



CC Initials

Judge's Notes:

Judge's Name:

School Name: «School Name»

Head Judge #1	Max Points	Poor	Average	Exceptional	Notes
MINOR ITEMS					
Entry / Exit Overall Quality  Marching quality, general team performance enter/exit	20	1-5	6-14	15 - 20	
General Team Positioning Unit dress & cover, distance, interval, centering, related	20	1-5	6-14	15 - 20	
Team Unity, Snap & Pop  Is the unit "locked on" and tight or just going through the motions	20	1-5	6-14	15 - 20	
Overall Commander Score  Verbal projection, presence, bearing, movements of CMDR  MAJOR ITEMS	20	1-5	6 – 14	12 - 20	
Correct Inspection Procedures  Correct formation, verbal commands/movements & departure	30	1-7	8 - 23	24 - 30	
Personal Hygiene To include breath, nails, shave, facial hair, and overall grooming	30	1-7	8 - 23	24 - 30	
Uniform Preparation & Appearance Uniform prepared as per regs, attention to detail	30	1-7	8 - 23	24 - 30	
Position of Attention / Bearing Correct position of attention & bearing displayed at all times	30	1-7	8 - 23	24 - 30	
Confidence & Intensity Solid, self-assured demeanor with laser focus sharpness	30	1-7	8 - 23	24 - 30	
Overall Unit Impression  Taken in total, how impressive was the entire unit?	30	1-7	8 - 23	24 - 30	
Overall Knowledge  Correctness & depth of all verbal responses given to judge	40	1 - 10	11- 30	31 - 40	
Total Inspection Points	300				
Any score in the POOR category above MUST have de	tails writt	en below			LY IF UNIT IS Q. NUMBERS
<b>Uniform Violations:</b> Minor(-20 pts.) OR Major(-50 pts.) Violation = _					per missing cadet: cmdr REQUIRED)
Specific Uniform Violation:			Unit One	: Missing e Cadet	Unit Missing Two Cadets

-25

Cadet Commander's Initials: \_\_\_\_

-50





Judge #2	Max Points	Poor	Average	Exceptional	Notes
MINOR ITEMS			·		
Entry / Exit Overall Quality  Marching quality, general team performance enter/exit	20	1-5	6-14	15 - 20	
General Team Positioning Unit dress & cover, distance, interval, centering, related	20	1-5	6-14	15 - 20	
Team Unity, Snap & Pop Is the unit "locked on" and tight or just going through the motions	20	1-5	6-14	15 - 20	
Overall Commander Score  Verbal projection, presence, bearing, movements of CMDR	20	1-5	6-14	12 - 20	
MAJOR ITEMS					
Correct Inspection Procedures  Correct formation, verbal commands/movements & departure	30	1-7	8 - 23	24 - 30	
Personal Hygiene To include breath, nails, shave, facial hair, and overall grooming	30	1-7	8 - 23	24 - 30	
Uniform Preparation & Appearance Uniform prepared as per regs, attention to detail	30	1-7	8 - 23	24 - 30	
Position of Attention / Bearing Correct position of attention & bearing displayed at all times	30	1-7	8 - 23	24 - 30	
Confidence & Intensity  Solid, self-assured demeanor with laser focus sharpness	30	1-7	8 - 23	24 - 30	
Overall Unit Impression  Taken in total, how impressive was the entire unit?	30	1-7	8 - 23	24 - 30	
Overall Knowledge  Correctness & depth of all verbal responses given to judge	40	1 - 10	11-30	31 - 40	
Total Inspection Points	300				

<sup>\*</sup>Any score in the POOR category above MUST have details written below

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Judge #3	Max Points	Poor	Average	Exceptional	Notes
MINOR ITEMS			·	<u></u>	
Entry / Exit Overall Quality  Marching quality, general team performance enter/exit	20	1-5	6-14	15 - 20	
General Team Positioning Unit dress & cover, distance, interval, centering, related	20	1-5	6-14	15 - 20	
Team Unity, Snap & Pop Is the unit "locked on" and tight or just going through the motions	20	1-5	6-14	15 - 20	
Overall Commander Score  Verbal projection, presence, bearing, movements of CMDR	20	1-5	6-14	12 - 20	
MAJOR ITEMS					
Correct Inspection Procedures  Correct formation, verbal commands/movements & departure	30	1-7	8 - 23	24 - 30	
Personal Hygiene To include breath, nails, shave, facial hair, and overall grooming	30	1-7	8 - 23	24 - 30	
Uniform Preparation & Appearance Uniform prepared as per regs, attention to detail	30	1-7	8 - 23	24 - 30	
Position of Attention / Bearing Correct position of attention & bearing displayed at all times	30	1-7	8 - 23	24 - 30	
Confidence & Intensity Solid, self-assured demeanor with laser focus sharpness	30	1-7	8 - 23	24 - 30	
Overall Unit Impression  Taken in total, how impressive was the entire unit?	30	1-7	8 - 23	24 - 30	
Overall Knowledge  Correctness & depth of all verbal responses given to judge	40	1 - 10	11-30	31 - 40	
Total Inspection Points	300				

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Judge #4	Max Points	Poor	Average	Exceptional	Notes
MINOR ITEMS					
Entry / Exit Overall Quality  Marching quality, general team performance enter/exit	20	1-5	6-14	15 - 20	
General Team Positioning Unit dress & cover, distance, interval, centering, related	20	1-5	6-14	15 - 20	
Team Unity, Snap & Pop Is the unit "locked on" and tight or just going through the motions	20	1-5	6-14	15 - 20	
Overall Commander Score  Verbal projection, presence, bearing, movements of CMDR	20	1-5	6-14	12 - 20	
MAJOR ITEMS					
Correct Inspection Procedures  Correct formation, verbal commands/movements & departure	30	1-7	8 - 23	24 - 30	
Personal Hygiene To include breath, nails, shave, facial hair, and overall grooming	30	1-7	8 - 23	24 - 30	
Uniform Preparation & Appearance Uniform prepared as per regs, attention to detail	30	1-7	8 - 23	24 - 30	
Position of Attention / Bearing Correct position of attention & bearing displayed at all times	30	1-7	8 - 23	24 - 30	
Confidence & Intensity Solid, self-assured demeanor with laser focus sharpness	30	1-7	8 - 23	24 - 30	
Overall Unit Impression  Taken in total, how impressive was the entire unit?	30	1-7	8 - 23	24 - 30	
Overall Knowledge  Correctness & depth of all verbal responses given to judge	40	1 - 10	11-30	31 - 40	
Total Inspection Points	300				

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Judge #5	Max Points	Poor	Average	Exceptional	Notes
MINOR ITEMS			·		
Entry / Exit Overall Quality  Marching quality, general team performance enter/exit	20	1-5	6-14	15 - 20	
General Team Positioning Unit dress & cover, distance, interval, centering, related	20	1-5	6-14	15 - 20	
Team Unity, Snap & Pop Is the unit "locked on" and tight or just going through the motions	20	1-5	6-14	15 - 20	
Overall Commander Score  Verbal projection, presence, bearing, movements of CMDR	20	1-5	6-14	12 - 20	
MAJOR ITEMS					
Correct Inspection Procedures  Correct formation, verbal commands/movements & departure	30	1-7	8 - 23	24 - 30	
Personal Hygiene To include breath, nails, shave, facial hair, and overall grooming	30	1-7	8 - 23	24 - 30	
Uniform Preparation & Appearance Uniform prepared as per regs, attention to detail	30	1-7	8 - 23	24 - 30	
Position of Attention / Bearing Correct position of attention & bearing displayed at all times	30	1-7	8 - 23	24 - 30	
Confidence & Intensity Solid, self-assured demeanor with laser focus sharpness	30	1-7	8 - 23	24 - 30	
Overall Unit Impression  Taken in total, how impressive was the entire unit?	30	1-7	8 - 23	24 - 30	
Overall Knowledge  Correctness & depth of all verbal responses given to judge	40	1 - 10	11-30	31 - 40	
Total Inspection Points	300				

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Judge's Name:	
.ludae's Notes	





Judge #6	Max Points	Poor	Average	Exceptional	Notes
MINOR ITEMS					
Entry / Exit Overall Quality  Marching quality, general team performance enter/exit	20	1-5	6-14	15 - 20	
General Team Positioning Unit dress & cover, distance, interval, centering, related	20	1-5	6-14	15 - 20	
Team Unity, Snap & Pop  Is the unit "locked on" and tight or just going through the motions	20	1-5	6-14	15 - 20	
Overall Commander Score  Verbal projection, presence, bearing, movements of CMDR	20	1-5	6-14	12 - 20	
MAJOR ITEMS					
Correct Inspection Procedures  Correct formation, verbal commands/movements & departure	30	1-7	8 - 23	24 - 30	
Personal Hygiene To include breath, nails, shave, facial hair, and overall grooming	30	1-7	8 - 23	24 - 30	
Uniform Preparation & Appearance Uniform prepared as per regs, attention to detail	30	1-7	8 - 23	24 - 30	
Position of Attention / Bearing  Correct position of attention & bearing displayed at all times	30	1-7	8 - 23	24 - 30	
Confidence & Intensity Solid, self-assured demeanor with laser focus sharpness	30	1-7	8 - 23	24 - 30	
Overall Unit Impression  Taken in total, how impressive was the entire unit?	30	1-7	8 - 23	24 - 30	
Overall Knowledge  Correctness & depth of all verbal responses given to judge	40	1 - 10	11-30	31 - 40	
Total Inspection Points	300				

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·ludae's Notes	





Judge #7	Max Points	Poor	Average	Exceptional	Notes
MINOR ITEMS					
Entry / Exit Overall Quality  Marching quality, general team performance enter/exit	20	1-5	6-14	15 - 20	
General Team Positioning Unit dress & cover, distance, interval, centering, related	20	1-5	6-14	15 - 20	
Team Unity, Snap & Pop Is the unit "locked on" and tight or just going through the motions	20	1-5	6-14	15 - 20	
Overall Commander Score  Verbal projection, presence, bearing, movements of CMDR	20	1-5	6-14	12 - 20	
MAJOR ITEMS					
Correct Inspection Procedures  Correct formation, verbal commands/movements & departure	30	1-7	8 - 23	24 - 30	
Personal Hygiene To include breath, nails, shave, facial hair, and overall grooming	30	1-7	8 - 23	24 - 30	
Uniform Preparation & Appearance Uniform prepared as per regs, attention to detail	30	1-7	8 - 23	24 - 30	
Position of Attention / Bearing Correct position of attention & bearing displayed at all times	30	1-7	8 - 23	24 - 30	
Confidence & Intensity Solid, self-assured demeanor with laser focus sharpness	30	1-7	8 - 23	24 - 30	
Overall Unit Impression  Taken in total, how impressive was the entire unit?	30	1-7	8 - 23	24 - 30	
Overall Knowledge  Correctness & depth of all verbal responses given to judge	40	1 - 10	11-30	31 - 40	
Total Inspection Points	300				

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Judae's Notes:	





Judge #8	Max Points	Poor	Average	Exceptional	Notes
MINOR ITEMS					
Entry / Exit Overall Quality  Marching quality, general team performance enter/exit	20	1-5	6-14	15 - 20	
General Team Positioning Unit dress & cover, distance, interval, centering, related	20	1-5	6-14	15 - 20	
Team Unity, Snap & Pop  Is the unit "locked on" and tight or just going through the motions	20	1-5	6-14	15 - 20	
Overall Commander Score  Verbal projection, presence, bearing, movements of CMDR	20	1-5	6-14	12 - 20	
MAJOR ITEMS					
Correct Inspection Procedures  Correct formation, verbal commands/movements & departure	30	1-7	8 - 23	24 - 30	
Personal Hygiene To include breath, nails, shave, facial hair, and overall grooming	30	1-7	8 - 23	24 - 30	
Uniform Preparation & Appearance Uniform prepared as per regs, attention to detail	30	1-7	8 - 23	24 - 30	
Position of Attention / Bearing  Correct position of attention & bearing displayed at all times	30	1-7	8 - 23	24 - 30	
Confidence & Intensity Solid, self-assured demeanor with laser focus sharpness	30	1-7	8 - 23	24 - 30	
Overall Unit Impression  Taken in total, how impressive was the entire unit?	30	1-7	8 - 23	24 - 30	
Overall Knowledge  Correctness & depth of all verbal responses given to judge	40	1-10	11- 30	31 - 40	
Total Inspection Points	300				

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Judge #9	Max Points	Poor	Average	Exceptional	Notes
MINOR ITEMS					
Entry / Exit Overall Quality Marching quality, general team performance enter/exit	20	1-5	6-14	15 - 20	
General Team Positioning Unit dress & cover, distance, interval, centering, related	20	1-5	6-14	15 - 20	
Team Unity, Snap & Pop Is the unit "locked on" and tight or just going through the motions	20	1-5	6-14	15 - 20	
Overall Commander Score  Verbal projection, presence, bearing, movements of CMDR	20	1-5	6-14	12 - 20	
MAJOR ITEMS					
Correct Inspection Procedures  Correct formation, verbal commands/movements & departure	30	1-7	8 - 23	24 - 30	
Personal Hygiene To include breath, nails, shave, facial hair, and overall grooming	30	1-7	8 - 23	24 - 30	
Uniform Preparation & Appearance Uniform prepared as per regs, attention to detail	30	1-7	8 - 23	24 - 30	
Position of Attention / Bearing Correct position of attention & bearing displayed at all times	30	1-7	8 - 23	24 - 30	
Confidence & Intensity  Solid, self-assured demeanor with laser focus sharpness	30	1-7	8 - 23	24 - 30	
Overall Unit Impression  Taken in total, how impressive was the entire unit?	30	1-7	8 - 23	24 - 30	
Overall Knowledge  Correctness & depth of all verbal responses given to judge	40	1-10	11- 30	31 - 40	
Total Inspection Points	300				

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Judge #10	Max Points	Poor	Average	Exceptional	Notes
MINOR ITEMS					
Entry / Exit Overall Quality  Marching quality, general team performance enter/exit	20	1-5	6-14	15 - 20	
General Team Positioning Unit dress & cover, distance, interval, centering, related	20	1-5	6-14	15 - 20	
Team Unity, Snap & Pop Is the unit "locked on" and tight or just going through the motions	20	1-5	6-14	15 - 20	
Overall Commander Score  Verbal projection, presence, bearing, movements of CMDR	20	1-5	6-14	12 - 20	
MAJOR ITEMS					
Correct Inspection Procedures Correct formation, verbal commands/movements & departure	30	1-7	8 - 23	24 - 30	
Personal Hygiene To include breath, nails, shave, facial hair, and overall grooming	30	1-7	8 - 23	24 - 30	
Uniform Preparation & Appearance Uniform prepared as per regs, attention to detail	30	1-7	8 - 23	24 - 30	
Position of Attention / Bearing Correct position of attention & bearing displayed at all times	30	1-7	8 - 23	24 - 30	
Confidence & Intensity Solid, self-assured demeanor with laser focus sharpness	30	1-7	8 - 23	24 - 30	
Overall Unit Impression  Taken in total, how impressive was the entire unit?	30	1-7	8 - 23	24 - 30	
Overall Knowledge  Correctness & depth of all verbal responses given to judge	40	1 - 10	11-30	31 - 40	
Total Inspection Points	300				

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Judge #11	Max Points	Poor	Average	Exceptional	Notes
MINOR ITEMS					
Entry / Exit Overall Quality  Marching quality, general team performance enter/exit	20	1-5	6-14	15 - 20	
General Team Positioning Unit dress & cover, distance, interval, centering, related	20	1-5	6-14	15 - 20	
Team Unity, Snap & Pop Is the unit "locked on" and tight or just going through the motions	20	1-5	6-14	15 - 20	
Overall Commander Score  Verbal projection, presence, bearing, movements of CMDR	20	1-5	6-14	12 - 20	
MAJOR ITEMS					
Correct Inspection Procedures  Correct formation, verbal commands/movements & departure	30	1-7	8 - 23	24 - 30	
Personal Hygiene To include breath, nails, shave, facial hair, and overall grooming	30	1-7	8 - 23	24 - 30	
Uniform Preparation & Appearance Uniform prepared as per regs, attention to detail	30	1-7	8 - 23	24 - 30	
Position of Attention / Bearing  Correct position of attention & bearing displayed at all times	30	1-7	8 - 23	24 - 30	
Confidence & Intensity  Solid, self-assured demeanor with laser focus sharpness	30	1-7	8 - 23	24 - 30	
Overall Unit Impression  Taken in total, how impressive was the entire unit?	30	1-7	8 - 23	24 - 30	
Overall Knowledge  Correctness & depth of all verbal responses given to judge	40	1 - 10	11-30	31 - 40	
Total Inspection Points	300				

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Judge #12	Max Points	Poor	Average	Exceptional	Notes
MINOR ITEMS			·		
Entry / Exit Overall Quality  Marching quality, general team performance enter/exit	20	1-5	6-14	15 - 20	
General Team Positioning Unit dress & cover, distance, interval, centering, related	20	1-5	6-14	15 - 20	
Team Unity, Snap & Pop Is the unit "locked on" and tight or just going through the motions	20	1-5	6-14	15 - 20	
Overall Commander Score  Verbal projection, presence, bearing, movements of CMDR	20	1-5	6-14	12 - 20	
MAJOR ITEMS					
Correct Inspection Procedures  Correct formation, verbal commands/movements & departure	30	1-7	8 - 23	24 - 30	
Personal Hygiene To include breath, nails, shave, facial hair, and overall grooming	30	1-7	8 - 23	24 - 30	
Uniform Preparation & Appearance Uniform prepared as per regs, attention to detail	30	1-7	8 - 23	24 - 30	
Position of Attention / Bearing Correct position of attention & bearing displayed at all times	30	1-7	8 - 23	24 - 30	
Confidence & Intensity Solid, self-assured demeanor with laser focus sharpness	30	1-7	8 - 23	24 - 30	
Overall Unit Impression  Taken in total, how impressive was the entire unit?	30	1-7	8 - 23	24 - 30	
Overall Knowledge  Correctness & depth of all verbal responses given to judge	40	1-10	11- 30	31 - 40	
Total Inspection Points	300				

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Judge #13	Max Points	Poor	Average	Exceptional	Notes
MINOR ITEMS			·	·	
Entry / Exit Overall Quality  Marching quality, general team performance enter/exit	20	1-5	6-14	15 - 20	
General Team Positioning Unit dress & cover, distance, interval, centering, related	20	1-5	6-14	15 - 20	
Team Unity, Snap & Pop Is the unit "locked on" and tight or just going through the motions	20	1-5	6-14	15 - 20	
Overall Commander Score  Verbal projection, presence, bearing, movements of CMDR	20	1-5	6-14	12 - 20	
MAJOR ITEMS					
Correct Inspection Procedures  Correct formation, verbal commands/movements & departure	30	1-7	8 - 23	24 - 30	
Personal Hygiene To include breath, nails, shave, facial hair, and overall grooming	30	1-7	8 - 23	24 - 30	
Uniform Preparation & Appearance Uniform prepared as per regs, attention to detail	30	1-7	8 - 23	24 - 30	
Position of Attention / Bearing Correct position of attention & bearing displayed at all times	30	1-7	8 - 23	24 - 30	
Confidence & Intensity Solid, self-assured demeanor with laser focus sharpness	30	1-7	8 - 23	24 - 30	
Overall Unit Impression  Taken in total, how impressive was the entire unit?	30	1-7	8 - 23	24 - 30	
Overall Knowledge  Correctness & depth of all verbal responses given to judge	40	1 - 10	11-30	31 - 40	
Total Inspection Points	300				

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