

## EXHIBITION DRILL

1. Each service instructor will determine the size and composition of their team. The team will be scored in part by the "complexity of the sequence" and the "number of close movements."
2. The team's routine will not be less than five minutes or more than ten minutes in duration. A penalty of one point will be assessed for each 10 second time violation. (excess/short)
3. This drill may be with or without weapons (no bayonets) and may include male, female, or mixed teams. Team commanders may carry ceremonial saber. Schools may enter one male and one female/mixed team.
4. No drums or other forms of outside assistance will be permitted during the drill sequence. The team commander may keep time/cadence using the rifle. For safety purposes: At no time will any cadet have both feet off of the marching surface (ie. building pyramids)
5. In case of a tie, the scorers will compare the following items to break the tie:
  - a. Difficulty
  - b. Precision
  - c. General Effect
6. The field for this event will be 50 X 50 yards. Upon direction of the judge for this event, the commander will march his/her unit on to the field to a point where they can best begin their routine, halt, and exchange salutes with the head judge, stating "Sir, the (name of school) drill team requests permission to perform exhibition drill." Time and scoring will begin immediately after salutes are exchanged.

**NOTE:** Schools that do not field a Female Team in this event may enter females in the Male Category.

# EXHIBITION DRILL MALE

UNIT NAME \_\_\_\_\_ SCORER'S NAME \_\_\_\_\_

1. DIFFICULTY: 0 - 25 \_\_\_\_\_  
Amount of silent drill  
Complexity of routine  
Number of movements  
Amount of space used  
M-14, Facsimile, or no weapon

2. PRECISION: 0 - 30 \_\_\_\_\_  
Sharpness of movements  
Dress and cover of cadets  
Dress and cover of weapons  
Frequency of individual errors

3. GENERAL EFFECT: 0 - 25 \_\_\_\_\_  
Dignity of routine  
Originality of routine  
Amount of dead time in routine  
Variety of movements

4. UNIT COMMANDER: 0 - 10 \_\_\_\_\_  
Proficiency  
Contribution to routine  
Positioning relative to team

5. UNIT APPEARANCE: 0 - 10 \_\_\_\_\_  
Individual appearance  
Uniformity  
Bearing and poise

TOTAL (100 points possible) \_\_\_\_\_

Total Time \_\_\_\_\_

Deductions:

1. Boundary violation (5 points each)
2. Rule violation (5 points each)
3. Time violation (1 point per 10 seconds)
4. Loss of control/dropping weapon ( 5 points each)

Total Deductions \_\_\_\_\_

Official Score

# EXHIBITION DRILL FEMALE/MIXED

UNIT NAME \_\_\_\_\_

SCORER'S NAME \_\_\_\_\_

- |    |                                |        |       |
|----|--------------------------------|--------|-------|
| 1. | DIFFICULTY:                    | 0 - 25 | _____ |
|    | Amount of silent drill         |        |       |
|    | Complexity of routine          |        |       |
|    | Number of movements            |        |       |
|    | Amount of space used           |        |       |
|    | M-14, Facsimile, or no weapon  |        |       |
| 2. | PRECISION:                     | 0 - 30 | _____ |
|    | Sharpness of movements         |        |       |
|    | Dress and cover of cadets      |        |       |
|    | Dress and cover of weapons     |        |       |
|    | Frequency of individual errors |        |       |
| 3. | GENERAL EFFECT:                | 0 - 25 | _____ |
|    | Dignity of routine             |        |       |
|    | Originality of routine         |        |       |
|    | Amount of dead time in routine |        |       |
|    | Variety of movements           |        |       |
| 4. | UNIT COMMANDER:                | 0 - 10 | _____ |
|    | Proficiency                    |        |       |
|    | Contribution to routine        |        |       |
|    | Positioning relative to team   |        |       |
| 5. | UNIT APPEARANCE:               | 0 - 10 | _____ |
|    | Individual appearance          |        |       |
|    | Uniformity                     |        |       |
|    | Bearing and poise              |        |       |

TOTAL (100 points possible) \_\_\_\_\_

Total Time \_\_\_\_\_

**Deductions:**

1. Boundary violation (5 points each)
2. Rule violation (5 points each)
3. Time violation (1 point per 10 seconds)
4. Loss of control/dropping weapon (5 points each)

Total Deductions \_\_\_\_\_

**Official Score**

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