

# 2023 National High School Drill Team Championships

## Armed Division – Team Exhibition

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

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

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

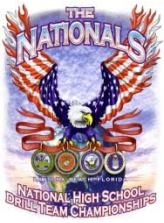
Number	PENALTIES – HEAD JUDGE ONLY	Total Points
	Boundary Violations @ 10 points each occurrence	
	Dropped weapons – 1@5pts / 2+@25 points <i>per drop</i>	
	Seconds over/under time @ 1 point per second (Minimum 5 minutes - Maximum 9 Minutes)	
	<b>TOTAL PENALTY POINTS</b>	

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

<b>Unit Missing One Cadet</b>	<b>Unit Missing Two Cadets</b>
<b>-25</b>	<b>-50</b>
<b>Cadet Commander’s Initials:</b>	
_____	

Judge’s Name: \_\_\_\_\_

Judge’s Notes:



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Team Name: «Team\_Name»

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

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

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

Judge's Notes:



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Team Name: «Team\_Name»

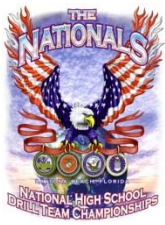
«Code» - «Service»

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	<b>15</b>	1 - 4	5 - 11	12 - 15	
<b>Team/Cadet APPEARANCE</b> Uniform / overall preparation & presentation	<b>15</b>	1 - 4	5 - 11	12 - 15	
<b>Routine SHOWMANSHIP</b> Flair, style and "wow factor" that turns heads / rivets	<b>15</b>	1 - 4	5 - 11	12 - 15	
<b>OVERALL IMPRESSION</b> Subjective score of entire routine as presented	<b>15</b>	1 - 4	5 - 11	12 - 15	
<b>Team/Cadet BEARING</b> Body & facial control, military carriage	<b>30</b>	1 - 7	8 - 23	24 - 30	
<b>Team/Cadet MARCHING/MOVEMENT</b> Dress, alignment and marching proficiency & variety	<b>30</b>	1 - 7	8 - 23	24 - 30	
<b>AERIAL DIFFICULTY</b> Difficult rifle moves completed, to include exchanges & spins	<b>30</b>	1 - 7	8 - 23	24 - 30	
<b>Movement DIFFICULTY</b> Routine as presented required MUCH PRACTICE!	<b>30</b>	1 - 7	8 - 23	24 - 30	
<b>Movement PRECISION</b> Exacting, flawless & meticulous maneuvers - "anti-sloppy"	<b>30</b>	1 - 7	8 - 23	24 - 30	
<b>Routine COMPOSITION &amp; FLOW</b> Routine is unique & well constructed w/ fitting transitions	<b>30</b>	1 - 7	8 - 23	24 - 30	
<b>Handling of the WEAPON</b> Weapon maneuvers & manipulation look skilled & effortless	<b>30</b>	1 - 7	8 - 23	24 - 30	
<b>MILITARY Flavor</b> Routine proudly befits a military competition	<b>30</b>	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 #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	<b>15</b>	1 - 4	5 - 11	12 - 15	
<b>Team/Cadet APPEARANCE</b> Uniform / overall preparation & presentation	<b>15</b>	1 - 4	5 - 11	12 - 15	
<b>Routine SHOWMANSHIP</b> Flair, style and "wow factor" that turns heads / rivets	<b>15</b>	1 - 4	5 - 11	12 - 15	
<b>OVERALL IMPRESSION</b> Subjective score of entire routine as presented	<b>15</b>	1 - 4	5 - 11	12 - 15	
<b>Team/Cadet BEARING</b> Body & facial control, military carriage	<b>30</b>	1 - 7	8 - 23	24 - 30	
<b>Team/Cadet MARCHING/MOVEMENT</b> Dress, alignment and marching proficiency & variety	<b>30</b>	1 - 7	8 - 23	24 - 30	
<b>AERIAL DIFFICULTY</b> Difficult rifle moves completed, to include exchanges & spins	<b>30</b>	1 - 7	8 - 23	24 - 30	
<b>Movement DIFFICULTY</b> Routine as presented required MUCH PRACTICE!	<b>30</b>	1 - 7	8 - 23	24 - 30	
<b>Movement PRECISION</b> Exacting, flawless & meticulous maneuvers - "anti-sloppy"	<b>30</b>	1 - 7	8 - 23	24 - 30	
<b>Routine COMPOSITION &amp; FLOW</b> Routine is unique & well constructed w/ fitting transitions	<b>30</b>	1 - 7	8 - 23	24 - 30	
<b>Handling of the WEAPON</b> Weapon maneuvers & manipulation look skilled & effortless	<b>30</b>	1 - 7	8 - 23	24 - 30	
<b>MILITARY Flavor</b> Routine proudly befits a military competition	<b>30</b>	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: