



Operating Instruction
21st Annual Bellevue Invitational Drill Meet (BIDM)
Saturday, 17 February 2024



All events will be held at Bellevue West High School, 1501 Thurston Ave, Bellevue, Nebraska, 68123, on Saturday, 17 February 2024. Competition will commence at 0800. The judges' meeting will take place at 0700 in the auditorium; team advisors may observe. A team commanders meeting will be held at 0730 in the auditorium. Team Commanders and Team Advisors are encouraged to attend. We will finalize the meet schedule and answer any questions about this operating instruction. Based on the number of teams in attendance, we expect the awards ceremony to begin at approximately 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 (New Cadet) Regulation without Arms
9. Individual Exhibition with Arms
10. Dual Exhibition with Arms

Registration

Registration begins on **5 December 2023** and closes on **9 February, 2024**.

For invited teams, the registration process begins with either downloading the documents contained at <http://bwjrotc.weebly.com/bellevue-invitational.html> or registering directly on the website, with comments or additional teams, as appropriate.

Registration forms can either be completed via the online form, or they can be printed and mailed, accompanied by a check. Please send payment with your registration and make checks payable to "Bellevue West AFJROTC". Mail registration and/or checks to Bellevue West High School/AFJROTC, Attn: Col Vanderhoof, 1501 Thurston Avenue, Bellevue, NE 68123. Payment may also be made the morning of the meet at the registration table.

Fees

1. Entrance fee is \$25.00 per team, per event.
2. Individual and Dual Exhibition with Arms entrance fee is \$2.00 per person.
3. The Individual Drill Down competition fee is \$.50 per individual, per heat.

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 contact 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 with 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 parents/guardians 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 harm's way. **BE SAFE!**
5. All of the above are expected to maintain good sportsmanship and uphold the behavior standards of JROTC.
6. No jodies or chants in the competition areas while other teams are competing.
7. 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 arrive and report any problems. Rooms will be inspected before departure for cleanliness and desk placement.
4. Only competing team members and advisors are permitted in the rooms. Parents 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 hallway.
8. Security of the room is the team advisor's 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. We will assign Bellevue cadets as escorts for visiting teams. These cadets are escorts 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: 8 marching members plus commander. (9 cadets)
3. Maximum Team Size: 19 marching members plus a commander. (20 cadets) Permission for non-scored special teams may be granted.
4. First-year teams will 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 pre-approved 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 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.
18. In the interest of safety, there will be no blind tosses of any kind during competitions.

Competition Areas

1. Color Guards (Cafeteria and South Gym Mezzanine). Floor size is approximately 35' x 35'; boundaries as marked; some background noise is possible in both areas. **No poles longer than 8' will be used in the south gym mezzanine.**
2. Armed regulation and exhibition in the North Gym). Floor size is approximately 90 ft x 50 ft. Boundaries will be the gym walls and bleachers (wooden gym floor).
3. Unarmed regulation and exhibition in the South Gym. Floor size is approximately 90 ft x 50 ft. Boundaries will be the gym walls and bleachers (wooden gym floor).
4. Individual and dual armed exhibition (Commons Area). Floor size is approximately 25' x 30'; boundaries as marked. Carpeted floor.
5. Individual Drill Down (IDD) try-out heats in the **Auditorium**. Final IDD in the South Gym.
6. Doors to the competition areas will be closed when possible at the beginning of each routine. Late spectators, parents, or advisors will not be allowed in while teams are performing.
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 May 2021 and with the provided sequence of commands on each scoresheet.
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 in color guard and solos/duals events may result in a 10-point deduction for each occurrence, at the discretion of the head judge for that competition.
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 meet with 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 during the competition routine. 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.
10. Judges will move about during the performance, but will not obstruct the team's movements.

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. No blind tosses of any kind.
5. 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.
6. Time limit is **5-8 minutes** from report in to report out. A 1-point deduction 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.
7. Scoring will begin when the first member steps into the competition area and ends when the last member leaves the competition area
8. Weapons or simulated weapons weighing less than 6.5 pounds will incur a 25-point total deduction per event for that particular team
9. Dropped weapons will incur a 15-point penalty per occurrence. (Drop is defined as weapon flat on the drill surface)
10. Commanders must report in and out to the Head Judge. No specific statement is required, but military decorum is expected.

11. 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 meet with the Head Judge prior to competing to discuss boundaries, positioning and military term of address.
12. Judges will move about during the performance, but will not obstruct the team's movements.
13. 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.

Regulation and Exhibition Color Guard

1. Color Guard competition will be in accordance with *Army Field Manual 3-21.5* dated May 2021 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 1st through 3rd place trophies for each. The scores from each category of Color Guard will be included in 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. There is no difference in color guard scoring, the "exhibition" and "regulation" categories are for overall awards only.
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 meet with the Head Judge prior to bringing the team out to discuss boundaries and the proper military term of address.
7. Commanders must report to the Head Judge as 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.

One- and Two-Person 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 **0830 and end at 1200. Depending on judge availability, the timeframe for this event may be extended.** Interested

cadets should not wait until the end of the scheduled period, as they may not be able to perform before the time limit.

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 dual.
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 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 a weapon flat on the drill surface.)

Individual Drill Down (IDD)

1. IDD elimination heats will be conducted every 15 minutes beginning at **1230 and ending at 1530. Depending on judge availability, the timeframe for this event may start earlier.** Tickets for each heat will cost \$.50. Tickets may be purchased at the registration desk in the cafeteria prior to IDD competition or during registration/check-in.
2. Each heat will be limited to a maximum of 25 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 May 2021.

Scheduling Theory

1. Teams in each competition area are scheduled to perform at 12-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 15 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 will schedule our teams' "hometown performances" last.

Awards

Trophies will be awarded for 1st-3rd place based on the following:

1. Regulation with Arms: 1st - 3rd place
2. Regulation without Arms: 1st - 3rd place
3. Exhibition with Arms: 1st - 2nd place
4. Exhibition without Arms: 1st - 2nd place
5. Color Guard (Regulation) 1st - 3rd place
6. Color Guard (Exhibition) 1st - 3rd place
7. Individual Drill Down (IDD) 1st - 10th place (medals for top-10 finishers)
8. First-Year Teams 1st - 3rd place
9. Individual Exhibition with Arms 1st - 3rd place (medals for top-3 finishers)
10. Dual Exhibition with Arms 1st - 3rd place (medals for top-3 finishing pairs)
11. Overall Regulation Award (Combination of one unarmed regulation, one armed regulation, and one regulation color guard.) 1st place
12. Overall Exhibition Award (Combination of one unarmed exhibition, one armed exhibition and one exhibition color guard) 1st place
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) Grand Champion
14. The final standings spreadsheet will be available to all team advisors at the end of the competition.

Scholarship

A scholarship has been made available by Bellevue University. The scholarship will be offered to a cadet of the overall Grand Champion team. Instructors will provide the name and student identification number to Bellevue West AFJROTC via email (stephen.vanderhoof@bpsne.net or guy.hale@bpsne.net) by 30 September 2024 to secure transfer of funds to the cadet's account.

\$10,000 Bellevue University Scholarship - This scholarship will be awarded to a cadet who enrolls in Bellevue University. The scholarship will be \$2,500 per year, renewable for up to four years.

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 <http://bwjrotc.weebly.com/bellevue-invitational.html>
2. At least three 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 ensure 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

Ties, after final scoring has concluded, will be broken using the following guidelines and in the order given:

1. Total (without highest and lowest judge scores) - judges' scores will be added without the highest and lowest scores
2. Head judge score - results are ordered by the highest head judge score in the category
3. Highest judge score - results are ordered by the highest judge score in the category
4. Lowest judge score - results are ordered by the lowest judge score in the category
5. Commander scores - results are ordered by the commander's score in the category
6. 2nd Highest judge score - results are ordered by the 2nd highest judge score in the category
7. 2nd Lowest judge score - results are ordered by the 2nd lowest judge score in the category.

Services

1. Concessions will be open from 0930-1500. A hospitality suite will be open only to instructors, judges, and bus drivers from 0630-1500.
2. A raffle will be held during the competition. Tickets will be available for purchase throughout the day. Prizes are \$500, \$200, and \$100 cash to the first, second and third tickets drawn.
3. 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.
4. Information on the Strategic Air and Space Museum: 800-358-5029
5. Information on Omaha's Henry Doorly Zoo: 402-738-6916
6. Information on the Joslyn Art Museum (now free admission): 402-661-3823

Hotels/Motels

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

Candlewood Suites (1 mile)

10902 S. 15th St
877-859-5095

Comfort Inn and Suites (1 mile)

2105 Pratt Avenue
1-800-218-9602 or 402-292-1155

Holiday Inn Express Hotel/Suites (1 mile)

10804 South 15th St
402-502-4500

Woodspring Suites (3 miles)

2703 Samson Way
402-991-5050

Hampton Inn Bellevue (4 miles)

3404 Samson Way
402-292-1607

Courtyard by Marriott (3 miles)

3730 Raynor Pkwy
844-631-0595

Baymont by Windham

305 Ft. Crook Road
402-293-1600