



# 2024 National Invitational Drill Meet (NIDM)

## Armed Division – Exhibition

School Name: \_\_\_\_\_

Team Name: \_\_\_\_\_

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

\*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	
	Seconds over/under time @ 1 point per second <small>(Minimum 5 minutes - Maximum 9 Minutes)</small>	
	<b>TOTAL PENALTY POINTS</b>	

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

<b>Unit Missing One Cadet</b>	<b>Unit Missing Two Cadets</b>
<b>-25</b>	<b>-50</b>
<b>Cadet Commander's Initials:</b>	
_____	

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

Judge's Notes:



# 2024 National Invitational Drill Meet (NIDM)

## Armed Division – Exhibition

School Name: \_\_\_\_\_  
 Team Name: \_\_\_\_\_

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

\*Any score in the POOR category above **MUST** have details written below

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

Judge's Notes:



# 2024 National Invitational Drill Meet (NIDM)

## Armed Division – Exhibition

School Name: \_\_\_\_\_  
 Team Name: \_\_\_\_\_

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

\*Any score in the POOR category above **MUST** have details written below

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

Judge's Notes:



# 2024 National Invitational Drill Meet (NIDM)

## Armed Division – Exhibition

School Name: \_\_\_\_\_

Team Name: \_\_\_\_\_

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

\*Any score in the POOR category above MUST have details written below

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

Judge's Notes:



# 2024 National Invitational Drill Meet (NIDM)

## Armed Division – Solo Exhibition

School Name: \_\_\_\_\_

Team Name: \_\_\_\_\_

Cadet Name: \_\_\_\_\_

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

\*Any score in the POOR category above MUST have details written below

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

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

Judge's Notes:



# 2024 National Invitational Drill Meet (NIDM)

## Armed Division – Solo Exhibition

School Name: \_\_\_\_\_

Team Name: \_\_\_\_\_

Cadet Name: \_\_\_\_\_

Judge #2	Max Points	Poor*	Average	Exceptional	Notes
<b>Performance Overview</b>					
<b>REPORT IN &amp; REPORT OUT</b> Verbal report in/out; all movements to enter/exit floor	<b>15</b>	1 - 4	5 - 11	12 - 15	
<b>Team/Cadet APPEARANCE</b> Uniform / overall preparation & presentation	<b>15</b>	1 - 4	5 - 11	12 - 15	
<b>Routine SHOWMANSHIP</b> Flair, style and “wow factor” that turns heads / rivets	<b>15</b>	1 - 4	5 - 11	12 - 15	
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<b>Total Exhibition Drill Points</b>	<b>300</b>				

\*Any score in the POOR category above **MUST** have details written below

Judge’s Name: \_\_\_\_\_

Judge’s Notes: \_\_\_\_\_



# 2024 National Invitational Drill Meet (NIDM)

## Armed Division – Solo Exhibition

School Name: \_\_\_\_\_

Team Name: \_\_\_\_\_

Cadet Name: \_\_\_\_\_

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

\*Any score in the POOR category above **MUST** have details written below

Judge’s Name: \_\_\_\_\_

Judge’s Notes: \_\_\_\_\_



# 2024 National Invitational Drill Meet (NIDM)

## Armed Division – Solo Exhibition

School Name: \_\_\_\_\_

Team Name: \_\_\_\_\_

Cadet Name: \_\_\_\_\_

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

\*Any score in the POOR category above **MUST** have details written below

Judge’s Name: \_\_\_\_\_

Judge’s Notes:





# 2024 National Invitational Drill Meet (NIDM) Unarmed Division – Inspection

School Name: \_\_\_\_\_  
Team Name: \_\_\_\_\_

Grand Total

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

\*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 the specific violation):

- |   |   |
|---|---|
| <input type="checkbox"/> Exhibition Uniform         | <input type="checkbox"/> Chrome Helmets |
| <input type="checkbox"/> Scarves / Ascots           | <input type="checkbox"/> Spatz / Boots  |
| <input type="checkbox"/> Other (be specific): _____ |   |

Judge'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)

<b>Unit Missing One Cadet</b>	<b>Unit Missing Two Cadets</b>
<b>-25</b>	<b>-50</b>

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



# 2024 National Invitational Drill Meet (NIDM) Unarmed Division – Inspection

School Name: \_\_\_\_\_  
Team Name: \_\_\_\_\_

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

\* Any score in the POOR category above MUST have details written below

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

Judge's Notes:



# 2024 National Invitational Drill Meet (NIDM) Unarmed Division – Inspection

School Name: \_\_\_\_\_

Team Name: \_\_\_\_\_

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

\* Any score in the POOR category above MUST have details written below

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

Judge's Notes:



# 2024 National Invitational Drill Meet (NIDM) Unarmed Division – Inspection

School Name: \_\_\_\_\_

Team Name: \_\_\_\_\_

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

\*Any score in the POOR category above MUST have details written below

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

Judge's Notes: \_\_\_\_\_



# 2024 National Invitational Drill Meet (NIDM)

## Unarmed Division – Exhibition

School Name: \_\_\_\_\_

Team Name: \_\_\_\_\_

Grand Total
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Head Judge #1	Max Points	Poor	Average	Exceptional	Notes
<b>Performance Overview</b>					
<b>REPORT IN</b> <small>Verbal report in; all movements to enter floor &amp; report in to HJ</small>	<b>15</b>	1 - 4	5 - 11	12 - 15	
<b>REPORT OUT</b> <small>Verbal report out; all movements to report out to HJ &amp; exit floor</small>	<b>15</b>	1 - 4	5 - 11	12 - 15	
<b>Team/Cadet APPEARANCE</b> <small>Uniform / overall preparation &amp; presentation</small>	<b>15</b>	1 - 4	5 - 11	12 - 15	
<b>Routine SHOWMANSHIP</b> <small>Flair, style and "wow factor" that turns heads / rivets watchers</small>	<b>15</b>	1 - 4	5 - 11	12 - 15	
<b>Team/Cadet BEARING</b> <small>Body &amp; facial control, military carriage</small>	<b>30</b>	1 - 7	8 - 23	24 - 30	
<b>Team/Cadet MARCHING</b> <small>Dress, alignment and marching proficiency; use of drill floor</small>	<b>30</b>	1 - 7	8 - 23	24 - 30	
<b>Movement VARIETY</b> <small>Diversity of movements to display overall excellence</small>	<b>30</b>	1 - 7	8 - 23	24 - 30	
<b>Movement DIFFICULTY</b> <small>Routine as presented required MUCH PRACTICE!</small>	<b>30</b>	1 - 7	8 - 23	24 - 30	
<b>Movement PRECISION</b> <small>Exacting, flawless &amp; meticulous maneuvers – "anti-sloppy"</small>	<b>30</b>	1 - 7	8 - 23	24 - 30	
<b>Routine COMPOSITION &amp; FLOW</b> <small>Routine is unique &amp; well constructed w/ fitting transitions</small>	<b>30</b>	1 - 7	8 - 23	24 - 30	
<b>MILITARY Flavor</b> <small>Routine proudly befits a military competition</small>	<b>30</b>	1 - 7	8 - 23	24 - 30	
<b>OVERALL IMPRESSION</b> <small>Subjective score of entire routine as presented</small>	<b>30</b>	1 - 7	8 - 23	24 - 30	
<b>Total Exhibition Drill Points</b>	<b>300</b>				

\*Any score in the POOR category above MUST have details written below

Number	PENALTIES – HEAD JUDGE ONLY	Total Points
1	Boundary Violations @ 10 pts. Each occurrence	
1	Seconds over/under time @ 1 point per second (Minimum 5 minutes - Maximum 9 Minutes)	
<b>TOTAL PENALTY POINTS</b>		

**Penalty - 25 points per cadet out of range:**  
(8 cadets+c/CDR MIN.– NO MAX LIMIT)

**Unit Missing  
One Cadet**

**-25**

**Unit Missing  
Two Cadets**

**-50**

**Cadet Commander's Initials:**

\_\_\_\_\_

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

Notes:



# 2024 National Invitational Drill Meet (NIDM)

## Unarmed Division – Exhibition

School Name: \_\_\_\_\_

Team Name: \_\_\_\_\_

Judge #2	Max Points	Poor	Average	Exceptional	Notes
<b>Performance Overview</b>					
<b>REPORT IN</b> Verbal report in; all movements to enter floor & report in to HJ	<b>15</b>	1 - 4	5 - 11	12 - 15	
<b>REPORT OUT</b> Verbal report out; all movements to report out to HJ & exit floor	<b>15</b>	1 - 4	5 - 11	12 - 15	
<b>Team/Cadet APPEARANCE</b> Uniform / overall preparation & presentation	<b>15</b>	1 - 4	5 - 11	12 - 15	
<b>Routine SHOWMANSHIP</b> Flair, style and “wow factor” that turns heads / rivets watchers	<b>15</b>	1 - 4	5 - 11	12 - 15	
<b>Team/Cadet BEARING</b> Body & facial control, military carriage	<b>30</b>	1 - 7	8 - 23	24 - 30	
<b>Team/Cadet MARCHING</b> Dress, alignment and marching proficiency; use of drill floor	<b>30</b>	1 - 7	8 - 23	24 - 30	
<b>Movement VARIETY</b> Diversity of movements to display overall excellence	<b>30</b>	1 - 7	8 - 23	24 - 30	
<b>Movement DIFFICULTY</b> Routine as presented required MUCH PRACTICE!	<b>30</b>	1 - 7	8 - 23	24 - 30	
<b>Movement PRECISION</b> Exacting, flawless & meticulous maneuvers – “anti-sloppy”	<b>30</b>	1 - 7	8 - 23	24 - 30	
<b>Routine COMPOSITION &amp; FLOW</b> Routine is unique & well constructed w/ fitting transitions	<b>30</b>	1 - 7	8 - 23	24 - 30	
<b>MILITARY Flavor</b> Routine proudly befits a military competition	<b>30</b>	1 - 7	8 - 23	24 - 30	
<b>OVERALL IMPRESSION</b> Subjective score of entire routine as presented	<b>30</b>	1 - 7	8 - 23	24 - 30	
<b>Total Exhibition Drill Points</b>	<b>300</b>				

\*Any score in the POOR category above MUST have details written below

Judge’s Name: \_\_\_\_\_

Judge’s Notes:



# 2024 National Invitational Drill Meet (NIDM)

## Unarmed Division – Exhibition

School Name: \_\_\_\_\_

Team Name: \_\_\_\_\_

Judge #3	Max Points	Poor*	Average	Exceptional	Notes
<b>Performance Overview</b>					
<b>REPORT IN</b> Verbal report in; all movements to enter floor & report in to HJ	<b>15</b>	1 - 4	5 - 11	12 - 15	
<b>REPORT OUT</b> Verbal report out; all movements to report out to HJ & exit floor	<b>15</b>	1 - 4	5 - 11	12 - 15	
<b>Team/Cadet APPEARANCE</b> Uniform / overall preparation & presentation	<b>15</b>	1 - 4	5 - 11	12 - 15	
<b>Routine SHOWMANSHIP</b> Flair, style and "wow factor" that turns heads / rivets watchers	<b>15</b>	1 - 4	5 - 11	12 - 15	
<b>Team/Cadet BEARING</b> Body & facial control, military carriage	<b>30</b>	1 - 7	8 - 23	24 - 30	
<b>Team/Cadet MARCHING</b> Dress, alignment and marching proficiency; use of drill floor	<b>30</b>	1 - 7	8 - 23	24 - 30	
<b>Movement VARIETY</b> Diversity of movements to display overall excellence	<b>30</b>	1 - 7	8 - 23	24 - 30	
<b>Movement DIFFICULTY</b> Routine as presented required MUCH PRACTICE!	<b>30</b>	1 - 7	8 - 23	24 - 30	
<b>Movement PRECISION</b> Exacting, flawless & meticulous maneuvers – "anti-sloppy"	<b>30</b>	1 - 7	8 - 23	24 - 30	
<b>Routine COMPOSITION &amp; FLOW</b> Routine is unique & well constructed w/ fitting transitions	<b>30</b>	1 - 7	8 - 23	24 - 30	
<b>MILITARY Flavor</b> Routine proudly befits a military competition	<b>30</b>	1 - 7	8 - 23	24 - 30	
<b>OVERALL IMPRESSION</b> Subjective score of entire routine as presented	<b>30</b>	1 - 7	8 - 23	24 - 30	
<b>Total Exhibition Drill Points</b>	<b>300</b>				

\*Any score in the POOR category above MUST have details written below

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

Judge's Notes:



# 2024 National Invitational Drill Meet (NIDM)

## Unarmed Division – Exhibition

School Name: \_\_\_\_\_

Team Name: \_\_\_\_\_

Judge #4	Max Points	Poor*	Average	Exceptional	Notes
<b>Performance Overview</b>					
<b>REPORT IN</b> Verbal report in; all movements to enter floor & report in to HJ	<b>15</b>	1 - 4	5 - 11	12 - 15	
<b>REPORT OUT</b> Verbal report out; all movements to report out to HJ & exit floor	<b>15</b>	1 - 4	5 - 11	12 - 15	
<b>Team/Cadet APPEARANCE</b> Uniform / overall preparation & presentation	<b>15</b>	1 - 4	5 - 11	12 - 15	
<b>Routine SHOWMANSHIP</b> Flair, style and “wow factor” that turns heads / rivets watchers	<b>15</b>	1 - 4	5 - 11	12 - 15	
<b>Team/Cadet BEARING</b> Body & facial control, military carriage	<b>30</b>	1 - 7	8 - 23	24 - 30	
<b>Team/Cadet MARCHING</b> Dress, alignment and marching proficiency; use of drill floor	<b>30</b>	1 - 7	8 - 23	24 - 30	
<b>Movement VARIETY</b> Diversity of movements to display overall excellence	<b>30</b>	1 - 7	8 - 23	24 - 30	
<b>Movement DIFFICULTY</b> Routine as presented required MUCH PRACTICE!	<b>30</b>	1 - 7	8 - 23	24 - 30	
<b>Movement PRECISION</b> Exacting, flawless & meticulous maneuvers – “anti-sloppy”	<b>30</b>	1 - 7	8 - 23	24 - 30	
<b>Routine COMPOSITION &amp; FLOW</b> Routine is unique & well constructed w/ fitting transitions	<b>30</b>	1 - 7	8 - 23	24 - 30	
<b>MILITARY Flavor</b> Routine proudly befits a military competition	<b>30</b>	1 - 7	8 - 23	24 - 30	
<b>OVERALL IMPRESSION</b> Subjective score of entire routine as presented	<b>30</b>	1 - 7	8 - 23	24 - 30	
<b>Total Exhibition Drill Points</b>	<b>300</b>				

\*Any score in the POOR category above MUST have details written below

Judge’s Name: \_\_\_\_\_

Judge’s Notes:





# 2024 National Invitational Drill Meet (NIDM)

## Unarmed Division – Platoon/Flight Regulation

School Name: \_\_\_\_\_  
 Team Name: \_\_\_\_\_

CMDR TOTAL- ALL JUDGES	REG TOTAL- ALL JUDGES
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Head Judge - # 1

**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
	POOR			AVG			EXCEL		POOR			AVG			EXCEL
1. Forward March (ENTER)*															
2. Report In (VERBAL)															
3. Parade Rest															
4. Attention															
<b>5. PRESENT ARMS</b>															
6. Order Arms															
<b>7. COUNT OFF</b>	Army Executes:														
8. Right Face	8. Close Interval														
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)															
<b>13. CLOSE RANKS MARCH</b>															
14. Left Step March / <b>PLT/FGT HALT</b>															
15. Left Face															
16. Right Step March, (Plat/Flgt Halt)															
17. About Face															
17a. Forward March															
18. Column Right March (AF-Fwd Mch)															
19. Column Right March (AF-Fwd Mch)															
20. Column Right March (AF-Fwd Mch)															
21. Left Flank March															
22. Right Flank March															
<b>22a. PLATOON/FLIGHT HALT</b>															
23. Column Left March (AF-Fwd Mch)															
24. To the Rear, March (or Rear March)															
25. To the Rear, March (or Rear March)															
26. Close Intvl. March (Close March)															
26a. Forward March (if req.)															
27. Normal Intvl. March (Extend March)															
27a. Forward March (if reg.)															
28. Column Left March (AF-Fwd Mch)															
29. Mark Time March	Army & Air Force:														
30. Change Step March	29. Change Step														
	30. Mark Time														
<b>30a. PLATOON/FLIGHT HALT</b>															
30b. Forward March															
31. Column Left March (AF-Fwd Mch)															
32. Change Step March															
<b>32a. PLATOON/FLIGHT HALT</b>															
33. Column Left March (AF-Fwd Mch)															
34. Column 1/2 Left March															
35. Column 1/2 Left March															
36. To the Rear March (or Rear March)															
37. To the Rear March (or Rear March)															
<b>37a. PLATOON/FLIGHT HALT</b>															
37b. Forward March															
38. Eyes Right															
39. Ready Front															
40. Column Left March (AF-Fwd Mch)															
41. Half Step															
42. Forward March															
43. Column Left Match (AF-Fwd Mch)															
44. Left Flank March															
45. Right Flank March															
<b>45a. PLATOON/FLIGHT HALT</b>															
46. Left Face															
47. Report Out (VERBAL)															
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/CDR 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).

<b>PENALTIES</b> (list number of occurrences)		Technical Impression...(0-15) _____ (adherence to service/meet regulations)	
_____ Boundary Violations (-10ea) _____ Incorrect Commands (-5 ea) _____ Pause Violations (-5 ea)	<b>Uneven/Improper Cadence:</b> _____ Minor (-20) or _____ Major (-50) <b>Uniform Violations:</b> _____ Minor (-20) or _____ Major (-50)	Precision Impression...(0-15) _____ (overall precision displayed by unit)	
Specify Issue: _____		<b>CADET CDR SCORE (1-100)</b>	<b>PAGE TOTAL</b>
Total Penalty			

**Common:** AL-Alignment / DAC-Dress/Alignment/Cover / OS-Out of Step/ RA-Rifle Angles / IE-Improper Execution / SM-Secondary Movement / B-Bearing

Judge's Name: \_\_\_\_\_ 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
	POOR			AVG				EXCEL						
1. Forward March (ENTER)*														
2. Report In (VERBAL)														
3. Parade Rest														
4. Attention														
<b>5. PRESENT ARMS</b>														
6. Order Arms														
<b>7. COUNT OFF</b>	Army Executes:													
8. Right Face	8. Close Interval													
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)														
<b>13. CLOSE RANKS MARCH</b>														
14. Left Step March / <b>PLT/FGT HALT</b>														
15. Left Face														
16. Right Step March, (Plat/Flgt Halt)														
17. About Face														
17a. Forward March														
18. Column Right March (AF-Fwd Mch)														
19. Column Right March (AF-Fwd Mch)														
20. Column Right March (AF-Fwd Mch)														
21. Left Flank March														
22. Right Flank March														
<b>22a. PLATOON/FLIGHT HALT</b>														
23. Column Left March (AF-Fwd Mch)														
24. To the Rear, March (or Rear March)														
25. To the Rear, March (or Rear March)														
26. Close Intvl. March (Close March)														
26a. Forward March (if req.)														
27. Normal Intvl. March (Extend March)														
27a. Forward March (if req.)														
28. Column Left March (AF-Fwd Mch)														
29. Mark Time March	Army & Air Force: 29. Change Step 30. Mark Time													
30. Change Step March														
<b>30a. PLATOON/FLIGHT HALT</b>														
30b. Forward March														
31. Column Left March (AF-Fwd Mch)														
32. Change Step March														
<b>32a. PLATOON/FLIGHT HALT</b>														
33. Column Left March (AF-Fwd Mch)														
34. Column 1/2 Left March														
35. Column 1/2 Left March														
36. To the Rear March (or Rear March)														
37. To the Rear March (or Rear March)														
<b>37a. PLATOON/FLIGHT HALT</b>														
37b. Forward March														
38. Eyes Right														
39. Ready Front														
40. Column Left March (AF-Fwd Mch)														
41. Half Step														
42. Forward March														
43. Column Left Match (AF-Fwd Mch)														
44. Left Flank March														
45. Right Flank March														
<b>45a. PLATOON/FLIGHT HALT</b>														
46. Left Face														
47. Report Out (VERBAL)														
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).

**Common:** AL-Alignment / DAC-Dress/Alignment/Cover / OS-Out of Step/ RA-Rifle Angles / IE-Improper Execution / SM-Secondary Movement / B-Bearing

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

Notes: \_\_\_\_\_

Technical Impression...(0-15) _____ (adherence to service/meet regulations)
Precision Impression...(0-15) _____ (overall precision displayed by unit)
<b>CADET CDR SCORE (1-100)</b>



# 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

Total points = 359

	1	2	3	4	5	6	7		1	2	3	4	5	6	7
	POOR			AVG			EXCEL		POOR			AVG			EXCEL
1. Forward March (ENTER)*								27. Normal Intvl. March (Extend March)							
2. Report In (VERBAL)								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 30. Mark Time						
<b>5. PRESENT ARMS</b>								30. Change Step March							
6. Order Arms								<b>30a. PLATOON/FLIGHT HALT</b>							
<b>7. COUNT OFF</b>	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							<b>32a. PLATOON/FLIGHT HALT</b>							
11. Left Face	11. Left Face							33. Column Left March (AF-Fwd Mch)							
12. Open Ranks March (AF-Ready Frt)								34. Column 1/2 Left March							
<b>13. CLOSE RANKS MARCH</b>								35. Column 1/2 Left March							
14. Left Step March / <b>PLT/FGT HALT</b>								36. To the Rear March (or Rear March)							
15. Left Face								37. To the Rear March (or Rear March)							
16. Right Step March, (Plat/Flgt Halt)								<b>37a. PLATOON/FLIGHT HALT</b>							
17. About Face								37b. Forward March							
17a. Forward March								38. Eyes Right							
18. Column Right March (AF-Fwd Mch)								39. Ready Front							
19. Column Right March (AF-Fwd Mch)								40. Column Left March (AF-Fwd Mch)							
20. Column Right March (AF-Fwd Mch)								41. Half Step							
21. Left Flank March								42. Forward March							
22. Right Flank March								43. Column Left Match (AF-Fwd Mch)							
<b>22a. PLATOON/FLIGHT HALT</b>								44. Left Flank March							
23. Column Left March (AF-Fwd Mch)								45. Right Flank March							
24. To the Rear, March (or Rear March)								<b>45a. PLATOON/FLIGHT HALT</b>							
25. To the Rear, March (or Rear March)								46. Left Face							
26. Close Intvl. March (Close March)								47. Report Out (VERBAL)							
26a. Forward March (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).

**Common:** AL-Alignment / DAC-Dress/Alignment/Cover / OS-Out of Step/ RA-Rifle Angles / IE-Improper Execution / SM-Secondary Movement / B-Bearing

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

Notes:

Technical Impression...(0-15) _____ <small>(adherence to service/meet regulations)</small>
Precision Impression...(0-15) _____ <small>(overall precision displayed by unit)</small>
<b>CADET CDR SCORE (1-100)</b>



# 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														
	1	2	3	4	5	6	7	1	2	3	4	5	6	7
	POOR	AVG			EXCEL			POOR	AVG			EXCEL		
1. Forward March (ENTER)*														
2. Report In (VERBAL)														
3. Parade Rest														
4. Attention														
<b>5. PRESENT ARMS</b>														
6. Order Arms														
<b>7. COUNT OFF</b>														
8. Right Face														
9. Close March														
10. Extend March														
11. Left Face														
12. Open Ranks March (AF-Ready Frt)														
<b>13. CLOSE RANKS MARCH</b>														
14. Left Step March / <b>PLT/FGT HALT</b>														
15. Left Face														
16. Right Step March, (Plat/Flgt Halt)														
17. About Face														
17a. Forward March														
18. Column Right March (AF-Fwd Mch)														
19. Column Right March (AF-Fwd Mch)														
20. Column Right March (AF-Fwd Mch)														
21. Left Flank March														
22. Right Flank March														
<b>22a. PLATOON/FLIGHT HALT</b>														
23. Column Left March (AF-Fwd Mch)														
24. To the Rear, March (or Rear March)														
25. To the Rear, March (or Rear March)														
26. Close Intvl. March (Close March)														
26a. Forward March (if req.)														
27. Normal Intvl. March (Extend March)														
27a. Forward March (if req.)														
28. Column Left March (AF-Fwd Mch)														
29. Mark Time March														
30. Change Step March														
<b>30a. PLATOON/FLIGHT HALT</b>														
30b. Forward March														
31. Column Left March (AF-Fwd Mch)														
32. Change Step March														
<b>32a. PLATOON/FLIGHT HALT</b>														
33. Column Left March (AF-Fwd Mch)														
34. Column 1/2 Left March														
35. Column 1/2 Left March														
36. To the Rear March (or Rear March)														
37. To the Rear March (or Rear March)														
<b>37a. PLATOON/FLIGHT HALT</b>														
37b. Forward March														
38. Eyes Right														
39. Ready Front														
40. Column Left March (AF-Fwd Mch)														
41. Half Step														
42. Forward March														
43. Column Left Match (AF-Fwd Mch)														
44. Left Flank March														
45. Right Flank March														
<b>45a. PLATOON/FLIGHT HALT</b>														
46. Left Face														
47. Report Out (VERBAL)														
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).

**Common:** AL-Alignment / DAC-Dress/Alignment/Cover / OS-Out of Step/ RA-Rifle Angles / IE-Improper Execution / SM-Secondary Movement / B-Bearing

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

Notes: \_\_\_\_\_

Technical Impression...(0-15) _____ (adherence to service/meet regulations)
Precision Impression...(0-15) _____ (overall precision displayed by unit)
<b>CADET CDR SCORE (1-100)</b>



# 2024 National Invitational Drill Meet (NIDM)

## Color Guard

School Name: \_\_\_\_\_

Team Name: \_\_\_\_\_

Grand Total
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Total Points-300

Head Judge - #1

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

Color Guard Sequence	Point Range	Judge's Score
March onto drill floor CENTER on HJ judge 6 paces away		
1. Uncase Colors <sup>1</sup>	<b>0-50</b>	
2. Report In (VERBAL)	<b>0-20</b>	
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	
<b>7. COLOR GUARD, HALT</b>		
8. Order Colors	0-10	
9. Parade Rest	0-10	
10. Colors Guard, Attention	0-10	
<b>11. CARRY COLORS</b>	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)	<b>0-20</b>	
<b>OVERALL TECHNICAL SCORE</b>	<b>0-20</b>	
<b>OVERALL PRECISION SCORE</b>	<b>0-20</b>	

<sup>1</sup> **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!**

**PENALTIES**

1. Boundary Violations:  
 \_\_\_\_\_ Occurrences @ 10 points per = \_\_\_\_\_
2. Incorrect Commands:  
 \_\_\_\_\_ Occurrences @ 5 points per = \_\_\_\_\_
3. Pause Violations:  
 \_\_\_\_\_ Occurrences @ 5 points per = \_\_\_\_\_
4. Uneven/Improper Cadence:  
 Minor (-20 pts.) OR Major (-50 pts.)  
 SPECIFY DEDUCTION BELOW = \_\_\_\_\_

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5. Uniform Violations:  
 Minor (-20 pts.) OR Major (-50 pts.)  
 SPECIFY DEDUCTION BELOW  
 \_\_\_\_\_

**PENALTY TOTAL = \_\_\_\_\_**

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

Judges Name: \_\_\_\_\_

Judge's Notes: \_\_\_\_\_



# 2024 National Invitational Drill Meet (NIDM)

## Color Guard

School Name: \_\_\_\_\_

Team Name: \_\_\_\_\_

Total Points-300

Judge - #2

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

Color Guard Sequence	Point Range	Judge's Score
March onto drill floor CENTER on HJ judge 6 paces away		
1. Uncase Colors <sup>1</sup>	<b>0-50</b>	
2. Report In (VERBAL)	<b>0-20</b>	
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	
<b>7. COLOR GUARD, HALT</b>		
8. Order Colors	0-10	
9. Parade Rest	0-10	
10. Colors Guard, Attention	0-10	
<b>11. CARRY COLORS</b>	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)	<b>0-20</b>	
<b>OVERALL TECHNICAL SCORE</b>	<b>0-20</b>	
<b>OVERALL PRECISION SCORE</b>	<b>0-20</b>	

**<sup>1</sup> 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: \_\_\_\_\_



# 2024 National Invitational Drill Meet (NIDM)

## Color Guard

School Name: \_\_\_\_\_

Team Name: \_\_\_\_\_

Total Points-300

Judge - #3

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

Color Guard Sequence	Point Range	Judge's Score
March onto drill floor CENTER on HJ judge 6 paces away		
1. Uncase Colors <sup>1</sup>	<b>0-50</b>	
2. Report In (VERBAL)	<b>0-20</b>	
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	
<b>7. COLOR GUARD, HALT</b>		
8. Order Colors	0-10	
9. Parade Rest	0-10	
10. Colors Guard Attention	0-10	
<b>11. CARRY COLORS</b>	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)	<b>0-20</b>	
<b>OVERALL TECHNICAL SCORE</b>	<b>0-20</b>	
<b>OVERALL PRECISION SCORE</b>	<b>0-20</b>	

**<sup>1</sup> 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: \_\_\_\_\_



# 2024 National Invitational Drill Meet (NIDM) Color Guard

School Name: \_\_\_\_\_

Team Name: \_\_\_\_\_

Total Points-300

Judge - #4

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

Color Guard Sequence	Point Range	Judge's Score
March onto drill floor CENTER on HJ judge 6 paces away		
1. Uncase Colors <sup>1</sup>	<b>0-50</b>	
2. Report In (VERBAL)	<b>0-20</b>	
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	
<b>7. COLOR GUARD, HALT</b>		
8. Order Colors	0-10	
9. Parade Rest	0-10	
10. Colors Guard Attention	0-10	
<b>11. CARRY COLORS</b>	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)	<b>0-20</b>	
<b>OVERALL TECHNICAL SCORE</b>	<b>0-20</b>	
<b>OVERALL PRECISION SCORE</b>	<b>0-20</b>	

<sup>1</sup> **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: \_\_\_\_\_