

2012 Navy Nationals - Armed Platoon Exhibition

CC Initials

School Name: «School_Name»
«Code»

Grand Total

Head Judge - #1

Judged Item:	Description of Judged Item:	Possible Points	JUDGE SCORE
Report In	All movements to enter and verbal report-in to HJ	0-10	
Report Out	Verbal report-out and all movements to exit drill floor	0-10	
Cadet BEARING	Flair, style & game face - turns heads/ rivets watchers	0-10	
Cadet APPEARANCE	Uniform / overall cadet preparation & presentation	0-10	
Handling of the WEAPON	Specific solo/team weapon maneuvers & manipulation	0-10	
Floor/Cadet Involvement	Meaningful drill activity with all cadets occurring often	0-10	
Movement DIFFICULTY	Routine as presented required MUCH PRACTICE!	0-10	
Movement PRECISION	Exacting, teamwork and/or solo work - "anti-sloppy"	0-10	
Movement VARIETY	Diversity of movements to display overall excellence	0-10	
SHOWMANSHIP	Supreme effort, snap, and concentration in the routine	0-10	
MILITARY FLAVOR	Routine proudly befits a military JROTC competition	0-20	
OVERALL IMPRESSION	Overall Evaluation of the entire routine presentation	0-20	
Head Judge Total Exhibition Drill Points		(140)	

PENALTIES - HEAD JUDGE ONLY

Number	Description	Total Points
	Boundary Violations @ 5 points each occurrence	
	Dropped weapons @ 5 points each occurrence	
	Seconds over/under time @ 1 point per second (Minimum 6 minutes - Maximum 9 Minutes)	
	Uniform/Equipment/Other Violations	
	Explanation:	
TOTAL PENALTY POINTS		

FILL OUT ONLY IF UNIT IS OUTSIDE REQ. NUMBERS

TOO FEW CADETS:
(team requires a minimum 13 cadets)
(12 + Commander)

One Cadet Under	Two Cadets Under
-25	-50

Cadet Cmdr's Initials:

Judge's Name: _____

Judge Remarks:

«Sort_»

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Judge - #2

Judged Item:	Description of Judged Item:	Possible Points	JUDGE SCORE
Report In	All movements to enter and verbal report-in to HJ	0-10	
Report Out	Verbal report-out and all movements to exit drill floor	0-10	
Cadet BEARING	Flair, style & game face - turns heads/ rivets watchers	0-10	
Cadet APPEARANCE	Uniform / overall cadet preparation & presentation	0-10	
Handling of the WEAPON	Specific solo/team weapon maneuvers & manipulation	0-10	
Floor/Cadet Involvement	Meaningful drill activity with all cadets occurring often	0-10	
Movement DIFFICULTY	Routine as presented required MUCH PRACTICE!	0-10	
Movement PRECISION	Exacting, teamwork and/or solo work - "anti-sloppy"	0-10	
Movement VARIETY	Diversity of movements to display overall excellence	0-10	
SHOWMANSHIP	Supreme effort, snap, and concentration in the routine	0-10	
MILITARY FLAVOR	Routine proudly befits a military JROTC competition	0-15	
OVERALL IMPRESSION	Overall Evaluation of the entire routine presentation	0-15	
Judge TWO Total Exhibition Drill Points		(130)	

Judge's Name: _____

Judge Remarks:

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Judge - #3

Judged Item:	Description of Judged Item:	Possible Points	JUDGE SCORE
Report In	All movements to enter and verbal report-in to HJ	0-10	
Report Out	Verbal report-out and all movements to exit drill floor	0-10	
Cadet BEARING	Flair, style & game face - turns heads/ rivets watchers	0-10	
Cadet APPEARANCE	Uniform / overall cadet preparation & presentation	0-10	
Handling of the WEAPON	Specific solo/team weapon maneuvers & manipulation	0-10	
Floor/Cadet Involvement	Meaningful drill activity with all cadets occurring often	0-10	
Movement DIFFICULTY	Routine as presented required MUCH PRACTICE!	0-10	
Movement PRECISION	Exacting, teamwork and/or solo work - "anti-sloppy"	0-10	
Movement VARIETY	Diversity of movements to display overall excellence	0-10	
SHOWMANSHIP	Supreme effort, snap, and concentration in the routine	0-10	
MILITARY FLAVOR	Routine proudly befits a military JROTC competition	0-15	
OVERALL IMPRESSION	Overall Evaluation of the entire routine presentation	0-15	
Judge THREE Total Exhibition Drill Points		(130)	

Judge's Name: _____

Judge Remarks: