



# 2025 Navy Nationals - Armed Platoon Exhibition

CC  
Initials

School Name: «Name»  
«Code»

Grand Total

## Head Judge - #1

Judged Item:	Description of Judged Item:	Possible Points	JUDGE SCORE
Report In	All movements to enter and verbal report-in to HJ	0-10	
Report Out	Verbal report-out and all movements to exit drill floor	0-10	
Cadet BEARING	Flair, style & game face - turns heads / rivets watchers	0-10	
Cadet APPEARANCE	Uniform / overall cadet preparation & presentation	0-10	
Handling of the WEAPON	Specific solo/team weapon maneuvers & manipulation	0-10	
Floor/Cadet Involvement	Meaningful drill activity with all cadets occurring often	0-10	
Movement DIFFICULTY	Routine as presented required MUCH PRACTICE!	0-10	
Movement PRECISION	Exacting, teamwork and/or solo work – “anti-sloppy”	0-10	
Movement VARIETY	Diversity of movements to display overall excellence	0-10	
SHOWMANSHIP	Supreme effort, snap, and concentration in the routine	0-10	
AERIAL DIFFICULTY	General difficulty of spins, throws & exchanges	0-10	
MILITARY FLAVOR	Routine proudly befits a military JROTC competition	0-10	
OVERALL IMPRESSION	Overall Evaluation of the entire routine presentation	0-20	
<b>Head Judge Total Exhibition Drill Points</b>		<b>(140)</b>	

## PENALTIES - HEAD JUDGE ONLY

Number		Total Points
	Boundary Violations @ 5 points each occurrence	
	Dropped weapon @ -10 or -5 (see below) (10 points for first drop and 5 points for each additional)	
	Seconds over/under time @ 1 point per second (Minimum 6 minutes - Maximum 9 Minutes)	
	Uniform/Equipment/Other Violations Explanation:	
	<b>TOTAL PENALTY POINTS</b>	

**FILL OUT ONLY IF UNIT IS OUTSIDE REQ.**

**TOO FEW CADETS:**  
(team requires a minimum 13 cadets)  
*(12 + Commander)*

<b>One Cadet Under</b>	<b>Two Cadets Under</b>
<b>-25</b>	<b>-50</b>

Cadet Cmdr's Initials:  
\_\_\_\_\_

Judge's Name: \_\_\_\_\_

Judge Remarks:



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## Judge - #2

Judged Item:	Description of Judged Item:	Possible Points	JUDGE SCORE
Report In	All movements to enter and verbal report-in to HJ	0-10	
Report Out	Verbal report-out and all movements to exit drill floor	0-10	
Cadet BEARING	Flair, style & game face - turns heads / rivets watchers	0-10	
Cadet APPEARANCE	Uniform / overall cadet preparation & presentation	0-10	
Handling of the WEAPON	Specific solo/team weapon maneuvers & manipulation	0-10	
Floor/Cadet Involvement	Meaningful drill activity with all cadets occurring often	0-10	
Movement DIFFICULTY	Routine as presented required MUCH PRACTICE!	0-10	
Movement PRECISION	Exacting, teamwork and/or solo work – “anti-sloppy”	0-10	
Movement VARIETY	Diversity of movements to display overall excellence	0-10	
SHOWMANSHIP	Supreme effort, snap, and concentration in the routine	0-10	
AERIAL DIFFICULTY	General difficulty of spins, throws & exchanges	0-10	
MILITARY FLAVOR	Routine proudly befits a military JROTC competition	0-10	
OVERALL IMPRESSION	Overall Evaluation of the entire routine presentation	0-20	
<b>Head Judge Total Exhibition Drill Points</b>		<b>(140)</b>	

## PENALTIES - HEAD JUDGE ONLY

Number		Total Points
	Boundary Violations @ 5 points each occurrence	
	Dropped weapon @ First Drop -10 points (Subsequent drops @ -5 point each occurrence)	
	Seconds over/under time @ 1 point per second (Minimum 6 minutes - Maximum 9 Minutes)	
	Uniform/Equipment/Other Violations	
	Explanation:	
	<b>TOTAL PENALTY POINTS</b>	

**FILL OUT *ONLY* IF UNIT IS OUTSIDE REQ.**

**TOO FEW CADETS:**  
(team requires a minimum 13 cadets)  
*(12 + Commander)*

<b>One Cadet Under</b>	<b>Two Cadets Under</b>
<b>-25</b>	<b>-50</b>

**Cadet Cmdr's Initials:**  
\_\_\_\_\_

Judge's Name: \_\_\_\_\_

Judge Remarks:



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## Judge - #3

Judged Item:	Description of Judged Item:	Possible Points	JUDGE SCORE
Report In	All movements to enter and verbal report-in to HJ	0-10	
Report Out	Verbal report-out and all movements to exit drill floor	0-10	
Cadet BEARING	Flair, style & game face - turns heads / rivets watchers	0-10	
Cadet APPEARANCE	Uniform / overall cadet preparation & presentation	0-10	
Handling of the WEAPON	Specific solo/team weapon maneuvers & manipulation	0-10	
Floor/Cadet Involvement	Meaningful drill activity with all cadets occurring often	0-10	
Movement DIFFICULTY	Routine as presented required MUCH PRACTICE!	0-10	
Movement PRECISION	Exacting, teamwork and/or solo work – “anti-sloppy”	0-10	
Movement VARIETY	Diversity of movements to display overall excellence	0-10	
SHOWMANSHIP	Supreme effort, snap, and concentration in the routine	0-10	
AERIAL DIFFICULTY	General difficulty of spins, throws & exchanges	0-10	
MILITARY FLAVOR	Routine proudly befits a military JROTC competition	0-10	
OVERALL IMPRESSION	Overall Evaluation of the entire routine presentation	0-20	
<b>Head Judge Total Exhibition Drill Points</b>		<b>(140)</b>	

## PENALTIES - HEAD JUDGE ONLY

Number		Total Points
	Boundary Violations @ 5 points each occurrence	
	Dropped weapon @ First Drop -10 points (Subsequent drops @ -5 point each occurrence)	
	Seconds over/under time @ 1 point per second (Minimum 6 minutes - Maximum 9 Minutes)	
	Uniform/Equipment/Other Violations Explanation:	
	<b>TOTAL PENALTY POINTS</b>	

**FILL OUT ONLY IF UNIT IS OUTSIDE REQ.**

**TOO FEW CADETS:**  
(team requires a minimum 13 cadets)  
(12 + Commander)

**One Cadet Under**

**-25**

**Two Cadets Under**

**-50**

**Cadet Cmdr's Initials:**

\_\_\_\_\_

Judge's Name: \_\_\_\_\_

Judge Remarks: