

Unarmed Exhibition Drill Card

HEAD JUDGE

School Name:

Unit Leader:

Head Judge Initials:

2nd Judge Initials:



Performance Overview		Max Pts	Poor	Average	Exceptional	Notes
			1-4	5-11	12-15	
1. REPORT IN Verbal report in; all movements to enter & report in to HJ		15				
2. REPORT OUT - Verbal report out; all movements to report out to HJ		15				
3. APPEARANCE - Team/Cadet Uniform/Overall Preparation & Presentation		15				
4. SHOWMANSHIP - Routine's Flair, style and "wow factor" that turns heads/rivets		15				
			1-7	8-23	24-30	
5. BEARING - Team/Cadet Body & facial control, military carriage		30				
6. MARCHING - Team/Cadet Dress, alignment and marching proficiency & variety		30				
7. VARIETY - Movements Diversity of movements to display overall excellence		30				
8. DIFFICULTY - Movements, Routine as presented required MUCH PRACTICE!		30				
9. PRECISION - Movements Exacting, flawless & meticulous maneuvers - "anti sloppy"		30				
10. COMPOSITION & FLOW - Routine is unique & well constructed w/fitting transitions		30				
11. MILITARY FLAVOR - Routine proudly benefits a military competition		30				
12. OVERALL IMPRESSION - Subjective score of entire routine as presented		30				
Team Penalties Head Judge Only						Notes
# of Boundary Violations: #: _____ x 10 = _____						
Missed Cadets (10): # _____ x25 = _____						
Additional missing cadet (10):# _____ x 50 = _____						
Seconds Over/Under Time: 5-8 min. Time: _____ x 1 = _____						
Total Penalty Points = _____ = _____					Unit Leader Initials	
Penalty Points		Total Points				
					Instructor Initials	

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2ND JUDGE



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Unit Leader:

Head Judge Initials:

2nd Judge Initials:

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Poor

Average

Exceptional

Notes

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5-11

12-15

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Notes

Unit Leader Initials

Penalty Points

Total Points

Instructor Initials