CC Initials School Name:		Grand Total

Head Judge #1	Max Points	Poor*	Average	Exceptional	Notes
Performance Overview					
REPORT IN	15	1 - 4	5 – 11	12 - 15	
Verbal report in; all movements to enter floor & report in to HJ					
REPORT OUT Verbal report out; all movements to report out to HJ & 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 watchers	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 Dress, alignment and marching proficiency; use of drill floor	30	1-7	8 - 23	24 - 30	
Movement VARIETY Diversity of movements to display overall excellence	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	
MILITARY Flavor Routine proudly befits a military competition	30	1-7	8 - 23	24 - 30	
OVERALL IMPRESSION Subjective score of entire routine as presented	30	1-7	8 - 23	24 - 30	
Total Exhibition Drill Points	300				

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

Number PFNAI TIFS – HFAD JUDGE ONLY Total Points

Number	PENALTIES - HEAD JUDGE UNLT	Total Points
	Boundary Violations @ 5 points each occurrence	
	Seconds over/under time @ 1 point per second	
	(Minimum 5 minutes - Maximum 8 Minutes) TOTAL PENALTY POINTS	

Judge's Name:		

Penalty - 25 points per missing cadet:
(12 cadets + c/CDR MIN. – NO MAX
LIMIT)
Unit Missing
One Cadet

-25

Cadet Commander's Initials:

CC Initials	Grand Total	

Judge #2	Max Points	Poor*	Average	Exceptional	Notes
Performance Overview					
REPORT IN	15	1-4	5 – 11	12 - 15	
Verbal report in; all movements to enter floor & report in to HJ	15				
REPORT OUT Verbal report out; all movements to report out to HJ & 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 watchers	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 Dress, alignment and marching proficiency; use of drill floor	30	1-7	8 - 23	24 - 30	
Movement VARIETY Diversity of movements to display overall excellence	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	
MILITARY Flavor Routine proudly befits a military competition	30	1-7	8 - 23	24 - 30	
OVERALL IMPRESSION Subjective score of entire routine as presented	30	1-7	8 - 23	24 - 30	
Total Exhibition Drill Points	300				

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

Number	PENALTIES - HEAD JUDGE ONLY	Total Points
	Boundary Violations @ 5 points each occurrence	
	Seconds over/under time @ 1 point per second	
	(Minimum 5 minutes - Maximum 8 Minutes) TOTAL PENALTY POINTS	

Judge's Name:		

Penalty - 25 points per missing cadet:					
(12 cadets + c/CDF	R MIN. – NO MAX				
LIM	IT)				
Unit Missing	Unit Missing				
One Cadet	Two Cadets				
-25	-50				
Cadet Commander's Initials:					

CC Initials	Grand Total	

Judge #3	Max Points	Poor*	Average	Exceptional	Notes
Performance Overview					
REPORT IN Verbal report in; all movements to enter floor & report in to HJ	15	1 - 4	5-11	12 - 15	
REPORT OUT Verbal report out; all movements to report out to HJ & 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 watchers	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 Dress, alignment and marching proficiency; use of drill floor	30	1-7	8 - 23	24 - 30	
Movement VARIETY Diversity of movements to display overall excellence	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	
MILITARY Flavor Routine proudly befits a military competition	30	1-7	8 - 23	24 - 30	
OVERALL IMPRESSION Subjective score of entire routine as presented	30	1-7	8 - 23	24 - 30	
Total Exhibition Drill Points	300				

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

Number PFNAI TIFS – HFAD JUDGE ONLY Total Points

Number	PENALTIES - HEAD JUDGE UNLT	Total Points
	Boundary Violations @ 5 points each occurrence	
	Seconds over/under time @ 1 point per second	
	(Minimum 5 minutes - Maximum 8 Minutes) TOTAL PENALTY POINTS	

Judge's Name:			

Penalty - 25 points per missing cadet:
(12 cadets + c/CDR MIN. – NO MAX
LIMIT)
Unit Missing
One Cadet

-25

Cadet Commander's Initials:

	School Name:	Grand Total
CC Initials	School Name:	

Judge #4	Max Points	Poor*	Average	Exceptional	Notes
Performance Overview					
REPORT IN Verbal report in; all movements to enter floor & report in to HJ	15	1 - 4	5-11	12 - 15	
REPORT OUT Verbal report out; all movements to report out to HJ & 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 watchers	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 Dress, alignment and marching proficiency; use of drill floor	30	1-7	8 - 23	24 - 30	
Movement VARIETY Diversity of movements to display overall excellence	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	
MILITARY Flavor Routine proudly befits a military competition	30	1-7	8 - 23	24 - 30	
OVERALL IMPRESSION Subjective score of entire routine as presented	30	1-7	8 - 23	24 - 30	
Total Exhibition Drill Points	300				

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

Number PFNAI TIFS – HFAD JUDGE ONLY Total Points

Number	PENALTIES - HEAD JUDGE UNLT	Total Points
	Boundary Violations @ 5 points each occurrence	
	Seconds over/under time @ 1 point per second	
	(Minimum 5 minutes - Maximum 8 Minutes) TOTAL PENALTY POINTS	

Judge's Name:		

Penalty - 25 points per missing cadet:

(12 cadets + c/CDR MIN. – NO MAX

LIMIT)

Unit Missing
One Cadet

-25

Cadet Commander's Initials: