2027 Marine Corps Drill Team Championships

Armed Division ñ Team Exhibition

School Name: «School_Name»

Team Name: «Team_Name»

«Code» - «Service»

CC Initials	Grand Total

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

***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 – 1@5pts / 2+@25 points *per drop*	
	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 REQUIRED minimum)

Unit Missing One Cadet	Unit Missing Two Cadets
-25	**-50**

Cadet Commander's Initials: _____

Judge's Name: _____

Judge's Notes:

2027 Marine Corps Drill Team Championships

Armed Division – Team Exhibition

School Name: «School_Name»
Team Name: «Team_Name»
«Code» - «Service»

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

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

Judge's Name: _____

Judge's Notes:

2027 Marine Corps Drill Team Championships

Armed Division – Team Exhibition

School Name: «School_Name»
Team Name: «Team_Name»
«Code» - «Service»

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

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

Judge's Name: _____

Judge's Notes:

2027 Marine Corps Drill Team Championships

Armed Division – Team Exhibition

School Name: «School_Name»
Team Name: «Team_Name»
«Code» - «Service»

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

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

Judge's Name: _____

Judge's Notes: