

## **Armed / Unarmed Exhibition Drill**

1. Three judges are recommended for scoring. The Senior Judge will be the only one assigning penalty points. The scoring sheets within this enclosure shall be used in judging exhibition drill. Five minutes will be allowed between Basic and Exhibition Drill competitions to allow for authorized uniform changes. Exhibition Drill may be performed at any cadence or combination of cadences without penalty. 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.
2. **Exhibition Drill Teams** will consist of a minimum of ten cadets, including a Platoon Commander. A guide is optional for Exhibition Drill. Teams may be male, female, or mixed, but cadets cannot be on more than one Exhibition Team (must choose Armed or Unarmed). Routines are limited only by the imagination and creativity of the unit, but movements should reflect military bearing and **NOT** be dance/cheerleader type routines. No cadet may leave the ground or be hoisted off the ground as part of the routine. No hoods, blindfolds or other "props" are allowed.
3. The **Armed Exhibition Platoon Commander** will be armed with either a rifle or a sword. When a sword is chosen, it is not permitted to leave the commander's hand except to return the sword to the scabbard. If using a sword, the Commander must remain at least three normal paces away from the Senior Judge when Reporting In and Reporting Out. If using a rifle, the Commander must remain at least two normal paces away from the Senior Judge when Reporting In and Reporting Out. The **Unarmed Exhibition Platoon Commander** will not be armed.
4. Platoon Guides, *if used*, will either carry a rifle (armed team only) or guidon (does not have to be prescribed flag and pole as per Nationals). If a guidon is carried, it will be carried in a military manner and not "twirled" or otherwise used in a non-military fashion.
5. The **Armed Exhibition 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. **Exhibition Drill Teams** will wear the required uniform stated for the Personnel Inspection, but this may be modified with the addition of ascots, guard belts, military style headgear (including color-coordinated sunglasses), aiguillettes, leggings and gloves. They may also remove leadership aiguillettes, ribbons and nametags. 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. **Exhibition Drill** routines shall be at least six minutes in length, but shall not exceed nine minutes. Timing will start as soon as the first cadet crosses the boundary threshold entering the drill area and will end when the last cadet crosses the boundary exiting the drill area.

8. The drill area is 30 yards square with 10 yards wide entry and exit areas. These are the same dimensions used by basic drill and as shown in the drill field diagram in enclosure (7). 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.

9. No cadet may leave the ground or be hoisted off the ground as part of the routine. Weapon tosses directly over the head(s) of other cadet(s) are not allowed as part of the routine. No rifle is to be tossed except when the receiving cadet is facing the cadet tossing the rifle. Drill rifles sometimes break in a way where its continued usage could become a danger to the cadet or others. If this occurs, the cadet may carry the rifle but may not spin or otherwise move the rifle in a dangerous manner. Another rifle may be handed (not thrown) to the cadet. These are major safety issues and will result in Team Disqualification.

### 9. Exhibition Drill Penalties

Fewer than 10 cadets	25 points per cadet
“Toy” Rifles	20 points per rifle
Bayonets (real or simulated)	Disqualification
Sword “too close to Senior Judge”	Up to 5 points per occurrence (judges discretion)
Time Violation (6 to 9 minutes)	1 points per second over or under
Improper Uniform/Missing Items	10 points per cadet
Unauthorized Items	10 points per cadet
“Noisemakers”	30 points per cadet
Boundary Violations	10 points per occurrence
Dropped Rifle	10 points 1 <sup>st</sup> , 15 points each for 2 <sup>nd</sup> and beyond
Cadet "Off Ground"	Team Disqualification
Unsafe Weapon Toss	Team Disqualification
Using Unsafe Rifle	Team Disqualification
Unsportsmanlike Conduct	30 points per occurrence to Team Disqualification by OIC/SNSI of the host unit if of an extreme nature