

2019 National High School Drill Team Championships

Masters Level Demilitarized Arms - Squad Exhibition

CC Initials

School Name: «School_Name»

Team Name: «Team_Name»

«Code» - «Service»

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 @ 25 points per occurrence	
	Seconds over/under time @ 1 point per second (Minimum 5 minutes - Maximum 8 Minutes)	
	TOTAL PENALTY POINTS	

Penalty - 25 points per missing cadet:
(8 cadets + c/CDR REQUIRED)

Unit Missing One Cadet	Unit Missing Two Cadets
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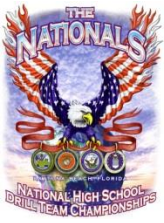
-25

-50

Cadet Commander's Initials:

Judge's Name: _____

Judge's Notes:



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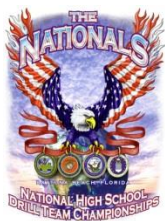
«Code» - «Service»

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:



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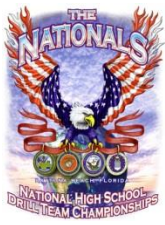
«Code» - «Service»

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:



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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	
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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: