

School Name:	
Team Name:	

Grand Total

Head Judge #1	Max Points	Poor*	Average	Exceptional	Notes
Performance Overview					
REPORT IN & REPORT OUT Verbal report in/out; all movements to enter/exit floor	15	1 - 4	5 – 11	12 - 15	
Team/Cadet APPEARANCE Uniform / overall preparation & presentation	15	1-4	5 – 11	12 - 15	
Routine SHOWMANSHIP Flair, style and "wow factor" that turns heads / rivets	15	1-4	5 – 11	12 - 15	
OVERALL IMPRESSION Subjective score of entire routine as presented	15	1-4	5-11	12 - 15	
Team/Cadet BEARING Body & facial control, military carriage	30	1-7	8 - 23	24 - 30	
Team/Cadet MARCHING/MOVEMENT Dress, alignment and marching proficiency & variety	30	1-7	8 - 23	24 - 30	
AERIAL DIFFICULTY Difficult rifle moves completed, to include exchanges & spins	30	1-7	8 - 23	24 - 30	
Movement DIFFICULTY Routine as presented required MUCH PRACTICE!	30	1-7	8 - 23	24 - 30	
Movement PRECISION Exacting, flawless & meticulous maneuvers – "anti-sloppy"	30	1-7	8 - 23	24 - 30	
Routine COMPOSITION & FLOW Routine is unique & well-constructed w/ fitting transitions	30	1-7	8 - 23	24 - 30	
Handling of the WEAPON Weapon maneuvers & manipulation look skilled & effortless	30	1-7	8 - 23	24 - 30	
MILITARY Flavor Routine proudly befits a military competition	30	1-7	8 - 23	24 - 30	
	Í				

300

*Any score in the POOR category above MUST have details written below
Number PENALTIES – HEAD JUDGE ONLY Total Points

Boundary Violations @ 5 points each occurrence

Dropped weapons @ 25 points per occurrence

Total Exhibition Drill Points

Dropped weapons @ 25 points per occurrence

Seconds over/under time @ 1 point per second
(Minimum 5 minutes - Maximum 9 Minutes)

TOTAL PENALTY POINTS

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

Unit Missing One Cadet Unit Missing Two Cadets

-25

-50

Cadet Commander's Initials:

Judge's Name:	
Judge's Notes:	



School Name: Team Name:

Judge #2	Max Points	Poor*	Average	Exceptional	Notes
Performance Overview					
REPORT IN & REPORT OUT Verbal report in/out; all movements to enter/exit floor	15	1-4	5-11	12 - 15	
Team/Cadet APPEARANCE Uniform / overall preparation & presentation	15	1-4	5-11	12 - 15	
Routine SHOWMANSHIP Flair, style and "wow factor" that turns heads / rivets	15	1-4	5-11	12 - 15	
OVERALL IMPRESSION Subjective score of entire routine as presented	15	1-4	5-11	12 - 15	
Team/Cadet BEARING Body & facial control, military carriage	30	1-7	8 - 23	24 - 30	
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AERIAL DIFFICULTY Difficult rifle moves completed, to include exchanges & spins	30	1-7	8 - 23	24 - 30	
Movement DIFFICULTY Routine as presented required MUCH PRACTICE!	30	1-7	8 - 23	24 - 30	
Movement PRECISION Exacting, flawless & meticulous maneuvers – "anti-sloppy"	30	1-7	8 - 23	24 - 30	
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Handling of the WEAPON Weapon maneuvers & manipulation look skilled & effortless	30	1-7	8 - 23	24 - 30	
MILITARY Flavor Routine proudly befits a military competition	30	1-7	8 - 23	24 - 30	
Total Exhibition Drill Points	300				

Judge's Name:	
Judge's Notes:	



School Name: Team Name:

Judge #3	Max Points	Poor*	Average	Exceptional	Notes
Performance Overview					
REPORT IN & REPORT OUT Verbal report in/out; all movements to enter/exit floor	15	1-4	5-11	12 - 15	
Team/Cadet APPEARANCE Uniform / overall preparation & presentation	15	1-4	5-11	12 - 15	
Routine SHOWMANSHIP Flair, style and "wow factor" that turns heads / rivets	15	1-4	5-11	12 - 15	
OVERALL IMPRESSION Subjective score of entire routine as presented	15	1-4	5-11	12 - 15	
Team/Cadet BEARING Body & facial control, military carriage	30	1-7	8 - 23	24 - 30	
Team/Cadet MARCHING/MOVEMENT Dress, alignment and marching proficiency & variety	30	1-7	8 - 23	24 - 30	
AERIAL DIFFICULTY Difficult rifle moves completed, to include exchanges & spins	30	1-7	8 - 23	24 - 30	
Movement DIFFICULTY Routine as presented required MUCH PRACTICE!	30	1-7	8 - 23	24 - 30	
Movement PRECISION Exacting, flawless & meticulous maneuvers – "anti-sloppy"	30	1-7	8 - 23	24 - 30	
Routine COMPOSITION & FLOW Routine is unique & well-constructed w/ fitting transitions	30	1-7	8 - 23	24 - 30	
Handling of the WEAPON Weapon maneuvers & manipulation look skilled & effortless	30	1-7	8 - 23	24 - 30	
MILITARY Flavor Routine proudly befits a military competition	30	1-7	8 - 23	24 - 30	
Total Exhibition Drill Points	300				

Judge's Name:	
Judge's Notes:	



School Name: Team Name:

Judge #4	Max Points	Poor*	Average	Exceptional	Notes
Performance Overview					
REPORT IN & REPORT OUT Verbal report in/out; all movements to enter/exit floor	15	1-4	5 – 11	12 - 15	
Team/Cadet APPEARANCE Uniform / overall preparation & presentation	15	1-4	5-11	12 - 15	
Routine SHOWMANSHIP Flair, style and "wow factor" that turns heads / rivets	15	1-4	5-11	12 - 15	
OVERALL IMPRESSION Subjective score of entire routine as presented	15	1-4	5-11	12 - 15	
Team/Cadet BEARING Body & facial control, military carriage	30	1-7	8 - 23	24 - 30	
Team/Cadet MARCHING/MOVEMENT Dress, alignment and marching proficiency & variety	30	1-7	8 - 23	24 - 30	
AERIAL DIFFICULTY Difficult rifle moves completed, to include exchanges & spins	30	1-7	8 - 23	24 - 30	
Movement DIFFICULTY Routine as presented required MUCH PRACTICE!	30	1-7	8 - 23	24 - 30	
Movement PRECISION Exacting, flawless & meticulous maneuvers – "anti-sloppy"	30	1-7	8 - 23	24 - 30	
Routine COMPOSITION & FLOW Routine is unique & well-constructed w/ fitting transitions	30	1-7	8 - 23	24 - 30	
Handling of the WEAPON Weapon maneuvers & manipulation look skilled & effortless	30	1-7	8 - 23	24 - 30	
MILITARY Flavor Routine proudly befits a military competition	30	1-7	8 - 23	24 - 30	
Total Exhibition Drill Points	300				

Judge's Name:	
Judge's Notes:	



School Name:	Grand Total
Team Name:	
Cadet Name:	

Head Judge #1	Max Points	Poor*	Average	Exceptional	Notes
Performance Overview					
REPORT IN & REPORT OUT Verbal report in/out; all movements to enter/exit floor	15	1 - 4	5 – 11	12 - 15	
Team/Cadet APPEARANCE Uniform / overall preparation & presentation	15	1-4	5 – 11	12 - 15	
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MILITARY Flavor Routine proudly befits a military competition	30	1-7	8 - 23	24 - 30	
Total Exhibition Drill Points	300				

Number	PENALTIES - HEAD JUDGE ONLY	Total Points
	Boundary Violations @ 10 points each occurrence	
	Dropped weapons – 1@5pts / 2+@25 points per drop	
	Seconds over/under time @ 1 point per second (Minimum 2 minutes - Maximum 3 Minutes)	
	TOTAL PENALTY POINTS	

Judge's Name: _	
Indge's Notes	



School Name: Team Name: Cadet Name:

Judge #2	Max Points	Poor*	Average	Exceptional	Notes
Performance Overview					
REPORT IN & REPORT OUT Verbal report in/out; all movements to enter/exit floor	15	1-4	5 – 11	12 - 15	
Team/Cadet APPEARANCE Uniform / overall preparation & presentation	15	1-4	5 – 11	12 - 15	
Routine SHOWMANSHIP Flair, style and "wow factor" that turns heads / rivets	15	1-4	5-11	12 - 15	
OVERALL IMPRESSION Subjective score of entire routine as presented	15	1-4	5 – 11	12 - 15	
Team/Cadet BEARING Body & facial control, military carriage	30	1-7	8 - 23	24 - 30	
Team/Cadet MARCHING/MOVEMENT Dress, alignment and marching proficiency & variety	30	1-7	8 - 23	24 - 30	
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Movement DIFFICULTY Routine as presented required MUCH PRACTICE!	30	1-7	8 - 23	24 - 30	
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MILITARY Flavor Routine proudly befits a military competition	30	1-7	8 - 23	24 - 30	
Total Exhibition Drill Points	300				

Judge's Name:	
Judge's Notes:	



School Name: Team Name: Cadet Name:

Judge #3	Max Points	Poor*	Average	Exceptional	Notes
Performance Overview					
REPORT IN & REPORT OUT Verbal report in/out; all movements to enter/exit floor	15	1 - 4	5 – 11	12 - 15	
Team/Cadet APPEARANCE Uniform / overall preparation & presentation	15	1-4	5 – 11	12 - 15	
Routine SHOWMANSHIP Flair, style and "wow factor" that turns heads / rivets	15	1-4	5 – 11	12 - 15	
OVERALL IMPRESSION Subjective score of entire routine as presented	15	1-4	5 – 11	12 - 15	
Team/Cadet BEARING Body & facial control, military carriage	30	1-7	8 - 23	24 - 30	
Team/Cadet MARCHING/MOVEMENT Dress, alignment and marching proficiency & variety	30	1-7	8 - 23	24 - 30	
AERIAL DIFFICULTY Difficult rifle moves completed, to include exchanges & spins	30	1-7	8 - 23	24 - 30	
Movement DIFFICULTY Routine as presented required MUCH PRACTICE!	30	1-7	8 - 23	24 - 30	
Movement PRECISION Exacting, flawless & meticulous maneuvers – "anti-sloppy"	30	1-7	8 - 23	24 - 30	
Routine COMPOSITION & FLOW Routine is unique & well constructed w/ fitting transitions	30	1-7	8 - 23	24 - 30	
Handling of the WEAPON Weapon maneuvers & manipulation look skilled & effortless	30	1-7	8 - 23	24 - 30	
MILITARY Flavor Routine proudly befits a military competition	30	1-7	8 - 23	24 - 30	
Total Exhibition Drill Points	300				

Judge's Name: _	 	
Judge's Notes:		



School Name: Team Name: Cadet Name:

Judge #4	Max Points	Poor*	Average	Exceptional	Notes
Performance Overview					
REPORT IN & REPORT OUT Verbal report in/out; all movements to enter/exit floor	15	1 - 4	5 – 11	12 - 15	
Team/Cadet APPEARANCE Uniform / overall preparation & presentation	15	1-4	5 – 11	12 - 15	
Routine SHOWMANSHIP Flair, style and "wow factor" that turns heads / rivets	15	1-4	5-11	12 - 15	
OVERALL IMPRESSION Subjective score of entire routine as presented	15	1-4	5 – 11	12 - 15	
Team/Cadet BEARING Body & facial control, military carriage	30	1-7	8 - 23	24 - 30	
Team/Cadet MARCHING/MOVEMENT Dress, alignment and marching proficiency & variety	30	1-7	8 - 23	24 - 30	
AERIAL DIFFICULTY Difficult rifle moves completed, to include exchanges & spins	30	1-7	8 - 23	24 - 30	
Movement DIFFICULTY Routine as presented required MUCH PRACTICE!	30	1-7	8 - 23	24 - 30	
Movement PRECISION Exacting, flawless & meticulous maneuvers – "anti-sloppy"	30	1-7	8 - 23	24 - 30	
Routine COMPOSITION & FLOW Routine is unique & well constructed w/ fitting transitions	30	1-7	8 - 23	24 - 30	
Handling of the WEAPON Weapon maneuvers & manipulation look skilled & effortless	30	1-7	8 - 23	24 - 30	
MILITARY Flavor Routine proudly befits a military competition	30	1-7	8 - 23	24 - 30	
Total Exhibition Drill Points	300				

Judge's Name: _	 	
Judge's Notes:		



School Name:	
Team Name:	Grand Total
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Head Judge #1	Max Points	Poor	Average	Exceptional	Notes
MINOR ITEMS					
Entry / Exit Overall Quality Marching quality, general team performance enter/exit	15	1-4	5-11	12 - 15	
General Team Positioning Unit dress & cover, distance, interval, centering, related	15	1-4	5-11	12 - 15	
Team Unity, Snap & Pop Is the unit "locked on" and tight or just going through the motions	15	1-4	5-11	12 - 15	
Overall Commander Score Verbal projection, presence, bearing, movements of CMDR	15	1-4	5-11	12 - 15	
MAJOR ITEMS					
Correct Inspection Procedures Correct formation, open ranks, salutes, verbal requirements, etc.	30	1-7	8 - 23	24 - 30	
Personal Hygiene To include breath, nails, shave, facial hair, and overall grooming	30	1-7	8 - 23	24 - 30	
Uniform Preparation & Appearance Uniform prepared as per regs, attention to detail	30	1-7	8 - 23	24 - 30	
Position of Attention / Bearing Cadet correct position of attention & bearing displayed at all times	30	1-7	8 - 23	24 - 30	
Confidence & Intensity Solid, self-assured demeanor with laser focus sharpness	30	1-7	8 - 23	24 - 30	
Overall Unit Impression Taken in total, how impressive was the entire unit?	30	1-7	8 - 23	24 - 30	
Overall Knowledge Correctness & depth of all responses given to judge	60	1 - 12	13- 47	48 - 60	
Total Inspection Points	300				

^{*}Any score in the POOR category above MUST have details written below

Uniform Violations: Minor (-20 pts.) OR Major (-50 pts.) Violation =				
Uniform Violation (check and circle	e the specific violation):			
Exhibition UniformScarves / AscotsOther (be specific):	☐ Chrome Helmets ☐ Spatz / Boots			
ludge's Name				

Judge's Notes:

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

Penalty - 25 points per missing cadet: (12 cadets + cadet cmdr REQUIRED)

Unit Missing One Cadet Unit Missing Two Cadets

-25

-50

Cadet Commander's Initials: ____



School Name: Team Name:

Judge #2	Max Points	Poor	Average	Exceptional	Notes
MINOR ITEMS					
Entry / Exit Overall Quality Marching quality, general team performance enter/exit	15	1-4	5-11	12 - 15	
General Team Positioning Unit dress & cover, distance, interval, centering, related	15	1-4	5-11	12 - 15	
Team Unity, Snap & Pop Is the unit "locked on" and tight or just going through the motions	15	1-4	5-11	12 - 15	
Overall Commander Score Verbal projection, presence, bearing, movements of CMDR	15	1-4	5-11	12 - 15	
MAJOR ITEMS					
Correct Inspection Procedures Correct formation, open ranks, salutes, verbal requirements, etc.	30	1-7	8 - 23	24 - 30	
Personal Hygiene To include breath, nails, shave, facial hair, and overall grooming	30	1-7	8 - 23	24 - 30	
Uniform Preparation & Appearance Uniform prepared as per regs, attention to detail	30	1-7	8 - 23	24 - 30	
Position of Attention / Bearing Cadet correct position of attention & bearing displayed at all times	30	1-7	8 - 23	24 - 30	
Confidence & Intensity Solid, self-assured demeanor with laser focus sharpness	30	1-7	8 - 23	24 - 30	
Overall Unit Impression Taken in total, how impressive was the entire unit?	30	1-7	8 - 23	24 - 30	
Overall Knowledge Correctness & depth of all responses given to judge	60	1 - 12	13- 47	48 - 60	
Total Inspection Points	300				

^{*}Any score in the POOR category above MUST have details written below

Judge's Name:	
Judge's Notes:	



School Name: Team Name:

Judge #3	Max Points	Poor*	Average	Exceptional	Notes
MINOR ITEMS					
Correct Inspection Procedures Correct formation, open ranks, salutes, verbal requirements, etc.	15	1-4	5 – 11	12 - 15	
Entry/Exit Overall Quality Unit dress & cover, distance, interval, centering, marching quality	15	1-4	5-11	12 - 15	
Team Unity, Snap & Pop Is the unit "locked on" and tight or just going through the motions	15	1-4	5-11	12 - 15	
Overall Commander Score Verbal projection, presence, bearing, movements of CMDR	15	1-4	5-11	12 - 15	
MAJOR ITEMS					
Correct Inspection Procedures Correct formation, open ranks, salutes, verbal requirements, etc.	30	1-7	8 - 23	24 - 30	
Personal Hygiene To include breath, nails, shave, facial hair, and overall grooming	30	1-7	8 - 23	24 - 30	
Uniform Preparation & Appearance Uniform prepared as per regs, attention to detail	30	1-7	8 - 23	24 - 30	
Position of Attention / Bearing Cadet correct position of attention & bearing displayed at all times	30	1-7	8 - 23	24 - 30	
Confidence & Intensity Solid, self-assured demeanor with laser focus sharpness	30	1-7	8 - 23	24 - 30	
Overall Unit Impression Taken in total, how impressive was the entire unit?	30	1-7	8 - 23	24 - 30	
Overall Knowledge Correctness & depth of all responses given to judge	60	1 - 12	13- 47	48 - 60	
Total Inspection Points	300				

^{*}Any score in the POOR category above MUST have details written below

Judge's Name:	
Judge's Notes:	



School Name: Team Name:

Judge #4	Max Points	Poor*	Average	Exceptional	Notes
MINOR ITEMS					
Correct Inspection Procedures Correct formation, open ranks, salutes, verbal requirements, etc.	15	1-4	5 – 11	12 - 15	
Entry/Exit Overall Quality Unit dress & cover, distance, interval, centering, marching quality	15	1-4	5-11	12 - 15	
Team Unity, Snap & Pop Is the unit "locked on" and tight or just going through the motions	15	1-4	5-11	12 - 15	
Overall Commander Score Verbal projection, presence, bearing, movements of CMDR	15	1-4	5 – 11	12 - 15	
MAJOR ITEMS					
Correct Inspection Procedures Correct formation, open ranks, salutes, verbal requirements, etc.	30	1-7	8 - 23	24 - 30	
Personal Hygiene To include breath, nails, shave, facial hair, and overall grooming	30	1-7	8 - 23	24 - 30	
Uniform Preparation & Appearance Uniform prepared as per regs, attention to detail	30	1-7	8 - 23	24 - 30	
Position of Attention / Bearing Cadet correct position of attention & bearing displayed at all times	30	1-7	8 - 23	24 - 30	
Confidence & Intensity Solid, self-assured demeanor with laser focus sharpness	30	1-7	8 - 23	24 - 30	
Overall Unit Impression Taken in total, how impressive was the entire unit?	30	1-7	8 - 23	24 - 30	
Overall Knowledge Correctness & depth of all responses given to judge	60	1 - 12	13- 47	48 - 60	
Total Inspection Points	300				

Judge's Name:	
Judge's Notes:	



Head Judge #1	Max Points	Poor	Average	Exceptional	Notes
Performance Overview					
REPORT IN Verbal report in; all movements to enter floor & report in to HJ	15	1 - 4	5 – 11	12 - 15	
REPORT OUT Verbal report out; all movements to report out to HJ & exit floor	15	1 - 4	5-11	12 - 15	
Team/Cadet APPEARANCE Uniform / overall preparation & presentation	15	1-4	5 – 11	12 - 15	
Routine SHOWMANSHIP Flair, style and "wow factor" that turns heads / rivets watchers	15	1-4	5-11	12 - 15	
Team/Cadet BEARING Body & facial control, military carriage	30	1-7	8 - 23	24 - 30	
Team/Cadet MARCHING Dress, alignment and marching proficiency; use of drill floor	30	1-7	8 - 23	24 - 30	
Movement VARIETY Diversity of movements to display overall excellence	30	1-7	8 - 23	24 - 30	
Movement DIFFICULTY Routine as presented required MUCH PRACTICE!	30	1-7	8 - 23	24 - 30	
Movement PRECISION Exacting, flawless & meticulous maneuvers – "anti-sloppy"	30	1-7	8 - 23	24 - 30	
Routine COMPOSITION & FLOW Routine is unique & well constructed w/ fitting transitions	30	1-7	8 - 23	24 - 30	
MILITARY Flavor Routine proudly befits a military competition	30	1-7	8 - 23	24 - 30	
OVERALL IMPRESSION Subjective score of entire routine as presented	30	1-7	8 - 23	24 - 30	

Number PENALTIES – HEAD JUDGE ONLY Total Points

Boundary Violations @ 10 pts. Each occurrence

Seconds over/under time @ 1 point per second
(Minimum 5 minutes - Maximum 9 Minutes)

TOTAL PENALTY POINTS

Unit Missing One Cadet Unit Missing Two Cadets

-25

-50

Cadet Commander's Initials:

Judge's Name:

Notes:



School Name: Team Name:

Judge #2	Max Points	Poor	Average	Exceptional	Notes
Performance Overview					
REPORT IN	15	1 - 4	5-11	12 - 15	
Verbal report in; all movements to enter floor & report in to HJ	l i				
REPORT OUT Verbal report out; all movements to report out to HJ & exit floor	15	1 - 4	5 – 11	12 - 15	
Team/Cadet APPEARANCE Uniform / overall preparation & presentation	15	1-4	5 – 11	12 - 15	
Routine SHOWMANSHIP Flair, style and "wow factor" that turns heads / rivets watchers	15	1-4	5-11	12 - 15	
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Team/Cadet MARCHING Dress, alignment and marching proficiency; use of drill floor	30	1-7	8 - 23	24 - 30	
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OVERALL IMPRESSION Subjective score of entire routine as presented	30	1-7	8 - 23	24 - 30	
Total Exhibition Drill Points	300				

Judge's Name:	
Judge's Notes:	



School Name: Team Name:

Judge #3	Max Points	Poor*	Average	Exceptional	Notes
Performance Overview					
REPORT IN	15	1-4	5-11	12 - 15	
Verbal report in; all movements to enter floor & report in to HJ					
REPORT OUT Verbal report out; all movements to report out to HJ & exit floor	15	1 - 4	5 – 11	12 - 15	
Team/Cadet APPEARANCE Uniform / overall preparation & presentation	15	1-4	5 – 11	12 - 15	
Routine SHOWMANSHIP Flair, style and "wow factor" that turns heads / rivets watchers	15	1-4	5-11	12 - 15	
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OVERALL IMPRESSION Subjective score of entire routine as presented	30	1-7	8 - 23	24 - 30	
Total Exhibition Drill Points	300				

^{*}Any score in the POOR category above MUST have details written below

Judge's Name: _	
Judge's Notes:	



School Name: Team Name:

Judge #4	Max Points	Poor*	Average	Exceptional	Notes
Performance Overview					
REPORT IN	15	1-4	5-11	12 - 15	
Verbal report in; all movements to enter floor & report in to HJ					
REPORT OUT Verbal report out; all movements to report out to HJ & exit floor	15	1 - 4	5 – 11	12 - 15	
Team/Cadet APPEARANCE Uniform / overall preparation & presentation	15	1-4	5-11	12 - 15	
Routine SHOWMANSHIP Flair, style and "wow factor" that turns heads / rivets watchers	15	1-4	5-11	12 - 15	
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OVERALL IMPRESSION Subjective score of entire routine as presented	30	1-7	8 - 23	24 - 30	
Total Exhibition Drill Points	300				

Judge's Name:	
Judge's Notes:	



2024 National Invitational Drill Meet (NIDM) Unarmed Division – Platoon/Flight Regulation

School Name: Team Name:

CMDR TOTAL-	REG TOTAL-
ALL JUDGES	ALL JUDGES

#1

Head Judge - #1

BOLD UPPERCASE GREYED COMMANDS require a 5-second pause

Total points = 359	\	1_	2	3	4	5	6	7	ERCHOL GREELED COMME	1	2 2	3	4	5	6	Ž
Total politio - 505		POOR		•	AVG			EXCEL		POOR			AVG			EXC
1. Forward March	(ENTER)*								27. Normal Intvl. March (Extend March)							
2. Report In (VER	, ,								27a.Forward March (if reg.)							
3. Parade Rest	,								28. Column Left March (AF-Fwd Mch)							
4. Attention									29 Mark Time March Army & Air Force							
5. PRESENT ARM	IS								30. Change Step March 30. Mark Time							
6. Order Arms									30a.PLATOON/FLIGHT HALT							
7. COUNT OFF	Army Executes:								30b.Forward March							
8. Right Face	8. Close Interval								31. Column Left March (AF-Fwd Mch)							
9. Close March	9. Normal Interval								32. Change Step March							
10. Extend March	10. Right Face								32a.PLATOON/FLIGHT HALT							
11. Left Face	11. Left Face								33. Column Left March (AF-Fwd Mch)							
12. Open Ranks Ma	rch (AF-Ready Frt)								34. Column 1/2 Left March							
13. CLOSE RANK	S MARCH								35. Column 1/2 Left March							
14. Left Step March / F	PLT/FGT HALT								36. To the Rear March (or Rear March)						
15. Left Face									37. To the Rear March (or Rear March)						
16. Right Step March	n, (Plat/Flgt Halt)								37a.PLATOON/FLIGHT HALT							
17. About Face									37b. Forward March							
17a.Forward March	า								38. Eyes Right							
18. Column Right Ma	rch (AF-Fwd Mch)								39. Ready Front							
19. Column Right Ma	arch (AF-Fwd Mch)								40. Column Left March (AF-Fwd Mch)							
20. Column Right Ma	arch (AF-Fwd Mch)								41. Half Step							
21. Left Flank Marc	ch								42. Forward March							
22. Right Flank Marc	ch								43. Column Left Match (AF-Fwd Mch)							
22a.PLATOON/FLI	GHT HALT								44. Left Flank March							
23. Column Left Mar	rch (AF-Fwd Mch)								45. Right Flank March							
24. To the Rear, Mard	h (or Rear March)								45a.PLATOON/FLIGHT HALT							
25. To the Rear, Mard	h (or Rear March)								46. Left Face							
26.Close Intvl. March	n (Close March)								47. Report Out (VERBAL)							
26a.Forward March	n (if req.)								47a. Depart the Drill Floor **							
Forward March (Ente	er):Enter the drill fl	oor to	gethe	r in a	milita	ry fas	hion,	front/	enter the unit, 3 paces from HJ to C/CMI	OR, 3 pa	aces	from	c/CDF	to th	e uni	t.

<u>'</u>	'	•	,	,
PENALTIES	(list number of occurrences)		Technical Impre	ession(0-15)
Boundary Violations (-10ea)	Uneven/Improper Cad Minor (-20) or		Precision Impre (overall precision dis	ssion(0-15)
Incorrect Commands (-5 ea)	Uniform Violations:		CADET CDR	PAGE TOTAL
Pause Violations (-5 ea)	Minor (-20) or	Major (-50)	SCORE (1-100)	
		Total Penalty		
Specify Issue:				

Common: <u>AL</u> -Alignment,	$^\prime$ <u>DAC</u> -Dress/Alignment/Cover $^\prime$ <u>OS</u> -Out of Ste	p/ \underline{RA} -Rifle Angles / \underline{IE} -Improper Execution ,	/ <u>SM</u> -Secondary Movement /	<u>B</u> -Bearing
Judge's Name:		lotes:		#1

^{**}Cadet Commander will VERBALLY report out and then command the unit to depart the drill floor in a precision military fashion (floor departure is unscored).



Notes:

2024 National Invitational Drill Meet (NIDM) Unarmed Division – Platoon/Flight Regulation

School Name: Team Name:

Head Judge - #2

BOLD UPPERCASE GREYED COMMANDS require a 5-second pause

Total points = 359		1	2	3	4	5	6	7		1	2	3	4	5	6	7
1. Forward March	/ENTED*	POOR			AVG		1	EXCEL	O7 Newsellist d March (Estand March)	POOR			AVG			EXCEL
2. Report In (VER	, ,								27. Normal Intvl. March (Extend March)							
3. Parade Rest	DAL)								27a.Forward March (if reg.)							
									28. Column Left March (AF-Fwd Mch)	+						
4. Attention	10								29. IVIAIR TITTLE IVIAICIT 29. Change Step							
5. PRESENT ARM	15								30. Change Step March 30. Mark Time							
6. Order Arms	<u> </u>								30a.PLATOON/FLIGHT HALT							
7. COUNT OFF	Army Executes:							\sqcup	30b.Forward March							
8. Right Face	8. Close Interval								31. Column Left March (AF-Fwd Mch)							
9. Close March	9. Normal Interval								32. Change Step March							
10. Extend March	10. Right Face								32a.PLATOON/FLIGHT HALT							
11. Left Face	11. Left Face								33. Column Left March (AF-Fwd Mch)							
12. Open Ranks Ma	rch (AF-Ready Frt)								34. Column 1/2 Left March							
13. CLOSE RANK	S MARCH								35. Column 1/2 Left March							
14. Left Step March / P	PLT/FGT HALT								36. To the Rear March (or Rear March)							
15. Left Face									37. To the Rear March (or Rear March)							
16. Right Step March	n, (Plat/Flgt Halt)								37a.PLATOON/FLIGHT HALT							
17. About Face									37b. Forward March							
17a.Forward March	1								38. Eyes Right							
18. Column Right Ma	rch (AF-Fwd Mch)								39. Ready Front							
19. Column Right Ma	arch (AF-Fwd Mch)								40. Column Left March (AF-Fwd Mch)							
20. Column Right Ma	ırch (AF-Fwd Mch)								41. Half Step							
21. Left Flank Marc	ch .								42. Forward March							
22. Right Flank Marc	zh								43. Column Left Match (AF-Fwd Mch)							
22a.PLATOON/FLIG									44. Left Flank March							
23. Column Left Mar	ch (AF-Fwd Mch)								45. Right Flank March							
24. To the Rear, March	n (or Rear March)								45a.PLATOON/FLIGHT HALT							
25. To the Rear, March	n (or Rear March)								46. Left Face							
26.Close Intvl. March	, ,								47. Report Out (VERBAL)							
26a.Forward March	,								47a. Depart the Drill Floor **							
		drill flo	or to	gethe	r in a	milita	ry fas	hion, f	ront/center the unit 3 paces from HJ to C/o	CMDR	& 3 p	aces	from	c/CM	DR to	the ur
									o depart the drill floor in a precision milita							
Common: <u>AL</u> -Align	nment / <u>DAC</u> -Dr	ess/A	lignm	nent/	'Cove	r / <u>C</u>	<u>S</u> -0	ut of St	ep/ <u>RA</u> -Rifle Angles / <u>IE</u> -Improper Execut	on / <u>S</u>	<u>M</u> -Se	econo	lary M	ovem	ent /	<u>B</u> -Bea
ludgo'o Nome:									Tankaiaal	l	! .	/	'O 15	١		
Judge's Name:									Technical (adherence							
									(autherence			July 1	0 4 5	٠,		



2024 National Invitational Drill Meet (NIDM) Unarmed Division – Platoon/Flight Regulation

School Name: Team Name:

Judge - #3 BOLD UPPERCASE GREYED COMMANDS require a 5-second pause

2. Report In (VERBAL) 27a.Forwa 3. Parade Rest 28. Colum 4. Attention 29. Mark T 5. PRESENT ARMS 30. Change 6. Order Arms 30a.PLAT 7. COUNT OFF Army Executes: 8. Right Face 30b.Forwa 9. Close March 9. Normal Interval 32. Change 10. Extend March 10. Right Face 32a.PLAT 11. Left Face 11. Left Face 33. Colum 12. Open Ranks March (AF-Ready Frf) 34. Colum 13. CLOSE RANKS MARCH 35. Colum 14. Left Step March / PLT/FGT HALT 36. To the 15. Left Face 37. To the 16. Right Step March, (Plat/Figt Halt) 37a.PLAT 17. About Face 37b. Forw 18. Column Right March (AF-Fwd Mch) 39. Ready 19. Column Right March (AF-Fwd Mch) 40. Colum 20. Column Right March (AF-Fwd Mch) 42. Forwa 21. Left Flank March 42. Forwa 22. Right Flank March 43. Colum 23. Column Left March (AF-Fwd Mch) 45a.PLAT	ntvl. March (Extend Marc d March (if reg.)	POOR ch)	3		AVG			
2. Report In (VERBAL) 27a.Forwa 3. Parade Rest 28. Colum 4. Attention 29. Mark T 5. PRESENT ARMS 30. Change 6. Order Arms 30a.PLAT 7. COUNT OFF Army Executes: 8. Right Face 31. Colum 9. Close March 9. Normal Interval 10. Extend March 10. Right Face 11. Left Face 33. Colum 12. Open Ranks March (AF-Ready Fit) 34. Colum 13. CLOSE RANKS MARCH 35. Colum 14. Left Step March / PLT/FGT HALT 36. To the 15. Left Face 37. To the 16. Right Step March, (Plat/Figt Halt) 37a.PLAT 17. About Face 37b. Forw 18. Column Right March (AF-Fwd Mch) 39. Ready 19. Column Right March (AF-Fwd Mch) 40. Colum 20. Column Right March (AF-Fwd Mch) 42. Forwa 21. Left Flank March 42. Forwa 22. Right Flank March 43. Colum 22. Right Flank March 45a.PLAT	d March (if reg.)	cn)						EXCE
3. Parade Rest 28. Colum 4. Attention 29. Mark T 5. PRESENT ARMS 30. Change 6. Order Arms 30a.PLAT 7. COUNT OFF Army Executes: 8. Right Face 31. Colum 9. Close March 9. Normal Interval 10. Extend March 10. Right Face 11. Left Face 11. Left Face 12. Open Ranks March (AF-Ready Frt) 34. Colum 13. CLOSE RANKS MARCH 35. Colum 14. Left Step March /PLT/FGT HALT 36. To the 15. Left Face 37. To the 16. Right Step March, (Plat/Figt Halt) 37a.PLAT 17. About Face 37b. Forw 18. Column Right March (AF-Fwd Mch) 39. Ready 19. Column Right March (AF-Fwd Mch) 40. Column 20. Column Right March (AF-Fwd Mch) 41. Half Si 21. Left Flank March 42. Forwa 22. Right Flank March 43. Column 22. Right Flank March 45. Right Flank March 24. To the Rear, March (or Rear March) 45a.PLAT	` ,							
4. Attention 29. Mark T 5. PRESENT ARMS 30. Change 6. Order Arms 30a.PLAT 7. COUNT OFF Army Executes: 30b.Forwa 8. Right Face 31. Colum 9. Close March 9. Normal Interval 32. Change 10. Extend March 10. Right Face 32a.PLAT 11. Left Face 11. Left Face 33. Colum 12. Open Ranks March (AF-Ready Frt) 34. Colum 13. CLOSE RANKS MARCH 35. Colum 14. Left Step March / PLT/FGT HALT 36. To the 15. Left Face 37. To the 16. Right Step March, (Plat/Figt Halt) 37a.PLAT 17. About Face 37b. Forw 18. Column Right March (AF-Fwd Mch) 39. Ready 19. Column Right March (AF-Fwd Mch) 40. Column 20. Column Right March (AF-Fwd Mch) 41. Half Si 21. Left Flank March 42. Forwa 22. Right Flank March 43. Column 22. Right Flank March 45. Right Flank March 24. To the Rear, March (or Rear March) 45a.PLAT	I CLAM		1					
5. PRESENT ARMS 30. Change 6. Order Arms 30a.PLAT 7. COUNT OFF Army Executes: 8. Right Face 31. Colum 9. Close March 9. Normal Interval 10. Extend March 10. Right Face 11. Left Face 11. Left Face 12. Open Ranks March (AF-Ready Frt) 34. Colum 13. CLOSE RANKS MARCH 35. Colum 14. Left Step March / PLT/FGT HALT 36. To the 15. Left Face 37. To the 16. Right Step March, (Plat/Figt Halt) 37a.PLAT 17. About Face 37b. Forw 18. Column Right March (AF-Fwd Mch) 39. Ready 19. Column Right March (AF-Fwd Mch) 40. Colum 20. Column Right March (AF-Fwd Mch) 41. Half Si 21. Left Flank March 42. Forwa 22. Right Flank March 43. Colum 22a.PLATOON/FLIGHT HALT 44. Left Fl 23. Column Left March (AF-Fwd Mch) 45. Right March 24. To the Rear, March (or Rear March) 45a.PLAT	Left March (AF-Fwd Md		-	-		H	-	-
6. Order Arms 30a.PLAT 7. COUNT OFF Army Executes: 30b.Forwa 8. Right Face 8. Close Interval 31. Colum 9. Close March 9. Normal Interval 32. Chang 10. Extend March 10. Right Face 32a.PLAT 11. Left Face 11. Left Face 33. Colum 12. Open Ranks March (AF-Ready Frt) 34. Colum 13. CLOSE RANKS MARCH 35. Colum 14. Left Step March / PLT/FGT HALT 36. To the 15. Left Face 37. To the 16. Right Step March, (Plat/Flgt Halt) 37a.PLAT 17. About Face 37b. Forw 18. Column Right March 38. Eyes F 18. Column Right March (AF-Fwd Mch) 39. Ready 19. Column Right March (AF-Fwd Mch) 40. Colum 21. Left Flank March 42. Forwa 22. Right Flank March 43. Colum 22. Right Flank March 45. Right F 23. Column Left March (AF-Fwd Mch) 45. Right F 24. To the Rear, March (or Rear March) 45a.PLAT	29. Change St	iten				-	-	\vdash
7. COUNT OFF Army Executes: 30b.Forwa 8. Right Face 8. Close Interval 31. Column 9. Close March 9. Normal Interval 32. Changn 10. Extend March 10. Right Face 32a.PLAT 11. Left Face 11. Left Face 33. Column 12. Open Ranks March (AF-Ready Frt) 34. Column 13. CLOSE RANKS MARCH 35. Column 14. Left Step March / PLT/FGT HALT 36. To the 15. Left Face 37. To the 16. Right Step March, (Plat/Figt Halt) 37a.PLAT 17. About Face 37b. Forw 18. Column Right March (AF-Fwd Mch) 39. Ready 19. Column Right March (AF-Fwd Mch) 40. Column 20. Column Right March (AF-Fwd Mch) 41. Half St 21. Left Flank March 42. Forwa 22. Right Flank March 43. Column 22. Right Flank March 45. Right F 23. Column Left March (AF-Fwd Mch) 45. Right F 24. To the Rear, March (or Rear March) 45a.PLAT	Step March 30. Mark Tin	me						
8. Right Face 8. Close Interval 31. Colum 9. Close March 9. Normal Interval 32. Chang 10. Extend March 10. Right Face 32a.PLAT 11. Left Face 11. Left Face 33. Colum 12. Open Ranks March (AF-Ready Frt) 34. Colum 13. CLOSE RANKS MARCH 35. Colum 14. Left Step March / PLT/FGT HALT 36. To the 15. Left Face 37. To the 16. Right Step March, (Plat/Figt Halt) 37a.PLAT 17. About Face 37b. Forw 18. Column Right March (AF-Fwd Mch) 39. Ready 19. Column Right March (AF-Fwd Mch) 40. Column 20. Column Right March (AF-Fwd Mch) 41. Half St 21. Left Flank March 42. Forwa 22. Right Flank March 43. Column 22. Right Flank March 44. Left Fl 23. Column Left March (AF-Fwd Mch) 45. Right Fl 24. To the Rear, March (or Rear March) 45a.PLAT	OON/FLIGHT HALT							
9. Close March 9. Normal Interval 10. Extend March 10. Right Face 11. Left Face 11. Left Face 12. Open Ranks March (AF-Ready Frt) 34. Column 13. CLOSE RANKS MARCH 35. Column 14. Left Step March / PLT/FGT HALT 36. To the 15. Left Face 37. To the 16. Right Step March, (Plat/Flgt Halt) 37a.PLAT 17. About Face 37b. Forw 18. Column Right March 38. Eyes F 18. Column Right March (AF-Fwd Mch) 39. Ready 19. Column Right March (AF-Fwd Mch) 40. Column 20. Column Right March (AF-Fwd Mch) 41. Half Si 21. Left Flank March 42. Forwa 22. Right Flank March 43. Column 23. Column Left March (AF-Fwd Mch) 45. Right F 24. To the Rear, March (or Rear March) 45a.PLAT								
10. Extend March 10. Right Face 11. Left Face 33. Column 12. Open Ranks March (AF-Ready Frt) 34. Column 35. Column 14. Left Step March / PLT/FGT HALT 36. To the 15. Left Face 37. To the 16. Right Step March, (Plat/Flgt Halt) 37a.PLAT 37a.PLAT 37a.Forward March 37a.Forward 37a.Forward	Left March (AF-Fwd Mch	h)						1
11. Left Face 11. Left Face 33. Colum 12. Open Ranks March (AF-Ready Frt) 34. Colum 13. CLOSE RANKS MARCH 35. Colum 14. Left Step March / PLT/FGT HALT 36. To the 15. Left Face 37. To the 16. Right Step March, (Plat/Flgt Halt) 37a.PLAT 17. About Face 37b. Forw 18. Column Right March (AF-Fwd Mch) 39. Ready 19. Column Right March (AF-Fwd Mch) 40. Colum 20. Column Right March (AF-Fwd Mch) 41. Half Si 21. Left Flank March 42. Forwa 22. Right Flank March 43. Colum 22a.PLATOON/FLIGHT HALT 44. Left Fl 23. Column Left March (AF-Fwd Mch) 45. Right Fl 24. To the Rear, March (or Rear March) 45a.PLAT	Step March							
12. Open Ranks March (AF-Ready Frt) 34. Column 13. CLOSE RANKS MARCH 35. Column 14. Left Step March / PLT/FGT HALT 36. To the 15. Left Face 37. To the 16. Right Step March, (Plat/Flgt Halt) 37a.PLAT 17. About Face 37b. Forw 18. Column Right March 38. Eyes F 18. Column Right March (AF-Fwd Mch) 39. Ready 19. Column Right March (AF-Fwd Mch) 40. Column 20. Column Right March (AF-Fwd Mch) 41. Half St 21. Left Flank March 42. Forwa 22. Right Flank March 43. Column 22. Right Flank March 45. Right F 23. Column Left March (AF-Fwd Mch) 45. Right F 24. To the Rear, March (or Rear March) 45a.PLAT	ON/FLIGHT HALT							
13. CLOSE RANKS MARCH 35. Column 14. Left Step March / PLT/FGT HALT 36. To the 15. Left Face 37. To the 16. Right Step March, (Plat/Figt Halt) 37a.PLAT 17. About Face 37b. Forw 18. Column Right March 38. Eyes F 18. Column Right March (AF-Fwd Mch) 39. Ready 19. Column Right March (AF-Fwd Mch) 40. Column 20. Column Right March (AF-Fwd Mch) 41. Half Si 21. Left Flank March 42. Forwa 22. Right Flank March 43. Column 22. Right Flank March (AF-Fwd Mch) 45. Right F 23. Column Left March (AF-Fwd Mch) 45. Right F 24. To the Rear, March (or Rear March) 45a.PLAT	Left March (AF-Fwd Md	h)						
14. Left Step March / PLT/FGT HALT 36. To the 15. Left Face 37. To the 16. Right Step March, (Plat/Flgt Halt) 37a.PLAT 17. About Face 37b. Forw 18. Column Right March 38. Eyes F 18. Column Right March (AF-Fwd Mch) 39. Ready 19. Column Right March (AF-Fwd Mch) 40. Column 20. Column Right March (AF-Fwd Mch) 41. Half St 21. Left Flank March 42. Forwa 22. Right Flank March 43. Column 22a.PLATOON/FLIGHT HALT 44. Left Fl 23. Column Left March (AF-Fwd Mch) 45. Right Fl 24. To the Rear, March (or Rear March) 45a.PLAT	1/2 Left March							
15. Left Face 37. To the 16. Right Step March, (Plat/Flgt Halt) 37a.PLAT 17. About Face 37b. Forw 18. Column Right March (AF-Fwd Mch) 39. Ready 19. Column Right March (AF-Fwd Mch) 40. Column 20. Column Right March (AF-Fwd Mch) 41. Half St 21. Left Flank March 42. Forwa 22. Right Flank March 43. Column 22a.PLATOON/FLIGHT HALT 44. Left Fl 23. Column Left March (AF-Fwd Mch) 45. Right Fl 24. To the Rear, March (or Rear March) 45a.PLAT	1/2 Left March							
16. Right Step March, (Plat/Flgt Halt) 37a.PLAT 17. About Face 37b. Forw 18. Column Right March (AF-Fwd Mch) 39. Ready 19. Column Right March (AF-Fwd Mch) 40. Column 20. Column Right March (AF-Fwd Mch) 41. Half St 21. Left Flank March 42. Forwa 22. Right Flank March 43. Column 22a.PLATOON/FLIGHT HALT 44. Left Fl 23. Column Left March (AF-Fwd Mch) 45. Right Fl 24. To the Rear, March (or Rear March) 45a.PLAT	Rear March (or Rear Marc	rch)						
17. About Face 37b. Forw 17a. Forward March 38. Eyes F 18. Column Right March (AF-Fwd Mch) 39. Ready 19. Column Right March (AF-Fwd Mch) 40. Column 20. Column Right March (AF-Fwd Mch) 41. Half Si 21. Left Flank March 42. Forwa 22. Right Flank March 43. Column 22a.PLATOON/FLIGHT HALT 44. Left Fl 23. Column Left March (AF-Fwd Mch) 45. Right Fl 24. To the Rear, March (or Rear March) 45a.PLAT	Rear March (or Rear Marc	rch)						
17. About Face 37b. Forw 17a. Forward March 38. Eyes F 18. Column Right March (AF-Fwd Mch) 39. Ready 19. Column Right March (AF-Fwd Mch) 40. Column 20. Column Right March (AF-Fwd Mch) 41. Half Si 21. Left Flank March 42. Forwa 22. Right Flank March 43. Column 22a.PLATOON/FLIGHT HALT 44. Left Fl 23. Column Left March (AF-Fwd Mch) 45. Right Fl 24. To the Rear, March (or Rear March) 45a.PLAT	ON/FLIGHT HALT							
18. Column Right March (AF-Fwd Mch) 39. Ready 19. Column Right March (AF-Fwd Mch) 40. Column 20. Column Right March (AF-Fwd Mch) 41. Half St 21. Left Flank March 42. Forwa 22. Right Flank March 43. Column 22a.PLATOON/FLIGHT HALT 44. Left Fl 23. Column Left March (AF-Fwd Mch) 45. Right Fl 24. To the Rear, March (or Rear March) 45a.PLAT	rd March							
19. Column Right March (AF-Fwd Mch) 40. Column 20. Column Right March (AF-Fwd Mch) 41. Half Si 21. Left Flank March 42. Forwa 22. Right Flank March 43. Column 22a.PLATOON/FLIGHT HALT 44. Left Fl 23. Column Left March (AF-Fwd Mch) 45. Right Fl 24. To the Rear, March (or Rear March) 45a.PLAT	ght							
20. Column Right March (AF-Fwd Mch) 41. Half Si 21. Left Flank March 42. Forwa 22. Right Flank March 43. Colum 22a.PLATOON/FLIGHT HALT 44. Left Fl 23. Column Left March (AF-Fwd Mch) 45. Right Fl 24. To the Rear, March (or Rear March) 45a.PLAT	- Front							
21. Left Flank March 42. Forwa 22. Right Flank March 43. Colum 22a.PLATOON/FLIGHT HALT 44. Left Fl 23. Column Left March (AF-Fwd Mch) 45. Right Fl 24. To the Rear, March (or Rear March) 45a.PLAT	Left March (AF-Fwd Mc	ch)						
22. Right Flank March 43. Colum 22a.PLATOON/FLIGHT HALT 44. Left Fl 23. Column Left March (AF-Fwd Mch) 45. Right Fl 24. To the Rear, March (or Rear March) 45a.PLAT	:p							
22a.PLATOON/FLIGHT HALT 44. Left Fl 23. Column Left March (AF-Fwd Mch) 45. Right Fl 24. To the Rear, March (or Rear March) 45a.PLAT	d March							
22a.PLATOON/FLIGHT HALT 44. Left Fl 23. Column Left March (AF-Fwd Mch) 45. Right Fl 24. To the Rear, March (or Rear March) 45a.PLAT	Left Match (AF-Fwd Mc	ch)						
23. Column Left March (AF-Fwd Mch) 24. To the Rear, March (or Rear March) 45. Right F 45a.PLAT	•							
24. To the Rear, March (or Rear March) 45a.PLAT								
· · · · · · · · · · · · · · · · · · ·	ON/FLIGHT HALT						!	
25. TO the recall, intermediately								
	Out (VERBAL)							T
	the Drill Floor **							
*Forward March (ENTER): Enter the drill floor together in a military fashion, front/center the		C/CMDR	8 & 3	paces	s from	c/CN	1DR t	o the

Judge's Name: Notes:	Technical Impression(0-15)(adherence to service/meet regulations) Precision Impression(0-15)(overall precision displayed by unit)
	CADET CDR SCORE (1-100)



2024 National Invitational Drill Meet (NIDM) Unarmed Division – Platoon/Flight Regulation

School Name: Team Name:

Judge - #4 BOLD UPPERCASE GREYED COMMANDS require a 5-second pause

Total points = 359	9	1	2	3	4	5	6	7			1	1 2	1 2 3	1 2 3 4	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6
		POOR			AVG			EXCEL			POOR	POOR	POOR	POOR AVG	POOR AVG	POOR AVG	POOR AVG	POOR AVG	POOR AVG	POOR AVG	POOR AVG	POOR AVG	POOR AVG	POOR AVG E	POOR AVG	POOR AVG	POOR AVG E	POOR AVG E	POOR AVG E	POOR AVG E	POOR AVG EX					
1. Forward March	n (ENTER)*								27. Normal Intvl. March (Extend March))																										
2. Report In (VEF	RBAL)								27a.Forward March (if reg.)																											
3. Parade Rest									28. Column Left March (AF-Fwd Mch)																											
4. Attention									29. Mark Time March Army & Air Force: 29. Change Step																											
5. PRESENT ARM	IIS								30. Change Step March 30. Mark Time																											
6. Order Arms									30a.PLATOON/FLIGHT HALT																											
7. COUNT OFF	Army Executes:								30b.Forward March																											
8. Right Face	8. Close Interval								31. Column Left March (AF-Fwd Mch)																											
9. Close March	9. Normal Interval								32. Change Step March																											
10. Extend March	10. Right Face								32a.PLATOON/FLIGHT HALT																											
11. Left Face	11. Left Face								33. Column Left March (AF-Fwd Mch)																											
12. Open Ranks Ma	arch (AF-Ready Frt)								34. Column 1/2 Left March																											
13. CLOSE RANK	S MARCH								35. Column 1/2 Left March																											
14. Left Step March / I	PLT/FGT HALT								36. To the Rear March (or Rear March)																											
15. Left Face									37. To the Rear March (or Rear March)																											
16. Right Step Marc	h, (Plat/Flgt Halt)								37a.PLATOON/FLIGHT HALT																											
17. About Face									37b. Forward March																											
17a.Forward Marc	h								38. Eyes Right																											
18. Column Right Ma	arch (AF-Fwd Mch)								39. Ready Front																											
19. Column Right Ma	arch (AF-Fwd Mch)								40. Column Left March (AF-Fwd Mch)																											
20. Column Right Ma	arch (AF-Fwd Mch)								41. Half Step																											
21. Left Flank Mar	ch								42. Forward March																											
22. Right Flank Mar	ch								43. Column Left Match (AF-Fwd Mch)																											
22a.PLATOON/FLI	GHT HALT								44. Left Flank March																											
23. Column Left Ma	rch (AF-Fwd Mch)								45. Right Flank March																											
24. To the Rear, Marc	h (or Rear March)								45a.PLATOON/FLIGHT HALT																											
25. To the Rear, Marc	h (or Rear March)								46. Left Face																											
26.Close Intvl. Marc	h (Close March)								47. Report Out (VERBAL)																											
26a.Forward Marc	h (if req.)								47a. Depart the Drill Floor **																											

*Forward March (ENTER): Enter the drill floor together in a military fashion, front/center the unit 3 paces from HJ to C/CMDR & 3 paces from c/CMDR to the unit.

**Cadet Commander will VERBALLY report out and then command the unit to depart the drill floor in a precision military fashion (floor departure is unscored).

 $\textbf{Common:} \ \, \underline{\textit{AL}} \text{-Alignment / } \underline{\textit{DAC}} \text{-Dress/Alignment/Cover / } \underline{\textit{OS}} \text{-Out of Step/} \ \, \underline{\textit{RA}} \text{-Rifle Angles / } \underline{\textit{IE}} \text{-Improper Execution / } \underline{\textit{SM}} \text{-Secondary Movement / } \underline{\textit{B}} \text{-Bearing } \underline{\textit{B}} \text{-Bearing } \underline{\textit{NS}} \text{-Dress/Alignment / } \underline{\textit{NS}} \text{-Dress/Alignme$

	CADET CDR SCORE (1-100)
Notes:	(adherence to service/meet regulations) Precision Impression(0-15) (overall precision displayed by unit)
Judge's Name:	Technical Impression(0-15)



School Name: Team Name:

Grand	Total

Total Points-300

Head Judge - #1

A 5-second pause must be maintained an	er execuu	ing BOLD	UPPERCASE HIGHLIGHTED COMMANDS
Color Guard Sequence	Point Range	Judge's Score	Uncase Colors - scoring for all of the movements required to correctly uncase the
March onto drill floor CENTER on HJ jud	ge 6 pace	es away	colors - specific items are listed within the SOP.
1. Uncase Colors ¹	0-50		NOTE: Marching to move the CG to the judge
2. Report In (VERBAL)	0-20		for verbal Report In AND to leave the drill
3. Colors Reverse March (MC/Counter March)	0-10		floor after verbal Report Out are not scored individually, however may be included in the
4. Left Wheel March (MC/Left Turn)	0-10		judges overall precision and technical score.
5. Colors Reverse March (MC/Counter March)	0-10		LOOK SHARP at ALL TIMES!
5a.Color Guard Halt			PENALTIES
6. Mark Time, March (5 seconds)	0-10		1. Boundary Violations:
7. COLOR GUARD, HALT		1	Occurrences @ 10 points per = 2. Incorrect Commands:
8. Order Colors	0-10		Occurrences @ 5 points per =
9. Parade Rest	0-10		3. Pause Violations: Occurrences @ 5 points per =
10. Colors Guard, Attention	0-10		4. Uneven/Improper Cadence:
11. CARRY COLORS	0-10		Minor (-20 pts.) OR Major (-50 pts.) SPECIFY DEDUCTION BELOW =
11a. Forward March			
12. Right Wheel March (MC/Right Turn)	0-10		5. Uniform Violations:
13. Right Wheel March (MC/Right Turn)	0-10		Minor (-20 pts.) OR Major (-50 pts.) SPECIFY DEDUCTION BELOW
14. Colors Reverse March (MC/Counter March)	0-10		
15. Eyes Right	0-10		PENALTY TOTAL =
16. Ready Front	0-10		
17. Left Wheel March (MC/Left Turn)	0-10		
18. Left Wheel March (MC/Left Turn)	0-10		Page Total
19. Left Wheel March (MC/Left Turn)	0-10		
20. Color Guard, Halt	0-10		
21. Report Out (VERBAL)	0-20		
OVERALL TECHNICAL SCORE	0-20		
OVERALL PRECISION SCORE	0-20		Teams MUST add "Forward March" Command after all wheels / reverses.

Judges Name:_ Judge's Notes:



School Name: Team Name:

Total Points-300

Judge - #2

A 5-second pause must be maintained after executing BOLD UPPERCASE HIGHLIGHTED COMMANDS

A 5-second pause must be maintained aft		
Color Guard Sequence	Point Range	Judge's Score
March onto drill floor CENTER on HJ jud	ge 6 pace	es away
1. Uncase Colors ¹	0-50	
2. Report In (VERBAL)	0-20	
3. Colors Reverse March (MC/Counter March)	0-10	
4. Left Wheel March (MC/Left Turn)	0-10	
5. Colors Reverse March (MC/Counter March)	0-10	
5a.Color Guard Halt		
6. Mark Time, March (5 seconds)	0-10	
7. COLOR GUARD, HALT		
8. Order Colors	0-10	
9. Parade Rest	0-10	
10. Colors Guard, Attention	0-10	
11. CARRY COLORS	0-10	
11a. Forward March		
12. Right Wheel March (MC/Right Turn)	0-10	
13. Right Wheel March (MC/Right Turn)	0-10	
14. Colors Reverse March (MC/Counter March)	0-10	
15. Eyes Right	0-10	
16. Ready Front	0-10	
17. Left Wheel March (MC/Left Turn)	0-10	
18. Left Wheel March (MC/Left Turn)	0-10	
19. Left Wheel March (MC/Left Turn)	0-10	
20. Color Guard, Halt	0-10	
21. Report Out (VERBAL)	0-20	
OVERALL TECHNICAL SCORE	0-20	
OVERALL PRECISION SCORE	0-20	

1 Uncase Colors - scoring for all of the movements required to correctly uncase the colors - specific items are listed within the SOP.

NOTE: Marching to move the CG to the judge for verbal **Report In** AND to leave the drill floor after verbal **Report Out** are not scored individually, however may be included in the judges overall precision and technical score. **LOOK SHARP at ALL TIMES!**

Page Total

Teams MUST add "Forward March" Command after all wheels / reverses.

Judges Name:_______
Judge's Notes:



School Name: Team Name:

Total Points-300

Judge - #3

A 5-second pause must be maintained after executing BOLD UPPERCASE HIGHLIGHTED COMMANDS

A 5-second pause must be maintained aft	Point	Judge's
Color Guard Sequence	Range	
March onto drill floor CENTER on HJ jud	•	es away
1. Uncase Colors ¹	0-50	
2. Report In (VERBAL)	0-20	
3. Colors Reverse March (MC/Counter March)	0-10	
4. Left Wheel March (MC/Left Turn)	0-10	
5. Colors Reverse March (MC/Counter March)	0-10	
5a.Color Guard, Halt		
6. Mark Time, March (5 seconds)	0-10	
7. COLOR GUARD, HALT		
8. Order Colors	0-10	
9. Parade Rest	0-10	
10. Colors Guard Attention	0-10	
11. CARRY COLORS	0-10	
11a. Forward March		
12. Right Wheel March (MC/Right Turn)	0-10	
13. Right Wheel March (MC/Right Turn)	0-10	
14. Colors Reverse March (MC/Counter March)	0-10	
15. Eyes Right	0-10	
16. Ready Front	0-10	
17. Left Wheel March (MC/Left Turn)	0-10	
18. Left Wheel March (MC/Left Turn)	0-10	
19. Left Wheel March (MC/Left Turn)	0-10	
20. Color Guard, Halt	0-10	
21. Report Out (VERBAL)	0-20	
OVERALL TECHNICAL SCORE	0-20	
OVERALL PRECISION SCORE	0-20	

1 Uncase Colors - scoring for all of the movements required to correctly uncase the colors - specific items are listed within the SOP.

NOTE: Marching to move the CG to the judge for verbal **Report In** AND to leave the drill floor after verbal **Report Out** are not scored individually, however may be included in the judges overall precision and technical score. **LOOK SHARP at ALL TIMES!**

Page Total

Teams MUST add "Forward March" Command after all wheels / reverses.

Judges Name:_______
Judge's Notes:



School Name: Team Name:

Total Points-300

Judge - #4

A 5-second pause must be maintained after executing BOLD UPPERCASE HIGHLIGHTED COMMANDS

A 5-second pause must be maintained aft	Point	Judge's
Color Guard Sequence	Range	
March onto drill floor CENTER on HJ judge 6 paces away		
1. Uncase Colors ¹	0-50	
2. Report In (VERBAL)	0-20	
3. Colors Reverse March (MC/Counter March)	0-10	
4. Left Wheel March (MC/Left Turn)	0-10	
5. Colors Reverse March (MC/Counter March)	0-10	
5a.Color Guard, Halt		
6. Mark Time, March (5 seconds)	0-10	
7. COLOR GUARD, HALT		
8. Order Colors	0-10	
9. Parade Rest	0-10	
10. Colors Guard Attention	0-10	
11. CARRY COLORS	0-10	
11a. Forward March		
12. Right Wheel March (MC/Right Turn)	0-10	
13. Right Wheel March (MC/Right Turn)	0-10	
14. Colors Reverse March (MC/Counter March)	0-10	
15. Eyes Right	0-10	
16. Ready Front	0-10	
17. Left Wheel March (MC/Left Turn)	0-10	
18. Left Wheel March (MC/Left Turn)	0-10	
19. Left Wheel March (MC/Left Turn)	0-10	
20. Color Guard, Halt	0-10	
21. Report Out (VERBAL)	0-20	
OVERALL TECHNICAL SCORE	0-20	
OVERALL PRECISION SCORE	0-20	

1 Uncase Colors - scoring for all of the movements required to correctly uncase the colors - specific items are listed within the SOP.

NOTE: Marching to move the CG to the judge for verbal **Report In** AND to leave the drill floor after verbal **Report Out** are not scored individually, however may be included in the judges overall precision and technical score. **LOOK SHARP at ALL TIMES!**

Page Total

Teams MUST add "Forward March" Command after all wheels / reverses.

Judges Name:_______
Judge's Notes: