



# 2018 Navy Nationals - Armed Platoon Exhibition

CC Initials  School Name: «Name»  
«Code»

Grand Total

## Head Judge - # 1

| Judged Item:                                    | Description of Judged Item:                               | Possible Points | JUDGE SCORE |
|---|---|-----------------|-------------|
| Report In                                       | All movements to enter and verbal report-in to HJ         | 0-10            |             |
| Report Out                                      | Verbal report-out and all movements to exit drill floor   | 0-10            |             |
| Cadet BEARING                                   | Flair, style & game face - turns heads / rivets watchers  | 0-10            |             |
| Cadet APPEARANCE                                | Uniform / overall cadet preparation & presentation        | 0-10            |             |
| Handling of the WEAPON                          | Specific solo/team weapon maneuvers & manipulation        | 0-10            |             |
| Floor/Cadet Involvement                         | Meaningful drill activity with all cadets occurring often | 0-10            |             |
| Movement DIFFICULTY                             | Routine as presented required MUCH PRACTICE!              | 0-10            |             |
| Movement PRECISION                              | Exacting, teamwork and/or solo work – “anti-sloppy”       | 0-10            |             |
| Movement VARIETY                                | Diversity of movements to display overall excellence      | 0-10            |             |
| SHOWMANSHIP                                     | Supreme effort, snap, and concentration in the routine    | 0-10            |             |
| AERIAL DIFFICULTY                               | General difficulty of spins, throws & exchanges           | 0-10            |             |
| MILITARY FLAVOR                                 | Routine proudly befits a military JROTC competition       | 0-10            |             |
| OVERALL IMPRESSION                              | Overall Evaluation of the entire routine presentation     | 0-20            |             |
| <b>Head Judge Total Exhibition Drill Points</b> |   | <b>(140)</b>    |             |

## PENALTIES - HEAD JUDGE ONLY

| Number |   | Total Points |
|--------|---|--------------|
|        | Boundary Violations @ 5 points each occurrence  |              |
|        | Dropped weapons @ 5 points each occurrence  |              |
|        | Seconds over/under time @ 1 point per second<br>(Minimum 6 minutes - Maximum 9 Minutes) |              |
|        | Uniform/Equipment/Other Violations  |              |
|        | Explanation:  |              |
|        | <b>TOTAL PENALTY POINTS</b>   |              |

**FILL OUT ONLY IF UNIT IS OUTSIDE REQ. NUMBERS**

**TOO FEW CADETS:**  
(team requires a minimum 13 cadets)  
*(12 + Commander)*

|                        |                         |
|------------------------|-------------------------|
| <b>One Cadet Under</b> | <b>Two Cadets Under</b> |
| <b>-25</b>             | <b>-50</b>              |

**Cadet Cmdr's Initials:**  
\_\_\_\_\_

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

Judge Remarks:



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## Judge - #2

| Judged Item:                                    | Description of Judged Item:                               | Possible Points | JUDGE SCORE |
|---|---|-----------------|-------------|
| Report In                                       | All movements to enter and verbal report-in to HJ         | 0-10            |             |
| Report Out                                      | Verbal report-out and all movements to exit drill floor   | 0-10            |             |
| Cadet BEARING                                   | Flair, style & game face - turns heads / rivets watchers  | 0-10            |             |
| Cadet APPEARANCE                                | Uniform / overall cadet preparation & presentation        | 0-10            |             |
| Handling of the WEAPON                          | Specific solo/team weapon maneuvers & manipulation        | 0-10            |             |
| Floor/Cadet Involvement                         | Meaningful drill activity with all cadets occurring often | 0-10            |             |
| Movement DIFFICULTY                             | Routine as presented required MUCH PRACTICE!              | 0-10            |             |
| Movement PRECISION                              | Exacting, teamwork and/or solo work – “anti-sloppy”       | 0-10            |             |
| Movement VARIETY                                | Diversity of movements to display overall excellence      | 0-10            |             |
| SHOWMANSHIP                                     | Supreme effort, snap, and concentration in the routine    | 0-10            |             |
| AERIAL DIFFICULTY                               | General difficulty of spins, throws & exchanges           | 0-10            |             |
| MILITARY FLAVOR                                 | Routine proudly befits a military JROTC competition       | 0-10            |             |
| OVERALL IMPRESSION                              | Overall Evaluation of the entire routine presentation     | 0-20            |             |
| <b>Head Judge Total Exhibition Drill Points</b> |   | <b>(140)</b>    |             |

## PENALTIES - HEAD JUDGE ONLY

| Number |   | Total Points |
|--------|---|--------------|
|        | Boundary Violations @ 5 points each occurrence  |              |
|        | Dropped weapons @ 5 points each occurrence  |              |
|        | Seconds over/under time @ 1 point per second<br>(Minimum 6 minutes - Maximum 9 Minutes) |              |
|        | Uniform/Equipment/Other Violations  |              |
|        | Explanation:  |              |
|        | <b>TOTAL PENALTY POINTS</b>   |              |

**FILL OUT ONLY IF UNIT IS OUTSIDE REQ. NUMBERS**

**TOO FEW CADETS:**  
(team requires a minimum 13 cadets)  
(12 + Commander)

**One Cadet Under**

**-25**

**Two Cadets Under**

**-50**

**Cadet Cmdr's Initials:**

\_\_\_\_\_

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

Judge Remarks:



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Judge - #3

| Judged Item:                                    | Description of Judged Item:                               | Possible Points | JUDGE SCORE |
|---|---|-----------------|-------------|
| Report In                                       | All movements to enter and verbal report-in to HJ         | 0-10            |             |
| Report Out                                      | Verbal report-out and all movements to exit drill floor   | 0-10            |             |
| Cadet BEARING                                   | Flair, style & game face - turns heads / rivets watchers  | 0-10            |             |
| Cadet APPEARANCE                                | Uniform / overall cadet preparation & presentation        | 0-10            |             |
| Handling of the WEAPON                          | Specific solo/team weapon maneuvers & manipulation        | 0-10            |             |
| Floor/Cadet Involvement                         | Meaningful drill activity with all cadets occurring often | 0-10            |             |
| Movement DIFFICULTY                             | Routine as presented required MUCH PRACTICE!              | 0-10            |             |
| Movement PRECISION                              | Exacting, teamwork and/or solo work – “anti-sloppy”       | 0-10            |             |
| Movement VARIETY                                | Diversity of movements to display overall excellence      | 0-10            |             |
| SHOWMANSHIP                                     | Supreme effort, snap, and concentration in the routine    | 0-10            |             |
| AERIAL DIFFICULTY                               | General difficulty of spins, throws & exchanges           | 0-10            |             |
| MILITARY FLAVOR                                 | Routine proudly befits a military JROTC competition       | 0-10            |             |
| OVERALL IMPRESSION                              | Overall Evaluation of the entire routine presentation     | 0-20            |             |
| <b>Head Judge Total Exhibition Drill Points</b> |   | <b>(140)</b>    |             |

## PENALTIES - HEAD JUDGE ONLY

| Number |   | Total Points |
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|        | Boundary Violations @ 5 points each occurrence  |              |
|        | Dropped weapons @ 5 points each occurrence  |              |
|        | Seconds over/under time @ 1 point per second<br>(Minimum 6 minutes - Maximum 9 Minutes) |              |
|        | Uniform/Equipment/Other Violations<br>Explanation:                                      |              |
|        | <b>TOTAL PENALTY POINTS</b>   |              |

**FILL OUT ONLY IF UNIT IS OUTSIDE REQ. NUMBERS**

**TOO FEW CADETS:**  
(team requires a minimum 13 cadets)  
(12 + Commander)

**One Cadet Under**

**-25**

**Two Cadets Under**

**-50**

**Cadet Cmdr's Initials:**

\_\_\_\_\_

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

Judge Remarks: