2 | Report-in |  |
| 3 | Open Ranks |  |
| 4 | Ready Front |  |
| 5 | Report-out |  |
| 6 | Close Ranks |  |

**GRADING SCALE**

5 - Outstanding

4 - Excellent

3- Good

2- Fair

1 -Poor

0 - Unsatisfactory or omitted

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | A | B | Q1 | Q2 | Q3 |
| Commander |  |  |  |  |  |
| Cadet 1 |  |  |  |  |  |
| Cadet 2 |  |  |  |  |  |
| Cadet 3 |  |  |  |  |  |

A = Appearance

B =Bearing

Q =Question

1. What rank is before/after (pick a rank)?
2. What ranks are considered Senior NCO ranks?
3. When The Colors are displayed on a wall, where should the field of blue be positioned?
4. Who is the United States Secretary of Defense?
5. When are salutes rendered (performed) while indoors?
6. When was the United States Air Force founded?
7. Where is the United States Naval Academy located?
8. What is the motto of the United States Army?
9. Where is the Marine Corps Memorial located?
10. How far apart should a cadet's feet be apart when standing at parade rest?
11. What are the first 10 amendments to the United States Constitution known as?
12. When marching at quick time, what is the proper number of steps per minute?
13. What is the highest enlisted position in the Air Force / Army / Navy / Marine Corps? (Service of cadet being inspected)

Boundary Violation: -10 per occurrence Additional Command: -5 per occurrence

10 20 30 40 50 60 5 10 15 20 25 30

Calling Cadence: -10 per occurrence Over / Under Strength: -5 per individual

10 20 30 40 50 60 5 10 15 20 25 30

**TOTAL PENALTY POINTS:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Attachment 3**

**FLIGHT/PLATOON SCORE SHEET (UNARMED)** **POSSIBLE POINTS: 140**

**SCHOOL: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ (this sequence must be memorized)**

**GRADED EVENT**  **POSSIBLE POINTS**

1. Reporting in (at Present Arms) 0 1 2 3 4 5
2. Open Ranks 0 1 2 3 4 5
3. Ready Front 0 1 2 3 4 5
4. Close Ranks 0 1 2 3 4 5
5. \*Parade Rest 0 1 2 3 4 5
6. \*Attention 0 1 2 3 4 5
7. \*Left Face 0 1 2 3 4 5
8. \*Right Face 0 1 2 3 4 5
9. Right Face 0 1 2 3 4 5
10. Forward March 0 1 2 3 4 5
11. Column Right March (Forward March) 0 1 2 3 4 5
12. To the Rear March 0 1 2 3 4 5
13. To the Rear March 0 1 2 3 4 5
14. Column Right March (Forward March) 0 1 2 3 4 5
15. \*Flight Halt 0 1 2 3 4 5
16. Forward March 0 1 2 3 4 5
17. Column Left March (Forward March) 0 1 2 3 4 5
18. Column Left March (Forward March) 0 1 2 3 4 5
19. \*Flight Halt 0 1 2 3 4 5
20. Left Face 0 1 2 3 4 5
21. Right Step March 0 1 2 3 4 5
22. Flight Halt 0 1 2 3 4 5
23. Forward March 0 1 2 3 4 5
24. Flight Halt 0 1 2 3 4 5
25. Left Step March 0 1 2 3 4 5
26. Flight Halt 0 1 2 3 4 5
27. Report Out (at present arms) 0 1 2 3 4 5
28. Overall Appearance 0 2 4 6 8 10

**JUDGE'S NAME:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

Boundary Violation: -10 per occurrence Additional Command: -5 per occurrence

10 20 30 40 50 60 5 10 15 20 25 30

Calling Cadence: -10 per occurrence Over / Under Strength: -5 per individual

10 20 30 40 50 60 5 10 15 20 25 30

**TOTAL PENALTY POINTS:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Attachment 4**

**ELEMENT/SQUAD SCORE SHEET (UNARMED) --POSS1BLE POINTS: 135**

**SCHOOL: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ (this sequence must be memorized)**

**GRADED EVENT**  **POSSIBLE POINTS**

1. Reporting in (at Present Arms) 0 1 2 3 4 5
2. \*Right Face 0 1 2 3 4 5
3. \*Left Face 0 1 2 3 4 5
4. \*About Face 0 1 2 3 4 5
5. \*Parade Rest 0 1 2 3 4 5
6. \*Attention 0 1 2 3 4 5
7. \*Left Face 0 1 2 3 4 5
8. Forward March 0 1 2 3 4 5
9. Column Right March (Forward March) 0 1 2 3 4 5
10. Right Flank March 0 1 2 3 4 5
11. To the Rear March 0 1 2 3 4 5
12. Right Flank March 0 1 2 3 4 5
13. Column Left March (Forward March) 0 1 2 3 4 5
14. Column Half-Left March (Forward March) 0 1 2 3 4 5
15. Column Half-Left March (Forward March) 0 1 2 3 4 5
16. \*Flight Halt 0 1 2 3 4 5
17. To the Rear March 0 1 2 3 4 5
18. Right Flank March 0 1 2 3 4 5
19. Column Right March (Forward March) 0 1 2 3 4 5
20. \*Element Halt 0 1 2 3 4 5
21. Left Face 0 1 2 3 4 5
22. Right Step March 0 1 2 3 4 5
23. Element Halt 0 1 2 3 4 5
24. Left Step March 0 1 2 3 4 5
25. Element Halt 0 1 2 3 4 5
26. Report Out (at present arms) 0 1 2 3 4 5
27. Overall Appearance 0 2 4 6 8 10

**JUDGE'S NAME:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

Boundary Violation: -10 per occurrence Additional Command: -5 per occurrence

10 20 30 40 50 60 5 10 15 20 25 30

Calling Cadence: -10 per occurrence Over / Under Strength: -5 per individual

10 20 30 40 50 60 5 10 15 20 25 30

**TOTAL PENALTY POINTS:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Attachment 5**

**COLOR GUARD SCORE SHEET -- POSS1BLE POINTS: 110**

**SCHOOL: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ (this sequence must be memorized)**

**GRADED EVENT**  **POSSIBLE POINTS**

1. Reporting in (at Present Arms) 0 1 2 3 4 5
2. Right Wheel March 0 1 2 3 4 5
3. Color Reverse March 0 1 2 3 4 5
4. Right Wheel March 0 1 2 3 4 5
5. \*Colors Halt 0 1 2 3 4 5
6. \*Order Colors 0 1 2 3 4 5
7. \*Parade Rest 0 1 2 3 4 5
8. \*Attention 0 1 2 3 4 5
9. \*Carry Colors 0 1 2 3 4 5
10. Forward March 0 1 2 3 4 5
11. Right Wheel March 0 1 2 3 4 5
12. Right Wheel March 0 1 2 3 4 5
13. Colors Reverse March 0 1 2 3 4 5
14. Left Wheel March 0 1 2 3 4 5
15. Eyes Right 0 1 2 3 4 5
16. Ready Front 0 1 2 3 4 5
17. Left Wheel March 0 1 2 3 4 5
18. Left Wheel March 0 1 2 3 4 5
19. Left Wheel March 0 1 2 3 4 5
20. Colors Halt 0 1 2 3 4 5
21. Report Out (at present arms) 0 1 2 3 4 5
22. Overall Appearance 0 2 4 6 8 10

**JUDGE'S NAME:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

Note 1: Commands with an asterisk(\*) require that a judge give an "UP" command before moving on to the next command.

Note 2: Report-in includes movements used to front the unit on the head judge and verbally report-in. Report-out includes returning to the starting position, verbally reporting out and exiting the drill pad.

Boundary Violation: -10 per occurrence Additional Command: -5 per occurrence

10 20 30 40 50 60 5 10 15 20 25 30

Calling Cadence: -10 per occurrence Over / Under Strength: -5 per individual

10 20 30 40 50 60 5 10 15 20 25 30

**TOTAL PENALTY POINTS:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Attachment 6**

**ARMED REGULATION INDIVIDUAL SCORE SHEET**  **POSSIBLE POINTS: 100**

**UNIT: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ INDIVIDUAL:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**GRADED EVENT** **POSSIBLE POINTS**

1. Report to Head Judge 0 1 2 3 4 5

**INSPECTION** **POSSIBLE POINTS**

1. Uniform 0 1 2 3 4 5
2. Shined Footgear 0 1 2 3 4 5
3. Hair 0 1 2 3 4 5

**DRILL SEQUENCE** **POSSIBLE POINTS**

1. Port Arms 0 1 2 3 4 5
2. Right Shoulder Arms 0 1 2 3 4 5
3. Left Shoulder Arms 0 1 2 3 4 5
4. Order Arms 0 1 2 3 4 5
5. Right Face 0 1 2 3 4 5
6. Left Face 0 1 2 3 4 5
7. About Face 0 1 2 3 4 5
8. Right Shoulder Arms 0 1 2 3 4 5
9. Forward March 0 1 2 3 4 5
10. Left Flank March 0 1 2 3 4 5
11. Rear March 0 1 2 3 4 5
12. Left Shoulder Arms 0 1 2 3 4 5
13. Right Flank March 0 1 2 3 4 5
14. Halt 0 1 2 3 4 5
15. Present Arms 0 1 2 3 4 5
16. Reporting Out 0 1 2 3 4 5

**JUDGE’S NAME**: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Boundary Violation: -10 per occurrence Additional Command: -5 per occurrence

10 20 30 40 50 60 5 10 15 20 25 30

Calling Cadence: -10 per occurrence Over / Under Strength: -5 per individual

10 20 30 40 50 60 5 10 15 20 25 30

**TOTAL PENALTY POINTS:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Attachment 7**

**ARMED REGULATION FLIGHT SCORE SHEET POSSIBLE POINTS 125**

**SCHOOL: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ (this sequence must be memorized)**

**GRADED EVENT**  **POSSIBLE POINTS**

1. Reporting In (at Present Arms) 0 1 2 3 4 5
2. Order Arms 0 1 2 3 4 5
3. Parade Rest 0 1 2 3 4 5
4. Attention 0 1 2 3 4 5
5. Left Face 0 1 2 3 4 5
6. About Face 0 1 2 3 4 5
7. Port Arms 0 1 2 3 4 5
8. Forward March 0 1 2 3 4 5
9. Column Right March 0 1 2 3 4 5
10. Column Right March 0 1 2 3 4 5
11. Rear March 0 1 2 3 4 5
12. Rear March 0 1 2 3 4 5
13. Counter Column March 0 1 2 3 4 5
14. Left Shoulder Arms 0 1 2 3 4 5
15. Port Arms 0 1 2 3 4 5
16. Column Left March 0 1 2 3 4 5
17. Column Left March 0 1 2 3 4 5
18. Right Shoulder Arms 0 1 2 3 4 5
19. Counter Column March 0 1 2 3 4 5
20. Halt 0 1 2 3 4 5
21. Order Arms 0 1 2 3 4 5
22. Left Face 0 1 2 3 4 5
23. Present Arms 0 1 2 3 4 5
24. Report Out 0 1 2 3 4 5
25. Overall Appearance 0 1 2 3 4 5

**JUDGE'S NAME** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Boundary Violation: -10 per occurrence Additional Command: -5 per occurrence

10 20 30 40 50 60 5 10 15 20 25 30

Calling Cadence: -10 per occurrence Over / Under Strength: -5 per individual

10 20 30 40 50 60 5 10 15 20 25 30

**TOTAL PENALTY POINTS:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Attachment 8**

**ARMED REGULATION ELEMENT/SQUAD SCORE SHEET** **POSS1BLE POINTS: 125**

**SCHOOL: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ (this sequence must be memorized)**

**GRADED EVENT**  **POSSIBLE POINTS**

1. Reporting in (at Present Arms) 0 1 2 3 4 5
2. Order Arms 0 1 2 3 4 5
3. Right Shoulder Arms 0 1 2 3 4 5
4. Left Shoulder Arms 0 1 2 3 4 5
5. Order Arms 0 1 2 3 4 5
6. Parade Rest 0 1 2 3 4 5
7. Attention 0 1 2 3 4 5
8. Left Face 0 1 2 3 4 5
9. About Face 0 1 2 3 4 5
10. Port Arms 0 1 2 3 4 5
11. Forward March 0 1 2 3 4 5
12. Column Right March 0 1 2 3 4 5
13. Column Right March 0 1 2 3 4 5
14. Rear March 0 1 2 3 4 5
15. Right Shoulder Arms 0 1 2 3 4 5
16. Rear March 0 1 2 3 4 5
17. Column Half Right March 0 1 2 3 4 5
18. Column Half Left March 0 1 2 3 4 5
19. Column Right March 0 1 2 3 4 5
20. Column Right March 0 1 2 3 4 5
21. Halt 0 1 2 3 4 5
22. Order Arms 0 1 2 3 4 5
23. Left Face 0 1 2 3 4 5
24. Report Out (at present arms) 0 1 2 3 4 5
25. Overall Appearance 0 2 4 6 8 10

**JUDGE'S NAME\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

Boundary Violation: -10 per occurrence Additional Command: -5 per occurrence

10 20 30 40 50 60 5 10 15 20 25 30

Calling Cadence: -10 per occurrence Over / Under Strength: -5 per individual

10 20 30 40 50 60 5 10 15 20 25 30

**TOTAL PENALTY POINTS:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Attachment 9**

Drill Pad Sizes:

 Platoon / Flight 85’ X 80’

 Squad / Element 80’ X 75’

 Color Guard 50’ X 50’

 Regulation Individual 50’ X 30’

 Open Ranks 50’ X 30’

Attachment 10