



**GOLDEN BEAR WEST COAST NATIONAL DRILL MEET**  
**27 April 2024**

**I. Authority**

- A. Army Units: TC 3-21.5, May 2021
- B. Naval Units: MC Drill and Ceremonies Manual, 15 May 2019
- C. Air Force Units: AFM 36-2203, June 2018  
With Arms, AFCM 50-5

**II. Eligibility**

- A. Teams with arms (full-weight rifles – 8.76lbs) [w/a]
- B. Teams with sabers
- C. Teams without arms (w/o A)

**\*Note: Women and coed teams will compete in one of the appropriate categories listed above.\***

**III. Responsibilities**

- A. Each team advisor is responsible for their team's actions the entire time the team is at the **Golden Bear West Coast Nationals Drill Meet**, during the meet, **AND** after the meet, at the Awards Ceremony.
- B. Each team will be responsible to ensure they arrive to the correct drill pad within ten minutes of their assigned time for their performance. Failure to do so will result in a loss of 10% of their score and even a disqualification.

**IV. Recognition**

- A. Awards Given
  1. Traveling Trophy Army Unit Only
  2. Traveling Trophy All Units
  3. Traveling Trophy Novice
  4. Sweepstake Teams With Arms 1-4
  5. Sweepstakes Team w/t Arms 1-4
  6. Inspection w/t Arms 1-5, w/o Arms 1-5  
Regulation w/t Arms 1-5, w/o Arms 1-5  
Exhibition w/t Arms 1-5, w/o Arms 1-5
  7. Outstanding Commander w/t Arms 1-5, w/o Arms 1-5
  8. Sweepstakes Saber and Novice w/t Arms and w/o Arms 1-2
  9. Inspection w/t Arms 1-5, w/o Arms 1-5  
Regulation w/t Arms 1-5, w/o Arms 1-5  
Exhibition w/t Arms 1-5, w/o Arms 1-5
  10. Four-Person Exhibition w/t Arms 1-5
  11. Four-Person Exhibition w/o Arms 1-5
  12. Four-Person Exhibition w/t Saber 1-3
  13. Dual Exhibition w/t Arms 1-5
  14. Dual Exhibition w/o Arms 1-5
  15. Dual Exhibition w/t Saber 1-3
  16. Individual Exhibition w/t Arms 1-5
  17. Color Guard 1-5 Four Pads
  18. Tap-Out w/t Arms 1-5, w/o Arms 1-5

**\*Note: Trophies in all categories may change according to the number of teams or individuals or teams entered.\***

## **V. General**

All categories are subject to elimination if less than three teams are registered to compete. Teams already registered for a particular category will be notified of the elimination and will be allowed to withdraw from the meet with full refund, unless an additional option to compete in other phases is requested. Teams must compete in all phases of competition (Inspection, Regulation and Exhibition) to be eligible for the Sweepstakes Awards.

Minimum team size is nine members plus a commander. The maximum size for Inspection and Regulation is 12 members plus commander. There is no maximum size for Exhibition. However, if a team with nine marching members has a last-minute injury or accident, the Meet Director may authorize that team to march with a missing man formation. Team members cannot march on two different teams

Each school will be allowed a maximum of two complete drill teams (two Armed and/or two Unarmed team) into the Golden Bear West Coast National Drill Meet competition, ***providing that no individual cadet competes for both teams.*** This rule allows a school to enter two complete teams but does not allow individual cadets to compete on both the Armed or Unarmed teams to better allow smaller schools to concentrate their talent and compete on a more equal playing field.

Outside assistance during any phase of the competition is prohibited and is grounds for disqualification. The decision is at the discretion of the Meet Director.

Units may choose to enter only in the individual, four-Man Exhibition or Color guard categories if their unit is unable to field a full nine-member team due to extenuating circumstances. The Meet Director will be notified in writing with a full explanation as soon as possible if this option is exercised.

Team / Flight sergeants and / or guidon bearers are optional for all teams. Their use adds to the difficulty of the team's performance and will be judged accordingly. If utilized they must be used in all three phases of the competition and the same person must remain as the Team / Flight Sergeant or guidon bearer throughout the competition.

## **VI. Weapons**

Weapons to be used in the Arms competition will be the M1, M14, or M1903 Springfield. Sabers will be used in the saber category. No points will be deducted for demilitarized weapons. If the bolts are inoperable, the teams will execute a modified "port arms" which will include the head movements of "inspection arms" for inspections. The command of recovery will be "port arms" before proceeding. Commanders may carry a saber or sword and will be graded accordingly.

Any breach of weapon security (i.e. leaving a weapon unattended) will result in the responsible team's immediate disqualification from all phases of competition. Weapons will be weighed prior to the Exhibition, Four-Man, and individual categories. Weight points will be awarded.

**\*NOTE: Spare weapons may be carried by a designated team alternate and must be inspected by the Head Judge prior to team inspection.\***

The use of pyrotechnics, live ammunition, and "dummy rounds" on the Drill Field is expressly **FORBIDDEN and will result in disqualification!**

## **VII. Traveling Trophy**

1. Army

Will be awarded to the top Army unit. The areas that will be evaluated are the inspection, regulation, and exhibition for both the armed and unarmed drill team. The color guard will be evaluated in all their areas. Only one-armed drill team, unarmed drill team and color guard will be evaluated. These units will be designated before the meet at sign in.

2. Colonel (RET) Jerome Duffy Trophy

This trophy will be awarded to the top non Army unit. The areas that will be evaluated are the inspection, regulation, exhibition for both the armed and unarmed drill team. The color guard will be evaluated in all their areas. Only one-armed drill team, unarmed drill team and color guard will be evaluated. These units will be designated before the meet at sign in.

### **VIII. Sweepstakes**

For a team to be eligible for the Sweepstakes Award in its division, it must enter all three phases of the competition. If a school enters more than one team they must designate which team will compete for the trophy prior to the start of the meet. If the eligible school does not notify the meet director prior to the week of the competition, the score of **Team 1** will be used. The same uniforms and equipment must be used in all three phases. For a team to be eligible for Sweepstakes, the exact same personnel must participate in all three drill competition sections.

The total number of points a team receives in all drill sections and in the inspection phase will be added to determine the winner. The commander's points in its division will be awarded for the sweepstakes trophy.

### **IX. Commander's Award**

The Commander's Award is established to simulate and recognize the leadership of the team commander. The scoring is obtained by adding the Commander section of three phases of competition as well as the individual inspection for the Commander. The points for the Commander will be counted on the team totals for the three sections of competition and for the sweepstakes total. To be eligible for the award, a team must compete in all phases of the competition with the same commander.

### **X. Sweepstakes Categories**

#### **1. Inspection:**

All units will be inspected in designated areas before entering the drill pad for Regulation Drill.

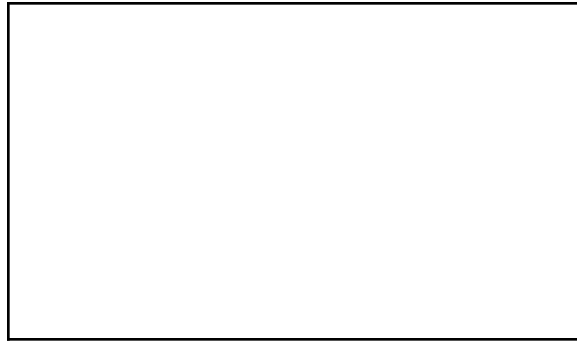
The uniforms and equipment used will be the same for all three phases of competition, including weapons. All weapons must have slings.

Units will be formed into three squads/ elements for inspection. The unit commander will enter the inspection area when told to do so by the Head Judge. The Head Judge will evaluate the commander, the guidon bearer, if present, and the team as a whole. Judges will inspect each squad/ element starting with the squad/ element leaders.

Questions asked by the judge will not be limited to drill or weapons. All teams will be responsible for knowing the Chain of Command from the Commander in Chief down through the Chiefs of Staff of all service plus their respective service's entire chain of command. Questions may range over such diverse topics as current national leaders and current events.

The purpose of this questioning will be to evaluate the intelligence, poise, and discipline of the individual members of the team. Answers will be given in a military manner. Teams will follow basic military inspection procedures based on the correct drill manual for the service they represent. Inspection Pad size will be 45 feet by 30 feet.

30 Feet



45 Feet

**Inspection Pad**

**2. Regulation:**

The team will start the drill sequence when given permission by the Head Judge.

The sequences are published in the SOP and will be followed exactly with commands in compliance with the appropriate service manual. The sequences give the movements only; the proper command should be taken from the appropriate manual. Five penalty points will be assessed for each movement added, omitted out of sequence, up to a total of 25 points. The team commander may not use notes or receive coaching while his or her team is on the field. Calling cadence will not be allowed. **Saber teams will execute the w/o arms drill card.** All regulation teams will be expected to enter and exit to the right of the head judge station.

Three judges will do the judging. One judge will be designated as Head Judge; the other two are Field Judges. All three judges will circulate about the field. Boundary officials will be stationed at the corners of the field and will report any violation to the Head Judge.

The field for Regulation Drill will be 65 feet by 90 feet marked off legibly. A ten point penalty will be assessed for each boundary violation. Only the commands before and including the first forward march will be given off the field.

65 Feet



90 Feet

**Regulation and Exhibition Drill Pad**

### **3. Exhibition:**

This competition will be limited only by the ingenuity of the participating teams.

1. Any special effects or ideas will be submitted to the Meet Director for consideration and will be subject to the Director's discretion.
2. Live ammunition on the Drill Field is expressly **FORBIDDEN!**
3. Teams with arms:
  - a. Fixed bayonets will not be allowed as a special effect during the Exhibition Drill Competition.
  - b. Blank ammunition will not be used.
4. Any special effects used without prior authorization will result in disqualification from all awards.
5. All actions are to be performed at ground level elevation, and in no way should a individual be elevated by any means.

#### **Timing**

1. Teams with arms: 6-8 minutes.
2. Teams without arms: 6-8 minutes.

A penalty point will be assessed for each three seconds over or under the time limits.

Timing for exhibition will start when the first individual crosses the boundary line into the field, not when the commander enters the field. It is mandatory that the team commander reports out to the Head Judge. Timing will end when the last individual, commander or team member crosses the boundary line of the field.

Three judges will do the judging. One judge will be designated as Head Judge; the other two are Field Judges. All three judges will circulate about the field. Timekeeper will note the time and report any violation to the Head Judge. Boundary officials will be stationed at the corners of the field and will report any violation to the Head Judge.

The exhibition field is the same as the regulation drill pad and will be 65 feet by 90 feet marked legibly. A ten-point penalty will be assessed for each boundary violation. The team may not cross the boundaries except to enter and exit the field. The team may enter and exit the Exhibition Drill area from any boundary line.

## **XI. Special Categories**

### **1. Individual Exhibition**

The phase of competition is for with/arms only. A maximum of two members from each team is allowed to enter this competition. A waiver may be given for an amount of cadets more than two. The drill sequence will be two to three minutes with one point deducted for each three seconds above or below the limits. Timing begins when the individuals report in the Head Judge and ends when reporting out. The individual will be judged on military bearing, posture, precision, difficulty, and originality. There will be no restrictions on this phase of competition; however the Meet Director

must be notified at least two weeks in advance if any special effects or equipment to be used. Field size is 20 feet by 20 feet.



**Individuals Drill Pad**

## **2. Four Team Competition**

### **a. Four Person Armed, Saber and Unarmed Exhibition**

Four members from each team in the with/without arms categories may compete in this phase of competition. You may request a waiver to enter more four-person teams. The selected Four-Person commander will march to the Head Judge and request permission to enter the drill field. The team will start the routine when the commander returns to his/her position. The drill sequence will be three to four minutes with one point for each three seconds above or below the limits.

Timing will begin when the first individual crosses the boundary line into the field (not when the commander reports in) and end when the selected commander reports out to the Head Judge. The team will be judged on military bearing, posture, precision, difficulty and originality. There will be no restriction on this phase of competition except for all actions to be a ground elevation; however, the Meet Director must be notified at least two weeks in advance if any special effects or equipment is to be used. Field Size is 45 feet by 35 feet.



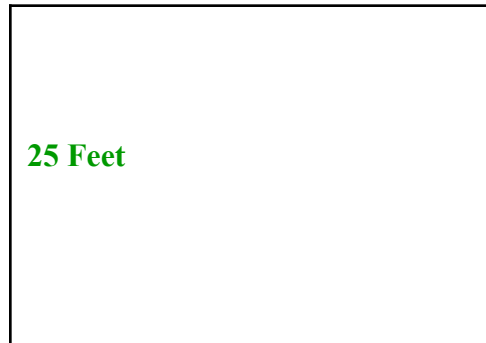
**Two and Four Person Drill Pad**

### **b. Dual Armed, Sabers and Unarmed Exhibition**

This phase of competition is for with/without arms only. A maximum of two dual teams from each team is allowed to enter this competition. A waiver may be given for an amount of teams more than two.

The drill sequence will be two to three minutes with one point deducted for each three seconds above or below the limits. Timing begins when the dual team member enters the pad and ends when the selected commander reports out. Judging will continue until off the pad. The team will be judged on military bearing, posture, precision, difficulty and originality. There will be no restrictions on this phase of competition; however the Meet Director must be notified at least two weeks in advance if any special effects or equipment is to be used. Field size is 25 feet by 25 feet

**25 Feet**



### **Dual Armed, Sabers & Unarmed Exhibition Pad**

#### **3. Color Guard**

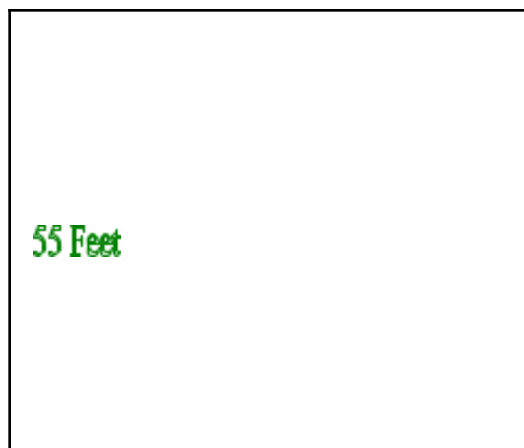
Two Color Guard (4 members) from each unit will be allowed to enter in each category Varsity and Novice for this competition. To be eligible for this competition, the Color Guard must use a weapon accepted for use in a team with arms category. A waiver may be given on the number of teams entered.

Each team will execute the sequence of movements specified. These are the only movements allowed. The entire sequence is conducted on the field. Teams must give equivalent commands specified in their respective drill manuals. The Color Guard commander will bring the teams onto the Special Events Drill Field when signaled by the Head Judge. The commander will then uncase the colors. All teams must enter the drill field as prescribed in the attached Color Guard diagram sequence below.

A ten-point penalty will be assessed for each dropped weapon and a five-point penalty for each uniform item. If the US Colors are dropped or touch the ground the Color Guard will be disqualified.

Three judges will do the judging. One judge will be designated as the Head Judge and the other two will be designated Field Judges. All three judges will circulate about the field. Timekeeper will note the time and report any violations to the Head Judge. Field size is 55 feet by 55 feet

**55 Feet**



#### 4. Drill Down (Tap Out)

All marching members may enter the Drill Down. There will be with arms and without arms category in this section of the competition.

The commands used in the competition are designated by the Meet Director and can be found below. The movements used are common to all services and are listed in the appropriate manuals. There will be no formal inspection but all competitors must wear their complete uniforms correctly. The competitors will be given five practices commands. Competitors will execute the movements as stated in their respective manuals and cadence. Any member failing to execute the command in the proper manner will be eliminated.

Several judges will do the judging. The last remaining competitor will be the winner. The judges' decision will be final.

##### **Drill Down Commands without Arms**

Present Arms  
Order Arms  
Parade Rest  
Left/Right Face  
Left/Right Step  
About Face  
Change Step March  
Forward March  
Rear March  
Left/Right Flank, March  
March Time, March  
Halt

##### **With Arms**

Present Arms  
Order Arms  
Right Shoulder Arms  
Left Shoulder Arms  
15 Count Manual of Arms  
Port Arms  
Parade Rest  
Inspection Arms  
Ready Port Arms

#### **XII. Judges**

The judges will be active duty military personnel.

**NOTE: THE JUDGES DECISION WILL BE FINAL**



**XIII. Commander's call**

- a. If you have any comments, special requirements or complaints about the basic method in which the meet will be run, you must contact us NO LATER THAN April 19th 2024. This amount of time is required to consider your proposed changes, to schedule these changes and foremost, to inform all the other teams of these changes.

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for the Army National Drill Championships competition.  
Permission has been granted by Event Manager, Sports Network International”  
For event details, training materials, or other drill information,  
please contact SNI Competition Director Justin Gates at:  
800-327-9311 / [drill@thenationals.net](mailto:drill@thenationals.net) / <http://drill.thenationals.net>.

**LIABILITY CLAUSE**

**THIS FORM MUST BE COPIED AND SIGNED BY EACH MEMBER OR ALTERNATE. IF THE PARTICIPANT IS UNDER THE AGE OF 18, HIS/HER LEGAL GUARDIAN OR PARENT MUST SIGN THE FORM AS WELL. FAILURE TO HAVE THIS FORM SIGNED AND TURNED IN BEFORE THE MEET WILL RESULT IN THAT MEMBER'S ELIMINATION FROM PARTICIPATING IN THE GOLDEN BEAR NATIONAL DRILL COMPETITION.**

**DETACH HERE**

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**I \_\_\_\_\_ HEREBY CERTIFY THAT TORRANCE UNIFIED SCHOOL DISTRICT, AMVET OR THE US ARMY CAN NOT BE HELD RESPONSIBLE FOR ANY INJURIES OR DAMAGES SUSTAINED DURING THE GOLDEN BEAR NATIONAL DRILL MEET.**

\_\_\_\_\_  
**PARTICIPANT-PRINT  
(LAST, FIRST, MI)**

\_\_\_\_\_  
**SIGNATURE**

\_\_\_\_\_  
**DATE**

\_\_\_\_\_  
**PARENT/LEGAL GUARDIAN  
(LAST, FIRST, MI)**

\_\_\_\_\_  
**SIGNATURE**

\_\_\_\_\_  
**DATE**



# 2024 GOLDEN BEAR WEST COAST NATIONAL

## Armed Division - Platoon Regulation

CMDR TOTAL
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CC Initials
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School Name: «School\_Name»

Team Name: «Team\_Name»

REG TOTAL
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**BOLD UPPERCASE GREYED COMMANDS** require a 5-second pause

**Total points = 340**

1. Inspection Arms					
2. Ready, Port Arms (or Port Arms)					
3. Order Arms					
4. Dress Right Dress					
5. Ready Front					
<b>6. PARADE REST</b>					
7. Platoon, Attention					
8. 15-Count Manual Arms**	5	10	15	20	25
9. Count Off					
10. Close Interval March					
11. Normal Interval March					
12. Open Ranks March					
13. Close Ranks March					
14. Left Step March					
<b>14a.PLATOON HALT</b>					
15. Left Face					
16. Right Step March					
16a.Platoon Halt					
17. About Face					
18. Right Shoulder Arms					
18a.Forward March					
19. Column Right March					
20. Column Right March					
21. Column Right March					
22. Left Flank March					
23. Right Flank March					

24. Column Left March					
25. Rear March					
26. Rear March					
26a.Platoon Halt					
27. Port Arms					
28. Files from the Right					
28a.Platoon Halt					
29. Column of Threes to the Left March					
30. Column Left March					
31. Double Time March					
32. Quick Time March					
33. Column Left March					
34. Right Shoulder Arms					
<b>34a.PLATOON HALT</b>					
35. Column Left March					
36. Column 1/2 Left March					
37. Column 1/2 Left March					
38. Rear March					
39. Rear March / Platoon, Halt					
40. Forward March / Eyes Right					
41. Ready Front					
42. Column Left March					
43. Left Shoulder Arms					
44. Column Left March					
45. Change Step, March					
46. Left Flank March					
46a.Platoon Halt					

\*\*consists of: *order, right shoulder, left shoulder, present, order arms* (FM 3-21.5, pg.4-10).

NOTE: \*Report In/Out will be all movements needed to front the unit on the Head Judge and then enter/exit the floor.

JUDGES SCORE ALL FOUR ITEMS BELOW plus CADET CDR SCORE			
Report IN score.... (0-15) _____	Technical Impression...(0-30) _____ <small>(adherence to seriocombat regulations)</small>		
Report OUT score (0-15) _____	Precision Impression...(0-30) _____ <small>(overall precision displayed by unit)</small>		

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

CADET COMMANDER TOTAL SCORE (1-100)

NOTE: COMPLETE THIS BOX ONLY IF TEAM HAS INCORRECT # OF CADETS!	
Penalty Box - 25 points per cadet: (3 cadets + C/Commander Required Max is 12 cadets+C/Commander.) - circle one -	
ONE CADET OVER / UNDER -25	TWO CADETS OVER / UNDER -50
C/Commander Initials: _____	
Late penalty	JUDGE 1 PAGE TOTAL
-50% total final score	_____



# 2024 GOLDEN BEAR WEST COAST NATIONAL

## Unarmed Division - Platoon Regulation

CMDR TOTAL

CC Initials

School Name: «School\_Name»

Team Name: «Team\_Name»

REG TOTAL

**BOLD UPPERCASE GREYED COMMANDS** require a 5-second pause

Total Points = 340

1. Dress Right Dress										25. Rear March					
2. Ready Front										26. Rear March					
<b>3. PARADE REST</b>										26a. Platoon Halt					
4. Platoon, Attention										27. File from the Right March					
5. Present Arms										27a. Platoon Halt					
6. Order Arms										28. Column of Threes to the Left March					
7. Count Off										29. Column Left March					
8. Close Interval March										30. Double Time March					
9. Normal Interval March										31. Quick Time March					
10. Right Face										32. Column Left March					
11. Left Face										33. Change Step March					
12. Open Ranks March										<b>33a. PLATOON HALT</b>					
13. Close Ranks March										34. Column Left March					
14. Left Step March										35. Column 1/2 Left March					
<b>14a. PLATOON HALT</b>										36. Column 1/2 Left March					
15. Left Face										37. Counter Column March					
16. Right Step March										38. Counter Column March					
16a. Platoon Halt										39. Eyes Right					
17. Four Steps Forward March										40. Ready Front					
18. About Face										41. Column Left March					
18a. Forward March										42. Column Left March					
19. Column Right March										<b>42a. PLATOON HALT</b>					
20. Column Right March										42b. Forward March					
21. Column Right March										43. Rear March					
22. Left Flank March										44. Rear March					
23. Right Flank March										45. Half Step March					
<b>23a. PLATOON HALT</b>										45a. Forward March					
24. Column Left March										46. Left Flank March					
										46a. Platoon Halt					

NOTE: \*Report In/Out will front the unit on the Head Judge. VERBALLY Report-In/Out, then enter/exit the floor.

JUDGES SCORE ALL FOUR ITEMS BELOW plus CADET CDR SCORE	
Report IN score.... (0-25) _____	Technical Impression... (0-30) _____ <small>(adherence to service/moat regulations)</small>
Report OUT score (0-25) _____	Precision Impression... (0-30) _____ <small>(overall precision displayed by unit)</small>

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

CADET COMMANDER TOTAL SCORE (1-100)
_____

NOTE: COMPLETE THIS BOX ONLY IF TEAM HAS INCORRECT # OF CADETS!	
Penalty Box - 25 points per cadet: (9 cadets + C/Cmdr. Required Max is 12 cadets+ C/Cmdr.) - circle one -	
ONE CADET OVER / UNDER	TWO CADETS OVER / UNDER
-25	-50
C/Cmdr. Initials: _____	
Late Penalty	JUDGE 1 PAGE TOTAL
-10% total final score _____	



# 2024 GOLDEN BEAR WEST COAST NATIONAL

CC Initials \_\_\_\_\_

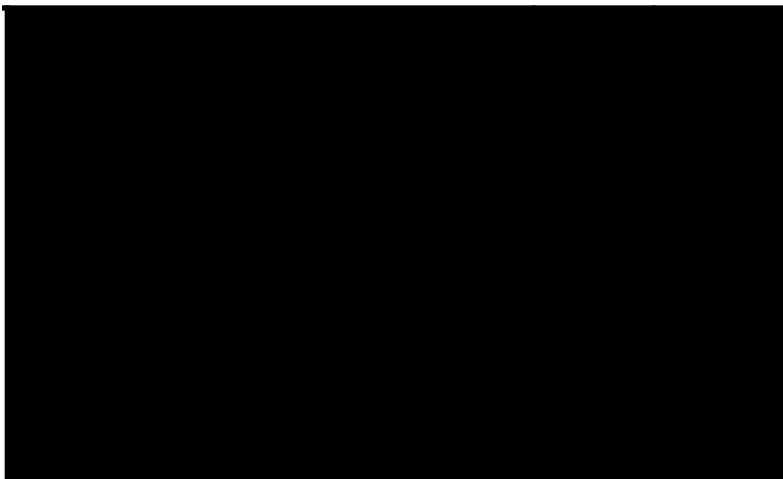
## Color Guard

Grand Total

School Name: «School\_Name»

Team Name: «Team\_Name»

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



**ENTER THE DRILL FLOOR to begin scoring**

<sup>1</sup> **Report In** - movements needed to enter the drill floor, center the colors on the head judge & verbally report in.

<sup>2</sup> **Report Out** - movements needed to center the colors on the head judge, verbally report out, then leave the floor.

<sup>3</sup> **Uncase Colors** - all of the movements required to correctly uncase the colors (CAN BE DONE ANYWHERE ON THE DRILL FLOOR).

### PENALTIES

\* Boundary Violations:  
\_\_\_\_\_ Occurrences @ 5 points per = \_\_\_\_\_

\* Incorrect Commands:  
\_\_\_\_\_ Occurrences @ 5 points per = \_\_\_\_\_

\* Pause Violations:  
\_\_\_\_\_ Occurrences @ 5 points per = \_\_\_\_\_

\* Uneven/Improper Cadence:  
Minor (-20 pts.) OR Major (-50 pts.)  
SPECIFY DEDUCTION BELOW = \_\_\_\_\_

\* Uniform Violations:  
Minor (-20 pts.) OR Major (-50 pts.)  
----- **Late Penalty** ----- = - 10% \_\_\_\_\_  
SPECIFY DEDUCTION BELOW = \_\_\_\_\_

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

1. Uncase Colors <sup>3</sup>	0-100	
2. Report In <sup>1</sup>	0-20	
3. Colors Reverse March (forward march)	0-10	
4. Left Wheel March (forward march)	0-10	
5. Colors Reverse March (forward march)	0-10	
6. Colors Halt	0-10	
7. Order Arms	0-10	
8. Parade Rest	0-10	
9. Colors Attention	0-10	
10. Inspection	0-40	
- Knowledge	(0-10)	
- Personal Appearance	(0-10)	
- Uniform	(0-10)	
- Bearing	(0-10)	
<b>10. CARRY COLORS</b>	0-10	
11. Forward March		
12. Right Wheel March (forward march)	0-10	
13. Right Wheel March (forward march)	0-10	
14. Colors Reverse March (forward march)	0-10	
15. Eyes Right	0-10	
16. Ready Front	0-10	
17. Left Wheel March (forward march)	0-10	
18. Left Wheel March (forward march)	0-10	
19. Left Wheel March (forward march)	0-10	
<b>20. COLORS HALT</b>		
21. Report Out <sup>2</sup>	0-20	
OVERALL TECHNICAL SCORE	0-20	
OVERALL PRECISION SCORE	0-20	

(for SNI use only)  
**Judge Total Points**

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

Judge's Notes: