

School Name: «School Name» **Grand Total** Team Name: «Team Name» CC Initials «Code» - «Service» Max Poor\* Exceptional Head Judge #1 Average Notes Points **Performance Overview REPORT IN & REPORT OUT** 1-4 5 - 1112 - 15 15 Verbal report in/out; all movements to enter/exit floor Team/Cadet APPEARANCE 5 - 1112 - 15 1 - 415 Uniform / overall preparation & presentation 5 - 1112 - 15 Routine SHOWMANSHIP 1 - 415 Flair, style and "wow factor" that turns heads / rivets 12 - 15 1 - 45 - 11**OVERALL IMPRESSION** 15 Subjective score of entire routine as presented 8 - 23 Team/Cadet BEARING 1-7 24 - 30 30 Body & facial control, military carriage 8 - 23 Team/Cadet MARCHING/MOVEMENT 1-7 24 - 30 30 Dress, alignment and marching proficiency & variety 8 - 23 **AERIAL DIFFICULTY** 1-7 24 - 30 30 Difficult rifle moves completed, to include exchanges & spins 8 - 23 Movement **DIFFICULTY** 1-7 24 - 30 30 Routine as presented required MUCH PRACTICE! 8 - 23 Movement **PRECISION** 1-7 24 - 30 30 Exacting, flawless & meticulous maneuvers - "anti-sloppy" 8 - 23 24 - 30 Routine COMPOSITION & FLOW 1-7 30 Routine is unique & well-constructed w/ fitting transitions Handling of the WEAPON 1-7 8 - 23 24 - 30 30 Weapon maneuvers & manipulation look skilled & effortless **MILITARY** Flavor 8 - 23 24 - 30 1-7 30 Routine proudly befits a military competition Total Exhibition Drill Points 300 برمامط م

Any score in the POOR category above MUST have details written below						
	Number	PENALTIES – HEAD JUDGE ONLY	<b>Total Points</b>			
		Boundary Violations @ 5 points each occurrence				
		Dropped weapons – 1@5pts / 2+@25 points per drop				
		Seconds over/under time @ 1 point per second (Minimum 6 minutes - Maximum 9 Minutes)				
		TOTAL PENALTY POINTS				

Penalty - 25 points per missing cadet: (8 cadets + c/CDR REQUIRED minimum)							
Unit Missing One Cadet	Unit Missing Two Cadets						
-25	-50						
Cadet Commander's Initials:							

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



School Name: «School\_Name» Team Name: «Team\_Name» «Code» - «Service»

Judge #2	Max Points	Poor*	Average	Exceptional	Notes
Performance Overview					
<b>REPORT IN &amp; REPORT OUT</b> 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 <b>BEARING</b> Body & facial control, military carriage	30	1-7	8 - 23	24 - 30	
Team/Cadet <b>MARCHING/MOVEMENT</b> 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 <b>PRECISION</b> 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 <b>WEAPON</b> 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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Judge's Name: \_\_\_\_\_



School Name: «School\_Name» Team Name: «Team\_Name» «Code» - «Service»

Judge #3	Max Points	Poor*	Average	Exceptional	Notes
Performance Overview					
<b>REPORT IN &amp; REPORT OUT</b>	15	1-4	5-11	12 - 15	
Verbal report in/out; all movements to enter/exit floor	15				
Team/Cadet APPEARANCE	15	1-4	5-11	12 - 15	
Uniform / overall preparation & presentation					
Routine SHOWMANSHIP	15	1-4	5–11	12 - 15	
Flair, style and "wow factor" that turns heads / rivets					
OVERALL IMPRESSION	15	1-4	5 – 11	12 - 15	
Subjective score of entire routine as presented					
Team/Cadet <b>BEARING</b>	30	1-7	8 - 23	24 - 30	
Body & facial control, military carriage	50				
Team/Cadet MARCHING/MOVEMENT	30	1-7	8 - 23	24 - 30	
Dress, alignment and marching proficiency & variety					
AERIAL DIFFICULTY	30	1-7	8 - 23	24 - 30	
Difficult rifle moves completed, to include exchanges & spins					
Movement DIFFICULTY	30	1-7	8 - 23	24 - 30	
Routine as presented required MUCH PRACTICE!					
Movement PRECISION	30	1-7	8 - 23	24 - 30	
Exacting, flawless & meticulous maneuvers – "anti-sloppy"			0		
Routine COMPOSITION & FLOW	30	1-7	8 - 23	24 - 30	
Routine is unique & well-constructed w/ fitting transitions		4 7	0	24.20	
Handling of the <b>WEAPON</b>	30	1-7	8 - 23	24 - 30	
Weapon maneuvers & manipulation look skilled & effortless		1 7	8 - 23	24 20	
MILITARY Flavor	30	1-7	0-23	24 - 30	
Routine proudly befits a military competition					
Total Exhibition Drill Points	200				
	300				atails written below

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



School Name: «School\_Name» Team Name: «Team\_Name» «Code» - «Service»

Judge #4	Max Points	Poor*	Average	Exceptional	Notes
Performance Overview					
<b>REPORT IN &amp; REPORT OUT</b>	15	1-4	5-11	12 - 15	
Verbal report in/out; all movements to enter/exit floor	15				
Team/Cadet APPEARANCE	15	1-4	5-11	12 - 15	
Uniform / overall preparation & presentation					
Routine <b>SHOWMANSHIP</b>	15	1-4	5 - 11	12 - 15	
Flair, style and "wow factor" that turns heads / rivets		1-4	F 11	12 - 15	
OVERALL IMPRESSION Subjective score of entire routine as presented	15	1-4	5 - 11	12 - 15	
		4 T	9 22	24 20	
Team/Cadet <b>BEARING</b>	30	1-7	8 - 23	24 - 30	
Body & facial control, military carriage Team/Cadet MARCHING/MOVEMENT		1-7	8 - 23	24 - 30	
Dress, alignment and marching proficiency & variety	30	± /	0 25	24 50	
AERIAL DIFFICULTY		1-7	8 - 23	24 - 30	
Difficult rifle moves completed, to include exchanges & spins	30		_		
Movement <b>DIFFICULTY</b>	00	1-7	8 - 23	24 - 30	
Routine as presented required MUCH PRACTICE!	30				
Movement PRECISION	30	1-7	8 - 23	24 - 30	
Exacting, flawless & meticulous maneuvers – "anti-sloppy"	30				
Routine COMPOSITION & FLOW	30	1-7	8 - 23	24 - 30	
Routine is unique & well-constructed w/ fitting transitions					
Handling of the WEAPON	30	1-7	8 - 23	24 - 30	
Weapon maneuvers & manipulation look skilled & effortless			0		
MILITARY Flavor	30	1-7	8 - 23	24 - 30	
Routine proudly befits a military competition					
Total Exhibition Drill Points	200				
	300				tails written below

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