

# 2026 National High School Drill Team Championships

## Armed Division – Solo Exhibition

Team  
«Code»

CC Initials  
School Name: «School\_Name»  
Name: «Team\_Name»  
- «Service»

Grand Total

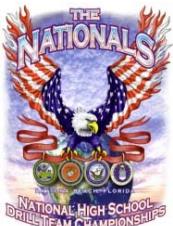
Head Judge #1	Max Points	Poor*	Average	Exceptional	Notes
<b>Performance Overview</b>					
<b>REPORT IN &amp; REPORT OUT</b>					
Verbal report in/out; all movements to enter/exit floor	15	1 - 4	5 - 11	12 - 15	
<b>Team/Cadet APPEARANCE</b>					
Uniform / overall preparation & presentation	15	1 - 4	5 - 11	12 - 15	
<b>Routine SHOWMANSHIP</b>					
Flair, style and "wow factor" that turns heads / rivets	15	1 - 4	5 - 11	12 - 15	
<b>OVERALL IMPRESSION</b>					
Subjective score of entire routine as presented	15	1 - 4	5 - 11	12 - 15	
<b>Team/Cadet BEARING</b>					
Body & facial control, military carriage	30	1 - 7	8 - 23	24 - 30	
<b>Team/Cadet MARCHING/MOVEMENT</b>					
Dress, alignment and marching proficiency & variety	30	1 - 7	8 - 23	24 - 30	
<b>AERIAL DIFFICULTY</b>					
Difficult rifle moves completed, to include exchanges & spins	30	1 - 7	8 - 23	24 - 30	
<b>Movement DIFFICULTY</b>					
Routine as presented required MUCH PRACTICE!	30	1 - 7	8 - 23	24 - 30	
<b>Movement PRECISION</b>					
Exacting, flawless & meticulous maneuvers – "anti-sloppy"	30	1 - 7	8 - 23	24 - 30	
<b>Routine COMPOSITION &amp; FLOW</b>					
Routine is unique & well constructed w/ fitting transitions	30	1 - 7	8 - 23	24 - 30	
<b>Handling of the WEAPON</b>					
Weapon maneuvers & manipulation look skilled & effortless	30	1 - 7	8 - 23	24 - 30	
<b>MILITARY Flavor</b>					
Routine proudly befits a military competition	30	1 - 7	8 - 23	24 - 30	
<b>Total Exhibition Drill Points</b>		300			

\*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@5pts / 2+@25 points <u>per drop</u>	
	Seconds over/under time @ 1 point per second (Minimum 2 minutes - Maximum 3 Minutes)	
	<b>TOTAL PENALTY POINTS</b>	

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

Judge's Notes:



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Judge #2	Max Points	Poor*	Average	Exceptional	Notes
<b>Performance Overview</b>					
<b>REPORT IN &amp; REPORT OUT</b> Verbal report in/out; all movements to enter/exit floor	15	1 - 4	5 - 11	12 - 15	
<b>Team/Cadet APPEARANCE</b> Uniform / overall preparation & presentation	15	1 - 4	5 - 11	12 - 15	
<b>Routine SHOWMANSHIP</b> Flair, style and "wow factor" that turns heads / rivets	15	1 - 4	5 - 11	12 - 15	
<b>OVERALL IMPRESSION</b> Subjective score of entire routine as presented	15	1 - 4	5 - 11	12 - 15	
<b>Team/Cadet BEARING</b> Body & facial control, military carriage	30	1 - 7	8 - 23	24 - 30	
<b>Team/Cadet MARCHING/MOVEMENT</b> Dress, alignment and marching proficiency & variety	30	1 - 7	8 - 23	24 - 30	
<b>AERIAL DIFFICULTY</b> Difficult rifle moves completed, to include exchanges & spins	30	1 - 7	8 - 23	24 - 30	
<b>Movement DIFFICULTY</b> Routine as presented required MUCH PRACTICE!	30	1 - 7	8 - 23	24 - 30	
<b>Movement PRECISION</b> Exacting, flawless & meticulous maneuvers – "anti-sloppy"	30	1 - 7	8 - 23	24 - 30	
<b>Routine COMPOSITION &amp; FLOW</b> Routine is unique & well constructed w/ fitting transitions	30	1 - 7	8 - 23	24 - 30	
<b>Handling of the WEAPON</b> Weapon maneuvers & manipulation look skilled & effortless	30	1 - 7	8 - 23	24 - 30	
<b>MILITARY Flavor</b> Routine proudly befits a military competition	30	1 - 7	8 - 23	24 - 30	
<b>Total Exhibition Drill Points</b>	<b>300</b>				

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

Judge's Notes:



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Team Name: «Team\_Name»

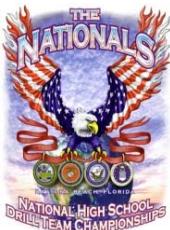
«Code» - «Service»

Judge #3	Max Points	Poor*	Average	Exceptional	Notes
<b>Performance Overview</b>					
<b>REPORT IN &amp; REPORT OUT</b> Verbal report in/out; all movements to enter/exit floor	15	1 - 4	5 - 11	12 - 15	
<b>Team/Cadet APPEARANCE</b> Uniform / overall preparation & presentation	15	1 - 4	5 - 11	12 - 15	
<b>Routine SHOWMANSHIP</b> Flair, style and "wow factor" that turns heads / rivets	15	1 - 4	5 - 11	12 - 15	
<b>OVERALL IMPRESSION</b> Subjective score of entire routine as presented	15	1 - 4	5 - 11	12 - 15	
<b>Team/Cadet BEARING</b> Body & facial control, military carriage	30	1 - 7	8 - 23	24 - 30	
<b>Team/Cadet MARCHING/MOVEMENT</b> Dress, alignment and marching proficiency & variety	30	1 - 7	8 - 23	24 - 30	
<b>AERIAL DIFFICULTY</b> Difficult rifle moves completed, to include exchanges & spins	30	1 - 7	8 - 23	24 - 30	
<b>Movement DIFFICULTY</b> Routine as presented required MUCH PRACTICE!	30	1 - 7	8 - 23	24 - 30	
<b>Movement PRECISION</b> Exacting, flawless & meticulous maneuvers – "anti-sloppy"	30	1 - 7	8 - 23	24 - 30	
<b>Routine COMPOSITION &amp; FLOW</b> Routine is unique & well constructed w/ fitting transitions	30	1 - 7	8 - 23	24 - 30	
<b>Handling of the WEAPON</b> Weapon maneuvers & manipulation look skilled & effortless	30	1 - 7	8 - 23	24 - 30	
<b>MILITARY Flavor</b> Routine proudly befits a military competition	30	1 - 7	8 - 23	24 - 30	
<b>Total Exhibition Drill Points</b>	300				

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

Judge's Notes:



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Judge #4	Max Points	Poor*	Average	Exceptional	Notes
<b>Performance Overview</b>					
<b>REPORT IN &amp; REPORT OUT</b> Verbal report in/out; all movements to enter/exit floor	15	1 - 4	5 - 11	12 - 15	
<b>Team/Cadet APPEARANCE</b> Uniform / overall preparation & presentation	15	1 - 4	5 - 11	12 - 15	
<b>Routine SHOWMANSHIP</b> Flair, style and "wow factor" that turns heads / rivets	15	1 - 4	5 - 11	12 - 15	
<b>OVERALL IMPRESSION</b> Subjective score of entire routine as presented	15	1 - 4	5 - 11	12 - 15	
<b>Team/Cadet BEARING</b> Body & facial control, military carriage	30	1 - 7	8 - 23	24 - 30	
<b>Team/Cadet MARCHING/MOVEMENT</b> Dress, alignment and marching proficiency & variety	30	1 - 7	8 - 23	24 - 30	
<b>AERIAL DIFFICULTY</b> Difficult rifle moves completed, to include exchanges & spins	30	1 - 7	8 - 23	24 - 30	
<b>Movement DIFFICULTY</b> Routine as presented required MUCH PRACTICE!	30	1 - 7	8 - 23	24 - 30	
<b>Movement PRECISION</b> Exacting, flawless & meticulous maneuvers – "anti-sloppy"	30	1 - 7	8 - 23	24 - 30	
<b>Routine COMPOSITION &amp; FLOW</b> Routine is unique & well constructed w/ fitting transitions	30	1 - 7	8 - 23	24 - 30	
<b>Handling of the WEAPON</b> Weapon maneuvers & manipulation look skilled & effortless	30	1 - 7	8 - 23	24 - 30	
<b>MILITARY Flavor</b> Routine proudly befits a military competition	30	1 - 7	8 - 23	24 - 30	
<b>Total Exhibition Drill Points</b>	300				

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

Judge's Notes: