

# 2026 Air Force JROTC Open Drill Nationals

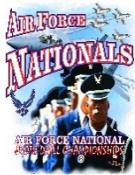
## Armed Division – Team Exhibition

CC Initials	School Name: «SchoolName» Team Name: «TeamName» «Team_ID»				Grand Total	
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	15	1 - 3	4 - 12	13 - 15		
<b>2. Team/Cadet APPEARANCE</b> Uniform / overall preparation & presentation	15	1 - 3	4 - 12	13 - 15		
<b>3. Routine SHOWMANSHIP</b> Flair, style and “wow factor” that turns heads / rivets watchers	15	1 - 3	4 - 12	13 - 15		
<b>4. OVERALL IMPRESSION</b> Subjective score of entire routine as presented	15	1 - 3	4 - 12	13 - 15		
<b>5. Team/Cadet BEARING</b> Body & facial control, military carriage	30	1 - 6	7 - 24	25 - 30		
<b>6. Routine MARCHING</b> Dress, alignment & marching proficiency; use of drill floor	30	1 - 6	7 - 24	25 - 30		
<b>7. Routine VARIETY</b> Diversity of movements to display overall excellence	30	1 - 6	7 - 24	25 - 30		
<b>8. Routine PRECISION</b> Exacting, flawless & meticulous maneuvers – “anti-sloppy”	30	1 - 6	7 - 24	25 - 30		
<b>9. Routine COMPOSITION &amp; FLOW</b> Routine is unique & well constructed w/ fitting transitions	30	1 - 6	7 - 24	25 - 30		
<b>10. Handling of the WEAPON</b> Weapon maneuvers & manipulation look skilled & effortless	30	1 - 6	7 - 24	25 - 30		
<b>11. Routine DIFFICULTY (Floor)</b> Cadence changes, interweaving and other difficult marching	30	1 - 6	7 - 24	25 - 30		
<b>12. Routine DIFFICULTY (Aerial)</b> Rifle spins, tosses and throws that leave the hand	30	1 - 6	7 - 24	25 - 30		
<b>13. MILITARY Flavor</b> Routine proudly befits a military competition	40	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 @ 10 points each occurrence	
	Dropped weapons: 1 Drop at 5Pts. / 2+ Drops 25 pts each	
	Seconds over/under time @ 1 point per second (Minimum 6 minutes - Maximum 9 Minutes)	
<b>TOTAL PENALTY POINTS</b>		

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



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School Name: «SchoolName»

Team Name: «TeamName»

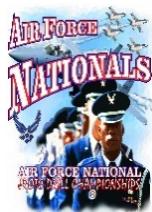
«Team\_ID»

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

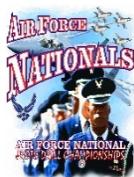
49799

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	15	1 - 3	4 - 12	13 - 15	
<b>2. Team/Cadet APPEARANCE</b> Uniform / overall preparation & presentation	15	1 - 3	4 - 12	13 - 15	
<b>3. Routine SHOWMANSHIP</b> Flair, style and "wow factor" that turns heads / rivets watchers	15	1 - 3	4 - 12	13 - 15	
<b>4. OVERALL IMPRESSION</b> Subjective score of entire routine as presented	15	1 - 3	4 - 12	13 - 15	
<b>5. Team/Cadet BEARING</b> Body & facial control, military carriage	30	1 - 6	7 - 24	25 - 30	
<b>6. Routine MARCHING</b> Dress, alignment & marching proficiency; use of drill floor	30	1 - 6	7 - 24	25 - 30	
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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	15	1 - 3	4 - 12	13 - 15	
<b>2. Team/Cadet APPEARANCE</b> Uniform / overall preparation & presentation	15	1 - 3	4 - 12	13 - 15	
<b>3. Routine SHOWMANSHIP</b> Flair, style and “wow factor” that turns heads / rivets watchers	15	1 - 3	4 - 12	13 - 15	
<b>4. OVERALL IMPRESSION</b> Subjective score of entire routine as presented	15	1 - 3	4 - 12	13 - 15	
<b>5. Team/Cadet BEARING</b> Body & facial control, military carriage	30	1 - 6	7 - 24	25 - 30	
<b>6. Routine MARCHING</b> Dress, alignment & marching proficiency; use of drill floor	30	1 - 6	7 - 24	25 - 30	
<b>7. Routine VARIETY</b> Diversity of movements to display overall excellence	30	1 - 6	7 - 24	25 - 30	
<b>8. Routine PRECISION</b> Exacting, flawless & meticulous maneuvers – “anti-sloppy”	30	1 - 6	7 - 24	25 - 30	
<b>9. Routine COMPOSITION &amp; FLOW</b> Routine is unique & well constructed w/ fitting transitions	30	1 - 6	7 - 24	25 - 30	
<b>10. Handling of the WEAPON</b> Weapon maneuvers & manipulation look skilled & effortless	30	1 - 6	7 - 24	25 - 30	
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Judge's Notes: