



2026 Air Force JROTC Open Drill Nationals

Unarmed Division - Team Exhibition

CC Initials

School Name: «SchoolName»
Team Name: «TeamName»
«Team_ID»

Grand Total

Head Judge #1	Max Points	Poor*	Average	Exceptional	Notes
Performance Overview					
1. REPORT IN Verbal report in; all movements to enter floor & report in to HJ	15	1 - 3	4 - 12	13 - 15	
2. REPORT OUT Verbal report out; all movements to report out to HJ & exit floor	15	1 - 3	4 - 12	13 - 15	
3. Team/Cadet APPEARANCE Uniform / overall preparation & presentation	15	1 - 3	4 - 12	13 - 15	
4. Routine SHOWMANSHIP Flair, style and "wow factor" that turns heads / rivets watchers	15	1 - 3	4 - 12	13 - 15	
5. Team/Cadet BEARING Body & facial control, military carriage	30	1 - 6	7 - 24	25 - 30	
6. Routine MARCHING Dress, alignment and marching proficiency;	30	1 - 6	7 - 24	25 - 30	
7. Routine VARIETY Diversity of movements to display overall excellence	30	1 - 6	7 - 24	25 - 30	
8. Routine DIFFICULTY Routine as presented required MUCH PRACTICE!	30	1 - 6	7 - 24	25 - 30	
9. Routine PRECISION Exacting, flawless & meticulous maneuvers – "anti-sloppy"	30	1 - 6	7 - 24	25 - 30	
10. Routine FLOOR USE Meaningful use of the entire drill floor	30	1 - 6	7 - 24	25 - 30	
11. Routine COMPOSITION & FLOW Routine is unique & well constructed w/ fitting transitions	30	1 - 6	7 - 24	25 - 30	
12. OVERALL IMPRESSION Subjective score of entire routine as presented	30	1 - 6	7 - 24	25 - 30	
13. MILITARY Flavor Routine proudly befits a military competition	40	1 - 8	9 - 32	33 - 40	
(Max Points 340)		PAGE TOTAL:			

*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	
	Seconds over/under time @ 1 point per second (Minimum 6 minutes - Maximum 9 Minutes)	
TOTAL PENALTY POINTS		

Penalty - 25 points per missing cadet:
(8 cadets + c/CDR MIN. – NO MAX LIMIT)

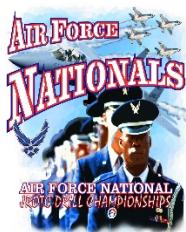
Unit Missing One Cadet **Unit Missing Two Cadets**

-25 **-50**

Cadet Commander's Initials:

Judge's Name: _____

Notes:



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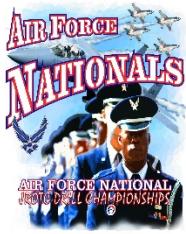
«Team_ID»

Judge #2	Max Points	Poor*	Average	Exceptional	Notes
Performance Overview					
1. REPORT IN Verbal report in; all movements to enter floor & report in to HJ	15	1 - 3	4 - 12	13 - 15	
2. REPORT OUT Verbal report out; all movements to report out to HJ & exit floor	15	1 - 3	4 - 12	13 - 15	
3. Team/Cadet APPEARANCE Uniform / overall preparation & presentation	15	1 - 3	4 - 12	13 - 15	
4. Routine SHOWMANSHIP Flair, style and “wow factor” that turns heads / rivets watchers	15	1 - 3	4 - 12	13 - 15	
5. Team/Cadet BEARING Body & facial control, military carriage	30	1 - 6	7 - 24	25 - 30	
6. Routine MARCHING Dress, alignment and marching proficiency;	30	1 - 6	7 - 24	25 - 30	
7. Routine VARIETY Diversity of movements to display overall excellence	30	1 - 6	7 - 24	25 - 30	
8. Routine DIFFICULTY Routine as presented required MUCH PRACTICE!	30	1 - 6	7 - 24	25 - 30	
9. Routine PRECISION Exacting, flawless & meticulous maneuvers – “anti-sloppy”	30	1 - 6	7 - 24	25 - 30	
10. Routine FLOOR USE Meaningful use of the entire drill floor	30	1 - 6	7 - 24	25 - 30	
11. Routine COMPOSITION & FLOW Routine is unique & well constructed w/ fitting transitions	30	1 - 6	7 - 24	25 - 30	
12. OVERALL IMPRESSION Subjective score of entire routine as presented	30	1 - 6	7 - 24	25 - 30	
13. MILITARY Flavor Routine proudly befits a military competition	30	1 - 6	7 - 24	25 - 30	
(Max Points 330)			PAGE TOTAL:		

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Judge's Name: _____

Judge's Notes:



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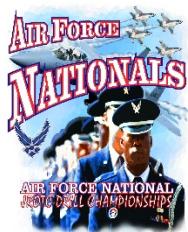
«Team_ID»

Judge #3	Max Points	Poor*	Average	Exceptional	Notes
Performance Overview					
1. REPORT IN Verbal report in; all movements to enter floor & report in to HJ	15	1 - 3	4 - 12	13 - 15	
2. REPORT OUT Verbal report out; all movements to report out to HJ & exit floor	15	1 - 3	4 - 12	13 - 15	
3. Team/Cadet APPEARANCE Uniform / overall preparation & presentation	15	1 - 3	4 - 12	13 - 15	
4. Routine SHOWMANSHIP Flair, style and “wow factor” that turns heads / rivets watchers	15	1 - 3	4 - 12	13 - 15	
5. Team/Cadet BEARING Body & facial control, military carriage	30	1 - 6	7 - 24	25 - 30	
6. Routine MARCHING Dress, alignment and marching proficiency;	30	1 - 6	7 - 24	25 - 30	
7. Routine VARIETY Diversity of movements to display overall excellence	30	1 - 6	7 - 24	25 - 30	
8. Routine DIFFICULTY Routine as presented required MUCH PRACTICE!	30	1 - 6	7 - 24	25 - 30	
9. Routine PRECISION Exacting, flawless & meticulous maneuvers – “anti-sloppy”	30	1 - 6	7 - 24	25 - 30	
10. Routine FLOOR USE Meaningful use of the entire drill floor	30	1 - 6	7 - 24	25 - 30	
11. Routine COMPOSITION & FLOW Routine is unique & well constructed w/ fitting transitions	30	1 - 6	7 - 24	25 - 30	
12. OVERALL IMPRESSION Subjective score of entire routine as presented	30	1 - 6	7 - 24	25 - 30	
13. MILITARY Flavor Routine proudly befits a military competition	30	1 - 6	7 - 24	25 - 30	
(Max Points 330)			PAGE TOTAL:		

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Judge's Notes:



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Judge #4	Max Points	Poor*	Average	Exceptional	Notes
Performance Overview					
1. REPORT IN Verbal report in; all movements to enter floor & report in to HJ	15	1 - 3	4 - 12	13 - 15	
2. REPORT OUT Verbal report out; all movements to report out to HJ & exit floor	15	1 - 3	4 - 12	13 - 15	
3. Team/Cadet APPEARANCE Uniform / overall preparation & presentation	15	1 - 3	4 - 12	13 - 15	
4. Routine SHOWMANSHIP Flair, style and "wow factor" that turns heads / rivets watchers	15	1 - 3	4 - 12	13 - 15	
5. Team/Cadet BEARING Body & facial control, military carriage	30	1 - 6	7 - 24	25 - 30	
6. Routine MARCHING Dress, alignment and marching proficiency;	30	1 - 6	7 - 24	25 - 30	
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11. Routine COMPOSITION & FLOW Routine is unique & well constructed w/ fitting transitions	30	1 - 6	7 - 24	25 - 30	
12. OVERALL IMPRESSION Subjective score of entire routine as presented	30	1 - 6	7 - 24	25 - 30	
13. MILITARY Flavor Routine proudly befits a military competition	30	1 - 6	7 - 24	25 - 30	
(Max Points 330)			PAGE TOTAL:		

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Judge's Name: _____

Judge's Notes: