School Name: «School_Name» CC Initials Name: «Team_Name»

«Code» - «Service» **Grand Total**

Head Judge #1	Max Points	Poor*	Average	Exceptional	Notes
Performance Overview					
REPORT IN & REPORT OUT Verbal report in/out; all movements to enter/exit floor	15	1 - 4	5-11	12 - 15	
Team/Cadet APPEARANCE Uniform / overall preparation & presentation	15	1-4	5 – 11	12 - 15	
Routine SHOWMANSHIP Flair, style and "wow factor" that turns heads / rivets	15	1-4	5 – 11	12 - 15	
OVERALL IMPRESSION Subjective score of entire routine as presented	15	1-4	5-11	12 - 15	
Team/Cadet BEARING Body & facial control, military carriage	30	1-7	8 - 23	24 - 30	
Team/Cadet MARCHING/MOVEMENT Dress, alignment and marching proficiency & variety	30	1-7	8 - 23	24 - 30	
AERIAL DIFFICULTY Difficult rifle moves completed, to include exchanges & spins	30	1-7	8 - 23	24 - 30	
Movement DIFFICULTY Routine as presented required MUCH PRACTICE!	30	1-7	8 - 23	24 - 30	
Movement PRECISION Exacting, flawless & meticulous maneuvers – "anti-sloppy"	30	1-7	8 - 23	24 - 30	
Routine COMPOSITION & FLOW Routine is unique & well constructed w/ fitting transitions	30	1-7	8 - 23	24 - 30	
Handling of the WEAPON Weapon maneuvers & manipulation look skilled & effortless	30	1-7	8 - 23	24 - 30	
MILITARY Flavor Routine proudly befits a military competition	30	1-7	8 - 23	24 - 30	
Total Exhibition Drill Points	300				

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*Any score in the POOR category above MUST have details written below					
Number	PENALTIES - HEAD JUDGE ONLY	Tot	al Points		
	Boundary Violations @ 10 points each occurrence				
	Dropped weapons – 1@5pts / 2+@25 points per drop	<u>, </u>			
	Seconds over/under time @ 1 point per second (Minimum 2 minutes - Maximum 3 Minutes)				
	TOTAL PENALTY POINTS	;			

Judge's Name: _	
Judge's Notes	



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

«Code» - «Service»

Judge #2	Max Points	Poor*	Average	Exceptional	Notes
Performance Overview					
REPORT IN & REPORT OUT Verbal report in/out; all movements to enter/exit floor	15	1-4	5-11	12 - 15	
Team/Cadet APPEARANCE Uniform / overall preparation & presentation	15	1-4	5 – 11	12 - 15	
Routine SHOWMANSHIP Flair, style and "wow factor" that turns heads / rivets	15	1-4	5-11	12 - 15	
OVERALL IMPRESSION Subjective score of entire routine as presented	15	1-4	5-11	12 - 15	
Team/Cadet BEARING Body & facial control, military carriage	30	1-7	8 - 23	24 - 30	
Team/Cadet MARCHING/MOVEMENT Dress, alignment and marching proficiency & variety	30	1-7	8 - 23	24 - 30	
AERIAL DIFFICULTY Difficult rifle moves completed, to include exchanges & spins	30	1-7	8 - 23	24 - 30	
Movement DIFFICULTY Routine as presented required MUCH PRACTICE!	30	1-7	8 - 23	24 - 30	
Movement PRECISION Exacting, flawless & meticulous maneuvers – "anti-sloppy"	30	1-7	8 - 23	24 - 30	
Routine COMPOSITION & FLOW Routine is unique & well constructed w/ fitting transitions	30	1-7	8 - 23	24 - 30	
Handling of the WEAPON Weapon maneuvers & manipulation look skilled & effortless	30	1-7	8 - 23	24 - 30	
MILITARY Flavor Routine proudly befits a military competition	30	1-7	8 - 23	24 - 30	
Total Exhibition Drill Points	300				

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

Judge's Name: _	 	
Judge's Notes:		



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

«Code» - «Service»

Judge #3	Max Points	Poor*	Average	Exceptional	Notes
Performance Overview					
REPORT IN & REPORT OUT Verbal report in/out; all movements to enter/exit floor	15	1-4	5-11	12 - 15	
Team/Cadet APPEARANCE Uniform / overall preparation & presentation	15	1-4	5-11	12 - 15	
Routine SHOWMANSHIP Flair, style and "wow factor" that turns heads / rivets	15	1-4	5-11	12 - 15	
OVERALL IMPRESSION Subjective score of entire routine as presented	15	1-4	5-11	12 - 15	
Team/Cadet BEARING Body & facial control, military carriage	30	1-7	8 - 23	24 - 30	
Team/Cadet MARCHING/MOVEMENT Dress, alignment and marching proficiency & variety	30	1-7	8 - 23	24 - 30	
AERIAL DIFFICULTY Difficult rifle moves completed, to include exchanges & spins	30	1-7	8 - 23	24 - 30	
Movement DIFFICULTY Routine as presented required MUCH PRACTICE!	30	1-7	8 - 23	24 - 30	
Movement PRECISION Exacting, flawless & meticulous maneuvers – "anti-sloppy"	30	1-7	8 - 23	24 - 30	
Routine COMPOSITION & FLOW Routine is unique & well constructed w/ fitting transitions	30	1-7	8 - 23	24 - 30	
Handling of the WEAPON Weapon maneuvers & manipulation look skilled & effortless	30	1-7	8 - 23	24 - 30	
MILITARY Flavor Routine proudly befits a military competition	30	1-7	8 - 23	24 - 30	
Total Exhibition Drill Points	300				

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

Judge's Name: _	 	
Judge's Notes:		



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

«Code» - «Service»

Judge #4	Max Points	Poor*	Average	Exceptional	Notes
Performance Overview					
REPORT IN & REPORT OUT Verbal report in/out; all movements to enter/exit floor	15	1 - 4	5-11	12 - 15	
Team/Cadet APPEARANCE Uniform / overall preparation & presentation	15	1-4	5 – 11	12 - 15	
Routine SHOWMANSHIP Flair, style and "wow factor" that turns heads / rivets	15	1-4	5 – 11	12 - 15	
OVERALL IMPRESSION Subjective score of entire routine as presented	15	1-4	5-11	12 - 15	
Team/Cadet BEARING Body & facial control, military carriage	30	1-7	8 - 23	24 - 30	
Team/Cadet MARCHING/MOVEMENT Dress, alignment and marching proficiency & variety	30	1-7	8 - 23	24 - 30	
AERIAL DIFFICULTY Difficult rifle moves completed, to include exchanges & spins	30	1-7	8 - 23	24 - 30	
Movement DIFFICULTY Routine as presented required MUCH PRACTICE!	30	1-7	8 - 23	24 - 30	
Movement PRECISION Exacting, flawless & meticulous maneuvers – "anti-sloppy"	30	1-7	8 - 23	24 - 30	
Routine COMPOSITION & FLOW Routine is unique & well constructed w/ fitting transitions	30	1-7	8 - 23	24 - 30	
Handling of the WEAPON Weapon maneuvers & manipulation look skilled & effortless	30	1-7	8 - 23	24 - 30	
MILITARY Flavor Routine proudly befits a military competition	30	1-7	8 - 23	24 - 30	
Total Exhibition Drill Points	300				

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

Judge's Name: _	
Judge's Notes:	