



**2023 ROCKY MOUNTAIN DRILL CLASSIC
ARMED COMPETITION SOP**

Table of Contents

<u>SECTION 1 - THE ARMED COMPETITION</u>	<u>PAGE</u>
A. COMPETITION GUIDELINES	2
B. VFW CUP TROPHY - OVERALL DRILL MEET CHAMPIONS	2
C. DRILL RIFLE REQUIREMENTS & REGULATIONS	3
D. CADET COMMANDER REGULATIONS	4
<u>SECTION 2 - UNIT INSPECTION</u>	
A. GENERAL INFORMATION	4
B. INSPECTION PROCEDURES	5
C. UNIFORM AND APPEARANCE	8
D. CADET VERBAL RESPONSES	8
<u>SECTION 3 – PLATOON/FLIGHT REGULATION DRILL</u>	
A. GENERAL INFORMATION	8
B. JUDGING & SCORING	9
C. REGULATION DRILL SEQUENCE MOVEMENTS	9
<u>SECTION 4 - COLOR GUARD OVERALL AND 5280 COLOR GUARD</u>	
A. GENERAL INFORMATION	10
B. COLOR GUARD INSPECTION (OVERALL & 5280)	12
C. JUDGING & SCORING	12
D. COLOR GUARD REGULATIONS & PERFORMANCE ISSUES	12
<u>SECTION 5 - SOLO, DUAL, QUAD, & TEAM ARMED EXHIBITION</u>	
A. GENERAL INFORMATION	13
B. JUDGING & SCORING	14

**2023 ROCKY MOUNTAIN DRILL CLASSIC DRILL MEET
REGULATIONS FOR ARMED DIVISION
& COLOR GUARD COMPETITION**

SECTION 1 - THE ARMED COMPETITION

A. Competition Guidelines

1. The Armed Division competition score sheets and all levels of Color Guard have been written under the guidelines of the Army TC 3-21.5. However, as stated within the Overall Competition SOP, teams may use any one of the three major service manuals for competition at the NHS DTC. The only exception to this is Color Guard where the MCO P5060.20 w/change 1 OR the Army TC 3-21.5 (most recent version available) can be used. Only the modifications contained within this SOP are allowed. Teams wishing to obtain a copy of any service manual should consult the Drill Nationals website: <http://www.thenationals.net/judgeregs-MANUALS.htm>
2. The RMDC allows all units to perform in accordance with the requirements outlined in their particular service manual with few exceptions. However, portions of some events require the use of the Army manual (as in Case/Uncase Colors in Color Guard or all rifle movements for Air Force teams within armed basic event drill). Specifics on exactly how this must be done are listed in detail under both the Regulation and Color Guard segments of this SOP. This drill meet SOP has been studied by drill instructors from all services ensuring that it maintains the fairest all service drill meet format possible.
3. Teams should review the General Operating Procedures in its entirety before readying their unit for RMDC.

B. VFW Cup Trophy Overall Drill Meet Champions

1. The events counted toward the Overall Armed Drill Division Champions are Unit Inspection, Armed Regulation, Armed Exhibition, and Color Guard.
2. The events counted toward the Overall Unarmed Drill Division Champions are Unit Inspection, Armed Regulation, Armed Exhibition, and Color Guard.
3. The events counted towards the overall meet championship (VFW Cup) are: Unit Inspection, Armed Regulation, Unarmed Regulation, Armed Exhibition, Unarmed Exhibition, and Color Guard.
4. Solo, Dual, Quad Armed Exhibition and 5280 Color Guard are stand-alone events and do not count toward any team scoring or the overall division championship scoring. Overall finish is determined by placement valuation in each event (Section 7 of the RMDC SOP).

C. Drill Rifle Requirements & Regulations

1. The unit's rifles for all RMDC armed events must fit the following standards that qualify it to be demilitarized:
 - A drill rifle must be rendered demilitarized by leading the barrel or removing firing pin
 - A drill rifle must weigh a minimum of 8 lbs.
 - A drill rifle must contain both a trigger guard (if trigger is present) and an adjustable sling
 - The use of front/rear sights are strongly discouraged on any drill rifle used for a team's exhibition performance. They can cause severe injuries and serve little purpose on these drill rifles.
2. If a drill rifle does not meet one or more of the above criteria, the team will be considered to be using 'facsimile' drill rifles and will be penalized accordingly by the judging director based on the severity of the drill rifle violation. Scales are used at the event should a question arise about the weight of any drill rifles.
3. Unaltered Glendale and Daisy standard drill rifles meet all of the above criteria. Also, please note that the term drill rifle' applies to Solo, Dual, Quad Exhibition events.
4. The Armed Division does not require a sling to be attached to the drill rifle (except during the color guard competition). All armed teams may apply tape, rubber bands or other materials to a drill rifle as they see fit without penalty.
5. Although all team members must compete with the same style drill rifle during a given event, teams are allowed to use multiple sets of drill rifles for each team event (example: one set for Regulation Drill and a different set for Exhibition).
6. Color Guard units competing may use any style or weight drill rifle they choose as long as the drill rifle has a sling (which is required to execute commands within the color guard sequence).
7. Judges are instructed that a dropped rifle penalty will be assessed when a Cadet unintentionally loses total rifle control and the rifle strikes the marching surface before gaining control. This is critical during all armed exhibition drill events (solo/dual/quad and team exhibition) where a 25-point penalty is imposed for every occurrence of a dropped drill rifle. Drill rifle control is essential to a solid finish!
8. In accordance with all services policies, the drill rifle cannot be driven into the marching surface by the barrel. Judges are likely to assess a deduction against the routine since the technique damages both the rifle and the drill surface. Please do not include this technique in any routine.
9. Drill rifles sometimes break in a way where continued usage could become a danger to the Cadet, nearby Cadets and/or spectators. When this occurs, the Cadet should carry the drill rifle but should not continue to spin or toss the rifle. See RMDC SOP Section 3 (p. 13) for the method of replacing a broken drill rifle during a routine.

10. ALL exhibition judges are instructed to take control of and visually inspect/hand-weigh a Cadet's drill rifle at random in the event ready area just before all solo, dual, quad & team exhibition performances in all armed events. If a question concerning weight of the rifle arises by a judge, the rifle may be weighed on a scale for a further clarification of the total weight. This will be done BEFORE watching the team perform to ensure the judge maintains a clear picture of the degree of difficulty the weapon presents during their routine.

D. Cadet Commander Regulations

1. Armed competition Cadet Commanders must carry a rifle, saber or sword (note: only a rifle in the Color Guard event). When a commander uses a saber or sword, it is not permitted to leave the commander's hand at any time. This prevents any attempt at flipping or tossing.
2. When using a saber/sword, the commander should maintain perfect control and use proper distance spacing around the Head Judge when reporting in and out. Violation of this rule will cause the Head Judge to retreat to a safe distance away from the commander. Although there is no specific deduction for this action, the result is reflected in the overall evaluation scoring from the event Head Judge, as well as the other event judges.
3. Judges will evaluate the vocal projection of Cadet Commanders during Inspection and Regulation Drill events. Judges base their evaluations upon the individual's voice projection, confidence, and tone.
4. Cadet Commanders will not move to review their Cadets for perfect dress and cover during any event. Cadets will dress & cover only. Cadets at this level are expected to maintain adequate dress & cover without supplemental review from the Cadet Commander. Cadet Commanders that review the ranks will be graded down by judges.

SECTION 2 - UNIT INSPECTION

A. General Information

1. Teams formulate their Unit Inspection team in the same way that they do every other team. The team selects the 12 Cadets who stand Unit Inspection, as well as select the Cadet Commander for the detail.
2. While designed to be an intense experience, the judges will be briefed, trained and, monitored to ensure a common standard is displayed. Inspection questions will ONLY come from FIVE primary areas. These will be military, governmental, historical, current events and first aid. These broad topics will have questions formulated in advance and will be broken down into easy, medium and hard questions. These questions will NOT be given to the teams in advance. There will be HUNDREDS of questions available to the judges will rarely repeat questions throughout the day. Judges are also encouraged to ask Cadets thought provoking questions likely ending with, "and WHY" - where the Cadet is expected to explain their logic, reasoning, or answer in detail to the judge.

3. Judges maintain a strong presence and Cadets should be expected to have impeccable bearing throughout the inspection. Judges will provide immediate feedback on deficiencies to the Cadet during the review.
4. The scoresheet should be studied to determine how to receive the maximum score in each area.

B. Inspection Procedures

1. No spectators will be permitted in this area. No instructor and anyone except the cadets being inspected. The unit forms outside the inspection area in the marked ready area. They will be directed to move forward in column formation to the Inspection area where they will be approached by the event Head Judge.
2. The Head Judge will approach the Cadet Commander in the area just outside the Inspection area. The Head Judge will ensure the other judges are ready, and then command in a loud voice, "XYZ High School, REPORT"! The Cadet Commander will then verbally command the unit to enter the Inspection area.
3. The unit will be formed with 4 squads of 2-3 Cadets each and centered on the Head Judge in the formation as shown on the next page. This ensures a rapid inspection. Teams forming into any other formation will be marked down by the judges! Teams should NOT simply command "Fall In" and double time into the area. Judges want to see a unit commanded and marched into the inspection room. How you choose to do this is up to your team.
4. Once inside the area, the Cadet Commander halts the unit and faces it, if necessary. At this point, the Cadet Commander will command, "**Open Ranks, March**", "**Dress Right, Dress**" "**Ready Front**", execute an about face, salute, and report in to the Head Judge with the unit at attention. Due to the area size, units must be centered and should not crowd the Head Judge when executing 'Open Ranks'. Done correctly, the C/CDR should be a minimum of two paces away from the Head Judge.

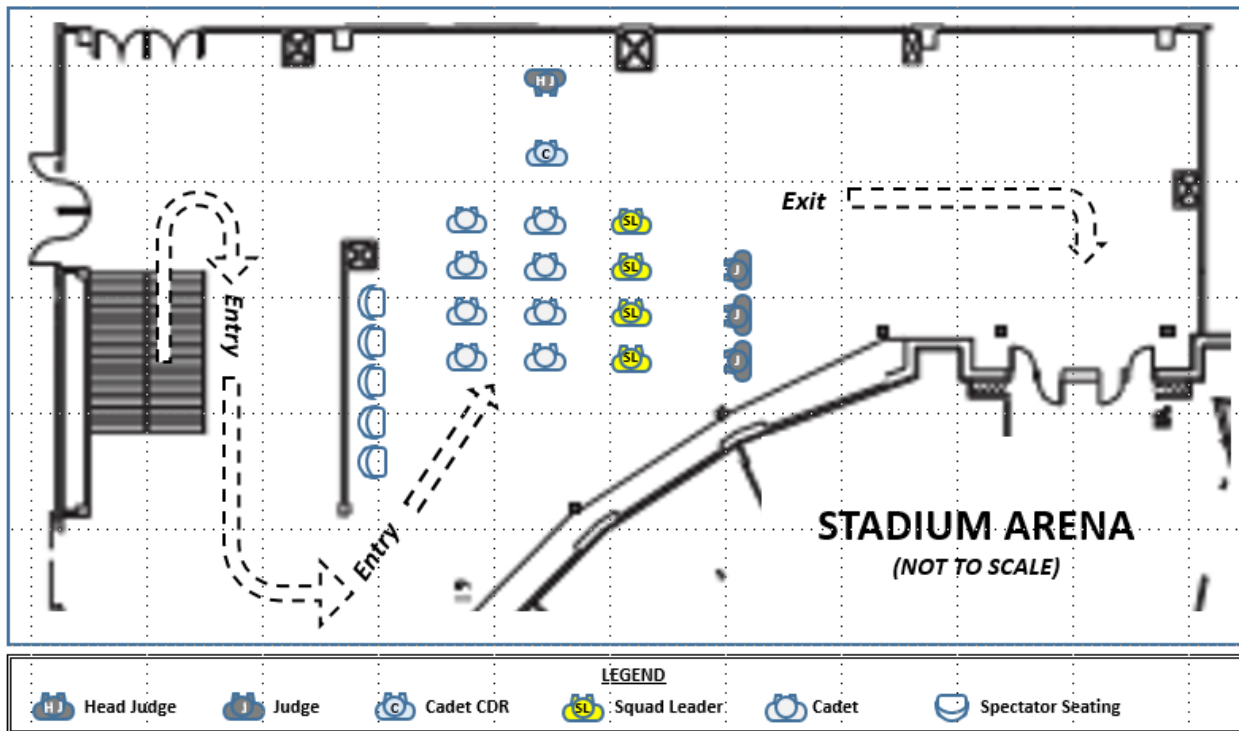
Important Note!

Instructors, you control the Inspection Area! Only an RMDC/SNI or event staff member may enter the area to ensure the judges are following the correct procedures during their interaction with your Cadets or to collect scoresheets - but these people are easily identified. If someone attempts to enter your inspection area to watch, and after speaking with them, you do not wish to have them inside your inspection, you have the right to ask them to leave. If they do not comply, tell the Head Judge to radio for the Competition Director and they will be removed immediately by SNI staff/event staff.

5. To report in correctly, the Cadet Commander should state: 1) school name & team name; 2) city & state they are from; 3) the drill manual they will perform in accordance with; and 4) the military regulation your uniform is inspected under (AR 670-1; MC Order P1020.34F; AFROTC 36-9, etc.). NOTE: Do not have the entire formation salute the judge – this will likely be considered an exhibition movement.

6. Once in formation inside the area, the Cadet Commander halts the platoon. At this point, the Cadet Commander will command, "**Open Ranks, March**", "**Dress Right, Dress**" "**Ready Front**", execute an about face, salute, and report-in to the Head Judge with the unit at attention. Due to the area size, units must be centered and should not crowd the Head Judge when executing "Open Ranks". Done correctly, the C/CDR should be a minimum of two paces away from the Head Judge after open ranks is executed.
7. After reporting-in, the Head Judge will inspect the commander briefly. The Head Judge will tell the commander, "**Lead me through the inspection**" or similar. Cadet Commander will follow these instructions and lead the Head Judge, staying one Cadet ahead of the judge. The remaining three judges will then begin their inspection of the other squads.
8. Cadets in ranks should provide a very brief greeting to the Inspector when they halt in front of them. An example is, "Good morning Staff Sergeant, Cadet Phillips prepared for your inspection" or similar. The name and rank of each judge listed by the squad they are inspecting will be posted just outside the competition area entry.
9. When the Head Judge inspects the third Cadet of the 1st squad, the Cadet Commander is 'in space' to the judges right. When completed with the final Cadet inspection in their rank, the head judge then cuts in front of the Cadet Commander and moves to the rear of the 1st squad and at that point the Cadet follows the head judge. When the judge reaches the end of the rank, both the judge and the Cadet move to their original positions at the front of the formation. The Cadet then faces the unit to ensure that all judges have completed their inspection.
10. When all judges have completed their inspection, the Cadet Commander first will verbally report out to the Head Judge. Upon reply by the judge, the Cadet Commander will then execute "About Face", execute "Close Ranks, March" and then exit the area in a military manner (squad/element leaders give appropriate supplemental commands) to exit.
11. After exiting the area, the team should move away from the exit point and quietly bring the unit to a halt, then dismiss the unit. All parents and spectators leave immediately after the team.

- The diagram below depicts the tentative entrance, formation, and exit of the Inspection Area. The formation of cadets must be in four squads of three (or two). Any changes to the floorplan will be updated during check-in and briefed by the Head Judge prior to the inspection.



C. Uniform and Appearance

- Teams will be inspected using their own service uniforms with all authorized ribbons and accoutrements. With the exception of variations in ribbons/awards, all Cadets should look the same.
- Hair length and other grooming should correspond to the team's particular service regulations. General appearance should be well-groomed and uniforms should be impeccably clean.
- Leather or high-gloss shoes are appropriate wear for all portions of the RMDC.

D. Cadet Verbal Responses

- Unit Inspection includes 1-2 questions for each Cadet to evaluate poise, confidence, and overall knowledge of military, governmental, historical, first aid, and current events knowledge. Judges may seem intimidating to high school Cadets, however they will not yell or touch Cadets. The ability to think quickly and provide a reasoned response is as important as overall knowledge.
- If a Cadet doesn't know the answer to a question posed to him/her, a confident, "Sir/Ma'am, this Cadet does not know at this time!" or similar is the best response.

3. If a judge incorrectly applies a regulation to your team's service branch or other type of mistake, do not argue the point with the judge during inspection. If the judge presses a point a Cadet knows is incorrect, the correct response should be "Sir, this Cadet has been instructed that ... is correct, sir". Do not lose military bearing. After ending the inspection process, immediately reach the SNI/Event judging director and the issue will be immediately resolved.

SECTION 3 – PLATOON/FLIGHT REGULATION DRILL

A. General Information

1. The required sequence movements must be done regardless of the team's service affiliation; in the order they are listed. This allows every team to perform in other languages & dialects, along with allowing service variations (i.e., "rear march" vs. "to the rear march", etc.). Obvious misstatements by the commander may result in deductions.
2. All units must utilize a standard, full 30" step – regardless of service affiliation.
3. Team Commanders must be armed with either a rifle, saber or sword. Please ensure you follow your service manual regulations for proper distance and position for both 'Report In' and 'Report Out' to the Head Judge.
4. Air Force units competing in Armed Regulation may drill using their own Air Force 36-2203 manual. While drilling with rifles, Air Force schools competing under AF regulations will execute all RIFLE movements as listed in the Army manual. The only change to this manual is during 'Parade Rest,' the left hand goes to the tailbone vs. small of back in Army regulations (NOTE: You will still do double pivots on columns, open ranks without backwards march, call forward march coming out of columns, all marching regulations, etc. - as required by your regulations). Again, only the RIFLE items are affected by the TC 3-21.5. Use the Air Force 36-2203 for all other marching commands and execution.

B. Judging & Scoring

1. The Regulation Drill sequence is composed of many individual scoring opportunities. Also, teams will receive point scores for their 'report in' and 'report out,' and points for the judge's overall impression of the routine for a grand total of 300 points per judge.
2. Some movement combinations are relatively easy while a few are quite difficult. While the execution of many of these movements within the given drill area is challenging for any drill unit, they can be executed by a well-prepared team. The unit's ability to perform this sequence without extra commands or shortening steps is vital to the team's overall success at this meet.
3. The position of the Head Judge is fixed and denoted by a large "X" placed on the floor. Teams will report in & report out to this spot. The Head Judge will ensure he/she is on this spot during both the report-in and report-out. See enclosed drill area layout for the exact position of the Head Judge.

4. To report in correctly, the Cadet Commander should state: 1) school name & team name; 2) city & state you are from; 3) the drill manual utilized. NOTE: Do not have the entire formation salute the judge – this is an exhibition movement!
5. The 15-Count Manual of Arms (14-count for Navy/Marines) should be executed at Quick Time (120 cadence).

C. Regulation Drill Sequence Movements

1. The sequence is designed to be executed with three squads/elements of four Cadets each. No other formation is possible to execute the drill correctly.
2. All of the prescribed movements in the Regulation Drill sequence are located on the event scoresheet.
3. All teams should carefully review the Regulation Sequence to ensure their entry and/or exit from the drill floor keeps the squad leaders in the correct position to execute the drill as written. Teams may find the need to execute several column movements to properly enter and/or exit the drill floor while keeping squad/element leaders in front of the formation.

Important Note!

Judges are encouraged to discuss matters of rule interpretation, boundary violations, and missed commands among themselves immediately after both Regulation and Color Guard sequences. With the all-service format of the event, this remains the best way to ensure a school is graded correctly. Judges DO NOT discuss matters of preference or opinions regarding a performance AT ANY TIME PRIOR TO THE AWARDS CEREMONY. This concluding conference is normal.

SECTION 4 - COLOR GUARD OVERALL AND 5280 COLOR GUARD

A. General Information

1. As in Regulation Drill, all of the required movements in this event must be done regardless of the team's service affiliation. However, the actual language used to accomplish these movements is at the discretion of each unit. Only extra movements required by your unit's service manual to complete any movement prescribed within this sequence are allowed.
2. Non-Army units competing in Color Guard competition may use only Army TC 3-21.5 OR MCO P5060.20 for their routine (NJROTC Cadet Field Manual, while nearly identical to the MCO, is not an officially recognized manual as Marine Corps judges are not familiar with this manual. AFMAN 36-2203 is NOT authorized for use at this meet for color guard since it is too vague as a regulation).
3. ALL units will use the Army manual for case and/or uncase procedures. Using the Army manual is easier the team and the judges since they execute everything in accordance with Army regulations. However, for clarity, the following paragraphs outline for competitors and judges what is expected of non-Army teams competing using either the Army manual or USMC manual.

- a. Any non-Army school using the Army manual to compete in Color Guard must state their intent during report-in. Schools doing this will not be required to change their method of stride (i.e., Marine teams may still utilize the 2” toe / 4” heel step style only; Air Force also still uses their trained step height). However, all other functions of the routine must be done in strict accordance with the Army TC-3-21.5 manual (including all USAF units which must use the Army TC 3-21.5 for all aspects of the sequence).
 - b. Any Navy/Marine Corps unit drilling in accordance with the MCO P5060.20 will do just that for all items outside case & uncase procedures (rifles outboard, no arm swing, etc.) when the unit gets to the section on case and/or uncase, judges and teams are instructed to have Marine units move the rifles to ‘Right Shoulder Arms’ and then complete all items listed under case and/or uncase procedures as outlined within the Army manual. Judges and teams are directed to allow the ability for the USMC/Navy units to march utilizing 2” toe/4’ heel, but all other items during case & uncase should be done as per the Army manual. Therefore, while doing case and/or uncase, Marine/Navy units using the MCO P5060.20 will not use Ready, Cut, Locked Arms, or any other non-Army commands or movements – everything will be verbalized and executed as outlined within the text of the Army Manual. When completed with case and/or uncase, units should move the rifles back to outboard. This signifies to the judges that the unit is back in full-on MCO P5060.20 mode.
4. Unlike procedures outlined within Army TC 3-21.5, no Sergeant Major commands the unit - the Color Guard Commander (Cadet carrying the National colors) will lead the team through the entire performance.
 5. After consultation with those involved with writing the Army Training Circular, SNI determined that all units will execute sling arms by cradling the rifle as outlined for the 1903 replica Springfield in 2016 and beyond (as opposed to some rifles correctly executing by grasping the rifle). This difference has been created by the current manual omitting the term ‘sling arms’ from the listing of weapon movements to execute exactly as done with the Springfield. This was an omission and will likely be corrected in future editions of the Training Circular.
 6. Flagstuffs and flag casings may be made out of any material and may contain any personalized markings (school name, color, service, etc.) – this is not regulated by SNI and is left to unit discretion. All flagstuffs in use at the RMDCDM must be equipped with finials (spear, spade, eagle, etc.) required by your service manual. Failure to utilize a correct finial will allow the judges to deduct what they feel is appropriate for this deficiency on the “Overall Impression” segment of the scoresheet.

7. Several drill events across the country now maintain an event called "exhibition" or "special" color guard. These events often allow fancy foot movements, facing movements and other creative flag and rifle maneuvers during a color guard performance. This is not a part of any facet of Color Guard competition at the Rocky Mountain Nationals. Every command, movement and procedure executed during the Color Guard performance at RMDC needs to be directly and strictly derived from service manual and the Rocky Mountain Nationals SOP.
8. Teams may compete at the Rocky Mountain Nationals utilizing either a "flag" or a "colors" (a flag adorned with gold fringe). In either case, the item will be treated as a flag for the purposes of Cadet actions and scoring.
9. Teams should be centered on the Head Judge - meaning close interval maintained between the two color bearers which should be centered in front of the Head Judge.
10. Teams must enter the floor to begin grading their routine. Do not execute the drill before entry.

B. Color Guard Inspection (Overall & 5280)

1. All color guard units will stand a brief Inspection immediately prior to beginning the drill sequence.
2. The CG Inspection Judge will move to the ready area and introduce him/herself, ensure the team in the ready area is the team next up and is the team listed on the scoresheet. CG Commander will be asked to initial the scoresheet to witness that the school is correct. After initialing the score sheet, the CG Commander will put the team at 'Order Colors' and the judges will conduct a brief walk around inspection of the team. This inspection does not require Cadets to answer questions or perform any maneuvers. Upon completion of the inspection, the judge will direct the CG to move onto the floor to the designated report in area. The judge will then move to a taped "X" or an orange cone on the floor roughly 30' away where he/she will stand for both Report-in and Report-out. The CG Commander will command 'Carry Colors,' move to the start point and begin the sequence by uncasing the colors and reporting in to the judge.
3. The unit will Report-in with the same verbiage used during Unit Inspection: 1) school name & team name; 2) city & state you are from; 3) the drill manual you will perform in accordance with and 4-the military regulation your uniform is inspected under (AR 670-1; MC Order P1020.34F; AFROTC 36-9, etc.).
4. All color guards are reminded that before, during and after the color guard inspection, this area is a low-noise zone. Units should use strong conversational volume when interacting with the judge. Please ensure spectators maintain no loud cheering or other loud celebrations or outbursts that could disturb other color guards just steps away during the color guard inspection process.

C. Judging & Scoring

1. The position of the Head Judge is fixed and denoted by a large "X" or an orange cone placed on the floor. Teams will report in and report out to this spot. The Head Judge will ensure he/she is on this spot during both the report-in and report-out.
2. The sequence for drill is comprised of many graded regulation movements and a Judge's Overall Impression.
3. The intensity of this Inspection is solely determined by the intensity/nature of the CG Inspection Judge. It is designed to be low-key in nature and is not put forth under the stresses maintained within Team Inspection.

D. Color Guard Regulations & Performance Issues

1. All units must contain 4 Cadets only. Two Cadets will bear arms and two Cadets will bear flags. The rifles used within the Unarmed Division Color Guard competition can be any weight or style regardless of the gender of the person holding the drill rifle - however they must have a fully functional sling to execute the drill properly. The National Colors will be the senior flag with a state, service, or other appropriate flag used as the second color. The Cadet Commander for the Color Guard unit must be the National Colors bearer. However, at RMDC, the Cadet Commander is not required to be the highest ranking member of the Color Guard unit.
2. Standard minimum flag dimension for color guard are 3'x4' not including fringe. Judges will note teams utilizing a larger flag and/or a longer pole and will take this into consideration during event scoring - especially during case and uncase procedures.
3. While the Navy does not perform case/uncase colors movement by an exacting competition standard, it is required in the Color Guard at the Rocky Mountain Nationals. All movements on the scoresheet are to be executed by all services.
4. Units should ensure their entire uniform in Color Guard is in full compliance with the RMDC uniform regulations on page 9 within the General SOP entitled, '*E. Uniform & Rank Regulations.*'
5. To Case / Uncase colors, the proper commands shall be given as follows: **UNCASE:**
1. **Sling, Arms**; 2. **Post** (move 45-degrees, turn about facing your origin); 3. **Uncase the Colors** (move to colors, remove covers, place in left hand); 4. **Present, Arms / Order, Arms** (render honors); 5. **Post** (move to rear of formation, tuck covers in center of color bearer's cartridge belt, move back on-line, un-sling arms, and shoulder the weapon). **CASE:** 1. **Sling, Arms**; 2. **Post** (untuck cases put in left hand, move back on-line and immediately move to a 45-degree angle to colors, turn-about); 3. **Present Arms / Order Arms** (render honors); 4. **Case the Colors** (move to colors, put the covers on the colors, move back on-line, unsling, shoulder the weapon).
6. All other prescribed movements in the Color Guard sequence are outlined on the event scoresheet which can be found on the RMDC website.

SECTION 5 - SOLO, DUAL, QUAD, & TEAM ARMED EXHIBITION

A. General Information

1. Armed Solo, Dual, and Quad Exhibition events are only offered as stand-alone events.
2. Each school is allowed to enter up to four (4) solo entries (single competitor), two (2) dual teams (two competitors), and one (1) quad team (four competitors).
3. All Solo, Dual, and Quad entries may be male, female or mixed teams.
4. All exhibition routines consist of stationary/marching drill movements as well as 'trick' rifle maneuvers determined by the imagination & creativity of the drill unit and the rules of the Rocky Mountain Nationals. However, keep in mind that this is a military event with military judges. Cadets may not use a thrown or flip dismount, basket catch/basket toss or other 'cheerleading-style' maneuvers during any facet of exhibition drill.
5. Teams should design their routine to ensure any dangerous or very long rifle tosses do not have the rifle travel in a manner that places anyone except the receiver at risk of being hit with the rifle. This prohibition is due exclusively to safety concerns where rifles are sent soaring through the air and placing non-involved team members in physical danger. If undertaken, this may result in your unit being subjectively disqualified from this Exhibition event.
6. The unit commander must be armed with a rifle, sword or saber. During all facets of exhibition drill, Cadets may utilize blindfolds, hoods and/or up to one additional drill rifle per person during routines. These are the only 'props' allowed to be used. Cadets may also utilize a replacement drill rifle if theirs gets broken (see General SOP page 13 for rules on this allowance).
7. No Cadet may be lifted off the marching surface by any means. Therefore, all Cadets must drill and perform entirely on the floor. If a Cadet is lifted or otherwise raised off the floor, the judge will be forced to immediately direct the team to lower the Cadet and leave the floor. The team will also be disqualified from the event at that point.
8. The Head Judge is fixed on the floor diagram for both Report In & Out in all exhibition competitions. This may not be altered – plan accordingly!
9. In accordance with all services policies, the drill rifle cannot be driven into the marching surface by the barrel. Judges are likely to assess a deduction against the routine since the technique damages both the rifle and the drill surface. Please do not include this technique in any routine.
10. Very Important: Exhibition performances could have team/individuals motivation displays prior to the actual unit moving onto the drill area and before event timing began. Teams performing any synchronized, team display of any kind just prior to entering the drill floor (after the judges are ready for you to begin) will have the clock start and judging will begin to include this exhibition display. Please ensure your performance does not go over the maximum time limit if you plan to include this in your routine. Post-event displays (done outside the drill area) are not regulated as judges have their head down and are scoring at this point.

B. Judging & Scoring

1. Judging during any exhibition event is necessarily subjective. Judges are asked to look primarily at the mechanics of the routine, synchronization, and 'snap' the unit displays. They also evaluate the overall style and flow of the performance. The scoresheet reflects points for many different areas of the routine and judges are trained evaluate all of these areas.
2. While the degree of difficulty a unit displays is a strong consideration in judging, flawless execution cannot be overlooked. These are the two basic components for evaluating exhibition drill.
3. Teams do not receive 'bonus points' for large groups of competing Cadets. However, judges are told when computing scores they must take into consideration the size and complexity in scoring on several areas of the scoresheet.
4. The scoresheets for Solo, Dual, Quad, and Team Exhibition are all virtually identical. These scoresheets should be studied to learn how performances may be tailored maximize scoring.
5. Space limitations just outside the entrance to the armed exhibition areas may force a team utilizing correct formation spacing to either start their performance with Cadets just inside the entrance boundary, or complete their performance with halted Cadets still just inside the drill area exit. If this should occur, the team will not be penalized for boundary or time related issues related to insufficient space to enter exit the drill area with a correctly spaced formation.
6. A 25-point penalty will be assessed on the Head Judge's scoresheet for each occurrence of a dropped drill rifle. See Section 1-C-8 on page 8-3 for definition.

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