

Armed Exhibition Drill		HEAD JUDGE																																																												
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Unit Leader:																																																														
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Armed Exhibition Drill		2ND JUDGE				
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Unit Leader:						
Head Judge Initials:	2nd Judge Initials:					
Performance Overview		Max Pts	Poor	Average	Exceptional	Notes
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1. REPORT IN/OUT - Verbal report in/out; all movements to enter/exit floor to HJ		15				
2. APPEARANCE - Team/Cadet Uniform/Overall Preparation & Presentation		15				
3. SHOWMANSHIP - Routine's Flair, style and "wow factor" that turns heads/rivets		15				
4. OVERALL IMPRESSION Subjective score of entire routine as presented		15				
			1-7	8-23	24-30	
5. BEARING - Team/Cadet Body & facial control, military carriage		30				
6. MARCHING/MOVEMENT - Team/Cadet Dress, alignment, marching proficiency, variety		30				
7. AERIAL DIFFICULTY - Difficult rifle moves, include exchanges & spins		30				
8. Movement DIFFICULTY -Routine as presented required MUCH PRACTICE!		30				
9. Movement PRECISION -Exacting, flawless & meticulous maneuvers - "anti sloppy"		30				
10. Routine COMPOSITION & FLOW - is unique & well constructed w/fitting transitions		30				
11. Handling of the WEAPON Weapon maneuvers & manipulation look skilled & effortless		30				
12. MILITARY FLAVOR - Routine proudly benefits a military competition		30				
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Armed Exhibition Drill		3RD JUDGE				
School Name:						
Unit Leader:						
Head Judge Initials:	3rd Judge Initials:					
Performance Overview		Max Pts	Poor	Average	Exceptional	Notes
			1-4	5-11	12-15	
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Armed Exhibition Drill		4th JUDGE				
School Name:						
Unit Leader:						
Head Judge Initials:	4th Judge Initials:					
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