



# 2018 Air Force JROTC Open Drill Nationals

## Armed Division – Team Exhibition

CC Initials
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School Name: «SchoolName»  
 Team Name: «TeamName»  
 «Team\_ID»

Grand Total
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Head Judge #1	Max Points	Poor*	Average	Exceptional	Notes
<b>Performance Overview</b>					
<b>1. REPORT IN &amp; REPORT OUT</b> Verbal report in/out; all movements to enter/exit floor	<b>15</b>	1 - 3	4 - 12	13 - 15	
<b>2. Team/Cadet APPEARANCE</b> Uniform / overall preparation & presentation	<b>15</b>	1 - 3	4 - 12	13 - 15	
<b>3. Routine SHOWMANSHIP</b> Flair, style and "wow factor" that turns heads / rivets watchers	<b>15</b>	1 - 3	4 - 12	13 - 15	
<b>4. OVERALL IMPRESSION</b> Subjective score of entire routine as presented	<b>15</b>	1 - 3	4 - 12	13 - 15	
<b>5. Team/Cadet BEARING</b> Body & facial control, military carriage	<b>30</b>	1 - 6	7 - 24	25 - 30	
<b>6. Routine MARCHING</b> Dress, alignment & marching proficiency; use of drill floor	<b>30</b>	1 - 6	7 - 24	25 - 30	
<b>7. Routine VARIETY</b> Diversity of movements to display overall excellence	<b>30</b>	1 - 6	7 - 24	25 - 30	
<b>8. Routine PRECISION</b> Exacting, flawless & meticulous maneuvers – "anti-sloppy"	<b>30</b>	1 - 6	7 - 24	25 - 30	
<b>9. Routine COMPOSITION &amp; FLOW</b> Routine is unique & well constructed w/ fitting transitions	<b>30</b>	1 - 6	7 - 24	25 - 30	
<b>10. Handling of the WEAPON</b> Weapon maneuvers & manipulation look skilled & effortless	<b>30</b>	1 - 6	7 - 24	25 - 30	
<b>11. Routine DIFFICULTY (Floor)</b> Cadence changes, interweaving and other difficult marching	<b>30</b>	1 - 6	7 - 24	25 - 30	
<b>12. Routine DIFFICULTY (Aerial)</b> Rifle spins, tosses and throws that leave the hand	<b>30</b>	1 - 6	7 - 24	25 - 30	
<b>13. MILITARY Flavor</b> Routine proudly befits a military competition	<b>40</b>	1 - 8	9 - 32	33 - 40	
(Max Points 340)		<b>PAGE TOTAL:</b>			

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

Number	PENALTIES – HEAD JUDGE ONLY	Total Points
	Boundary Violations @ 5 points each occurrence	
	Dropped weapons @ 25 points per occurrence	
	Seconds over/under time @ 1 point per second (Minimum 6 minutes - Maximum 9 Minutes)	
	<b>TOTAL PENALTY POINTS</b>	

<b>Penalty - 25 points per missing cadet:</b> (8 cadets + c/CDR MIN. REQUIRED) NO MAX LIMIT	
<b>Unit Missing One Cadet</b> <b>-25</b>	<b>Unit Missing Two Cadets</b> <b>-50</b>
<b>Cadet Commander's Initials:</b> _____	

**12**

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



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## Armed Division – Team Exhibition

School Name: «SchoolName»

Team Name: «TeamName»

«Team\_ID»

Judge #2	Max Points	Poor*	Average	Exceptional	Notes
<b>Performance Overview</b>					
<b>1. REPORT IN &amp; REPORT OUT</b> Verbal report in/out; all movements to enter/exit floor	<b>15</b>	1 - 3	4 - 12	13 - 15	
<b>2. Team/Cadet APPEARANCE</b> Uniform / overall preparation & presentation	<b>15</b>	1 - 3	4 - 12	13 - 15	
<b>3. Routine SHOWMANSHIP</b> Flair, style and “wow factor” that turns heads / rivets watchers	<b>15</b>	1 - 3	4 - 12	13 - 15	
<b>4. OVERALL IMPRESSION</b> Subjective score of entire routine as presented	<b>15</b>	1 - 3	4 - 12	13 - 15	
<b>5. Team/Cadet BEARING</b> Body & facial control, military carriage	<b>30</b>	1 - 6	7 - 24	25 - 30	
<b>6. Routine MARCHING</b> Dress, alignment & marching proficiency; use of drill floor	<b>30</b>	1 - 6	7 - 24	25 - 30	
<b>7. Routine VARIETY</b> Diversity of movements to display overall excellence	<b>30</b>	1 - 6	7 - 24	25 - 30	
<b>8. Routine PRECISION</b> Exacting, flawless & meticulous maneuvers – “anti-sloppy”	<b>30</b>	1 - 6	7 - 24	25 - 30	
<b>9. Routine COMPOSITION &amp; FLOW</b> Routine is unique & well constructed w/ fitting transitions	<b>30</b>	1 - 6	7 - 24	25 - 30	
<b>10. Handling of the WEAPON</b> Weapon maneuvers & manipulation look skilled & effortless	<b>30</b>	1 - 6	7 - 24	25 - 30	
<b>11. Routine DIFFICULTY (Floor)</b> Cadence changes, interweaving and other difficult marching	<b>30</b>	1 - 6	7 - 24	25 - 30	
<b>12. Routine DIFFICULTY (Aerial)</b> Rifle spins, tosses and throws that leave the hand	<b>30</b>	1 - 6	7 - 24	25 - 30	
<b>13. MILITARY Flavor</b> Routine proudly befits a military competition	<b>30</b>	1 - 6	7 - 24	25 - 30	
(Max Points 330)		<b>PAGE TOTAL:</b>			

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

Judge’s Name: \_\_\_\_\_

Judge’s Notes:



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## Armed Division - Team Exhibition

School Name: «SchoolName»

Team Name: «TeamName»

«Team\_ID»

Judge #3	Max Points	Poor*	Average	Exceptional	Notes
<b>Performance Overview</b>					
<b>1. REPORT IN &amp; REPORT OUT</b> Verbal report in/out; all movements to enter/exit floor	<b>15</b>	1 - 3	4 - 12	13 - 15	
<b>2. Team/Cadet APPEARANCE</b> Uniform / overall preparation & presentation	<b>15</b>	1 - 3	4 - 12	13 - 15	
<b>3. Routine SHOWMANSHIP</b> Flair, style and "wow factor" that turns heads / rivets watchers	<b>15</b>	1 - 3	4 - 12	13 - 15	
<b>4. OVERALL IMPRESSION</b> Subjective score of entire routine as presented	<b>15</b>	1 - 3	4 - 12	13 - 15	
<b>5. Team/Cadet BEARING</b> Body & facial control, military carriage	<b>30</b>	1 - 6	7 - 24	25 - 30	
<b>6. Routine MARCHING</b> Dress, alignment & marching proficiency; use of drill floor	<b>30</b>	1 - 6	7 - 24	25 - 30	
<b>7. Routine VARIETY</b> Diversity of movements to display overall excellence	<b>30</b>	1 - 6	7 - 24	25 - 30	
<b>8. Routine PRECISION</b> Exacting, flawless & meticulous maneuvers - "anti-sloppy"	<b>30</b>	1 - 6	7 - 24	25 - 30	
<b>9. Routine COMPOSITION &amp; FLOW</b> Routine is unique & well constructed w/ fitting transitions	<b>30</b>	1 - 6	7 - 24	25 - 30	
<b>10. Handling of the WEAPON</b> Weapon maneuvers & manipulation look skilled & effortless	<b>30</b>	1 - 6	7 - 24	25 - 30	
<b>11. Routine DIFFICULTY (Floor)</b> Cadence changes, interweaving and other difficult marching	<b>30</b>	1 - 6	7 - 24	25 - 30	
<b>12. Routine DIFFICULTY (Aerial)</b> Rifle spins, tosses and throws that leave the hand	<b>30</b>	1 - 6	7 - 24	25 - 30	
<b>13. MILITARY Flavor</b> Routine proudly befits a military competition	<b>30</b>	1 - 6	7 - 24	25 - 30	
(Max Points 330)		<b>PAGE TOTAL:</b>			

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

Judge's Notes:



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## Armed Division - Team Exhibition

School Name: «SchoolName»

Team Name: «TeamName»

«Team\_ID»

Judge #4	Max Points	Poor*	Average	Exceptional	Notes
<b>Performance Overview</b>					
<b>1. REPORT IN &amp; REPORT OUT</b> Verbal report in/out; all movements to enter/exit floor	<b>15</b>	1 - 3	4 - 12	13 - 15	
<b>2. Team/Cadet APPEARANCE</b> Uniform / overall preparation & presentation	<b>15</b>	1 - 3	4 - 12	13 - 15	
<b>3. Routine SHOWMANSHIP</b> Flair, style and "wow factor" that turns heads / rivets watchers	<b>15</b>	1 - 3	4 - 12	13 - 15	
<b>4. OVERALL IMPRESSION</b> Subjective score of entire routine as presented	<b>15</b>	1 - 3	4 - 12	13 - 15	
<b>5. Team/Cadet BEARING</b> Body & facial control, military carriage	<b>30</b>	1 - 6	7 - 24	25 - 30	
<b>6. Routine MARCHING</b> Dress, alignment & marching proficiency; use of drill floor	<b>30</b>	1 - 6	7 - 24	25 - 30	
<b>7. Routine VARIETY</b> Diversity of movements to display overall excellence	<b>30</b>	1 - 6	7 - 24	25 - 30	
<b>8. Routine PRECISION</b> Exacting, flawless & meticulous maneuvers - "anti-sloppy"	<b>30</b>	1 - 6	7 - 24	25 - 30	
<b>9. Routine COMPOSITION &amp; FLOW</b> Routine is unique & well constructed w/ fitting transitions	<b>30</b>	1 - 6	7 - 24	25 - 30	
<b>10. Handling of the WEAPON</b> Weapon maneuvers & manipulation look skilled & effortless	<b>30</b>	1 - 6	7 - 24	25 - 30	
<b>11. Routine DIFFICULTY (Floor)</b> Cadence changes, interweaving and other difficult marching	<b>30</b>	1 - 6	7 - 24	25 - 30	
<b>12. Routine DIFFICULTY (Aerial)</b> Rifle spins, tosses and throws that leave the hand	<b>30</b>	1 - 6	7 - 24	25 - 30	
<b>13. MILITARY Flavor</b> Routine proudly befits a military competition	<b>30</b>	1 - 6	7 - 24	25 - 30	
(Max Points 330)		<b>PAGE TOTAL:</b>			

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

Judge's Notes: