

**U.S. ARMY CADET COMMAND (USACC)
JUNIOR RESERVE OFFICERS' TRAINING CORPS (JROTC)
ARMY NATIONAL DRILL TEAM
STANDARD OPERATING PROCEDURES (SOP)
Version 4 as of 09 February 2026**

**(Any changes, deviations or additional information will be posted on
the SOP Updates section of the main event website found below:**

<https://usarmyjrotc.army.mil/the-army-nationals/>



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1. GENERAL OVERVIEW:

a. Purpose: This SOP provides the rules and procedures for USACC’s JROTC National Drill Team Championship held annually each Spring. This SOP will prepare JROTC programs for the competition event, to include registration, and arrival at the competition site. USACC will update this SOP as required and provide updated information. The success or failure of your trip depends on your ability to understand and execute in accordance with U.S. Army and USACC regulations and USACC National Drill Team SOP. Please familiarize yourself with this SOP in detail. Any competition questions should be brought to the attention of the Event Director.

2. USACC NATIONAL DRILL TEAM COMPOSITION AND ENTRY RULES:

a. Brigade Commanders or their designated approval authority will approve all teams attending the USACC Army JROTC National Drill Team Championship based on competition results of their individual Brigade Championships or approved competition qualifiers. The exact location, venue, competition dates and other vital event information will be determined by USACC and distributed to all brigades well in advance of the event.

b. Competition team rules: Each school may enter one or both Divisions (Armed/Unarmed) of the competition so long as each team can stand alone. However, there is no crossover between the two divisions. Cadets will remain in the same division for the duration of the USACC Army Nationals.

c. The USACC National Drill Team Championship will consist of only two divisions with four events in each division.

<u>ARMED DIVISION</u>	<u>UNARMED DIVISION</u>
<u>Armed Inspection:</u> 1 Cdr + 12 Cadets	<u>Unarmed Inspection:</u> 1 Cdr + 12 Cadets
<u>Armed Regulation:</u> 1 Cdr + 12 Cadets	<u>Unarmed Regulation:</u> 1 Cdr + 12 Cadets
<u>Armed Color Guard:</u> 4 Cadets	<u>Unarmed Color Guard:</u> 4 Cadets
<u>Armed Exhibition:</u> 1 Cdr + Min. 9 Cadets Max. 20 Cadets	<u>Unarmed Exhibition:</u> 1 Cdr + Min. 9 Cadets Max. 20 Cadets

3. SCORE SHEETS AND SCORE TABULATION: A complete scoring package, including all score sheets and team placement information will be available immediately following the Awards Ceremony (if time permits to prepare them) or they will be copied and emailed or regular mailed to participating schools.

4. COMPETITION JUDGING AND SCORING:

- a. The USACC JROTC and its designated agents will coordinate the identification and training of the Judges and scoring officials.
- b. Each team will be judged by the same judges within each event. All judges' scoring and decisions are final. As a matter of proper conduct, discussions with judges during the competition or throughout any aspect of the competition is strictly prohibited. Any questions regarding any portion of the competition will be directed at the USACC JROTC Competition Director or Event OIC. Appeals or protests can only be made if there exists clear, undisputable audio and video evidence. All appeals or protests must be filed prior to the conclusion of the specific event under protest.
- c. No props of any sort will be used during any event. The use of whistles and horns, or any other artificial noise-making devices are strictly prohibited within the competition building.
- d. Commands during the Regulation Drill and Color Guard sequence on the score sheets that are CAPITALIZED and in BOLD PRINT, will require a 5 second pause between the completion of the command and the verbal command to execute the next movement. Teams that fail to pause will result in a 5-point deduction. **Penalty -5 POINTS.**
- e. **NOTE:** After each event there will be no interaction between the Judges and any member of the team. The Judges will not provide an out-brief or AAR of the team's performance, so please do not ask. After the team has departed the Drill Pad the JROTC Instructor may now review the score sheets and take pictures of each one. Once they reach the scoring area they will no longer be permitted to do so.
- f. Judges will be monitored throughout the day and reminded about the boundaries and consistencies needed to provide fair judging for schools regardless of when they compete during the event. All judges will receive training prior to the competition day which will include event scorecard review and event videos.

5. TIE BREAKING:

- a. All ties will be broken by using the following criteria: **OVERALL TIE BREAKER:**
(1) The tying team having the highest number of first place finishes of the four events; (2) the tying team having the highest number of second place finishes of

the four events; (3) the tying team with the highest number of third place finishes of the four events.

EVENT TIE BREAKER:

(1) The highest raw score recorded by the Head Judge; (2) the highest raw score recorded by judge #2; (3) the tying team with the HIGHEST Head Judge score on the “Overall Knowledge” segment of the Unit Inspection scoresheet. (4) the tying team with the HIGHEST Head Judge score on the “Uniform Preparation and Appearance” segment of the Unit Inspection scoresheet.

6. SCHEDULE OF EVENTS

a. USACC will email schools with the teams’ competition schedule and updated information at least one week before the competition.

b. Schedules will be made using a randomized assignment model. Conflicts will be resolved through manual input changes. Teams will be provided with a printed copy of their final competition schedule at check-in. Any requested changes must be authorized by the Competition Director.

7. COMPETITION CONDUCT AND DISCIPLINE:

a. Discipline problems are not expected at a national level drill meet of this caliber. The USACC JROTC Event Director reserves the right to remove any individual, group, or entire unit from the event for conduct unbecoming JROTC Cadets or detrimental to the event. This includes misconduct in or around the event competition site and any hotels or common areas inside/outside of the venue. Supervision of the Cadets is the responsibility of USACC JROTC Instructors.

b. During the Awards Ceremony all teams are expected to attend in uniform or team warm-ups. Should a true emergency keep a unit from attending the ceremony, the JROTC Instructor is responsible for notifying his respective Brigade Representative along with notifying the event director.

8. COMPETITION AREA SPECIFICATIONS:

a. Due to the high ceilings and ceremonial nature of the event, OUTDOOR REGULATIONS are in effect throughout all facets of the drill meet. Headgear will be worn and salutes will be rendered during the competition and during the awards ceremony when receiving trophies.

b. Individuals/teams may not be in ANY competition drill area or drill pad at any time other than while performing for a judge. No advance ‘walking off the routine’ or practice

before or during the event within the areas. JROTC Instructors will ensure that this does not occur.

c. The general drill area dimensions for each drill pad are as follows:

COMPETITION EVENT	DRILL PAD DIMENSIONS	ENTRANCE AND EXIT GATE SIZES	*Area dimensions are subject to change based on venue size and capacity. Drill area schematics will be provided in advance if changes are necessary.
Armed/Unarmed Inspection	45' x 45'	As directed	
Armed/Unarmed Regulation	95' x 85'	25'	
Armed/Unarmed Color Guard	55' x 55'	15'	
Armed/Unarmed Exhibition	95' x 85'	25'	

d. Drill areas will be connected by traffic pylons and flagging tape or yellow chain and stanchions. All drill areas use designated entrance/exit points. This point will vary depending on the drill area (see maps), but all points are 25' across (except for Inspection areas, Color Guard areas and Solo/Dual and Quad areas which are smaller and diagrammed specifically). These are the only points where a team may enter/exit a drill area. Head Judge placement is marked by an "Orange Cone" with a yellow X, to allow your commander to find this spot easier at a distance. There will be no exception to the Entry and/or Exit Gates.

e. Boundary violations are penalized when a Cadet (or a Cadet's clothing) or their rifle in the armed division comes in contact with any part of the boundary tape or the support cones when properly set. Should the boundary tape or cones become dislodged, a violation will only occur when a Cadet crosses the point where the tape/cone should have been placed had it not been moved. This is a per occurrence penalty. Teams will be assessed a 10-point penalty for each boundary violation.

f. At the start and finish of each event, the Head Judge will have a fixed position designated by the HJ cone for all events. At no time will teams be permitted to request an exception. The HJ will be required to be in that position for the Report In and Report Out as well rendering courtesies during Eyes Right and Ready Front. Cadets are reminded to Report In and Out to this cone whether the judge is there or not as they may be moving to score the event.

g. A 30-inch step is mandatory during much of Inspection, Regulation, and Color Guard. Teams who find their sequences fitting easily inside all event boundaries should closely

review their use of a full 30-inch step where required. Teams who deviate from the 30-inch step will be scored lower in the "technical evaluation" section of the score sheet.

9. COMPETITION GUIDELINES:

a. With the exception of exhibition events, all score sheets for the Army Nationals have been written under the guidelines of Army TC 3-21.5. Uniforms must be in accordance with AR 670-1 and CCR 145-2. Minor exceptions to these regulations will be highlighted as needed.

b. Team Rosters will be reviewed the morning of registration to ensure accuracy and compliance with the SOP. Violations which cannot be fixed may result in disqualification.

c. Teams competing with missing Cadets will incur a **penalty of -25 points per Cadet.**

d. All support personnel will participate and must attend training prior to the event.

e. A virtual coach's meeting will be conducted one week prior to the event for last-minute questions and SOP updates. This will be the last opportunity for coaches to ask questions and receive SOP clarification.

10. COMPETING CADET UNIFORM REQUIREMENTS:

a. All competing Cadets will wear the Army JROTC Cadet Service Uniform (ACSU) IAW CCR 145-2 and AR 670-1 during all events with the exception of the Armed and Unarmed Exhibition.

b. Cadets competing in Inspection, Regulation, & Color Guard will wear a regulation JROTC uniform. This uniform will be the Class A uniform to include the authorized JROTC headgear, the Grey Beret with the Gold & Black Flash. However, IAW CCR 145-2, 3-19, military academies founded prior to the establishment of Cadet Command (September 1986) are authorized to wear their "Cadet Style" uniforms in lieu of the standard U.S. Army Class A or B.

c. Uniform Standards:

EVENT	REQUIRED UNIFORM	REQUIRED UNIFORM ITEMS	UNAUTHORIZED UNIFORM ITEMS	MISC ITEMS
INSPECTION	Class A and Grey Beret	All required uniform items. Ribbons and no hanging medals. Nameplate, rank ribbons, and Red cord left shoulder	Ascots, wrist bands, white gloves, colored berets, chrome helmets, and shoe taps	Only authorized ribbons will be worn. Per CCR 145-2. No medals will be worn.
REGULATION	Class A and Grey Beret	All required uniform items. Nameplate, rank ribbons, no hanging medals and Red cord left shoulder	Ascots, wrist bands, white gloves, colored berets, chrome helmets, and shoe taps	
COLOR GUARD	Class A and Grey Beret	All required uniform items. Nameplate, rank ribbons, no hanging medals and White cord left shoulder	Ascots, wrist bands, white gloves, colored berets, chrome helmets, and shoe taps	
EXHIBITION	ACSU or Class B	Headgear is gray beret. No hanging medals	No Taps, tassels, ascots, & SPATS	Nameplates and ribbons may be removed

11. CADET COMMANDER STANDARDS OF PERFORMANCE:

a. Armed Division Commanders will only carry a drill rifle at sling arms. **No Swords or Sabers will be allowed by any cadet in any division.** The Armed Commander will carry the rifle IAW TC 3-21.5

12. DRILL RIFLE REQUIREMENTS & REGULATIONS:

a. M1903 Facsimile Drill Rifle criteria for all Armed Events (Armed Regulation & Exhibition) to include Armed and Unarmed Color Guard. Drill Rifles will adhere to the following standards:

- All Drill Rifles must be rendered demilitarized by leading the barrel or removing the firing pin.
- All Drill Rifles must weigh a **minimum of 8 lbs.**
- All Drill Rifles must contain a bolt assembly, butt plate, trigger and trigger guard along with an adjustable rifle sling.
- The use of front and rear sights is strongly discouraged and may be removed. Especially for the Armed Exhibition events.
- The Upper Sling Swivel must be removed.
- All Slings will have a minimum of two points of tape wrap for all armed exhibition events. Two of the wraps will be onto the rifle stock itself.
- Rifle slings may be white or black and at the instructor's discretion.

Approved USACC Drill Rifles:

Daisy Drill Rifle: 8.0 lbs

Glendale Drill Rifle X: 8.5 lbs

Glendale Drill America: Rifle 8.5 lbs.

M1 Garand Rifle Demilitarized 10.0lbs

b. Although all team members must compete with the same M1903 Facsimile 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) However, all drill rifles will adhere to the above rifle criteria.

* Any unit still utilizing an M1 Garand drill rifle must request an exception to policy no later than 30 days from competition execution from their brigade leadership to compete with the outdated rifles.

c. The definition of a dropped drill rifle is when a Cadet has to physically pick it up off the floor. *A -5 point penalty is assessed for the 1st dropped rifle on the Head Judge's scoresheet. 2nd and subsequent drops will be assessed -15 points.* Loss of control of the drill rifle can result in loss of points in handling of the rifle, precision, and overall impression. This applies to all armed exhibition drill events (Team Exhibition to include Solo and Dual Exhibition).

d. No drill rifle will be driven into the marching surface by the barrel. Judges will assess a penalty since the technique damages both the rifle and the drill surface. Do not include this technique in any routine. A **-5 point penalty** will be assessed per occurrence should this occur.

e. Drill rifles can break during competition in a way that is a danger to the Cadet, nearby Cadets, and/or spectators. If this happens, the Cadet should not continue to spin

or toss the rifle. Cadets will immediately replace the rifle according to procedures outlined in this SOP.

f. ALL exhibition judges are instructed to visually inspect and hand-weigh drill rifles at random in the event ready area just before all solo/dual and team exhibition performances. Judges will use a hand-scale to confirm compliance with 8 lb. weight standard if needed. This will be done BEFORE watching the team perform since lighter drill rifles make difficult maneuvers easier to execute and penalties may apply.

ARMED and UNARMED PLATOON INSPECTION

13. GENERAL INSPECTION INFORMATION:

a. Inspection Platoon Composition: **1 Cadet Commander + 12 Cadets**

b. Armed/Unarmed Inspection Platoon will be formed in **4 Squads with 3 Cadets in each**. The Armed Inspection Platoon will be inspected with rifles. The Unarmed Inspection Platoon will be inspected without rifles. Cadets in either Inspection Platoon will not be allowed to cross over. **A Cadet shall only compete in either Armed or Unarmed inspection, not both.**

c. The Head Judge controls the Inspection Room. Instructors of the team being inspected will ensure that only members and parents from their team are in the Inspection Room. VIPS will sit and remain in the rear of the Inspection Room.

d. **Note: The Cadet Commander should be no less than 2 Steps from the HJ and no more than 3 Steps after Open Ranks.**

14. INSPECTION PLATOON PROCEDURES:

a. Just prior to the inspection, spectators for the performing team will be asked to enter and sit in the designated spectator seating inside the inspection area. The unit forms outside the inspection area and awaits the Head Judge's instructions.

b. The HJ will then take their place on the center cone and command the team to report. The Commander will lead the team into the Inspection Area. **The Commander will not enter first and then command the platoon to FALL IN or march in separately from them. The Commander and the team will march in together.**

c. Once the platoon is centered on the Commander they will then go through the Inspection procedures. **The Commander will not check for proper alignment.** Teams that do check for proper alignment will be penalized **-20 points**.

Inspection Procedures:

- (1) The Commander will give Open Ranks, March. **Note: The CDR should be no less than 2 Steps from the HJ and no more than 3 Steps after Open Ranks.**
- (2) Dress Right, Dress. **The commander will not check for alignment.**
- (3) Ready Front
- (4) The Commander will then face about and properly report into the HJ with the minimum of: their school name, the service manual/regulation they are adhering to and the event that they are reporting in and out of. ***“First Sergeant: Acme High School from Richmond, Virginia, Reports In for the Inspection Event. We will be performing in accordance with U.S. Army TC 3-21.5 and our uniforms will be inspected IAW CCR 145-2. We respectfully request permission to utilize your Drill Pad First Sergeant.”***
- (5) The HJ will then direct the Cadet Commander to lead through the inspection. The HJ faces to the half left in marching, and halts directly in front of the squad leader of the first squad. As the HJ faces to the half left in marching, the Cadet Commander faces to the right in marching, inclines, and halts directly in front of the second Cadet in the first squad and on line with and at *Normal Interval* to the right of the HJ.
- (6) When HJ then moves to the rear of the 1st squad. The Cadet Commander will follow the HJ. When the HJ reaches the end of the 1st Squad, the HJ and the Cadet Commander will move directly to their original positions in front of the formation. The Cadet Commander will halt and face the Inspection Platoon.
- (7) Once the Cadet Commander sees that the Judges for the 2nd, 3rd, and 4th Squads have completed their inspection, the Cadet Commander will give the command Close Ranks, March.
- (8) The Cadet Commander will then face about and then verbally report out to the HJ. The HJ will at that time dismiss the Inspection Platoon. Example: ***“First Sergeant: Acme High School from Richmond, Virginia, Reports Out for the Inspection Event. We respectfully request permission to depart your Drill Pad First Sergeant.”***
- (9) The Inspection Platoon will then depart the Drill Pad. Depending on the venue, the team may need to form a column to depart. Upon having the drill floor diagram, practice the best way to leave the floor in a military manner.

d. The Inspection Event will be a comprehensive, head-to-toe assessment covering **uniform wear, personal grooming, and overall appearance**. There will not be a pre-printed list of questions. Cadets should also be prepared to answer **2-3 questions** from the following LET-level topics:

- **Cadet Chain of Command**
- **Wear and Appearance of the Uniform**

- **Drill and Ceremonies**
- **Leadership**
- **Current Events**

Armed Drill Team members will undergo an inspection that includes their assigned **facsimile drill rifle**. Every cadet should anticipate their rifle being inspected during the armed inspection event. Inspectors will be instructed to return the rifle to the cadet in the exact manner it was received. **Cadets will only be asked questions while at the position of Order Arms.**

e. Each Judge will utilize an objective score sheet that will include; uniform deficiencies, knowledge of questions, military bearing and will produce a quantifiable score sheet of the results. This sheet is located at the back of this SOP.

ARMED and UNARMED COLOR GUARD

15. GENERAL COLOR GUARD INFORMATION:

a. Color Guard Team Composition: **4 Cadets: Left Guard, National Color Bearer, Org Color Bearer, Right Guard.**

b. The National Color Bearer will Command the CG Team. Both Guards will be armed with M1903 Facsimile Rifle that falls within the drill rifle criteria above. No exceptions.

c. Color bearers will carry 9'6" or 8' wooden staffs with spearhead finial and ferrule per AR 840-10.

d. The National Colors will be 3' x 4" with 2 ½" gold fringe. The Organizational Colors will be the 3' x 4' grey US Army JROTC colors with 2 ½" scarlet fringe.

* If the JROTC flag is 3'x5' and an organization cannot procure the appropriate size prior to execution, the team has two options:

1. A formal written request endorsed by the brigade leadership with documented proof of logistical constraints can be submitted to substitute the JROTC flag with the state flag.

2. A formal written request endorsed by the brigade leadership with documented proof of logistical constraints can be submitted to substitute a 3'x5' National Colors for the current 3'x4'.

e. Color Guard harnesses will be either black, white, or OD green. All four members of the Color Guard will wear pistol belts matching the harness.

16. COLOR GUARD COMPETITION PROCEDURES:

a. Teams must report in and out of each event and they must do it verbally to the head judge by the Cadet Commander leading the team. The team will announce their school name, the service manual/regulation they are adhering to and the event that they are reporting in and out of. Example: ***“First Sergeant: Acme High School from Richmond, Virginia, Reports In for the Armed Color Guard Event. We will be performing in accordance with U.S. Army TC 3-21.5. We respectfully request permission to utilize your Drill Pad First Sergeant.”***

b. All verbal commands must be clear, concise commands that contain no grunts or squeaks. All commands will have a clear preparatory command and a distinct command of execution. The entire sequence must be completed from memory. The Cadet Commander will not use notes or assistance to complete the drill sequence.

c. **When the Color Guard (Reports in and Reports Out) they will be 6 steps from and centered on the Head Judge.**

d. There will be a **-25 point deduction** if the colors touch the drill pad at any time after the CG enters and before departing.

ARMED and UNARMED REGULATION

17. GENERAL ARMED AND UNARMED REGULATION INFORMATION:

a. Regulation Platoon Composition: **1 Cadet Commander + 12 Cadets**

b. Armed/Unarmed Regulation Platoons will be formed in **3 Squads with 4 Cadets in each Squad.**

18. ARMED AND UNARMED REGULATION COMPETITION PROCEDURES:

a. Performance sequence will be conducted and evaluated utilizing the sequence found on the attached score sheets and will be followed IAW TC 3-21.5.

b. The Commander must give verbal commands using the correct sequence of commands in the appropriate command voice, distinctiveness, inflection, and cadence. Commanders will not check for alignment at any time during the Regulation Event. Teams that do check for proper alignment will be penalized **-20 points.**

c. The entire sequence must be completed from memory. The Cadet Commander will not use notes or assistance to complete the drill sequence.

d. Armed Regulation Drill Teams must use the M1903 Facsimile rifle with functional bolt and manually execute the inspection phase of the manuals of arms. Teams with

inoperable actions must simulate the inspection phase of the manual of arms. Armed Drill Teams must carry a standard demilitarized M1903 or M1 approved replica rifle of US Army Cadet Command. All rifles must adhere to the criteria above in Paragraph 12, a.

e. Teams must report in and out of each event and they must do it verbally to the head judge by the Cadet Commander leading the team. The team will announce their school name, the service manual/regulation they are adhering to and the event that they are reporting in and out of. **EXAMPLE: “First Sergeant: Acme High School from Richmond, Virginia, Reports In for the Armed Regulation Event. We will be performing in accordance with U.S. Army TC 3-21.5. We respectfully request permission to utilize your Drill Pad First Sergeant.”**

f. The Cadet Commander is the only one who will render the hand salute reporting in or out. **Not the entire team.**

g. **NOTE: When the Armed or Unarmed Regulation Platoon(Reports in and Reports Out) they will be 6 steps from and centered on the Head Judge.**

ARMED and UNARMED PLATOON EXHIBITION

19. GENERAL ARMED AND UNARMED PLATOON EXHIBITION INFORMATION:

a. Exhibition Platoon Composition: **1 Cadet Commander + a minimum of 9 Cadets. Maximum of 20 Cadets.**

b. Platoon Event: Minimum of 6 minutes and maximum of 9 minutes. Time starts when the first Cadet steps on to the drill pad and ends with the last Cadet steps off. This is for all TEAM Exhibition Events.

c. Exhibition Solo and Dual Events: Minimum of 2 minutes and a Maximum of 3 minutes. **Drill Pad Size: 33’ x 33’**

20. ARMED AND UNARMED EXHIBITION COMPETITION PROCEDURES:

a. Class B ACSU uniform with beret is the only authorized uniform for the Exhibition Drill Team. However, IAW CCR 145-2, 3-19, military academies founded prior to the establishment of Cadet Command (September 1986) are authorized to wear their “Cadet Style” uniforms in lieu of the standard U.S. Army Class B.

b. The performance routine must be a minimum of six (6) minutes and a maximum of

nine (9) minutes. The starts when the first Cadet steps on to the drill pad and ends when the last Cadet steps off.

c. Armed Drill Teams must carry a standard demilitarized M1903 or M1 facsimile All drill rifles must adhere to the criteria in paragraph 12,

d. Judging will be based upon the items itemized on the corresponding scoresheet. Specifically, difficulty of performance, each individual Cadet performance in the platoon, synchronization, choreography, creativity, movement, dress, alignment and cover, and utilization of the complete drill area. Judges can and do look at these and many other items when it comes to the degree of difficulty of a team's performance that has nothing to do with the actual marching and/or rifle maneuvers, and this is expected. These items can include the total number of competitors performing on the floor, extreme precision, etc. – not just how much your rifles fly around the drill area. This is PRECISION DRILL – Precision Counts!

e. A "dropped" rifle will result in a point deduction for each occurrence from the total score. The definition of "dropped rifle" is when a drill rifle unintentionally leaves the control of a Cadet and the Cadet has to physically pick the rifle up off the drill pad. Judges will reduce scores for "bobbles" and poor rifle control. **Penalty: 1st dropped rifle -5 points, 2nd and subsequent drops - 15 points each.**

f. Teams changing into exhibition uniforms should do so immediately following their previous event. Teams will have very limited time to change for exhibition competition so plan your time and uniform accordingly. Teams must be in the drill ready area immediately prior to the completion of the team performing ahead of them. Teams that delay an event due to tardiness may be removed and subjectively penalized up to disqualification from that event.

g. If a drill rifle breaks or becomes unusable during any performance or if an additional rifle is to be added in exhibition drill, a back-up drill rifle may be handed to a performing Cadet. This drill rifle hand-off will be made only by a performing Cadet leaving the formation, moving to the boundary, and having a new rifle exchanged with someone just outside the competition area. The Cadet will then rejoin the formation and continue the performance. No added time will be allowed for such an occurrence. This can be done as many times as necessary during a performance.

h. For dangerously risky or long rifle tosses (those longer than a standard front-to-rear formation toss), the rifle **must not travel** in a manner that places anyone other than the intended receiver at risk of being hit. To mitigate this risk, teams should position non-

participating cadets in a "V" or "H" formation, or a similar arrangement that ensures their safety. Failure to comply with this safety measure, particularly with rifles soaring through the air and endangering non-involved team members near the receiver, may lead to your team's disqualification from the exhibition event.

21. SOLO AND DUAL EXHIBITION COMPETITION PROCEDURES:

a. The Army Nationals event will maintain BOTH Armed Solo & Dual competition, as well as Unarmed Dual events. Each team who competes in at least 3 of the 4 team events in any division will be granted ONE competition entry slot. (Armed teams gain ONE SOLO & ONE DUAL entry, Unarmed teams gain ONE DUAL entry).

b. All entries may be male, female or mixed for dual teams. No designation is made between these entries for gender – they are simply ARMED and UNARMED.

c. Drill areas will be 33'x 33' with a designated entry/exit and head judge position for report in & out. All other regulations for exhibition are outlined within this section of the SOP. These areas are outlined on the competition map found on the official Army Nationals website. The time limit for SOLO and DUAL Events is between 2 and 3 minutes.

ANNEX A: Drill Cards

Armed and Unarmed Color Guard



2026 Army JROTC National Drill Championships All Divisions - Color Guard

CC Initials
[]

School Name: «School_Name»
Team Name: «Team_Name»
«Code»

Page Total	Grand Total
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Total Points-398

Head Judge - #1

A 5-second pause must be maintained after executing BOLD UPPERCASE COMMANDS

Color Guard Sequence	0-3 pts	4-6 pts	7-9 pts
1. FORWARD MARCH (Enter) (see note 1)			
2. Sling Arms			
3. POST	0-19	20-39	40-50
4. Uncase Colors (See note 3)			
5. Present ARMS / Order ARMS			
6. POST (see not 4)			
7. REPORT IN (VERBAL)	0-5	6-15	16-25
8. Colors Reverse, MARCH			
9. Left Wheel, MARCH			
10. Colors Reverse, MARCH			
11. COLOR GUARD, HALT (Opposite HJ cone)			
12. Order Colors			
13. Parade Rest			
14. Colors Guard, Attention			
15. Carry, COLORS			
16. Forward March			
17. Right Wheel March			
18. Right Wheel March			
19. Colors Reverse March			
20. Eyes Right			
21. Ready Front			
22. Left Wheel March			
23. Left Wheel March			
24. Left Wheel March			
25. Color Guard, Halt			
26. Report Out (VERBAL) (see note 2)	0-5	6-15	16-25
27. Case the COLORS (see note 3)	0-19	20-39	40-50
28. DEPART THE DRILL PAD			
OVERALL TECHNICAL SCORE	0-5	6-15	16-25
OVERALL PRECISION SCORE	0-5	6-15	16-25

1 Report In – scoring for movements needed to move onto the drill floor, center the colors 6 steps from the head judge & verbally report in
2 Report Out – scoring for movements needed to center the colors on the head judge, verbally report out, then leave the drill floor
3 Case/ Uncase Colors – scoring for all of the movements required to correctly uncase/case the colors.
4 Cases are placed inside the belt, the guards move back to their position and execute right shoulder arms without command.

PENALTIES

- Boundary Violations:
____ Occurrences @ 10 points per = _____
- Incorrect Commands:
____ Occurrences @ 5 points per = _____
- Pause Violations:
____ Occurrences @ 5 points per = _____
- Uneven/Improper Cadence:
Minor (-20 pts.) OR Major (-50 pts.)
SPECIFY DEDUCTION BELOW = _____
- Uniform Violations:
Minor (-20 pts.) OR Major (-50 pts.)
SPECIFY DEDUCTION BELOW = _____
- National Colors touching drill deck (-25 pts)

- Other: _____

PENALTY TOTAL = _____

Judge Name: _____

Judge's NOTES: _____

Common: *AL*-Alignment / *DAC*-Dress/Alignment/Cover / *OS*-Out of Step/ *RA*-Rifle Angles / *IE*-Improper Execution / *SM*-Secondary Movement / *B*-Bearing



2026 Army JROTC National Drill Championships All Divisions - Color Guard

CC Initials

School Name: «School_Name»
 Team Name: «Team_Name»
 «Code»

Page Total

Total Points-398

Judge - #2 - #4

A 5-second pause must be maintained after executing **BOLD UPPERCASE COMMANDS**

Color Guard Sequence	0-3 pts	4-6 pts	7-9 pts
1. FORWARD MARCH (Enter) (see note 1)			
2. Sling Arms			
3. POST	0-19	20-39	40-50
4. Uncase Colors (See note 3)			
5. Present ARMS / Order ARMS			
6. POST (see not 4)			
7. REPORT IN (VERBAL)	0-5	6-15	16-25
8. Colors Reverse, MARCH			
9. Left Wheel, MARCH			
10. Colors Reverse, MARCH			
11. COLOR GUARD, HALT (Opposite HJ cone)			
12. Order Colors			
13. Parade Rest			
14. Colors Guard, Attention			
15. Carry, COLORS			
16. Forward March			
17. Right Wheel March			
18. Right Wheel March			
19. Colors Reverse March			
20. Eyes Right			
21. Ready Front			
22. Left Wheel March			
23. Left Wheel March			
24. Left Wheel March			
25. Color Guard, Halt			
26. Report Out (VERBAL) (see note 2)	0-5	6-15	16-25
27. Case the COLORS (see note 3)	0-19	20-39	40-50
28. DEPART THE DRILL PAD			
OVERALL TECHNICAL SCORE	0-5	6-15	16-25
OVERALL PRECISION SCORE	0-5	6-15	16-25

1 Report In – scoring for movements needed to move onto the drill floor, center the colors 6 steps from the head judge & verbally report in

2 Report Out – scoring for movements needed to center the colors on the head judge, verbally report out, then leave the drill floor

3 Case/ Uncase Colors – scoring for all of the movements required to correctly uncase/case the colors.

4 Cases are placed inside the belt, the guards move back to their position and execute right shoulder arms without command.

Judge Name: _____

Judge's NOTES:

Common: *AL*-Alignment / *DAC*-Dress/Alignment/Cover / *OS*-Out of Step/ *RA*-Rifle Angles / *IE*-Improper Execution / *SM*-Secondary Movement / *B*-Bearing

Armed and Unarmed Regulation

	2026 Army JROTC National Drill Championship Armed Division - Platoon Regulation	REG TOTAL _____																																																																																																																																																																																																																																																																																																																																																																																																																																																																					
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Parade, REST</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>6. Platoon ATTENTION</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>7. 15-COUNT MANUAL ARMS**</td><td>2</td><td>4</td><td>6</td><td>8</td><td>10</td><td>12</td><td>14</td></tr> <tr><td>8. Count, OFF</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>9. Open Ranks, MARCH</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>10. Close Ranks, MARCH</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>11. Left Step, MARCH /Platoon Halt</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>12. Left FACE</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>13. Right Step MARCH/PLATOON HALT</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>14. About, FACE</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>15. Right Shoulder, ARMS</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>16. Forward MARCH</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>17. Column Right MARCH</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>18. Column Right MARCH</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>19. Column Right MARCH</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>20. Left Flank MARCH</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>21. Right Flank MARCH</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>22. Platoon, HALT</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>23. Column Left, MARCH</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>24. Rear, MARCH</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>25. Rear, MARCH</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>26. Platoon HALT</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>27. File from the Right, MARCH</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>28. Platoon HALT</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>29. Col of 3s to the Left, MARCH</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> </table>	Total points = 394	1	2	3	4	5	6	7	1. FORWARD MARCH (Enter)								2. Column Left, MARCH Plt Halt								3. Inspection, Port, Order (center on HJ)	2	4	6	8	10	12	14	4. REPORT IN (VERBAL)								5. Parade, REST								6. 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Rear MARCH</td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>46. Platoon HALT</td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>47. Forward MARCH</td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>48. Eyes Right</td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>49. Ready Front</td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>50. Column Left MARCH</td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>51. Left Shoulder Arms</td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>52. Column Left MARCH</td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>53. Left Flank MARCH</td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>54. Right Flank MARCH</td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>55. Platoon HALT / Order Arms</td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>56. Left Face</td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>57. Report Out (VERBAL)</td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>58. Depart the Drill Pad</td><td></td><td></td><td></td><td></td><td></td><td></td></tr> </table>	1	2	3	4	5	6	7	30. Port Arms							31. Column Left, MARCH							32. Change Step, MARCH							33. Mark Time, MARCH (5 seconds)							34. Forward MARCH							35. Column Left MARCH							36. Right Shoulder, ARMS							37. Platoon HALT							38. Forward MARCH							39. Counter Column, MARCH							40. Counter Column, MARCH							41. Column Left MARCH							42. Column 1/2 Left MARCH							43. Column 1/2 Left MARCH							44. Rear MARCH							45. Rear MARCH							46. Platoon HALT							47. Forward MARCH							48. Eyes Right							49. Ready Front							50. Column Left MARCH							51. Left Shoulder Arms							52. 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2026 Army JROTC National Drill Championships Armed Division - Platoon Regulation

School Name: «School Name»
Team Name: «Team Name»

«Code»

Judge - #2 - #4

CARD TOTAL

BOLD UPPERCASE COMMANDS require a 5-second pause							
Total points = 394	1	2	3	4	5	6	7
1. FORWARD MARCH (Enter)							
2. Column Left, MARCH Plt Halt							
3. Inspection, Port, Order (center on HJ)	2	4	6	8	10	12	14
4. REPORT IN (VERBAL)							
5. Parade, REST							
6. Platoon ATTENTION							
7. 15-COUNT MANUAL ARMS**	2	4	6	8	10	12	14
8. Count, OFF							
9. Open Ranks, MARCH							
10. Close Ranks, MARCH							
11. Left Step, MARCH /Platoon Halt							
12. Left FACE							
13. Right Step MARCH (PLATOON HALT)							
14. About, FACE							
15. Right Shoulder, ARMS							
16. Forward MARCH							
17. Column Right MARCH							
18. Column Right MARCH							
19. Column Right MARCH							
20. Left Flank MARCH							
21. Right Flank MARCH							
22. Platoon, HALT							
23. Column Left, MARCH							
24. Rear, MARCH							
25. Rear, MARCH							
26. Platoon HALT							
27. File from the Right, MARCH							
28. Platoon HALT							
29. Col of 3s to the Left, MARCH							
30. Port Arms							
31. Column Left, MARCH							
32. Change Step, MARCH							
33. Mark Time, MARCH (5 seconds)							
34. Forward MARCH							
35. Column Left MARCH							
36. Right Shoulder, ARMS							
37. Platoon HALT							
38. Forward MARCH							
39. Counter Column, MARCH							
40. Counter Column, MARCH							
41. Column Left MARCH							
42. Column 1/2 Left MARCH							
43. Column 1/2 Left MARCH							
44. Rear MARCH							
45. Rear MARCH							
46. Platoon HALT							
47. Forward MARCH							
48. Eyes Right							
49. Ready Front							
50. Column Left MARCH							
51. Left Shoulder Arms							
52. Column Left MARCH							
53. Left Flank MARCH							
54. Right Flank MARCH							
55. Platoon HALT / Order Arms							
56. Left Face							
57. Report Out (VERBAL)							
58. Depart the Drill Pad							

*Forward March (ENTER): Enter the drill floor together in a military fashion, front/center the platoon 6 steps from HJ to C/CMDR & 3 paces from o/CMDR to the unit.
 **15-Count Manual of Arms: consists of: right shoulder, left shoulder, (port), present, order arms. Movements are executed at the standard military cadence.
 ***Cadet Commander will VERBALLY report out and then command the unit to depart the drill floor in a precision military fashion (floor departure is unscored).

Judges Overall Scoring Section 30 total points	
Technical Impression...(0-15) _____ <small>(adherence to service/meet regulations)</small>	
Precision Impression...(0-15) _____ <small>(overall precision displayed by unit)</small>	

Common: AL-Alignment / DAC-Dress/Alignment/Cover / OS-Out of Step/ RA-Rifle Angles / IE-Improper Execution / SM-Secondary Movement / B-Bearing

Judge's Name: _____ Notes: _____



2026 Army JROTC National Drill Championships Unarmed Division - Platoon Regulation

CC Initials

School Name: «School Name»
 Team Name: «Team Name»
 «Code»

Head Judge #1

REG TOTAL
CARD TOTAL

Total points = 401	1	2	3	4	5	6	7		1	2	3	4	5	6	7
1. FORWARD MARCH (Enter)*									31. PLATOON HALT						
2. Column Left, March/Pit Halt									32. Col of 3s to the Left, MARCH						
3. REPORT IN (VERBAL)									33. Column Left, MARCH						
4. Parade, REST									34. Change Step, MARCH						
5. Platoon, ATTENTION									35. Mark Time MARCH (5 seconds)						
6. PRESENT ARMS									36. Platoon HALT						
7. Order, ARMS									37. Forward MARCH						
8. COUNT OFF									38. Column Left, MARCH						
9. Close Interval, MARCH									39. Counter Column, MARCH						
10. Normal Interval, MARCH									40. Counter Column, MARCH						
11. Right FACE									41. Column Left MARCH						
12. Left FACE									42. Column 1/2 Left MARCH						
13. Open Ranks, MARCH									43. Column 1/2 Left MARCH						
14. CLOSE RANKS MARCH									44. Rear MARCH						
15. Left Step MARCH / PLATOON HALT									45. Rear MARCH						
16. Left FACE									46. Platoon HALT						
17. Right Step March, (Platoon Halt)									47. Forward MARCH						
18. About FACE									48. Eyes RIGHT						
19. Forward MARCH									49. Ready FRONT						
20. Column Right MARCH									50. Column Left MARCH						
21. Column Right MARCH									51. Half Step MARCH						
22. Column Right MARCH									52. Forward MARCH						
23. Left Flank MARCH									53. Column Left MARCH						
24. Right Flank MARCH									54. Left Flank MARCH						
25. Platoon, HALT									55. Right Flank MARCH						
26. Column Left, MARCH									56. Platoon HALT						
27. Rear, MARCH									57. Left FACE						
28. Rear, MARCH									58. Report OUT (Verbal)						
29. Platoon, HALT									59. Depart the Drill Pad**						
30. File from the Right, MARCH															

*Forward March (ENTER): Enter the drill floor together in a military fashion, Front/center the unit 3 paces from HJ to c/CMDR & 3 paces from c/CMDR to the unit.
 **Cadet Commander will VERBALLY report out and then command the unit to depart the drill floor in a precision military fashion (floor departure is unscored).
 Common: *AL*-Alignment / *DAC*-Dress/Alignment/Cover / *OS*-Out of Step/ *RA*-Rifle Angles / *IE*-Improper Execution / *SM*-Secondary Movement / *B*-Bearing

Judges Overall Scoring Section 30 total points	PENALTIES (list number of occurrences)
Technical Impression... (0-15) _____ (adherence to service/meet regulations) Precision Impression... (0-15) _____ (overall precision displayed by unit)	_____ Boundary Violations (-10 ea) _____ Incorrect Commands (-5 ea) _____ Pause Violations (-5 ea) _____ Uneven/Poor Cadence: Minor (-20)/Major (-50) _____ Uniform Violations: Minor (-20)/Major (-50) _____ Missing Cadet: 25 Pts each (REQ: 12 cadets + c/CMdr) _____ Other (explain)

Judge's Name: _____
 Notes:



2026 Army JROTC National Drill Championships Unarmed Division - Platoon Regulation

School Name: «School_Name»
Team Name: «Team_Name»

CARD TOTAL

«Code»

Judge #2 - #4

Total points =401

	1	2	3	4	5	6	7
1. FORWARD MARCH (Enter)*							
2. Column Left, March/Plt Halt							
3. REPORT IN (VERBAL)							
4. Parade, REST							
5. Platoon, ATTENTION							
6. PRESENT ARMS							
7. Order, ARMS							
8. COUNT OFF							
9. Close Interval, MARCH							
10. Normal Interval, MARCH							
11. Right FACE							
12. Left FACE							
13. Open Ranks, MARCH							
14. CLOSE RANKS MARCH							
15. Left Step MARCH / PLATOON HALT							
16. Left FACE							
17. Right Step March, (Platoon Halt)							
18. About FACE							
19. Forward MARCH							
20. Column Right MARCH							
21. Column Right MARCH							
22. Column Right MARCH							
23. Left Flank MARCH							
24. Right Flank MARCH							
25. Platoon, HALT							
26. Column Left, MARCH							
27. Rear, MARCH							
28. Rear, MARCH							
29. Platoon, HALT							
30. File from the Right, MARCH							

	1	2	3	4	5	6	7
31. PLATOON HALT							
32. Col of 3s to the Left, MARCH							
33. Column Left, MARCH							
34. Change Step, MARCH							
35. Mark Time MARCH (5 seconds)							
36. Platoon HALT							
37. Forward MARCH							
38. Column Left, MARCH							
39. Counter Column, MARCH							
40. Counter Column, MARCH							
41. Column Left MARCH							
42. Column 1/2 Left MARCH							
43. Column 1/2 Left MARCH							
44. Rear MARCH							
45. Rear MARCH							
46. Platoon HALT							
47. Forward MARCH							
48. Eyes RIGHT							
49. Ready FRONT							
50. Column Left MARCH							
51. Half Step MARCH							
52. Forward MARCH							
53. Column Left MARCH							
54. Left Flank MARCH							
55. Right Flank MARCH							
56. Platoon HALT							
57. Left FACE							
58. Report OUT (Verbal)							
59. Depart the Drill Pad **							

*Forward March (ENTER): Enter the drill floor together in a military fashion, Front/center the unit 3 paces from HJ to C/CMDR & 3 paces from o/CMDR to the unit.

**Cadet Commander will VERBALLY report out and then command the unit to depart the drill floor in a precision military fashion (floor departure is unscored).

Common: AL-Alignment / DAC-Dress/Alignment/Cover / OS-Out of Step/ BA-Rifle Angles / IE-Improper Execution / SM-Secondary Movement / B-Bearing

Judges Overall Scoring Section 30 total points

Technical Impression...(0-15) _____
(adherence to service/meet regulations)

Precision Impression...(0-15) _____
(overall precision displayed by unit)

Judge's Name: _____

Notes:

Armed and Unarmed Inspection

Head Judge #1	Max Points	Poor*	Average	Exceptional	Notes
UNIT & COMMANDER OVERALL					
Correct Inspection Procedures <i>Correct formation, open ranks, salutes, verbal requirements, etc.</i>	35	1 - 7	8 - 28	29 - 35	
Entry / Exit Overall Quality <i>Marching quality, general team performance enter/exit</i>	35	1 - 7	8 - 28	29 - 35	
Team Unity, Snap & Pop <i>Is the unit "locked on" and tight or just going through the motions</i>	35	1 - 7	8 - 28	29 - 35	
Overall Commander Score <i>Verbal projection, presence, bearing, movements of CMDR</i>	35	1 - 7	8 - 28	29 - 35	
INDIVIDUAL INSPECTIONS					
Handling of the Weapon <i>Weapon maneuvers as per manual, smooth & well-rehearsed</i>	35	1 - 7	8 - 28	29 - 35	
Personal Hygiene <i>To include hair, breath, nails, shave, facial hair, & overall grooming</i>	35	1 - 7	8 - 28	29 - 35	
Uniform Preparation & Appearance <i>Uniform prepared as per regs; attention to detail</i>	35	1 - 7	8 - 28	29 - 35	
Position of Attention / Bearing <i>Cadet correct position of attention & bearing displayed at all times</i>	35	1 - 7	8 - 28	29 - 35	
Confidence & Intensity <i>Solid, self-assured demeanor with laser focus sharpness</i>	35	1 - 7	8 - 28	29 - 35	
Overall Unit Impression <i>Taken in total, how impressive was the entire unit?</i>	35	1 - 7	8 - 28	29 - 35	
Overall Knowledge <i>Correctness & depth of all responses given to judge</i>	50	1 - 12	13 - 37	38 - 50	
Total Inspection Points	400				

*ANY SCORE IN THE POOR CATEGORY MUST HAVE AN EXPLANATION

PENALTIES (number of occurrences)

_____ Exhibition Uniform Items (-5 ea)

_____ Other (explain)

Judge's Name: _____

Judge's Notes: _____

FILL OUT ONLY IF UNIT IS OUTSIDE REQ. NUMBERS

Penalty - 25 points per missing cadet: (12 cadets + cadet cmdr REQUIRED)

Unit Missing One Cadet	Unit Missing Two Cadets
-25	-50
Cadet Commander's Initials: _____	

Common: AL-Alignment / DAC-Dress/Alignment/Center / OS-Out of Step / RA-Rifle Angles / IE-Improper Execution / SM-Secondary Movements / B-Bearing



2026 Army JROTC National Drill Championships

Armed Division - Inspection

School Name: «School_Name»

Team Name: «Team_Name»

«Code»

Judge #2 - #4	Max Points	Poor*	Average	Exceptional	Notes
UNIT & COMMANDER OVERALL					
Correct Inspection Procedures <i>Correct formation, open ranks, salutes, verbal requirements, etc.</i>	35	1 - 7	8 - 28	29 - 35	
Entry / Exit Overall Quality <i>Marching quality, general team performance enter/exit</i>	35	1 - 7	8 - 28	29 - 35	
Team Unity, Snap & Pop <i>Is the unit "locked on" and tight or just going through the motions</i>	35	1 - 7	8 - 28	29 - 35	
Overall Commander Score <i>Verbal projection, presence, bearing, movements of CMDR</i>	35	1 - 7	8 - 28	29 - 35	
INDIVIDUAL INSPECTIONS					
Handling of the Weapon <i>Weapon maneuvers as per manual, smooth & well-rehearsed</i>	35	1 - 7	8 - 28	29 - 35	
Personal Hygiene <i>To include hair, breath, nails, shave, facial hair, & overall grooming</i>	35	1 - 7	8 - 28	29 - 35	
Uniform Preparation & Appearance <i>Uniform prepared as per regs; attention to detail</i>	35	1 - 7	8 - 28	29 - 35	
Position of Attention / Bearing <i>Cadet correct position of attention & bearing displayed at all times</i>	35	1 - 7	8 - 28	29 - 35	
Confidence & Intensity <i>Solid, self-assured demeanor with laser focus sharpness</i>	35	1 - 7	8 - 28	29 - 35	
Overall Unit Impression <i>Taken in total, how impressive was the entire unit?</i>	35	1 - 7	8 - 28	29 - 35	
Overall Knowledge <i>Correctness & depth of all responses given to judge</i>	50	1 - 12	13 - 37	38 - 50	
Total Inspection Points	400				

*ANY SCORE IN THE POOR CATEGORY ABOVE MUST HAVE AN EXPLANATION BELOW

Judge's Name: _____

Judge's Notes:



2026 Army JROTC National Drill Championships Unarmed Division - Inspection

CC Initials

School Name: «School_Name»
 Team Name: «Team_Name»
 «Code»

Grand Total

Head Judge #1	Max Points	Poor	Average	Exceptional	Notes
UNIT & COMMANDER OVERALL					
Entry/Exit Overall Quality <i>Marching quality, general team performance enter/exit</i>	35	1 - 7	8 - 28	29 - 35	
General Team Positioning <i>Unit dress & cover, distance, interval, centering, related</i>	35	1 - 7	8 - 28	29 - 35	
Team Unity, Snap & Pop <i>Is the unit "locked on" and tight or just going through the motions</i>	35	1 - 7	8 - 28	29 - 35	
Overall Commander Score <i>Verbal projection, presence, bearing, movements of CMDR</i>	35	1 - 7	8 - 28	29 - 35	
INDIVIDUAL INSPECTIONS					
Correct Inspection Procedures <i>Correct formation, open ranks, salutes, verbal requirements, etc.</i>	35	1 - 7	8 - 28	29 - 35	
Personal Hygiene <i>To include breath, nails, shave, facial hair, and overall grooming</i>	35	1 - 7	8 - 28	29 - 35	
Uniform Preparation & Appearance <i>Uniform prepared as per regs, attention to detail</i>	35	1 - 7	8 - 28	29 - 35	
Position of Attention / Bearing <i>Cadet correct position of attention & bearing displayed at all times</i>	35	1 - 7	8 - 28	29 - 35	
Confidence & Intensity <i>Solid, self-assured demeanor with laser focus sharpness</i>	35	1 - 7	8 - 28	29 - 35	
Overall Unit Impression <i>Taken in total, how impressive was the entire unit?</i>	35	1 - 7	8 - 28	29 - 35	
Overall Knowledge <i>Correctness & depth of all responses given to judge</i>	50	1 - 12	13 - 37	38 - 50	
Total Inspection Points	400				

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

PENALTIES (number of occurrences)

_____ Exhibition Uniform Items (-5 ea)

_____ Other (explain)

Judge's Name: _____

Judge's Notes:

FILL OUT ONLY IF UNIT IS OUTSIDE REQ. NUMBERS

Penalty - 25 points per missing cadet:
(12 cadets + cadet cmdr REQUIRED)

Unit Missing One Cadet	Unit Missing Two Cadets
-25	-50

Cadet Commander's Initials:



2026 Army JROTC National Drill Championships Unarmed Division - Inspection

CC Initials

School Name: «School_Name»
Team Name: «Team_Name»
«Code»

Grand Total

Judge #2 - #4	Max Points	Poor	Average	Exceptional	Notes
UNIT & COMMANDER OVERALL					
Entry/Exit Overall Quality <i>Marching quality, general team performance enter/exit</i>	35	1 - 7	8 - 28	29 - 35	
General Team Positioning <i>Unit dress & cover, distance, interval, centering, related</i>	35	1 - 7	8 - 28	29 - 35	
Team Unity, Snap & Pop <i>Is the unit "locked on" and tight or just going through the motions</i>	35	1 - 7	8 - 28	29 - 35	
Overall Commander Score <i>Verbal projection, presence, bearing, movements of CMDR</i>	35	1 - 7	8 - 28	29 - 35	
INDIVIDUAL INSPECTIONS					
Correct Inspection Procedures <i>Correct formation, open ranks, salutes, verbal requirements, etc.</i>	35	1 - 7	8 - 28	29 - 35	
Personal Hygiene <i>To include breath, nails, shave, facial hair, and overall grooming</i>	35	1 - 7	8 - 28	29 - 35	
Uniform Preparation & Appearance <i>Uniform prepared as per regs, attention to detail</i>	35	1 - 7	8 - 28	29 - 35	
Position of Attention / Bearing <i>Cadet correct position of attention & bearing displayed at all times</i>	35	1 - 7	8 - 28	29 - 35	
Confidence & Intensity <i>Solid, self-assured demeanor with laser focus sharpness</i>	35	1 - 7	8 - 28	29 - 35	
Overall Unit Impression <i>Taken in total, how impressive was the entire unit?</i>	35	1 - 7	8 - 28	29 - 35	
Overall Knowledge <i>Correctness & depth of all responses given to judge</i>	50	1 - 12	13 - 37	38 - 50	
Total Inspection Points	400				

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

Judge's Name: _____

Judge's Notes:

Armed and Unarmed Exhibition

	<h3>2026 Army JROTC National Drill Championships</h3> <h4>Armed Division - Team Exhibition</h4>				
CC Initials <input style="width: 100%; height: 20px;" type="text"/>	School Name: «School_Name» Team Name: «Team_Name» «Code»	Judge Total <input style="width: 100%; height: 20px;" type="text"/>	Grand Total <input style="width: 100%; height: 20px;" type="text"/>		
Head Judge #1	Max Points	Poor*	Average	Exceptional	Notes
Performance Overview					
Routine COMPOSITION & FLOW <small>Routine is unique & well-constructed w/ fitting transitions</small>	30	1 - 6	7 - 24	25 - 30	
Cadet APPEARANCE <small>Overall preparation & presentation</small>	30	1 - 6	7 - 24	25 - 30	
REPORT IN & REPORT OUT <small>Verbal report in/out; all movements to enter/exit floor</small>	30	1 - 6	7 - 24	25 - 30	
OVERALL IMPRESSION <small>Subjective score of entire routine as presented</small>	30	1 - 6	7 - 24	25 - 30	
Cadet BEARING <small>Body & facial control, military carriage</small>	30	1 - 6	7 - 24	25 - 30	
Cadet MARCHING <small>Dress, alignment & marching proficiency, use of drill floor</small>	30	1 - 6	7 - 24	25 - 30	
Movement VARIETY <small>Diversity of movements to display overall excellence</small>	30	1 - 6	7 - 24	25 - 30	
Movement DIFFICULTY (Floor) <small>Cadence changes, interweaving and other difficult marching</small>	30	1 - 6	7 - 24	25 - 30	
Movement PRECISION <small>Exacting, flawless & meticulous maneuvers - "anti-sloppy"</small>	30	1 - 6	7 - 24	25 - 30	
Routine SHOWMANSHIP <small>Flair, style and "wow factor" that turns heads / rivets watchers</small>	30	1 - 6	7 - 24	25 - 30	
Handling of the RIFLE <small>Weapon maneuvers & manipulation look skilled & effortless</small>	30	1 - 6	7 - 24	25 - 30	
Routine DIFFICULTY (Aerial) <small>Rifle spins, tosses and throws that leave the hand</small>	30	1 - 6	7 - 24	25 - 30	
MILITARY Flavor <small>Routine proudly befits a military competition</small>	40	1 - 8	9 - 32	33 - 40	
Total Exhibition Drill Points	400				
*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@5points/2+@15 pts ea				
	Seconds over/under time @ 1 point per second <small>(Minimum 6 minutes - Maximum 9 Minutes)</small>				
	Other:				
	TOTAL PENALTY POINTS				

Penalty - 25 points per missing cadet:
(9 cadets + c/CDR MIN. REQUIRED)
MAX 20 Cadets

Unit Missing One Cadet	Unit Missing Two Cadets
-25	-50

Cadet Commander's Initials:

Common: AL-Alignment / DAC-Dress/Alignment/Cover / OS-Out of Step/ RA-Rifle Angles / IE-Improper Execution / SM-Secondary Movement / B-Bearing

Judge's Name: _____ «School_Name» - #1

FEEDBACK:



2026 Army JROTC National Drill Championships Armed Division - Team Exhibition

School Name: «School_Name»
 Team Name: «Team_Name»
 «Code»

Judge Total

Judge #2 - #4	Max Points	Poor*	Average	Exceptional	Notes
Performance Overview					
Routine COMPOSITION & FLOW <i>Routine is unique & well-constructed w/ fitting transitions</i>	30	1 - 6	7 - 24	25 - 30	
Cadet APPEARANCE <i>Overall preparation & presentation</i>	30	1 - 6	7 - 24	25 - 30	
REPORT IN & REPORT OUT <i>Verbal report in/out, all movements to enter/exit floor</i>	30	1 - 6	7 - 24	25 - 30	
OVERALL IMPRESSION <i>Subjective score of entire routine as presented</i>	30	1 - 6	7 - 24	25 - 30	
Cadet BEARING <i>Body & facial control, military carriage</i>	30	1 - 6	7 - 24	25 - 30	
Cadet MARCHING <i>Dress, alignment & marching proficiency; use of drill floor</i>	30	1 - 6	7 - 24	25 - 30	
Movement VARIETY <i>Diversity of movements to display overall excellence</i>	30	1 - 6	7 - 24	25 - 30	
Movement DIFFICULTY (Floor) <i>Cadence changes, interweaving and other difficult marching</i>	30	1 - 6	7 - 24	25 - 30	
Movement PRECISION <i>Exacting, flawless & meticulous maneuvers - "anti-sloppy"</i>	30	1 - 6	7 - 24	25 - 30	
Routine SHOWMANSHIP <i>Flair, style and "wow factor" that turns heads / rivets watchers</i>	30	1 - 6	7 - 24	25 - 30	
Handling of the RIFLE <i>Weapon maneuvers & manipulation look skilled & effortless</i>	30	1 - 6	7 - 24	25 - 30	
Routine DIFFICULTY (Aerial) <i>Rifle spins, tosses and throws that leave the hand</i>	30	1 - 6	7 - 24	25 - 30	
MILITARY Flavor <i>Routine proudly befits a military competition</i>	40	1 - 8	9 - 32	33 - 40	
Total Exhibition Drill Points	400				

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

Common: AL-Alignment / DAC-Dress/Alignment/Cover / OS-Out of Step/ RA-Rifle Angles / IE-Improper Execution / SM-Secondary Movement / B-Bearing

Judge's Name: _____

«School_Name» - #2 - #4

FEEDBACK:



2026 Army JROTC National Drill Championships Unarmed Division - Team Exhibition

School Name: «School_Name»
Team Name: «Team_Name»

CC Initials

Judge Total	Grand Total

Head Judge #1	Max Points	Poor*	Average	Exceptional	Notes
Performance Overview					
REPORT IN <small>Verbal report in; all movements to enter floor & report in to HJ</small>	30	1-6	7-24	25-30	
REPORT OUT <small>Verbal report out; all movements to report out to HJ & exit floor</small>	30	1-6	7-24	25-30	
Team/Cadet APPEARANCE <small>Overall preparation & presentation</small>	30	1-6	7-24	25-30	
Routine FLOOR USE <small>Meaningful use of the entire drill floor</small>	30	1-6	7-24	25-30	
Routine COMPOSITION & FLOW <small>Routine is unique & well constructed w/ fitting transitions</small>	30	1-6	7-24	25-30	
Team/Cadet BEARING <small>Body & facial control, military carriage</small>	30	1-6	7-24	25-30	
Team/Cadet MARCHING <small>Dress, alignment and marching proficiency; use of drill floor</small>	30	1-6	7-24	25-30	
Movement VARIETY <small>Diversity of movements to display overall excellence</small>	30	1-6	7-24	25-30	
Movement DIFFICULTY <small>Routine as presented required MUCH PRACTICE!</small>	30	1-6	7-24	25-30	
Movement PRECISION <small>Exacting, flawless & meticulous maneuvers - "anti-sloppy"</small>	30	1-6	7-24	25-30	
Routine SHOWMANSHIP <small>Flair, style and "wow factor" that turns heads / rivets watchers</small>	30	1-6	7-24	25-30	
OVERALL IMPRESSION <small>Subjective score of entire routine as presented</small>	30	1-6	7-24	25-30	
MILITARY Flavor <small>Routine proudly befits a military competition</small>	40	1-8	9-32	33-40	
Total Exhibition Drill Points	400				

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

Number	PENALTIES – HEAD JUDGE ONLY	Total Points
	Boundary Violations @ 10 pts each occurrence	
	Seconds over/under time @ 1 point per second (Minimum 2 minutes - Maximum 3 Minutes)	
	Other:	
TOTAL PENALTY POINTS		

Judge's Name: _____

Notes:



2026 Army JROTC National Drill Championships Unarmed Division – Team Exhibition

School Name: «School_Name»
Team Name: «Team_Name»

Judge Total

Judge #2 - #4	Max Points	Poor*	Average	Exceptional	Notes
Performance Overview					
REPORT IN <small>Verbal report in; all movements to enter floor & report in to HJ</small>	30	1 - 6	7 - 24	25 - 30	
REPORT OUT <small>Verbal report out; all movements to report out to HJ & exit floor</small>	30	1 - 6	7 - 24	25 - 30	
Team/Cadet APPEARANCE <small>Overall preparation & presentation</small>	30	1 - 6	7 - 24	25 - 30	
Routine FLOOR USE <small>Meaningful use of the entire drill floor</small>	30	1 - 6	7 - 24	25 - 30	
Routine COMPOSITION & FLOW <small>Routine is unique & well constructed w/ fitting transitions</small>	30	1 - 6	7 - 24	25 - 30	
Team/Cadet BEARING <small>Body & facial control, military carriage</small>	30	1 - 6	7 - 24	25 - 30	
Team/Cadet MARCHING <small>Dress, alignment and marching proficiency; use of drill floor</small>	30	1 - 6	7 - 24	25 - 30	
Movement VARIETY <small>Diversity of movements to display overall excellence</small>	30	1 - 6	7 - 24	25 - 30	
Movement DIFFICULTY <small>Routine as presented required MUCH PRACTICE!</small>	30	1 - 6	7 - 24	25 - 30	
Movement PRECISION <small>Exacting, flawless & meticulous maneuvers – “anti-sloppy”</small>	30	1 - 6	7 - 24	25 - 30	
Routine SHOWMANSHIP <small>Flair, style and “wow factor” that turns heads / rivets watchers</small>	30	1 - 6	7 - 24	25 - 30	
OVERALL IMPRESSION <small>Subjective score of entire routine as presented</small>	30	1 - 6	7 - 24	25 - 30	
MILITARY Flavor <small>Routine proudly befits a military competition</small>	40	1 - 8	9 - 32	33 - 40	
Total Exhibition Drill Points	400				

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

Judge's Name: _____

Notes:



2026 Army JROTC National Drill Championships Armed Division – Solo/Dual Exhibition

CC Initials

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School Name: «School_Name»
 Team Name: «Team_Name»
 «Code»

Judge Total	Grand Total
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Head Judge #1	Max Points	Poor*	Average	Exceptional	Notes
Performance Overview					
Routine COMPOSITION & FLOW <i>Routine is unique & well-constructed w/ fitting transitions</i>	30	1 - 6	7 - 24	25 - 30	
Cadet APPEARANCE <i>Overall preparation & presentation</i>	30	1 - 6	7 - 24	25 - 30	
REPORT IN & REPORT OUT <i>Verbal report in/out, all movements to enter/exit floor</i>	30	1 - 6	7 - 24	25 - 30	
OVERALL IMPRESSION <i>Subjective score of entire routine as presented</i>	30	1 - 6	7 - 24	25 - 30	
Cadet BEARING <i>Body & facial control, military carriage</i>	30	1 - 6	7 - 24	25 - 30	
Cadet MARCHING <i>Dress, alignment & marching proficiency, use of drill floor</i>	30	1 - 6	7 - 24	25 - 30	
Movement VARIETY <i>Diversity of movements to display overall excellence</i>	30	1 - 6	7 - 24	25 - 30	
Movement DIFFICULTY (Floor) <i>Cadence changes, interweaving and other difficult marching</i>	30	1 - 6	7 - 24	25 - 30	
Movement PRECISION <i>Exacting, flawless & meticulous maneuvers – "anti-sloppy"</i>	30	1 - 6	7 - 24	25 - 30	
Routine SHOWMANSHIP <i>Flair, style and "wow factor" that turns heads / rivets watchers</i>	30	1 - 6	7 - 24	25 - 30	
Handling of the RIFLE <i>Weapon maneuvers & manipulation look skilled & effortless</i>	30	1 - 6	7 - 24	25 - 30	
Routine DIFFICULTY (Aerial) <i>Rifle spins, tosses and throws that leave the hand</i>	30	1 - 6	7 - 24	25 - 30	
MILITARY Flavor <i>Routine proudly befits a military competition</i>	40	1 - 8	9 - 32	33 - 40	
Total Exhibition Drill Points	400				

*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@5points/2+@15 pts ea	
	Seconds over/under time @ 1 point per second <small>(Minimum 2 minutes - Maximum 3 Minutes)</small>	
	Other:	
TOTAL PENALTY POINTS		

Common: AL-Alignment / DAC-Dress/Alignment/Cover / OS-Out of Step/ RA-Rifle Angles / IE-Improper Execution / SM-Secondary Movement / B-Bearing

Judge's Name: _____

«School_Name» - #1

FEEDBACK:



2026 Army JROTC National Drill Championships Armed Division - Solo/Dual Exhibition

School Name: «School_Name»
 Team Name: «Team_Name»
 «Code»

Judge Total

Judge #2 - #4	Max Points	Poor*	Average	Exceptional	Notes
Performance Overview					
Routine COMPOSITION & FLOW <i>Routine is unique & well-constructed w/ fitting transitions</i>	30	1 - 6	7 - 24	25 - 30	
Cadet APPEARANCE <i>Overall preparation & presentation</i>	30	1 - 6	7 - 24	25 - 30	
REPORT IN & REPORT OUT <i>Verbal report in/out; all movements to enter/exit floor</i>	30	1 - 6	7 - 24	25 - 30	
OVERALL IMPRESSION <i>Subjective score of entire routine as presented</i>	30	1 - 6	7 - 24	25 - 30	
Cadet BEARING <i>Body & facial control, military carriage</i>	30	1 - 6	7 - 24	25 - 30	
Cadet MARCHING <i>Dress, alignment & marching proficiency; use of drill floor</i>	30	1 - 6	7 - 24	25 - 30	
Movement VARIETY <i>Diversity of movements to display overall excellence</i>	30	1 - 6	7 - 24	25 - 30	
Movement DIFFICULTY (Floor) <i>Cadence changes, interweaving and other difficult marching</i>	30	1 - 6	7 - 24	25 - 30	
Movement PRECISION <i>Exacting, flawless & meticulous maneuvers - "anti-sloppy"</i>	30	1 - 6	7 - 24	25 - 30	
Routine SHOWMANSHIP <i>Flair, style and "wow factor" that turns heads / rivets watchers</i>	30	1 - 6	7 - 24	25 - 30	
Handling of the RIFLE <i>Weapon maneuvers & manipulation look skilled & effortless</i>	30	1 - 6	7 - 24	25 - 30	
Routine DIFFICULTY (Aerial) <i>Rifle spins, tosses and throws that leave the hand</i>	30	1 - 6	7 - 24	25 - 30	
MILITARY Flavor <i>Routine proudly befits a military competition</i>	40	1 - 8	9 - 32	33 - 40	
Total Exhibition Drill Points	400				

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

Common: AL-Alignment / DAC-Dress/Alignment/Cover / QS-Out of Step/ RA-Rifle Angles / IE-Improper Execution / SM-Secondary Movement / B-Bearing

Judge's Name: _____

«School_Name» - #2 - #4

FEEDBACK:



2026 Army JROTC National Drill Championships Unarmed Division - Dual Exhibition

School Name: «School_Name»
Team Name: «Team_Name»

CC Initials

Judge Total	Grand Total

Head Judge #1	Max Points	Poor*	Average	Exceptional	Notes
Performance Overview					
REPORT IN <small>Verbal report in; all movements to enter floor & report in to HJ</small>	30	1 - 6	7 - 24	25 - 30	
REPORT OUT <small>Verbal report out; all movements to report out to HJ & exit floor</small>	30	1 - 6	7 - 24	25 - 30	
Team/Cadet APPEARANCE <small>Overall preparation & presentation</small>	30	1 - 6	7 - 24	25 - 30	
Routine FLOOR USE <small>Meaningful use of the entire drill floor</small>	30	1 - 6	7 - 24	25 - 30	
Routine COMPOSITION & FLOW <small>Routine is unique & well constructed w/ fitting transitions</small>	30	1 - 6	7 - 24	25 - 30	
Team/Cadet BEARING <small>Body & facial control, military carriage</small>	30	1 - 6	7 - 24	25 - 30	
Team/Cadet MARCHING <small>Dress, alignment and marching proficiency, use of drill floor</small>	30	1 - 6	7 - 24	25 - 30	
Movement VARIETY <small>Diversity of movements to display overall excellence</small>	30	1 - 6	7 - 24	25 - 30	
Movement DIFFICULTY <small>Routine as presented required MUCH PRACTICE!</small>	30	1 - 6	7 - 24	25 - 30	
Movement PRECISION <small>Exacting, flawless & meticulous maneuvers - "anti-sloppy"</small>	30	1 - 6	7 - 24	25 - 30	
Routine SHOWMANSHIP <small>Flair, style and "wow factor" that turns heads / rivets watchers</small>	30	1 - 6	7 - 24	25 - 30	
OVERALL IMPRESSION <small>Subjective score of entire routine as presented</small>	30	1 - 6	7 - 24	25 - 30	
MILITARY Flavor <small>Routine proudly befits a military competition</small>	40	1 - 8	9 - 32	33 - 40	
Total Exhibition Drill Points	400				

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

Number	PENALTIES – HEAD JUDGE ONLY	Total Points
	Boundary Violations @ 10 pts each occurrence	
	Seconds over/under time @ 1 point per second <small>(Minimum 2 minutes - Maximum 3 Minutes)</small>	
	Other:	
TOTAL PENALTY POINTS		

Judge's Name: _____

Notes:



2026 Army JROTC National Drill Championships Unarmed Division - Dual Exhibition

School Name: «School_Name»

Team Name: «Team_Name»

Judge Total

Judge #2 - #4	Max Points	Poor*	Average	Exceptional	Notes
Performance Overview					
REPORT IN Verbal report in; all movements to enter floor & report in to HJ	30	1 - 6	7 - 24	25 - 30	
REPORT OUT Verbal report out; all movements to report out to HJ & exit floor	30	1 - 6	7 - 24	25 - 30	
Team/Cadet APPEARANCE Overall preparation & presentation	30	1 - 6	7 - 24	25 - 30	
Routine FLOOR USE Meaningful use of the entire drill floor	30	1 - 6	7 - 24	25 - 30	
Routine COMPOSITION & FLOW Routine is unique & well constructed w/ fitting transitions	30	1 - 6	7 - 24	25 - 30	
Team/Cadet BEARING Body & facial control, military carriage	30	1 - 6	7 - 24	25 - 30	
Team/Cadet MARCHING Dress, alignment and marching proficiency; use of drill floor	30	1 - 6	7 - 24	25 - 30	
Movement VARIETY Diversity of movements to display overall excellence	30	1 - 6	7 - 24	25 - 30	
Movement DIFFICULTY Routine as presented required MUCH PRACTICE!	30	1 - 6	7 - 24	25 - 30	
Movement PRECISION Exacting, flawless & meticulous maneuvers - "anti-sloppy"	30	1 - 6	7 - 24	25 - 30	
Routine SHOWMANSHIP Flair, style and "wow factor" that turns heads / rivets watchers	30	1 - 6	7 - 24	25 - 30	
OVERALL IMPRESSION Subjective score of entire routine as presented	30	1 - 6	7 - 24	25 - 30	
MILITARY Flavor Routine proudly befits a military competition	40	1 - 8	9 - 32	33 - 40	
Total Exhibition Drill Points	400				

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

Judge's Name: _____

Notes: