

Armed / Unarmed Basic Drill

1. Both Armed and Unarmed Basic Drill should have 3 to 4 judges for scoring. It is recommended, when 4 judges are available, the 4th judge should concentrate only on counting cadence and tracking boundary, movement-pause, and other violations. The scoring sheets within this enclosure shall be used in judging basic drill. A one-time check of cadence using the table on the 4th judge's score sheet is required. The 4th judge (when available) will provide penalty inputs, and the Senior Judge will provide sequence inputs, to the other judges who will consider these in arriving at their total scores. During judging, all judges should move around the competition area to allow the best angles to grade the performances, but they should allow cadets total access to all drill area space. All drill, as well as the manual of arms, will be conducted and graded in accordance with the Cadet Field Manual (NAVEDTRA 37116).
2. **Basic Drill Teams** will consist of a minimum of eleven cadets, including a Platoon Commander and Guide. Team may be male, female, or mixed, but the same cadet cannot be on more than one Basic Team (must choose Armed or Unarmed).
3. **Basic Drill Team Guides** will carry a guidon (does not have to be prescribed flag and pole as per Nationals).
4. The **Armed Basic Drill Team Commander** will be armed with a sword. The sword is not permitted to leave the Commander's hand except to return the sword to the scabbard. While using a sword, the Commander must remain at least three normal paces away from the Senior Judge when reporting in and reporting out. If the Senior Judge must back away, the result will be reflected in the overall evaluation scoring from the Senior Judge, as well as the other Judges. The **Unarmed Basic Drill Team Commander** will not be armed.
5. The **Armed Basic Drill Team** will only use NSTC issued drill rifles. NSTC guidance regarding new drill rifles (may be chromed but not painted or taped-other than sling) will be followed. However, older issued rifles may be chromed, painted, taped or modified in any way so long as the basic dimensions, arrangement, weight and balance are not altered. Use of artificial aids, displays or any equipment other than the drill rifle itself is not authorized. Use of bayonets, real or simulated, of any type is not authorized. Any violation stated in the two previous sentences shall result in disqualification.
6. **Basic Drill Teams** will wear all parts of the required uniform stated for the Personnel Inspection. The **Armed Basic Drill Team** *may* remove leadership cords, ribbons and nametags to prevent damage during the routine. Sunglasses and other non-military items are not authorized. No horns, whistles, or any artificial noise-making devices may be used at the event by anyone until after all teams have completed all drill events.
7. All **BOLD, HIGHLIGHTED** commands on the drill cards require a 5-second pause.
8. **Basic Drill** routines shall be completed within ten minutes. Timing will start from exchange of salutes on Report In and will end with the exchange of salutes on Report Out. The required cadence for Basic Drill is Quick Time, 120 steps per minute.

9. The drill area is 30 yards square with 10 yard wide entry and exit areas as shown later in this enclosure. Boundary violations are assessed when any part of a cadet or his/her clothing comes in contact with any part of the boundary tape or support cones. Should the boundary tape or cones become dislodged during a performance, a violation will occur when a cadet crosses the point where the tape/cone should have been were it not displaced.

10. Basic Drill Penalties

Fewer than 11 cadets	25 points per cadet
“Toy” Rifles	20 points per rifle
Bayonets (real or simulated)	Disqualification
Cadence	See chart on Penalty Judge Score Sheet
Sword “too close to Senior Judge”	Up to 5 points per occurrence (judges discretion)
Time Violation (10 minutes max)	20 points per minute or fraction thereof
Improper/Missing Equipment	Up to 5 points (judge’s discretion)
Improper Uniform/Missing Items	10 points per cadet
Sunglasses/Unauthorized Items	10 points per cadet
“Noisemakers”	30 points per cadet
Failure to Perform in Sequence	5 points per occurrence
Failure to Pause (Capitalized)	5 points per occurrence
“Extra” Commands	5 points per occurrence
Boundary Violations	5 points per occurrence
Unsportsmanlike Conduct	30 points per occurrence to Team Disqualification by OIC/SNSI of the host unit if of an extreme nature.