



OHIO-881st Air Force Junior ROTC

Tecumseh High School
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28 JAN 20

MEMORANDUM FOR ALL AFJROTC UNITS

FROM: AFJROTC OH-881

SUBJECT: Tecumseh Regional Drill Meet

1. We would like to welcome you to the 31th annual AFA Regional Drill Meet, on Saturday, 14 MAR 20, at Tecumseh High School. All teams should arrive no later than 0630 hours. Commander's call will be promptly at 0700, competitions beginning at 0730 hours, and the anticipated end time will be NLT 1630 hours.
2. All rules and regulations are enclosed. Please ensure you complete and return the entry form NLT 22 FEB 20 to the address above. The entry fee is \$75 which covers all team events. Individual/duet Exhibition is \$3/cadet and Knockout entries are \$1/cadet. All fees can be prepaid (preferred) or paid at the meet.
3. If you have any questions, please contact myself or Major Couch at the numbers/email above.
4. Our parents group will be selling food throughout the day, starting with breakfast. Additionally, they will have various raffles, memorabilia (i.e. t-shirts) for purchase and various vendors on site. Please indicate on your entry form if you would like to participate in breakfast; this allows our parents group to have plenty of food available.
5. As in the past the drill meet will be executed using both the High School and Middle School. Although a short walk between the two, we will provided two buses shuttling your cadets between each school.
6. We will again have support from our active and reserve Airman from Wright Patterson Air Force Base, the Base Honor Guard, 445th Airlift Wing, our local recruiters (all services), and several senior ROTC units as judges.

///SIGNED///

DAVID M. FRANKLIN, CMSgt, USAF (ret)
Aerospace Science Instructor

Attachments:

- 1 - Rules
- 2 - Drill Floor Sizing
- 3 - Event Command Sequences
- 4 - Entry Form

ATTACHMENT 1
RULES – 2020

1. **ELIGIBILITY:** Only cadets enrolled as a cadet in a JROTC program may compete in any event. Varsity events can comprise of any year cadet. **Junior Varsity will only be comprised of 1st/2nd year cadets on the drill team. Again, all JV cadets must be a 1st or 2nd year drill team member, regardless of how many years they have been in JROTC.**

2. **OVERALL INFORMATION: Applicable to all events.**
 - A. **All teams are required to wear headgear for all performances** to include exhibitions.
 - B. Drill sequences must be memorized by commanders.
 - C. Any deviation from the prescribed drill sequence will result in a zero score for the command missed. Also, a deduction of *five points per extra command* will be employed. However, a team commander may return the team to the proper sequence in the routine and regular scoring will resume.
 - D. It is the responsibility of the team CC to be heard over any background noise or disturbance.

3. **IDR COMPETITION:**
 - A. The following events will be held with a max of one team per school per category:
 1. Armed IDR (with weapons) – Both Varsity and Junior Varsity Teams
 2. Unarmed IDR (without weapons) – Both Varsity and Junior Varsity Teams
 3. Varsity Armed Exhibition
 4. Unarmed Exhibition – Both Varsity and Junior Varsity Teams
 5. Color Guard – Female, Varsity and Junior Varsity Teams
 - B. Conduct of IDR competition shall consist of four graded phases:
 1. Presentation to head judge.
 2. Prescribed stationary manual.
 3. Prescribed marching manual.
 4. Presentation out to head judge.
 - C. Individual teams are provided with the following guidance:
 1. Team will be present and formed in the designated ready area according to the schedule in service dress uniform (**No ceremonial uniform, gloves or ascots allowed for IDR**).
 2. The drill meet timer/starter will direct the Team CCs when to move onto the drill area.
 3. After a team has properly presented in to the head judge, the team will automatically execute the prescribed stationary and/or marching manuals on their own direction.
 4. After designated commands there will be a two to three second pause, allowing time for judging. See Attachment 3, Sequence listing for specific commands.
 5. VARSITY teams will NOT move to check personnel alignment after the command “Open Ranks” for unarmed and armed IDR. The CC will not direct movement of any cadets in the formation. Varsity teams should be able to execute with precision and no need for additional alignment. This requirement DOES NOT apply to Junior Varsity.
 6. There are no time limitations, per se, applicable to the IDR competition. Drill meet judges may, however, assess penalty points if, in their judgment, a team or individual has unduly delayed in executing the required movements. **Only the head judge assigned to the event in question will assess penalty points** charged against a team’s or individual’s total score for reason of undue delay.
 7. Upon the completion of the marching manual, team CCs shall report out to the head judge prior to taking their team off the floor. Once completed, immediately move your team off of the drill floor (eyes right for armed events will meet these requirements).

- D. Competitors in IDR competition may earn penalty points for the following violations:
1. Undue delay - *five points per occurrence*.
 2. Leaving the prescribed drill floor area during a routine - *five points per occurrence*.
 3. Stylization of IDR maneuvers - *up to ten points per occurrence*. Stylized movements are defined as the performance of an IDR maneuver that does not conform to AFMAN 36-2203 and/or Army Training Circular 3-21.5 (example: doing *flanking* movement for *Column of Files* movement).
- E. There will be no inspection of weapons during the inspection phase but all weapons must be demilitarized **with butt pads (Highly Cushion)**. Spot checks can and will be made. Violations of weapons rule will result in the disqualification of the entire team. Daisy Rifles should have the black rubberized butt pad which will be good for this purpose. **Cover your barrels.**
- F. IDR teams must be made up with a minimum of six cadets (Jr. Varsity) / 12 (Varsity), but not more than twenty, excluding the commander.
- G. Armed event: Commanders must have either a rifle (no side arms) or sword and have the option to will perform rifle movements with their team or carry in the sling position). All Teams will have weapons of **8.5 pounds or more**. Weapons weighing less than 8.5 pounds will be assessed a penalty of 10 percent of the total score.
- H. Inspection Arms will be performed by all individuals in an armed event before and after completing their sequence. If the Commander is at sling arms for the entire sequence, they will not execute the inspection arms.

4. **IDR KNOCKOUT COMPETITION::**

- A. IDR knockout competition shall consist of two phases, as follows:
1. Competition will initially be formed into a single, massed group, by the drill meet officials.
 2. The ten finalists will continue competitions in the manner described above. *In the event of a very close competition, marching commands may be given to resolve the winner.*
- B. Any uniform is allowed for knockout competitions (Sweats are not a uniform), but **all cadets must wear headgear.** A series of transitory commanded will be given to the group by the drill meet representative or a Drill Meet Judge. After each command is given, judges will eliminate individuals from the group due to their errors in execution. Cadets will execute a movement for each command given. If a command is not clear, cadets may raise their hand for clarification for a maximum of two commands, any more than two commands and that cadet will proceed off the drill floor. Commands will be given as clearly as possible.
- C. IDR knockout has no limit on numbers of participants.
- D. We will not conduct a uniform inspection – this is a knockout transitory drill competition
- E. **We will not conduct an Armed IDR knockout.**

5. **COLOR GUARD COMPETITION:**

- A. Color guard shall consist of the following graded phases:
1. Presentation to Head Judge.
 2. Prescribed stationary manual.
 3. Prescribed marching manual.
- B. Individual teams are provided with the following guidance:
1. Color guard teams will be present and formed in the ready area as per the drill meet schedule.
 2. The head judge will notify the team commander when the color guard may enter the drill floor.

3. There is a ten-minute time limit for completion of set drill movements. After the color guard has properly presented in to the head judge, the team will automatically execute the next prescribed stationary and/or marching manual movements.
 4. Inspection Armed will be conducted on the competition floor (not in the out of boundary area).
 5. Upon the completion of the marching manual, color guard commanders will move their team off the drill floor. No feedback to the team will be given.
- C. Color guards shall consist of four members and only four members: two flag bearers and two rifle guards and be in a **military type uniform – corfram shoes are allowed for this event.**
- D. The color guard competition will be governed using Army TC 3-21.5.

6. EXHIBITION COMPETITION:

A. Size limitation:

1. Teams entered in exhibition drill competition must possess a minimum of eight cadets excluding the commander (Varsity teams) *or six plus commander for Jr. Varsity Teams.*
2. A maximum of two entries from each school may perform in the individual / duet category (2 Individual, 2 duets, or 1 each). For **ARMED** events, weapons can be either demilitarized or facsimile weapons, but must meet weight requirements. Inspections will be conducted.

B. Time limitations are as follows:

1. Team exhibition: **Varsity teams** events have a minimum time limit of six minutes and maximum time of nine minutes. **Junior Varsity** have a minimum time limit of four minutes and a maximum time of six minutes.
2. Individual/duet events have a minimum of two minutes and a maximum time of three minutes (**reporting in/out is Mandatory**).
3. Competing teams or individual should report to the timer/starter as per the scheduled starting time. The timer will inform the team to pre-position themselves behind the starting line.
4. Chargeable time for team event / Individual and/or Duet will commence upon either the first command or first movement. Chargeable time will expire when the entire team / Individual and/or Duet **leaves the competition floor.**
5. Time limit waivers are not authorized.

C. Competitors in Exhibition events may earn penalty points for the following violations:

1. Time violation - *two points per second* over or under time limits.
2. Leaving the prescribed drill floor or dropping a rifle - *five points per occurrence.*
3. **Teams/individuals using facsimile weapons weighing less than 8.5 pounds will receive a deduction of 10 percent from their total score.**
4. Utilization of a judge, spectator, or other non-contestants as part of a unit's routine – ***disqualification from all events and/or awards for the total unit.***
5. **At no time, will the rifle barrel be purposely banged onto the floor** – this will subject unit to total disqualification of all awards.
6. **All rifles taken onto the gymnasium floors will have appropriate highly cushioned butt and barrel pads.** Non-utilization will be grounds for *disqualification from that team event.*
7. **Bayonets are prohibited in all drill competitions. Sabers or rifles (No pistol side arm) may be utilized by team commanders for armed events.**

D. Miscellaneous

1. A team will maintain its cadence by its own tempo and/or voice commands only. No music, explosives, loud speakers, lights, or similar devices are authorized.

2. Routine maneuvers should not exceed the capabilities of the team members.
3. All cadets on the **JV Exhibition** team must meet JV qualification rules.

7. INSPECTION

- A. Judging will be over the **Chain of Command, Rank Structure, Code of Conduct, Uniform, General Military Knowledge, Current Events, and Open Ranks procedures.**
- B. Commander will center their team, perform “Open Ranks” and report in – DO NOT perform formation alignments.
- C. Each team will consist of 12 cadets plus Commander **(4 Elements of 3).**
- D. Each cadet will only be inspected once.
- E. Service Uniform with appropriate **issued headgear (Flight Caps only)** will be worn.
- F. Corfram shoes **ARE NOT** allowed for the inspection event.
- G. Only “that school’s spectators” will be allowed to view their inspection.

8. AWARDS

- A. One 1st, 2nd, and 3rd place trophies will be given for the following events:

1. Varsity Inspection
2. Jr. Varsity Armed IDR
3. Jr. Varsity Unarmed IDR
4. Varsity Armed IDR
5. Varsity Unarmed IDR
6. JV Exhibition
7. Varsity Armed Exhibition
8. Varsity Unarmed Exhibition
9. Jr. Varsity Color Guard
10. Varsity Color Guard
11. Female Color Guard

- B. Individual Exhibition

1. 1st place - Trophy
2. 2nd and 3rd placing- neck medallion

- C. Duet Exhibition

1. 1st place Varsity and JV - 2 trophies will be given
2. 2nd and 3rd place Varsity and JV - neck medallions

NOTE: *In the event of a tie score* in any of the above categories, the highest judges score will determine placement in the top six places for championship points (See item #5 below)

- D. Knockout categories

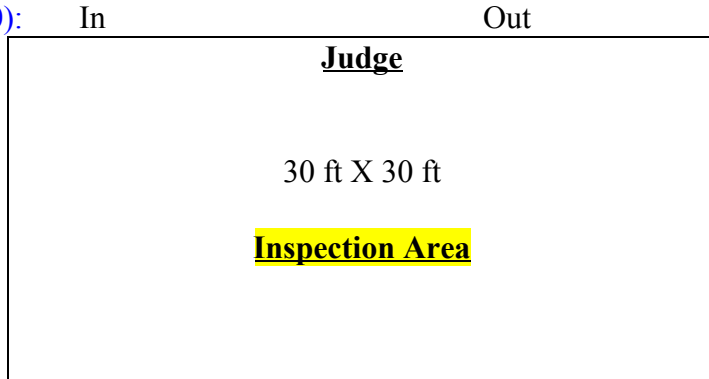
1. 1st place-trophy for each category
2. 2nd through 10th place-neck medallion

- E. One Drill Championship Trophy will be given to the overall winning team of the meet (highest points based on placement). **In the event of a tie** in championship points; the **winner will be determined by the highest “head judge” point based on the following:** 1st) Varsity Inspection, 2nd) Varsity Unarmed IDR, 3rd) Varsity Armed IDR, and Lastly, by Varsity Color Guard. Additionally each member of the winning team will receive a neck medallion (Maximum of 40 to the winning team).

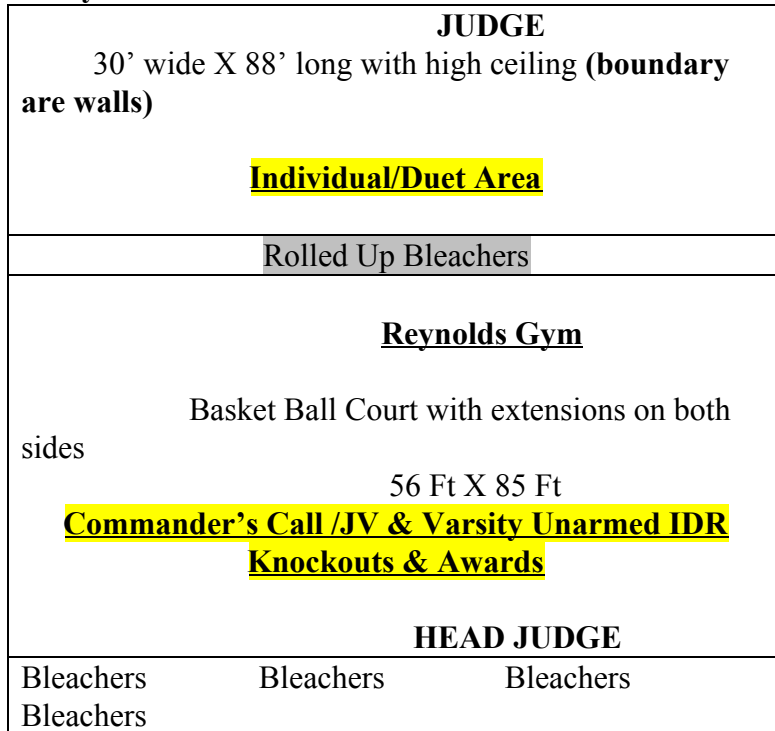
The above rules must be abide by for uniformity and equality by all.

**Attachment 2
Supplemental FLOOR SIZING:**

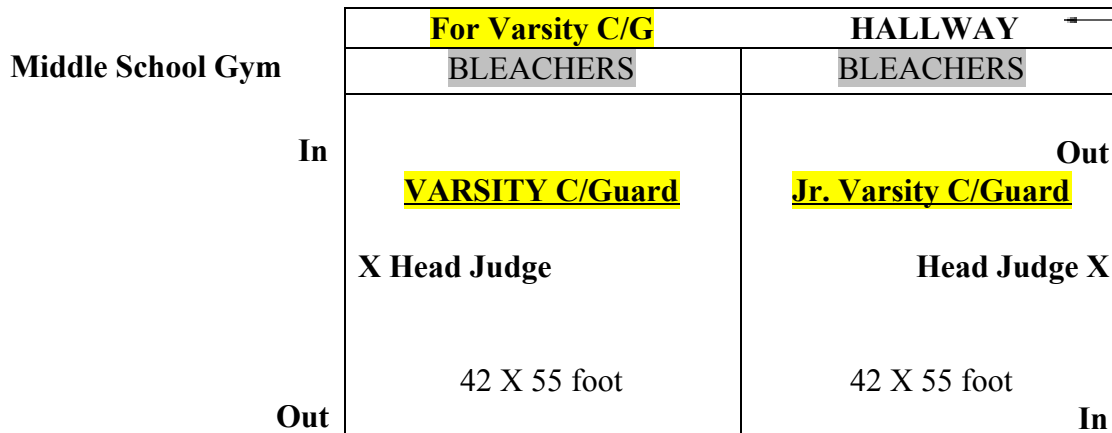
(Arrow Conference – A130):



Behind bleachers of Reynolds Gym



Shannon Gym has similar dimensions: **Varsity & JV Armed IDR**



PLUS: **Varsity Armed & Unarmed Exhibition: Same floor space (Head Judge will be on Bleacher size)**

Middle School Cafeteria

	Stage
In	JUDGE 39 wide X 90 Foot long (Boundary are outside Black lines) Female Color Guard/JV Unarmed Exhibition

Attachment 3
Sequence Requirements

COLOR GUARD SEQUENCE SHEET - (Junior Varsity)

- | | |
|--------------------------------------|---------------------------------------|
| 1. Inspection Arms | 17. Left Wheel March |
| 2. Forward March | 18. Forward March |
| 3. Right Wheel March | 19. Colors Reverse March |
| 4. Forward March | 20. Forward March |
| 5. Color Guard Halt (Pause)** | 21. Color Guard Halt (Pause)** |
| 6. Order Colors | 22. Forward March |
| 7. Parade Rest | 23. Left Wheel March |
| 8. Color Guard Attention | 24. Forward March |
| 9. Carry Colors | 25. Left Wheel March |
| 10. Present Colors | 26. Forward March |
| 11. (Report in)* | 27. Eyes Right*** |
| 12. Carry Colors | 28. Ready Front |
| 13. Colors Reverse March | 29. Color Guard Halt |
| 14. Forward March | (Move team to boundary) |
| 15. Right About March | 30. Inspection Arms |
| 16. Forward March | |

*** Report-In is done centered on the head judge and done verbally**

****A "Pause" (3-5 Seconds) must be taken after each of the bold commands for scoring.**

***** Eyes Right is considered reporting out (CC does not have to verbally report out)**

Maintain Flag Etiquette (No flag higher than the American Flag. No flag touching the floor. American carried on the right and carried by the Color Guard Commander.)

Commander must supplement commands as needed (ie. Inspection Arms, Entering / Exiting the floor, etc.)

There will be no casing or uncasing of colors for Junior Varsity Color Guard teams.

COLOR GUARD SEQUENCE SHEET (VARSITY & FEMALE ONLY)

1. Inspection Arms
2. Enter the drill floor
3. Uncase Colors**
4. Present Colors
5. Report In*
6. Carry Colors
7. Colors Reverse March
8. Forward March
9. Left Wheel March
10. Forward March
11. Colors Reverse March
12. Forward March
13. Color Guard Halt
14. Order Colors
15. Parade Rest
16. Color Guard Attention
17. **Carry Colors (Pause)**
18. Forward March
19. Right Wheel March
20. Forward March
21. Right Wheel March
22. Forward March
23. Colors Reverse March
24. Forward March
25. Eyes Right
26. Ready Front
27. Left Wheel March
28. Forward March
29. Left Wheel March
30. Forward March
31. Left Wheel March
32. Forward March
33. **Color Guard Halt (Pause)**
34. Present Colors
35. Report Out*
36. Carry Colors
(Move team to boundary)
37. Inspection Arms
38. Exit drill floor

****Uncase Colors may be done anywhere on the floor**

***Report-In / Out is done centered on the head judge and done verbally**

A “Pause” (3-5 Seconds) must be taken after each of the bold commands for scoring.

Commanders must supplement commands as needed (ie. Entering, uncase colors, exiting, etc.)

Maintain Flag Etiquette at all times.

UNARMED IDR SEQUENCE SHEET (JUNIOR VARSITY)

1. Present Arms
2. Report-In*
3. Order Arms
4. Parade Rest
5. Flight Attention
6. Left Step March
7. Flight Halt
8. Forward March
9. Flight Halt
10. Right Step March
11. Flight Halt
12. Open Ranks March
13. Ready Front
14. Close Ranks March
15. Eyes Right
16. Ready Front
17. Right Face
18. Close March
19. Extend March
20. Left Face
21. Dress Right Dress
22. **Ready Front (Pause)**
23. Right Face
24. Forward March
25. Change Step March
26. Count Cadence Count
27. Column Right March
28. Forward March
29. To The Rear March
30. Left Flank March
31. Right Flank March
32. To The Rear March
33. Column Right March
34. Forward March
35. Close March
36. Forward March
37. Extend March
38. Forward March
39. **Flight Halt (Pause)**
40. Forward March
41. Column Right March
42. Forward March
43. Right Flank March
44. Left Flank March
45. To The Rear March
46. To The Rear March
47. Half Step March
48. Forward March
49. Column Right March
50. Forward March
51. Flight Halt
52. Left Face
53. Present Arms
54. Report Out*

***Report-In / Out will be in front of the Head Judge, CC verbally reports in / out**

A “Pause” (3-5 Seconds) must be taken after each of the bold commands for scoring

ARMED IDR SEQUENCE SHEET (JUNIOR VARSITY)

1. Inspection Arms
2. Present Arms
3. Report In*
4. Order Arms
5. Inspection Arms
6. Ready Port Arms
7. Order Arms
8. Right Shoulder Arms
9. Left Shoulder Arms
10. Port Arms
11. Order Arms
12. Parade Rest
13. Flight Attention
14. Left Step March
15. Flight Halt
16. Dress Right Dress
- 17. Ready Front (Pause)**
18. Forward March
19. Flight Halt
20. Right Step March
21. Flight Halt
22. Right Face
23. Right Shoulder Arms
24. Forward March
25. Close March
26. Forward March
27. Extend March
28. Forward March
29. Column Right March
30. Forward March
31. Column Right March
32. Forward March
33. Right Flank March
34. Left Flank March
35. Column Left March
36. Forward March
37. Column Left March
38. Forward March
39. Flight Halt
40. Column of Files
(From the Right)
41. Forward March
42. Flight Halt
43. Column of Three's to the left
(Reform)
44. Forward March
45. Column Left March
46. Forward March
47. Column Left March
48. Forward March
49. Eyes Right
(Considered as Reporting Out)
50. Ready Front
51. Flight Halt
(Move team to boundary)
52. Inspection Arms

***Report-In will be in front of the Head Judge, CC verbally reports in**

Eyes Right #49 is considered reporting out – CC Does NOT verbally report out.

A “Pause” (3-5 Seconds) must be taken after each of the bold commands for scoring

ARMED IDR SEQUENCE (VARSITY)

1. Inspection Arms
2. Report In*
3. Inspection Arms
4. Ready, Port Arms
5. Order Arms
6. Dress Right Dress
7. Ready Front
- 8. Parade Rest (Pause)**
9. Flight Attention
10. 15-Count Manual Arms**
11. Right Face
12. Count Off
13. Close March
14. Extend March
15. Left Face
16. Open Ranks March
17. Ready Front
18. Close Ranks March
19. Left Step March
- 20. Flight Halt (Pause)**
21. Left Face
22. Right Step, March
23. Flight Halt
24. About Face
25. Right Shoulder Arms
26. Forward March
27. Column Right, March
28. Forward March
29. Column Right March
30. Forward March
31. Column Right March
32. Forward March
33. Left Flank March
34. Right Flank March
- 35. Flight Halt (Pause)**
36. Column Left March
37. Forward March
38. To the Rear March
39. To the Rear March
40. Flight Halt
41. Port Arms
42. Column of Files from the Right
(Forward March)
43. Flight Halt
44. Column of Three's to the left
(Forward March)
45. Column Left March
46. Forward March
47. Double Time March
48. Quick Time March
49. Column Left March
50. Forward March
51. Right Shoulder Arms
- 52. Flight Halt (Pause)**
53. Column Left March
54. Forward March
55. Column Half Left March
56. Column Half Left March
57. To the Rear March
58. To the Rear March
59. Flight Halt
60. Forward March
61. Eyes Right
62. Ready Front
63. Column Left March
64. Forward March
65. Left Shoulder Arms
66. Column Left March
67. Forward March
68. Change Step March
69. Left Flank March
70. Flight Halt
70. Reporting Out*
(Move team to boundary)
71. Inspection Arms
(Move your team off the floor-not
graded)

***Report in/out will be in front of the head judge, only the CC salutes and verbally reports in/out**

A "Pause" (3-5 seconds) must be taken after each of the bold commands for scoring

****15-Count Manual Arms consists of the movements (Right Should, Left Shoulder, Present Arms, and Order Arms) done in unison for 15 counts.**

UNARMED IDR SEQUENCE (VARSITY)

- | | |
|-------------------------------------------------------|-------------------------------------------|
| Team Enters and Report-in* | (Forward) March |
| 1. Dress Right Dress | 40. Flight Halt |
| 2. Ready Front | 41. Column Left March |
| 3. Parade Rest (Pause)** | 42. Forward March |
| 4. Flight Attention | 43. Double Time March |
| 5. Present Arms (Pause)** | 44. Quick Time March |
| 6. Order Arms | 45. Column Left March |
| 7. Count Off (Pause)** | 46. Forward March |
| 8. Right Face | 47. Close March |
| 9. Close March | 48. Forward March |
| 10. Extend March | 49. Extend March |
| 11. Left Face | 50. Forward March |
| 12. Open Ranks March | 51. Change Step March |
| 13. Ready Front | 52. Flight Halt (Pause)** |
| 14. Close Ranks March | 53. Column Left March |
| 15. Left Step March | 54. Forward March |
| 16. Flight Halt (Pause)** | 55. Column Half Left March |
| 17. Left Face | 56. Column Half Left March |
| 18. Right Step March | 57. To the Rear March |
| 19. Flight Halt | 58. To The Rear March |
| 20. Four Steps Forward March | 59. Flight Halt |
| 21. About Face | 60. Forward March |
| 22. Forward March | 61. Eyes Right |
| 23. Column Right March | 62. Ready Front |
| 24. Forward March | 63. Column Left March |
| 25. Column Right March | 64. Forward March |
| 26. Forward March | 65. Column Left March |
| 27. Column Right March | 66. Forward March |
| 28. Forward March | 67. Flight Halt (Pause)** |
| 29. Left Flank March | 68. Forward March |
| 30. Right Flank March | 69. To the Rear March |
| 31. Flight Halt (Pause)** | 70. To the Rear March |
| 32. Column Left March | 71. Half Step March |
| 33. Forward March | 72. Forward March |
| 34. To The Rear March | 73. Left Flank March |
| 35. To The Rear March | 74. Change Step March |
| 36. Flight Halt | 75. Flight Halt |
| 37. Column of Files from the Right
(Forward March) | 76. Reporting Out* |
| 38. Flight Halt | (Move your team off the floor-not graded) |
| 39. Column of Three's to the Left | |

*Report In/Out will be in front of the Head Judge, Only the CC salutes and verbally reports In/Out

**A "Pause" (3-5 Seconds) must be taken after each of the bold commands for scoring.

**ARMED EXHIBITION SCORE REQUIREMENT
(VARSITY, INDIVIDUAL, or DUET)**

Reporting-In/Out

1. Verbal Report, Movement on floor

Appearance:

1. Uniform / overall presentation

Composition & Flow:

1. Flow of Maneuvers
2. Performance and Style

Bearing:

1. Military Bearing of Team
2. Military Bearing of Movements

Marching:

1. DCID, proficiency

Variety:

1. Diversity of movements

Precision:

1. Exactness of Movements
2. Timing
3. No Mistakes

Showmanship:

1. General Effect and Organization
2. Imagination of Movements
3. Display of Excellence
4. Avoidance of Repetition

Weapon:

1. Maneuvers
2. Skills / efforts

Difficulty:

1. Difficulty of Movements – Floor / Aerial
2. Cadence and Cadence Changes

Military Flavor:

1. Routine

Overall Impression:

1. Uniform
2. Grooming
1. Style
2. Overall Performance (Disregard of any errors)

**UNARMED EXHIBITION SCORE REQUIREMENTS
(VARSITY & JV)**

Reporting-In/Out:

1. Verbal Report, Movement on floor

Unit Appearance:

1. Uniform / overall presentation

Floor Utilization:

1. Meaningful utilization of entire floor

Bearing:

1. Military Bearing of Team
2. Military Bearing of Movements

Marching

1. DCID, proficiency

Variety:

1. Diversity of movements

Difficulty:

1. Difficulty of Movements
2. Cadence and Cadence Changes

Precision:

1. Exactness of Movements
2. Unity
3. Timing

Showmanship:

1. General Effect and Organization
2. Display of Excellence
3. Avoidance of Repetition

Composition & Flow:

1. Flow of Maneuvers
2. Performance and Style

Originality/Military Flavor:

1. Imagination of Movements

Commander:

1. Proficiency and Control Over Team

Overall Impression:

3. Wow factor

2020 OH-881 REGIONAL DRILL COMPETITION ENTRY FORM

FROM: (Unit) _____

_____ SCHOOL PHONE NUMBER

(School) _____

(Email) _____

Drill Team Advisor's or POC CELL Phone (For emergencies only): _____

We do _____ do not _____ plan to attend the OH 881st AFJROTC Regional Drill Meet Championships.

Will you be here for breakfast YES _____ or NO _____ and How Many _____

We plan on entering the following teams:

_____ 1. Varsity Inspection (**One Team: 12 members plus CC ONLY**).

IDR EVENTS:

_____ 2. Junior Varsity Unarmed IDR Team (**One Team Only - 6 Plus CC Minimum**).

_____ 3. Junior Varsity Armed IDR (**One Team Only – 6 Plus CC Minimum**).

_____ 4. Varsity Unarmed IDR (**One Team Only - 12 plus CC**).

_____ 5. Varsity Armed IDR (**One Team Only – 12 plus CC**).

EXHIBITION EVENTS:

_____ 6. Junior Varsity Unarmed Exhibition (**One Team Only – 6 Plus CC Minimum**).

_____ 7. Varsity Unarmed Exhibition (**One Team Only – 8 plus CC Minimum**).

_____ 8. Varsity Armed Exhibition (**One Team Only – 8 Plus CC Minimum**).

COLOR GUARD (4 total):

_____ 9. Junior Varsity Color Guard (**One Team Only**).

_____ 10. Varsity Color Guard (**One Team Only**).

_____ 11. Female Color Guard (**One Team Only**).

INDIVIDUAL/DUET:

_____ 12. Individual and/or Duet Exhibition with Rifles (**Combination of 2 Entries Only!**)

_____ 13. Individual Knockout (**No Limit** On Entries - **please specify rough # of participants** _____)

ENTREE FEES:

Team Fee is **ONLY \$75.00 TOTAL** for any or all "*team*" events, send with application or pay at the meet (Please specify). Make checks out to: **AFJROTC Boosters, Inc.**

Individual/Duet Exhibition (\$3.00 per person – **must have a BLUE ticket prior to performance**)

Knockout entries (\$1.00 per person) – can purchase a **RED** ticket prior to or pay \$1.00 at the door/on the floor.

Send entry to: CMSgt David M. Franklin
OH-881ST AFJROTC UNIT
TECUMSEH HIGH SCHOOL
9830 WEST NATIONAL ROAD
NEW CARLISLE, OHIO 45344-5227

RETURN YOUR FORM IMMEDIATELY OR YOU MIGHT GET DISAPPOINTED - THIS MEET FILLS UP QUICKLY!! WE ARE OPENING THIS YEAR'S COMPETITION TO THE FIRST 20 ENTRIES (ALL OTHERS WILL BE PLACED ON A STANDBY LISTING)

Final cutoff date: 22 FEB 20