CC Initials		
CC IIIItidis	Cahaal	Nama
	SCHOOL	Maine.

Event 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	

*Any score in the POOR category above MUST have details written below Number **PENALTIES** – HEAD JUDGE ONLY **Total Points**

Total Exhibition Drill Points

Boundary Violations @ 5 points each occurrence	
Dropped weapons @ 25 points per occurrence	
Seconds over/under time @ 1 point per second	
(Minimum 5 minutes - Maximum 8 Minutes) TOTAL PENALTY POINTS	

Penalty - 25 points per missing cadet: (12 cadets + c/CDR MINIMUM REQUIRED)
Unit Missing Un

One Cadet

Unit Missing **Two Cadets**

-25

-50

CC Initials	School	Name

Event Grand Total

Judge #2	Max Points	Poor*	Average	Exceptional	Notes
Performance Overview	Points		3 -		
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	

300

*Any score in the POOR category above MUST have details written below Number **PENALTIES** – HEAD JUDGE ONLY **Total Points**

Total Exhibition Drill Points

Boundary Violations @ 5 points each occurrence	
Dropped weapons @ 25 points per occurrence	
Seconds over/under time @ 1 point per second	
(Minimum 5 minutes - Maximum 8 Minutes) TOTAL PENALTY POINTS	

Penalty - 25 points per missing cadet: (12 cadets + c/CDR MINIMUM REQUIRED)
Unit Missing Un

One Cadet

Unit Missing **Two Cadets**

-25

-50

CC Initials	L	
	School	Name

Event Grand Total

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	

*Any score in the POOR category above MUST have details written below **PENALTIES** – HEAD JUDGE ONLY **Total Points** Number

Total Exhibition Drill Points

Boundary Violations @ 5 points each occurrence	
Dropped weapons @ 25 points per occurrence	
Seconds over/under time @ 1 point per second	
(Minimum 5 minutes - Maximum 8 Minutes) TOTAL PENALTY POINTS	

Penalty - 25 points per missing cadet: (12 cadets + c/CDR MINIMUM REQUIRED)
Unit Missing Un

One Cadet

Unit Missing **Two Cadets**

-25

-50

CC Initials	School Name:
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Event Grand Total

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	

300

*Any score in the POOR category above MUST have details written below Number **PENALTIES** – HEAD JUDGE ONLY **Total Points**

Total Exhibition Drill Points

Boundary Violations @ 5 points each occurrence	
Dropped weapons @ 25 points per occurrence	
Seconds over/under time @ 1 point per second	
(Minimum 5 minutes - Maximum 8 Minutes) TOTAL PENALTY POINTS	

Penalty - 25 points per missing cadet: (12 cadets + c/CDR MINIMUM REQUIRED)
Unit Missing Un

One Cadet

Unit Missing **Two Cadets**

-25

-50