

2018 National High School Drill Team Championships

Masters Level Unarmed Division Color Guard

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

Unarmed refers to the COMPETITION DIVISION – all units maintain 2 rifles/2 flags

Color Guard Sequence	Point Range	Judge's Score
ENTER THE DRILL FLOOR to begin routine		
1. Uncase Colors ³	0-50	
2. Report In ¹	0-25	
3. Colors Reverse March (MC/Counter March)	0-5	
4. Left Wheel March (MC/Left Turn)	0-5	
5. Colors Reverse March (MC/Counter March)	0-5	
6. COLOR GUARD, HALT		
7. Order Colors	0-5	
8. Parade Rest	0-5	
9. Colors Guard Attention	0-5	
10. CARRY COLORS	0-5	
11. Forward March		
12. Right Wheel March (MC/Right Turn)	0-5	
13. Right Wheel March (MC/Right Turn)	0-5	
14. Colors Reverse March (MC/Counter March)	0-5	
15. Eyes Right	0-5	
16. Ready Front	0-5	
17. Left Wheel March (MC/Left Turn)	0-5	
18. Left Wheel March (MC/Left Turn)	0-5	
19. Left Wheel March (MC/Left Turn)	0-5	
20. COLOR GUARD, HALT		
21. Report Out ²	0-25	
22. Case Colors ³	0-50	
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 Case / Uncase Colors - scoring for all of the movements required to correctly case/uncase the colors - specific items are listed within the SOP. (NOTE: 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

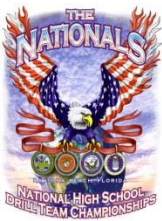
- Uniform Violations:**
 Minor (-20 pts.) OR Major (-50 pts.)
 SPECIFY DEDUCTION BELOW

PENALTY TOTAL = _____

(for SNI use only)
Judge Total Points

Judges Name: _____
 Judge's Notes: _____

Please add "Forward March"
 after all wheel and reverses.



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Judge - #2

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Color Guard Sequence	Point Range	Judge's Score
ENTER THE DRILL FLOOR to begin routine		
1. Uncase Colors ³	0-50	
2. Report In ¹	0-25	
3. Colors Reverse March (MC/Counter March)	0-5	
4. Left Wheel March (MC/Left Turn)	0-5	
5. Colors Reverse March (MC/Counter March)	0-5	
6. COLOR GUARD, HALT		
7. Order Colors	0-5	
8. Parade Rest	0-5	
9. Color Guard Attention	0-5	
10. CARRY COLORS	0-5	
11. Forward March		
12. Right Wheel March (MC/Right Turn)	0-5	
13. Right Wheel March (MC/Right Turn)	0-5	
14. Colors Reverse March (MC/Counter March)	0-5	
15. Eyes Right	0-5	
16. Ready Front	0-5	
17. Left Wheel March (MC/Left Turn)	0-5	
18. Left Wheel March (MC/Left Turn)	0-5	
19. Left Wheel March (MC/Left Turn)	0-5	
20. COLOR GUARD, HALT		
21. Report Out ²	0-25	
22. Case Colors ³	0-50	
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.

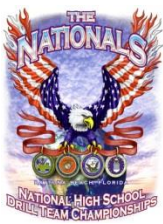
² **Report Out** - scoring for movements needed to center the colors on the head judge, verbally report out, then leave the drill floor.

³ **Case / Uncase Colors** - scoring for all of the movements required to correctly case/uncase the colors - specific items are listed within the SOP. (NOTE: CAN BE DONE ANYWHERE ON THE DRILL FLOOR)

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Judge Total Points

Judges Name: _____

Judge's Notes:



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Judge - #3

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1. Uncase Colors ³	0-50	
2. Report In ¹	0-25	
3. Colors Reverse March (MC/Counter March)	0-5	
4. Left Wheel March (MC/Left Turn)	0-5	
5. Colors Reverse March (MC/Counter March)	0-5	
6. COLOR GUARD, HALT		
7. Order Colors	0-5	
8. Parade Rest	0-5	
9. Color Guard Attention	0-5	
10. CARRY COLORS	0-5	
11. Forward March		
12. Right Wheel March (MC/Right Turn)	0-5	
13. Right Wheel March (MC/Right Turn)	0-5	
14. Colors Reverse March (MC/Counter March)	0-5	
15. Eyes Right	0-5	
16. Ready Front	0-5	
17. Left Wheel March (MC/Left Turn)	0-5	
18. Left Wheel March (MC/Left Turn)	0-5	
19. Left Wheel March (MC/Left Turn)	0-5	
20. COLOR GUARD, HALT		
21. Report Out ²	0-25	
22. Case Colors ³	0-50	
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.

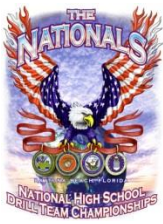
² Report Out - scoring for movements needed to center the colors on the head judge, verbally report out, then leave the drill floor.

³ Case / Uncase Colors - scoring for all of the movements required to correctly case/uncase the colors - specific items are listed within the SOP. (NOTE: CAN BE DONE ANYWHERE ON THE DRILL FLOOR).

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Judge Total Points

Judges Name: _____

Judge's Notes:



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Judge - # 4

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2. Report In ¹	0-25	
3. Colors Reverse March (MC/Counter March)	0-5	
4. Left Wheel March (MC/Left Turn)	0-5	
5. Colors Reverse March (MC/Counter March)	0-5	
6. COLOR GUARD, HALT		
7. Order Colors	0-5	
8. Parade Rest	0-5	
9. Color Guard Attention	0-5	
10. CARRY COLORS	0-5	
11. Forward March		
12. Right Wheel March (MC/Right Turn)	0-5	
13. Right Wheel March (MC/Right Turn)	0-5	
14. Colors Reverse March (MC/Counter March)	0-5	
15. Eyes Right	0-5	
16. Ready Front	0-5	
17. Left Wheel March (MC/Left Turn)	0-5	
18. Left Wheel March (MC/Left Turn)	0-5	
19. Left Wheel March (MC/Left Turn)	0-5	
20. COLOR GUARD, HALT		
21. Report Out ²	0-25	
22. Case Colors ³	0-50	
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.

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(for SNI use only)
Judge Total Points

Judges Name: _____

Judge's Notes: