



2022 Navy Nationals - Armed Platoon Exhibition

CC Initials School Name: «Name»
«Code»

Grand Total

Head Judge - # 1

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

PENALTIES - HEAD JUDGE ONLY

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

FILL OUT ONLY IF UNIT IS OUTSIDE REQ. NUMBERS

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

One Cadet Under	Two Cadets Under
-25	-50

Cadet Cmdr's Initials:

Judge's Name: _____

Judge Remarks:



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School Name: «Name»

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Judge - #2

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

PENALTIES - HEAD JUDGE ONLY

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

FILL OUT ONLY IF UNIT IS OUTSIDE REQ. NUMBERS

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

One Cadet Under

-25

Two Cadets Under

-50

Cadet Cmdr's Initials:

Judge's Name: _____

Judge Remarks:



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School Name: «Name»

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Judge - #3

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

PENALTIES - HEAD JUDGE ONLY

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

FILL OUT ONLY IF UNIT IS OUTSIDE REG. NUMBERS

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

One Cadet Under	Two Cadets Under
-25	-50

Cadet Cmdr's Initials:

Judge's Name: _____

Judge Remarks: