



2025 Air Force JROTC Open Drill Nationals

Armed Division – Team Exhibition

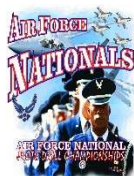
CC Initials	School Name: «SchoolName» Team Name: «TeamName» «Team_ID»	Grand Total
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Head Judge #1	Max Points	Poor*	Average	Exceptional	Notes
Performance Overview					
1. REPORT IN & REPORT OUT Verbal report in/out; all movements to enter/exit floor	15	1 - 3	4 - 12	13 - 15	
2. Team/Cadet APPEARANCE Uniform / overall preparation & presentation	15	1 - 3	4 - 12	13 - 15	
3. Routine SHOWMANSHIP Flair, style and "wow factor" that turns heads / rivets watchers	15	1 - 3	4 - 12	13 - 15	
4. OVERALL IMPRESSION Subjective score of entire routine as presented	15	1 - 3	4 - 12	13 - 15	
5. Team/Cadet BEARING Body & facial control, military carriage	30	1 - 6	7 - 24	25 - 30	
6. Routine MARCHING Dress, alignment & marching proficiency; use of drill floor	30	1 - 6	7 - 24	25 - 30	
7. Routine VARIETY Diversity of movements to display overall excellence	30	1 - 6	7 - 24	25 - 30	
8. Routine PRECISION Exacting, flawless & meticulous maneuvers – "anti-sloppy"	30	1 - 6	7 - 24	25 - 30	
9. Routine COMPOSITION & FLOW Routine is unique & well constructed w/ fitting transitions	30	1 - 6	7 - 24	25 - 30	
10. Handling of the WEAPON Weapon maneuvers & manipulation look skilled & effortless	30	1 - 6	7 - 24	25 - 30	
11. Routine DIFFICULTY (Floor) Cadence changes, interweaving and other difficult marching	30	1 - 6	7 - 24	25 - 30	
12. Routine DIFFICULTY (Aerial) Rifle spins, tosses and throws that leave the hand	30	1 - 6	7 - 24	25 - 30	
13. MILITARY Flavor Routine proudly befits a military competition	40	1 - 8	9 - 32	33 - 40	
(Max Points 340)		PAGE TOTAL:			

*Any score in the POOR category above MUST have details written below

Number	PENALTIES – HEAD JUDGE ONLY	Total Points
	Boundary Violations @ 10 points each occurrence	
	Dropped weapons: 1 Drop at 5Pts. / 2+ Drops 25 pts each	
	Seconds over/under time @ 1 point per second (Minimum 6 minutes - Maximum 9 Minutes)	
	TOTAL PENALTY POINTS	

Judge's Name: _____



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School Name: «SchoolName»

Team Name: «TeamName»

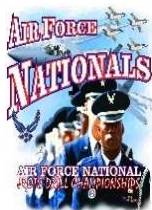
«Team_ID»

Judge #2	Max Points	Poor*	Average	Exceptional	Notes
Performance Overview					
1. REPORT IN & REPORT OUT Verbal report in/out; all movements to enter/exit floor	15	1 - 3	4 - 12	13 - 15	
2. Team/Cadet APPEARANCE Uniform / overall preparation & presentation	15	1 - 3	4 - 12	13 - 15	
3. Routine SHOWMANSHIP Flair, style and “wow factor” that turns heads / rivets watchers	15	1 - 3	4 - 12	13 - 15	
4. OVERALL IMPRESSION Subjective score of entire routine as presented	15	1 - 3	4 - 12	13 - 15	
5. Team/Cadet BEARING Body & facial control, military carriage	30	1 - 6	7 - 24	25 - 30	
6. Routine MARCHING Dress, alignment & marching proficiency; use of drill floor	30	1 - 6	7 - 24	25 - 30	
7. Routine VARIETY Diversity of movements to display overall excellence	30	1 - 6	7 - 24	25 - 30	
8. Routine PRECISION Exacting, flawless & meticulous maneuvers – “anti-sloppy”	30	1 - 6	7 - 24	25 - 30	
9. Routine COMPOSITION & FLOW Routine is unique & well constructed w/ fitting transitions	30	1 - 6	7 - 24	25 - 30	
10. Handling of the WEAPON Weapon maneuvers & manipulation look skilled & effortless	30	1 - 6	7 - 24	25 - 30	
11. Routine DIFFICULTY (Floor) Cadence changes, interweaving and other difficult marching	30	1 - 6	7 - 24	25 - 30	
12. Routine DIFFICULTY (Aerial) Rifle spins, tosses and throws that leave the hand	30	1 - 6	7 - 24	25 - 30	
13. MILITARY Flavor Routine proudly befits a military competition	30	1 - 6	7 - 24	25 - 30	
(Max Points 330)		PAGE TOTAL:			

*Any score in the POOR category above MUST have details written below

Judge's Name: _____

Judge's Notes:



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Armed Division – Team Exhibition

School Name: «SchoolName»

Team Name: «TeamName»

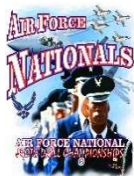
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Judge #3	Max Points	Poor*	Average	Exceptional	Notes
Performance Overview					
1. REPORT IN & REPORT OUT Verbal report in/out; all movements to enter/exit floor	15	1 - 3	4 - 12	13 - 15	
2. Team/Cadet APPEARANCE Uniform / overall preparation & presentation	15	1 - 3	4 - 12	13 - 15	
3. Routine SHOWMANSHIP Flair, style and “wow factor” that turns heads / rivets watchers	15	1 - 3	4 - 12	13 - 15	
4. OVERALL IMPRESSION Subjective score of entire routine as presented	15	1 - 3	4 - 12	13 - 15	
5. Team/Cadet BEARING Body & facial control, military carriage	30	1 - 6	7 - 24	25 - 30	
6. Routine MARCHING Dress, alignment & marching proficiency; use of drill floor	30	1 - 6	7 - 24	25 - 30	
7. Routine VARIETY Diversity of movements to display overall excellence	30	1 - 6	7 - 24	25 - 30	
8. Routine PRECISION Exacting, flawless & meticulous maneuvers – “anti-sloppy”	30	1 - 6	7 - 24	25 - 30	
9. Routine COMPOSITION & FLOW Routine is unique & well constructed w/ fitting transitions	30	1 - 6	7 - 24	25 - 30	
10. Handling of the WEAPON Weapon maneuvers & manipulation look skilled & effortless	30	1 - 6	7 - 24	25 - 30	
11. Routine DIFFICULTY (Floor) Cadence changes, interweaving and other difficult marching	30	1 - 6	7 - 24	25 - 30	
12. Routine DIFFICULTY (Aerial) Rifle spins, tosses and throws that leave the hand	30	1 - 6	7 - 24	25 - 30	
13. MILITARY Flavor Routine proudly befits a military competition	30	1 - 6	7 - 24	25 - 30	
(Max Points 330)		PAGE TOTAL:			

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Judge's Name: _____

Judge's Notes:



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Judge #4	Max Points	Poor*	Average	Exceptional	Notes
Performance Overview					
1. REPORT IN & REPORT OUT Verbal report in/out; all movements to enter/exit floor	15	1 - 3	4 - 12	13 - 15	
2. Team/Cadet APPEARANCE Uniform / overall preparation & presentation	15	1 - 3	4 - 12	13 - 15	
3. Routine SHOWMANSHIP Flair, style and "wow factor" that turns heads / rivets watchers	15	1 - 3	4 - 12	13 - 15	
4. OVERALL IMPRESSION Subjective score of entire routine as presented	15	1 - 3	4 - 12	13 - 15	
5. Team/Cadet BEARING Body & facial control, military carriage	30	1 - 6	7 - 24	25 - 30	
6. Routine MARCHING Dress, alignment & marching proficiency; use of drill floor	30	1 - 6	7 - 24	25 - 30	
7. Routine VARIETY Diversity of movements to display overall excellence	30	1 - 6	7 - 24	25 - 30	
8. Routine PRECISION Exacting, flawless & meticulous maneuvers – "anti-sloppy"	30	1 - 6	7 - 24	25 - 30	
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11. Routine DIFFICULTY (Floor) Cadence changes, interweaving and other difficult marching	30	1 - 6	7 - 24	25 - 30	
12. Routine DIFFICULTY (Aerial) Rifle spins, tosses and throws that leave the hand	30	1 - 6	7 - 24	25 - 30	
13. MILITARY Flavor Routine proudly befits a military competition	30	1 - 6	7 - 24	25 - 30	
(Max Points 330)		PAGE TOTAL:			

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Judge's Notes: