2021 Region 5 Regional Drill Competition **HEAD JUDGE Armed Exhibition** REGION School Name: **Unit Leader:** TOTOTE DRILL CHAMPIONSH Head Judge Initials: 2nd Judge Initials: **Performance Overview** Max Pts Poor Average Exceptional **Notes** 0-4 5-11 12-15 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. WEAPON - Handling, weapon maneuvers & manipulation look skilled & effortless **15** 0-7 8-23 24-30 5. **BEARING** - Team/Cadet Body & facial control, 30 military carriage 6. MARCHING/MOVEMENT - Team/Cadet Dress, alignment, marching proficiency, variety 30 7. **AERIAL DIFFICULTY** - Difficult rifle moves, include exchanges & spins 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. **OVERALL IMPRESSION** - Subjective score of 30 entire routine as presented. 12. MILITARY FLAVOR - Routine proudly befits a military competition 30 **Notes Team Penalties Head Judge Only** # of Boundary Violations: #: x 5 Missed Cadets (10): #_ x25 Seconds Over/Under Time: 5-8 min. Time:_ x 1 **Unit Leader Initials** x20 **Total Penalty Points** Dropped Weapon# **Penalty Points Total Points Instructor Initials**

2021 Region 5 Regional Drill Competition **2ND JUDGE Armed Exhibition School Name: Unit Leader:** TOROTO DRILL CHAMPION Head Judge Initials: 2nd Judge Initials: **Performance Overview Max Pts** Poor Average Exception **Notes** 0-4 5-11 12-15 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. **WEAPON** - Handling, weapon maneuvers & manipulation look skilled & effortless 15 0-7 8-23 24-30 5. **BEARING** - Team/Cadet Body & facial control, 30 military carriage 6. MARCHING/MOVEMENT - Team/Cadet Dress, alignment, marching proficiency, variety 30 7. **AERIAL DIFFICULTY** - Difficult rifle moves, include 30 exchanges & spins 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. **OVERALL IMPRESSION** - Subjective score of 30 entire routine as presented. 12. MILITARY FLAVOR - Routine proudly befits a military competition 30 **NOTES Unit Leader Initials**

Total Points

Instructor Initials

Penalty Points