

2012 National High School Drill Team Championships

Open Level Color Guard Event

CC Initials

School Name: «School_Name»
 Team Name: «Team_Name»
 «Code» - «Service»

Grand Total

Head Judge - #1

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

Color Guard Sequence	Point Range	Judge Score
ENTER THE DRILL FLOOR to begin scoring		
1. Uncase Colors ³	0-50	
2. Report In ¹	0-25	
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	
6. COLORS HALT		
7. Order Arms	0-10	
8. Parade Rest	0-10	
9. Colors Attention	0-10	
10. CARRY COLORS	0-10	
11. 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. COLORS HALT		
21. Report Out ²	0-25	
OVERALL TECHNICAL SCORE	0-25	
OVERALL PRECISION SCORE	0-25	

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NOTE: No Color Guard Inspection or graded Case Colors occurs at this competition level.

¹ Report In - scoring for movements needed to move onto the drill floor, center the colors on the head judge & verbally report in.

² Report Out - scoring for movements needed to center the colors on the head judge, verbally report out, then leave the drill floor.

³ Uncase Colors - scoring for all of the movements required to correctly uncase the colors (CAN BE DONE ANYWHERE ON THE DRILL FLOOR).

(for SNI use only)
Judge Total Points

Judges Name: _____

Judge's Notes:



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Judge - #2

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

Color Guard Sequence	Point Range	Judge Score
ENTER THE DRILL FLOOR to begin scoring		
1. Uncase Colors ³	0-50	
2. Report In ¹	0-25	
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	
6. COLORS HALT		
7. Order Arms (MC/Order Colors)	0-10	
8. Parade Rest	0-10	
9. Colors Attention	0-10	
10. CARRY COLORS	0-10	
11. 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. COLORS HALT		
21. Report Out ²	0-25	
OVERALL TECHNICAL SCORE	0-25	
OVERALL PRECISION SCORE	0-25	

¹ **Report In** - scoring for movements needed to move onto the drill floor, center the colors on the head judge & verbally report in.

² **Report Out** - scoring for movements needed to center the colors on the head judge, verbally report out, then leave the drill floor.

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

(for SNI use only)
Judge Total Points

Judges Name: _____

Judge's Notes:

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School Name: «School_Name»

Team Name: «Team_Name»

«Code» - «Service»

Judge - #3

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

Color Guard Sequence	Point Range	Judge Score
ENTER THE DRILL FLOOR to begin scoring		
1. Uncase Colors ³	0-50	
2. Report In ¹	0-25	
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	
6. COLORS HALT		
7. Order Arms	0-10	
8. Parade Rest	0-10	
9. Colors Attention	0-10	
10. CARRY COLORS	0-10	
11. 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. COLORS HALT		
21. Report Out ²	0-25	
OVERALL TECHNICAL SCORE	0-25	
OVERALL PRECISION SCORE	0-25	

¹ **Report In** - scoring for movements needed to move onto the drill floor, center the colors on the head judge & verbally report in.

² **Report Out** - scoring for movements needed to center the colors on the head judge, verbally report out, then leave the drill floor.

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

(for SNI use only)
Judge Total Points

Judges Name: _____

Judge's Notes:

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Team Name: «Team_Name»

«Code» - «Service»

Judge - #4

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

Color Guard Sequence	Point Range	Judge Score
ENTER THE DRILL FLOOR to begin scoring		
1. Uncase Colors ³	0-50	
2. Report In ¹	0-25	
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	
6. COLORS HALT		
7. Order Arms	0-10	
8. Parade Rest	0-10	
9. Colors Attention	0-10	
10. CARRY COLORS	0-10	
11. 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. COLORS HALT		
21. Report Out ²	0-25	
OVERALL TECHNICAL SCORE	0-25	
OVERALL PRECISION SCORE	0-25	

¹ **Report In** - scoring for movements needed to move onto the drill floor, center the colors on the head judge & verbally report in.

² **Report Out** - scoring for movements needed to center the colors on the head judge, verbally report out, then leave the drill floor.

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

(for SNI use only)
Judge Total Points

Judges Name: _____

Judge's Notes: