

**Operating Instruction**

**20th Annual Bellevue Invitational Drill Meet (BIDM)**

**Saturday, 7 March 2020**

All events will be held at Bellevue East High School, 1401 High School Drive, Bellevue, Nebraska, 68005, on Saturday, 7 March 2020.  Competition will commence at 0800. A judges’ meeting will take place at 0700 in the South Gym; team advisors may observe. A Team Commanders meeting will be held at 0730 in the South Gym. Team Commanders and Team Advisors are encouraged to attend. We will finalize the meet schedule and answer any questions about this operating instruction. Because of the large number of teams in attendance, we expect the awards ceremony to begin between 1600 and 1630.

# Competition Categories

Competition will be conducted in the following areas:

1. Regulation with Arms
2. Regulation without Arms
3. Exhibition with Arms
4. Exhibition without Arms
5. Color Guard (Regulation)
6. Color Guard (Exhibition)
7. Individual Drill Down (IDD)
8. First Year Regulation without Arms
9. Individual Exhibition with Arms

10. Dual Exhibition with Arms

# Registration

Registration begins on 1 Dec 2019 and closes on 31 Jan 2020.

For invited teams, the registration process begins with downloading the entry form found on the BIDM page at <https://beafjrotc.weebly.com/bidm.html>

Registration forms can either be completed by printing the form and either scan it and email it back or mailing it, accompanied by a check. Please send payment with your registration if you mail it and make checks payable to “Bellevue East High School AFJROTC”. Mail registration and/or checks to Bellevue East High School/AFJROTC, Attn: Lt Col Finan, 1401 High School Drive, Bellevue, NE 68005. Payment may also be made the morning of the meet, once teams arrive at the school.

The first teams to register before the 31 Jan 20 deadline will be entered into the completion schedule. Others are considered on a space-available basis; this drill meet will be capped at 20 teams (schools).

# Fees

Entrance fee is $25.00 per team, per event.  Solo and Dual Exhibition with Arms entrance fee is $2.00 per person.  – no solo or dual performances will be conducted after 1500. The Individual Drill Down competition fee is $.50 per individual, per heat.  IDD heats will run throughout the day – no heats will be conducted after 1500.

# Refunds

In the event of unforeseen circumstances, which force us to cancel BIDM, all money will be applied to the rescheduled date or refunded to you. Checks will be made out to the issuing schools. If you are forced to cancel after the close of registration, refunds are not guaranteed. Please e-mail Lt Col Finan or Col Vanderhoof to discuss the circumstances and the possibility of a refund.

# General Rules

1. Team Advisors are the certified JROTC instructors that must accompany and supervise each registered team. Advisors must be in the host school (competition area) for the entire day.
2. Team Commanders are the JROTC cadets who lead/march/command each team. Commanders are responsible for the teams’ conduct when the advisor is not immediately available.
3. Team Parents are the parent/guardian or other adults and family members of visiting teams. Advisors are also responsible for the conduct of these guests. Team parents should limit their activities to the competition venue areas only. They should not be in the classrooms, hospitality suite, etc. unless performing a specific task under the supervision of the team advisor.
4. All of the above are expected to participate in the day’s events with safety being a first concern. Do not run, jump, spin weapons or horseplay in a manner that could put you or others in harms’ way. **BE SAFE!**
5. All of the above are expected to maintain good sportsmanship. **BE A GOOD SPORT!**
6. All are expected to uphold the behavior standards of JROTC. **BE RESPECTFUL!**
7. Any jodies, group chants or songs must be in good taste and appropriate for the school environment. No jodies or chants in the competition areas while other teams are competing.
8. Judges are not to enter team rooms, under any circumstances. Violations are to be reported to the Drill Meet Coordinator.

# Classroom Rules

1. No food or drink (except water) in the classrooms. Water in resealable containers and small snacks may be consumed in the hallway. Other food items: pizza: sandwiches, bags of chips, etc. must be limited to the cafeteria.

2. No cleaning or polishing supplies will be used in the school.

3. Do not disturb anything in the classroom. Inspect the room when you check-in and report any problems. We will inspect the rooms before you leave to make cretin they are left just as you found them.

4. Only competing team members and advisors are permitted in the rooms. Parent and guests should remain in the competition area or the hallway.

5. Do not alter, touch or use any electronic equipment that may be present in the room.

6. Only use the room(s) that have been assigned to you and the hallway immediately adjacent.

7. Do not spin weapons/objects in the classroom or hall.

8. Security of the room is the team advisors responsibility. We recommend posting a team member in the room at all times. We are not responsible for misplaced items.

9. At the discretion of the team advisor, cadets may change in the rooms or the restrooms. We are not responsible for items left behind after the competition.

10. When possible, we will assign Bellevue cadets as escorts for visiting teams. These cadets are guides and runners. They are not security for the room or hallway.

# Competition Rules

1. Only active students assigned to the registered school and enrolled in JROTC may compete.

2. Minimum Team Size: 9 marching members plus commander. (10 cadets)

3. Maximum Team Size: 20 marching members plus a commander. (21 cadets) Permission for non-scored special teams may be granted.

4. First-year teams may include only cadets who are in their first year of the JROTC program,

i.e., less than one year of marching experience. They may, however, be in any grade. This includes the team commander.

5. Cadets must meet academic eligibility requirements set by their home school.

6. Cadets must meet uniform and grooming standards as set by their home JROTC unit.

7. Each cadet may only compete once in any given competition category. They may compete in several different categories. IDD “try out” events are an exception. Cadets may re-enter at any time prior to the finals.

8. Teams must report to the “on deck” area ten minutes prior to their scheduled performance time.

9. In the event that a team is in place and ready before another scheduled team, the “ready” team may be permitted to take the floor first.

10. Any team that is excessively late (15 minutes or more) may be penalized 20 points.

11. Any special effects must be preapproved by the BIDM staff. All equipment needed by a team will be provided by that team’s school.  Blank cartridges and special lighting effects are always prohibited.

12. No prompting of any sort will be allowed while a team is on the competition floor.  Violations will result in disqualification.

13. Cadets may not use notes or check sheets during competitions.

14. Judges will have the final determination in Regulation and Exhibition boundary violations.  Teams with boundary violations will be penalized 10 points per incident.

15. Protests: If a protest is to be made, only the Team Advisor or the Team Commander in question may make the protest.  The protest must be filed with the Drill Meet Coordinator or the presiding head judge of the event over which the protest was made.  The Drill Meet Coordinator will exercise final jurisdiction over all proceedings. All protests must be made after the completion of the team’s performance and before the last competition in that category.

16. Army Field Manual 3-21.5 will be used as the judging standard for regulation drill. Extra movements or flourishes will result in deductions.

17. The sample score sheets provided on the website outline the armed regulation, unarmed regulation, color guard, and first year unarmed regulation sequence of commands to be used by all teams. Any deviation from this sequence will be penalized by the judges.

# Competition Areas

1.  Color Guard (Cafeteria and Auditorium). Floor size is approximately 35’ x 35’; boundaries as marked. Tile or wood floor; some background noise is possible.

2.  Armed regulation and exhibition (North Gym). Floor size is approximately 100 ft x 75 ft. Boundaries will be the gym walls and bleachers except the northern end marked by cones. Wooden gym floor.

3. Unarmed regulation and exhibition (South Gym). Floor size is approximately 100 ft x 75 ft. Wooden gym floor.

4. Individual and dual armed exhibition (Upper Gym). Floor size is approximately 30’ x 30’; boundaries as marked. Rubber gym floor.

5. Individual Drill Down (IDD) Try out heats in the Pool lobby, tile floor. Final IDD in the South Gym wood floor.

6. Doors to the competition areas will be closed when possible at the beginning of your routine. Late spectators, parents, advisors will not be allowed in.

7. Flash photography is prohibited during all competitions.

**Regulation Drill**

1.  Regulation drill competition will be in accordance with Army Field Manual 3-21.5, dated January 2012 and with the provided sequence of commands on each score sheet.

2.  Extra flourishes during regulation drill, such as three count about faces, accented cadences, etc., will be closely monitored.  Judges have been briefed to strictly enforce compliance with Army Field Manual 3-21.5.

3.  The team commander may not receive prompting or use notes once the team enters.

4. There is no time limit for regulation drill.

5. Boundary violations will result in a 10-point deduction for each occurrence.

6. Sequence violations will result in a 3-point deduction for each movement added, omitted, or performed out of sequence, up to a maximum of twelve (12) points.

7. Commanders may request a repositioning of the head judge. We recommend that the team commander report to the head judge prior to competing to discuss boundaries, positioning and military term of address. We may have any military rank as head judge.

8. Commanders must report in and out to the head judge. This will begin and end the scoring process. No specific statement is required, but military decorum is expected.

9. Scoring begins with the first words of the commander’s report-in.

**Exhibition Drill**

Exhibition drill is limited only by the ingenuity of participating teams.  The only restrictions are special effects.  Any special effects requests must be submitted in writing to the Drill Meet Coordinator two weeks prior to the meet.

1.  No lights, luminous paint, or fireworks.

2.  No ammunition, live or blank.

3.  No music or drums.

4.  For drill with arms, all rifles must have:

a. At least ¼ inch rubber “**rifle butt pad**” protection.

b. Rubber “**end of barrel covers**”.  These rules are designed to protect the gym floors and will be strictly enforced.  Weapons will be inspected prior to the team’s performance.  Should a butt pad disengage during competition, continue the routine. If the team does not have rubber end of barrel covers, they will not be allowed to perform.

5. Time limit is **5-8 minutes** from report in to report out. A deduction of 1 point per second (over or under time) from the total score will be made. Timing starts when the team commander begins to report in to the Head Judge and ends when the team commander finishes his/her report out.

6. Scoring will begin when the first member steps into the competition area and ends when the last member leaves the competition area

7. Weapons or simulated weapons weighing less than 6.5 pounds will incur a 25-point deduction per event.

8. Dropped weapons will incur a 15-point penalty per occurrence. (Drop is defined as any unintentional contact by the weapon with the drill surface).

9. Commanders must report in and out to the Head Judge. No specific statement is required, but military decorum is expected.

10. Commanders may request a repositioning of the Head Judge. It is the Commander’s responsibility to make this request. We recommend that the team commander report to the Head Judge prior to competing to discuss boundaries, positioning and military term of address.

11. Judges will move about during the performance, but will not obstruct the team’s movements.

12. Judges or team advisors may walk onto the competition floor to retrieve fallen items that may pose a safety hazard. Teams should continue the routine without interruption or penalty. Items retrieved by judges or advisors will not be returned to the team until after the routine.

**Color Guard**

1.  Color Guard competition will be in accordance with Army Training Manual 3-21.5 dated January 2012 and the provided sequence of commands. Due to time constraints, teams will recase the colors after exiting from the color guard competition area.

2.  Extra flourishes during color guard drill such as three count about faces, accented cadences, etc., will be closely monitored.  Judges have been briefed to strictly enforce compliance with Army Field Manual 3-21.5.

3. Color Guard teams have been divided into two separate categories: regulation and exhibition. Both will perform the same routine, but in different venues with different judges. Thus, we have elected to award separate first through third place trophies for each. The scores from each category of Color Guard will be included into the formula for overall Regulation and Exhibition.

4. Team advisors should designate each color guard team as “regulation” or “exhibition” at the time of registration. If no selection is made, CG Team 1 will be placed in regulation and Team 2, if registered, will be placed in the exhibition category.

5. Scoring will begin when the team commander orders “Sling arms” and will end when the commander gives the “Halt” command following “Ready front.”

6. Commanders may NOT request a repositioning of the Head Judge. We recommend that the team commander report to the Head Judge prior to bringing the team out to discuss boundaries and military term of address.

7. Commanders must report to the Head Judge. This is part of the designated routine. No specific statement is required, but military decorum is expected.

8. There is no time limit.

9. Sequence violations will result in a 3 point deduction for each movement added, omitted, or performed out of sequence up to a maximum of twelve (12) points.

**Solo and Dual Exhibition With Arms**

Exhibition drill is limited only by the ingenuity of the participants.  This is an armed-only competition. The only restrictions are special effects.  Any special effects that are desired must be submitted in writing to the Drill Meet Coordinator two weeks prior to the meet.

1. Individual and dual exhibition with arms competitions will begin at 0900 and end at 1500. Interested cadets should not wait until the end of the day, as they may not be able to perform before the time limit. We have had long lines in the past and have had to turn cadets away.

2. Each competitor will need four (4) of the $.50 tickets. Same ticket used for IDD.

3. Time limits are **2-5 minutes**, including report in and out. A deduction of 1 point per second (over or under time) from the total score will be made.

5. Cadets may only compete once as an individual and may compete once as a duel.

6. Time and scoring will begin and end with the report in and out.

7. Boundary violations will incur a 10-point deduction per occurrence.

8. Weapons or simulated weapons weighing less than 6.5 pounds will incur a 25-point deduction per event.

9. Dropped weapons will incur a 15-point penalty per occurrence. (Drop is defined as weapon flat on the drill surface.)

**Individual Drill Down (IDD)**

1. IDD elimination heats will be conducted every 15 minutes beginning at 0900 and ending at 1500. Tickets for each heat will cost $.50. Tickets may be purchased at the reception desk in the cafeteria prior to IDD competition or during registration/check-in.

2.  Each heat will be limited to a maximum of 30 cadets.  The final 3 cadets from each heat will receive tickets to enter the IDD finals (no additional charge).  The exact number of heats will be determined by the number of interested cadets.

3. A cadet may enter as many heats as he/she desires until they are picked for the finals.

4. The IDD championship will be conducted in the South Gym immediately after all other competition is completed.

5. IDD will be performed without weapons.

6. IDD competition will be in accordance with Army Field Manual 3-21.5 dated January 2012.

**Scheduling Theory**

1. Teams in each competition area are scheduled to perform at 10-minute intervals. Competitors, spectators and advisors are encouraged to be on time. Doors will be secured.

2. Teams will be scheduled for multiple competitions with at least 20 minutes between successive events. When possible, a 30-minute minimum gap will be provided.

3. We will try to accommodate any changes to the schedule at the 0730 Commanders’ Meeting.

4. Changes after that time are unlikely. Our goal is that all pre-registered teams will be able to perform, even if it is at the end of the published schedule.

5. If competition areas get behind schedule, teams will perform in the order scheduled, unless a conflict with another event develops. In that case, we will reschedule your performance at the venue which is running late. This may be at the end of the competition category.

6. Bellevue High Schools do not take trophies at their home meet. Since BIDM is a national qualifying meet, we will, however, be judged and scored. As such, we try to schedule our teams’ “hometown performances” last.

## Awards

We will award first through third place in each category with a trophy. Each cadet on first place teams will receive a BIDM challenge coin as an additional memento of the meet. Categories are:

1.  Regulation with Arms:  1st - 3rd place

2.  Regulation without Arms: 1st - 3rd place

3.  Exhibition with Arms:  1st - 3rd place

4.  Exhibition without Arms:  1st - 3rd place

5.  Color Guard (Regulation) 1st - 3rd place

6. Color Guard (Exhibition) 1st - 3rd place

7.  Individual Drill Down (IDD)  1st - 10th place (Medals)

8.  First-Year Teams 1st - 3rd place

9. Individual Exhibition with Arms  1st - 3rd place

10.  Dual Exhibition with Arms  1st - 3rd place

11. Overall Regulation Award (Combination of one unarmed regulation, one armed regulation, and one regulation color guard.) 1st - 3rd place (dependent on number of teams entered)

12. Overall Exhibition Award (Combination of one unarmed exhibition, one armed exhibition and one exhibition color guard) 1st - 3rd place (dependent on number of teams entered)

13. Grand Champion (Combination of scores from all six primary team events, including regulation with and without arms, exhibition with and without arms, and exhibition and regulation color guards) 1st place (dependent on number of teams entered)

14. Bellevue teams will not compete for trophies. The final spreadsheet with team totals will be available to all team advisors at the end of the competition.

**Scholarships**

Scholarships have been made available by our generous sponsors. Scholarships will be awarded to a student of winning teams based on amount of scholarship money provided. The list of scholarships will be announced at the meet. Instructors of winning teams will provide the name, college and student identification number to Bellevue East AFJROTC via email ([Patrick.finan@bpsne.net](mailto:Patrick.finan@bpsne.net) or [william.ickes@bpsne.net](mailto:william.ickes@bpsne.net)) by 25 September 2018 to secure transfer of funds to the cadet’s account.

**Scoring Procedures**

1. The published score sheets will be used at all events. Any changes will be announced to all teams. Downloadable files are located at https://beafjrotc.weebly.com/bidm.html.

2. At least four, but hopefully five judges will score each event. These judges will not change during the competition category, except for emergency situations.

3. One judge will be designated as the Head Judge for each venue. A second judge will be designated as the timekeeper, when required. The judging team may also designate one member to insure compliance with the prescribed sequence or other tasks, as needed.

4. The high score and low score from each performance is NOT used to compute the total score. Instead, the high and low scores are only used in the event of a tie (see tie-breaking rules).

5. Judges will use a deduction system for regulation drill from maximum points possible and use an award point system for exhibition drill performances. Judges do not total scores; that is accomplished in the scoring room.

6. Any protest must be made prior to the end of the contested event category.

7. The scoring room will send a runner to confer with the judges to clarify any issues.

8. In an event with less than 5 judges, the low score will be considered zero for all teams. If only 3 judges are available, the max score for each team will be a duplicate of that team’s highest judge score. All teams will be scored in the same manner within each event category.

9. A double redundancy system is used in the scoring room to eliminate human error. Two isolated spreadsheets and data entries are used and then compared for errors.

10. Team advisors are permitted to view the scoring room and ask questions immediately following the 0730 commanders meeting. After 0830, only the competition coordinators will have access.

**Tie Breaking**

8. Administrative Scoring

Compare head judge CO Score, highest individual judge CO Score, highest low individual judge CO Score, head judge CO Score, head judge comments, all other judge comments

Administrative decision based on criteria to the left, decision must be approved by both SASIs

7. 2nd Low Pass

Find the second lowest individual judge score

Order by results...highest result gets first, etc.

If tie persists, continue on

6. 2nd High Pass

Find the second highest individual judge score

Order by results...highest result gets first, etc.

If tie persists, continue on

5. Head Judge Score

Find Head Judge (Judge 1) Score

Order by results...highest result gets first, etc.

If tie persists, continue on

4. Commander Score

Add Commander scores from each judge

Order by results...highest result gets first, etc.

If tie persists, continue on

3. Low

Find lowest individual judge score

Order by results...highest result gets first, etc.

If tie persists, continue on

2. High

Find highest individual judge score

Order by results...highest result gets first, etc.

If tie persists, continue on

1. Total (without Highest & Lowest Judge scores)

Add judge scores

subtract highest and lowest judge scores

Order by results...highest result gets first, etc.

If tie persists, continue on

**Services**

1. Concessions will be open from 0700-1500.  They will have hot and cold breakfast and lunch options.
2. A hospitality suite will be open only to instructors, judges, and bus drivers from 0630-1500.
3. A silent auction will be available for bidding, as well as photo buttons and challenge coins for purchase.
4. Several local vendors are available to cater lunch, including Chick-fil-A, Papa Johns and Dominos Pizza, Jimmy Johns Subs, Jersey Mike’s Subs, and others. You will have to contact them directly.
5. On-site EMT services have been requested, but availability is unknown at this time.
6. Information on the Strategic Air and Space Museum: 800-358-5029
7. Information on Omaha’s Henry Doorly Zoo: 402-738-6916
8. Information on the Joslyn Art Museum (now free admission): 402-661-3823

#### Motels

If you plan to arrive the day before or remain overnight, a listing of local motels is included below.  All are close to the high school. Sleeping in the high schools is not an option.

**Courtyard by Marriott**

3730 Raynor Pkwy

Bellevue, NE 68123

(402) 408-5300

**Holiday Inn – Bellevue**

10804 S 15th St

Bellevue, NE 68123

(402) 502-4500

**Comfort Inn**

2105 Pratt Ave

Bellevue, NE 68123

(531) 213-4087

**Hampton Inn**

2404 Samson Way

Bellevue, NE 68123

402) 292-1607