



Friday, March 15, 2024

Competition Handbook

Section 1: General Event Information

- 1. Rifle Exhibition Invitational.** This will be an on-site rifle exhibition competition at the Knoxville Convention Center in Knoxville, Tennessee. The address is 701 Henley St, Knoxville, TN 37902.
- 2. Contact.** All questions regarding REI should be directed to the event coordinators and their email: americandrillreport@gmail.com.
- 3. The Competitor.** REI competitors are expected to be the best of the best. This is a showcase event and is not intended for newcomers. Aspiring competitors (henceforth, applicants) can apply for inclusion or receive a direct invitation from the event directors. These are the only ways a competitor will be included.
- 4. Inclusion Criteria.** Up to 10 competitors will be selected. Applicants who were not directly invited will be evaluated on many factors. These factors will include achievements at previous competitions with recency considered, current season performance, and overall dedication to the craft. This is not an exhaustive list of criteria.
- 5. Notification of Inclusion.** Applicants will be notified of their inclusion no later than 1 month before the competition date. Due to the possibility of emergency cancelations, some applicants will also receive an “alternate” designation and will be slotted in if needed. ALTERNATES SHOULD BE PREPARED TO COMPETE UNTIL DIRECTLY TOLD OTHERWISE.



6. **Entry Costs.** Competitors who are selected will pay an entry fee of \$50. All entry fees are used to cover awards and the rental cost of the event space. No profit will be made from this event for the organizers. **IMPORTANT:** In conjunction with Pershing Rifles, competitors who choose to serve as judges for the NATCON event taking place before and after REI will have their entry fee discounted to \$20.
 - a. **Entry fee will be directed through Venmo to @JonnyLudwig.**
 - i. Other methods of payments may be discussed individually, but all will be electronic and due by February 16th.
 - ii. Failure to pay by this date will lead to an automatic removal from the competition and an alternate competitor contacted.
 - iii. Alternates will have one week to pay the entry fee should they be included in the line-up after the payment deadline.
7. **Entry Deadline.** The deadline for application is Friday, January 26th.
8. **Event Conduct Code.** The event organizers reserve the right to remove any individual from the competition before, during, or after for any conduct detrimental to the event. This can include destructive, unprofessional, profane, or other behavior that is unbecoming of the event. This includes behavior outside of the vent space throughout the event weekend. Should this occur, NO REFUND will be given.
9. **Awards Ceremony.** Due to the nature of the event taking place during NATCON, the event will share an awards ceremony with said event. All competitors are expected to be present and presentable. Exceptions may be granted if requested in advance of the event.

Section 2: Competition Area Specifications

1. **Dimensions.** The competition area will be 40 feet by 40 feet. Entry will be on the far side of the area, opposite the audience. The entry space will be 15 feet wide centered on the back of the area. Entry and exit will share the same space.
2. **Judges.** Judges will be off to the side of the area.



Section 3: Competition Rules

1. **Eligibility.** Applications to compete are available to all who have graduated from High School and are at least 18 years old. Applicant must have graduated high school before January 1st of the competition year.
2. **Solo Rifle Exhibition.** This event will only consist of solo rifle exhibition routines.
3. **Rifle Regulations.** This event requires a demilitarized or replica rifle weighing at least 8.5 lbs. Rifles will be weighed before entering the competition area.
 - a. Accepted demilitarized rifles: M14 and its civilian variants, M1 Garand and its civilian variants, Springfield 1903 and its variants. Any other demilitarized rifle must be approved by event directors before the event.
 - b. To be considered “demilitarized”, the firing pin must be removed, and some other modification must be made to render the rifle inoperable in perpetuity. ANY rifle that can be made operable is not considered demilitarized. Failure to do so if discovered is an immediate disqualification.
 - c. A sling is required. The sling may be taped or un-taped.
 - d. If a trigger is present, a trigger guard must also be present.
4. **Bayonets.** Fixed bayonets are REQUIRED.
 - a. Bayonets must be dulled and fastened to the rifle using at least 2 methods. Bayonets will be checked before entering the competition area.
 - b. Any bayonet that becomes dislodged during competition, even if partially, results in an immediate disqualification, and the competitor will be removed from the area.
 - c. Bayonets must be in place before the routine begins and remain in place for the entirety of the routine.
5. **Broken/Damaged Equipment.** If any equipment (other than the bayonet) becomes dislodged, broken, or otherwise rendered unusable, the competitor may swap out the equipment for a replacement.
 - a. The competitor must remain in the competition area and time will continue to run.



- b. The competitor must go to the area boundary and hand off the broken piece of equipment to a second person. This person may then hand the individual the backup equipment.
- c. At no time can broken or damaged equipment be spun or manipulated in an unsafe manner. Failure to adhere to this rule is an automatic disqualification.
- d. The backup may only be HANDED to the competitor. At no time should it be tossed, spun, or flipped to the competitor. Failure to adhere to this rule is an automatic disqualification.

6. Other Equipment.

- a. Competitors may use up to 2 rifles, so long as all other rules are followed.
- b. Competitors may also utilize unsharpened performance sabers or swords. Sabers or swords cannot leave the grasp of the competitor unless securely in the sheath that is also securely attached to the competitor.
- c. Any other equipment must be approved by the event directors beforehand.

7. **Judging:** Judges will be knowledgeable individuals who have trained and competed in the rifle exhibition space. They will receive individualized training on the scoresheets to be used. Judges will come from a variety of backgrounds, but all will have significant experience with the activity of rifle exhibition. The exact number of judges will be 4. Judges may or may not be identified before the vent.

8. **Uniform Regulations.** Minimum of polo and ironed slacks with a belt and belt loop. Business casual shoes. More formal uniforms are allowed.

- a. There is no uniform category. Failure to meet the standards will result in removal from the event with no refund.
- b. Uniforms may be considered for Choreography if the uniform thematically ties into the routine, but you cannot be deducted points if minimum requirements are met.

9. **Performance Regulations.** It is important to note this event is purely about Rifle Exhibition. It has no connection to the military outside of its origins. Because of this, the goals of this competition are different than what one would normally call a “drill competition.” Military flavor, a common



scoresheet item at drill competitions, will not be factored in whatsoever. Precision and skill at rifle handling are at the core of rifle exhibition and will still be strongly involved. However, as a showcase of who and what the activity has to offer, performance skills, routine construction, and excellence will also be heavily involved.

- a. No competitor may leave the floor with both feet, unless immediately in the process of dropping to one knee. No jumps, flips, somersaults, or other “gymnastics” skills are allowed.
- b. No artificial special effects, props, or sounds from the competitor or audience. This includes but is not limited to whistles, noisemakers, pyrotechnics, and blindfolds.
- c. Competitors may submit a waiver request for items, but it is the sole discretion of the event directors whether to grant this waiver.
- d. DROPS ARE AN AUTOMATIC DISQUALIFICATION. This is a showcase event of the best of the best. This is to ensure competitors are truly prepared for this event and rise to the occasion.

10. Report In/Out.

- a. There will be NO report in for this event. Competitors will be announced by a commentator immediately walking into the competition area. Event directors will work with competitors individually to create a short bio/announcement for this.
- b. Report Out will be limited to the competitor verbally announcing to the audience and judges that the routine is complete. Do not request to leave the area.

11. REI Scoring.

- a. Routines will be between 2 and 4 minutes long. Any routine not falling within this parameter will be disqualified.
- b. The commentator will announce a countdown, starting from 3 and ending with Start. Timing will begin on Start. Countdown will be “3, 2, 1, Start!”
- c. Timing will end the moment the competitor finishes announcing the end of the routine.
- d. Once the end of the routine is announced. The routine is FULLY complete and judging immediately stops. Competitors may walk out of the competition area as they wish, wave to the crowd, etc. but the



rifle may NOT be spun, flipped, or other competitive movement exercised.

12. Tiebreaking.

- a. **Level 1.** Totaling Overall Evaluation Scores from all judges
- b. **Level 2.** Head Judge Performance Scores
- c. **Level 3.** Judge 2 Performance Scores
- d. **Level 4.** Judge 3 Performance Scores, etc.
- e. If still tied, Competitors will share the title.

13. Awards

- a. 1st through 3rd Awards will be presented.

Section 4: Contact Information and Disclaimers

1. Contact Information

- a. **American Drill Report.** americandrillreport@gmail.com

2. Media Agreement

- a. Entering the competition is an agreement to ADR and the event directors to use any media shot within the event center for any purpose. All routines will be posted on the American Drill Report YouTube.
- b. Competitors may post their own videos of the event without penalty.



Appendix A: Equipment Mastery

Section 1: Definitions

1. **Equipment Mastery** – Precision of competitor prop movements and catches when compared to defined checkpoints. This appendix lays out these checkpoints, as well as other penalties that may be assessed on the Equipment Mastery evaluator sheet.
2. **Checkpoints** – Equipment mastery checkpoints are defined prop placements that an evaluator is specifically looking for. For example, when catching a triple aerial horizontally, the sling of the prop should be parallel to the ground. Deviation from this would lead to a penalty, the severity of which is determined by the degree of deviation.
3. **Measuring** – All angles are measured from the sling side of the prop, as it is a flat surface.
4. **Loss of handling** – A loss of handling is NOT a defined checkpoint. A loss of handling penalty will be assessed when the competitor loses control of their prop. For example, during a flow segment, the prop hits the competitor's leg. The severity of the penalty will be assessed according to the guidelines that follow.
5. **Changes in Orientation** – All catches may be mirrored, flipped, or occur in any quadrant.

Section 2: Rifle Checkpoints

1. **Penalties**
 - a. **Minor penalty** – Degree of deviance less than 10° from accepted.
 - b. **Major penalty** – Degree of deviance more than 10° from accepted.
2. **“Port catches”** – A standard port catch will be defined as a rifle that is caught with the barrel bisecting the left neck. Any catch between the 45° and 90° angle, with 0° being parallel to the ground and 90° being perpendicular to the ground.
3. **Horizontal Catches** – The sling of the prop should be parallel to the ground, regardless of prop orientation.
 - a. **Examples** - Aerials caught “flat”, the “downtown”, and the “Hawaiian punch”.
4. **Vertical Catches** – The sling of the prop should be perpendicular to the ground.
 - a. **Examples** – Aerial “vert stops”, the “side ninja”, the “liberty”



Section 3: Handling

1. Penalties

- a. **Minor penalty** – Loss of handling that may be corrected with a single extra movement.
 - i. **Examples** – reposition of one hand.
- b. **Major penalties.**
 - i. Prop totally leaves the control of the competitor. No hands on the prop unintentionally.
 - ii. Loss of handling that requires more than one extra movement.
 - iii. Loss of handling that requires a “re-try” or “reset” where the competitor returns to a prior position to begin movement.



Appendix B: Body Mastery

Section 1: Definitions

- 1. Body Control** – The ability of the competitor to maintain control of all body parts throughout the performance, regardless of maneuvers executed. This appendix lays out the checkpoints to be used, as well as other penalties that may be assessed on the Body Mastery evaluator sheet.
- 2. Facial Control** – The ability of the competitor to maintain control of all facial expressions. Purposeful, scripted facial expressions fall under this definition.
- 3. Checkpoints** – Body mastery checkpoints are defined body placements that an evaluator is specifically looking for. For example, at “rest”, the competitor should be standing straight, with a slight bend at the knee. Deviation from this would lead to a penalty, the severity of which is determined by the degree of deviation.
- 4. Measuring** – Any measuring of the torso will occur from the center of the torso, using the spine as the 90° line. Other measures will be defined in the necessary rule.

Section 2: Body Checkpoints

- 1. Default** – The default position is the “standard” or “base” body position, which the competitor should always return when not executing a movement that requires a change.
 - a.** All instances where the competitor does not adhere to the following will incur a Minor Penalty unless otherwise noted.
 - i.** A Minor Penalty will be incurred for every separate instance observed or for every 5 seconds where the incorrect position is held.
 - b.** The competitor will be standing straight with their back perpendicular to the ground, with a slight bend at the knees.
 - i.** This bend should not be noticeable through slacks or pants.
 - ii.** A noticeable bend in the knees when unwarranted will incur a Major Penalty.
 - c.** The competitor’s shoulders will be square, with an imaginary line going from one corner of the shoulder to another that is parallel to the ground.
 - d.** The competitor’s neck should be in a natural line with the spine.
 - i.** The competitor’s neck should not be juttied forward.



- e. The competitor should be looking straight ahead at their natural eye level.
 - f. The competitor's arms should be at their sides with the elbows pressed to their sides and the thumb and forefinger straddling the seam of the pants. Closed fist or open hand are acceptable.
 - i. The elbow should not be bent more than 10° or it will incur a Major Penalty.
 - g. Loss of balance where at least one foot unintentionally leaves the ground will incur a Major Penalty.
2. **Kneeling** – The Kneeling position is when the competitor is resting on one knee with the other leg bent in front. As with the Default position, this describes the position a competitor must return to if on a knee and not executing a movement that requires a change.
- a. All instances where the competitor does not adhere to the following will incur a Minor Penalty unless otherwise noted.
 - i. A Minor Penalty will be incurred for every separate instance observed or for every 5 seconds where the incorrect position is held.
 - ii. All required angles are given a 10° angle on either side to be compliant.
 - b. The knee resting on the ground should be in line with the spine with the upper leg perpendicular to the ground.
 - c. The knee resting on the ground must make a 90° angle between the upper and lower leg.
 - d. The forward leg must make a 90° angle between the waist and the upper leg, as well as the upper leg and the lower leg. The lower leg should be perpendicular to the ground
 - e. The competitor should not be bent at the waist.
 - f. The back toe should be planted to where the top of the foot is not lying flat against the ground.
3. **Footwork** – There will be 4 “default” foot placements that are all acceptable at a standing position.
- a. All positions may be executed with the toes facing directly forward or at a 45° angle to each other.
 - i. Feet angles of 55° or greater and $35^\circ - 10^\circ$ will incur a Minor Penalty.
 - b. **Stance #1** – Heels together.
 - c. **Stance #2** – Heels shoulder width apart, using the outside of the shoulders lining up with the outside of the feet.



- d. **Stance #3** – One foot 12 inches in front of the other, with the inline of the soles making one continuous line when facing forward
- e. **Stance #4** – One foot in front of the other, heel to toe.

Section 3: Facial Control

1. **Default** – The default position is the “standard” or “base” face position, which the competitor should always return when not executing a movement that requires a change.
 - a. All instances where the competitor does not adhere to the following will incur a Minor Penalty unless otherwise noted.
 - i. A Minor Penalty will be incurred for every separate instance observed or for every 5 seconds where the incorrect position is held.
 - b. The competitor’s face should be relaxed, with no obvious facial expression or tension.
 - c. The mouth should be closed.
 - d. Eyebrows should be in their natural, relaxed position.
2. **Allowances.**
 - a. Competitors are allowed to utilize purposeful, scripted facial expressions in their routines, however, they do this at their own risk.
 - b. Should the evaluator not recognize a movement as purposeful, it will be considered a mistake and therefore penalized as a Minor Penalty.

