



2026 National High School Drill Team Championships

Color Guard - All Divisions

CC Initials

School Name: «School_Name»

Team Name: «Team_Name»

«Code» - «Service»

Page Total

Event Grand Total

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 the Colors – (Sling/Re-sling Arms)	0-15	
- 2. Post (step off thru removing the cases/to carry)	0-15	
- 3. Present Arms & Order Arms	0-15	
- 4. Post (cases go inside the cart. belt / rifles move on-line)	0-15	
5. Report In (cadet alignment, position & VERBAL)	0-15	
6. Colors Reverse March (MC/Counter March)	0-10	
7. Left Wheel March (MC/Left Turn)	0-10	
8. Colors Reverse March (MC/Counter March)	0-10	
8a. Color Guard Halt		
9. Mark Time, March (5 seconds)	0-10	
9a. COLOR GUARD, HALT		
10. Order Colors	0-10	
11. Parade Rest	0-10	
12. Colors Guard, Attention	0-10	
13. CARRY COLORS	0-10	
13a. Forward March		
14. Right Wheel March (MC/Right Turn)	0-10	
15. Right Wheel March (MC/Right Turn)	0-10	
16. Colors Reverse March (MC/Counter March)	0-10	
17. Eyes Right	0-10	
18. Ready Front	0-10	
19. Left Wheel March (MC/Left Turn)	0-10	
20. Left Wheel March (MC/Left Turn)	0-10	
21. Left Wheel March (MC/Left Turn)	0-10	
22. Color Guard, Halt	0-10	
23. Report Out (cadet alignment, position & VERBAL)	0-15	
24. OVERALL TECHNICAL SCORE	0-20	
25. OVERALL PRECISION SCORE	0-20	

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

¹ Uncase the Colors - movements required to uncase the colors - specific items are listed both here and within the SOP.

NOTE: Judging begins when the unit enters the drill floor and ends when they depart same. That said, **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 = ____

5. Uniform Violations:

Minor (-20 pts.) OR Major (-50 pts.)

SPECIFY DEDUCTION BELOW

PENALTY TOTAL = ____

Judge Name: _____

Judge's NOTES:



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Judge - #2

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

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

Color Guard Sequence	Point Range	Judge's Score
March onto drill floor CENTER on HJ judge 6 paces away		
1. Uncase the Colors – (Sling/Re-sling Arms)	0-15	
- 2. Post (step off thru removing the cases)	0-15	
- 3. Present Arms & Order Arms	0-15	
- 4. Post (cases go inside the cart. belt / rifles move on-line)	0-15	
5. Report In (cadet alignment, position & VERBAL)	0-15	
6. Colors Reverse March (MC/Counter March)	0-10	
7. Left Wheel March (MC/Left Turn)	0-10	
8. Colors Reverse March (MC/Counter March)	0-10	
8a. Color Guard Halt		
9. Mark Time, March (5 seconds)	0-10	
9a. COLOR GUARD, HALT		
10. Order Colors	0-10	
11. Parade Rest	0-10	
12. Colors Guard, Attention	0-10	
13. CARRY COLORS	0-10	
13a. Forward March		
14. Right Wheel March (MC/Right Turn)	0-10	
15. Right Wheel March (MC/Right Turn)	0-10	
16. Colors Reverse March (MC/Counter March)	0-10	
17. Eyes Right	0-10	
18. Ready Front	0-10	
19. Left Wheel March (MC/Left Turn)	0-10	
20. Left Wheel March (MC/Left Turn)	0-10	
21. Left Wheel March (MC/Left Turn)	0-10	
22. Color Guard, Halt	0-10	
23. Report Out (cadet alignment, position & VERBAL)	0-15	
24. OVERALL TECHNICAL SCORE	0-20	
25. OVERALL PRECISION SCORE	0-20	

¹ Uncase the Colors - movements required to uncase the colors - specific items are listed both here and within the SOP.

NOTE: Judging begins when the unit enters the drill floor and ends when they depart same. That

Judge Name: _____

Judge's NOTES:



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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 the Colors – (Sling/Re-sling Arms)	0-15	
- 2. Post (step off thru removing the cases)	0-15	
- 3. Present Arms & Order Arms	0-15	
- 4. Post (cases go inside the cart. belt / rifles move on-line)	0-15	
5. Report In (cadet alignment, position & VERBAL)	0-15	
6. Colors Reverse March (MC/Counter March)	0-10	
7. Left Wheel March (MC/Left Turn)	0-10	
8. Colors Reverse March (MC/Counter March)	0-10	
8a. Color Guard Halt		
9. Mark Time, March (5 seconds)	0-10	
9a. COLOR GUARD, HALT		
10. Order Colors	0-10	
11. Parade Rest	0-10	
12. Colors Guard, Attention	0-10	
13. CARRY COLORS	0-10	
13a. Forward March		
14. Right Wheel March (MC/Right Turn)	0-10	
15. Right Wheel March (MC/Right Turn)	0-10	
16. Colors Reverse March (MC/Counter March)	0-10	
17. Eyes Right	0-10	
18. Ready Front	0-10	
19. Left Wheel March (MC/Left Turn)	0-10	
20. Left Wheel March (MC/Left Turn)	0-10	
21. Left Wheel March (MC/Left Turn)	0-10	
22. Color Guard, Halt	0-10	
23. Report Out (cadet alignment, position & VERBAL)	0-15	
24. OVERALL TECHNICAL SCORE	0-20	
25. OVERALL PRECISION SCORE	0-20	

Teams **MUST** add “Forward March” Command after all wheels / reverses.

¹ Uncase the Colors - movements required to uncase the colors - specific items are listed both here and within the SOP.

NOTE: Judging begins when the unit enters the drill floor and ends when they depart same. That said, **LOOK SHARP at ALL TIMES!**

Judge Name: _____

Judge's NOTES:



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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 the Colors – (Sling/Re-sling Arms)	0-15	
- 2. Post (step off thru removing the cases)	0-15	
- 3. Present Arms & Order Arms	0-15	
- 4. Post (cases go inside the cart. belt / rifles move on-line)	0-15	
5. Report In (cadet alignment, position & VERBAL)	0-15	
6. Colors Reverse March (MC/Counter March)	0-10	
7. Left Wheel March (MC/Left Turn)	0-10	
8. Colors Reverse March (MC/Counter March)	0-10	
8a. Color Guard Halt		
9. Mark Time, March (5 seconds)	0-10	
9a. COLOR GUARD, HALT		
10. Order Colors	0-10	
11. Parade Rest	0-10	
12. Colors Guard, Attention	0-10	
13. CARRY COLORS	0-10	
13a. Forward March		
14. Right Wheel March (MC/Right Turn)	0-10	
15. Right Wheel March (MC/Right Turn)	0-10	
16. Colors Reverse March (MC/Counter March)	0-10	
17. Eyes Right	0-10	
18. Ready Front	0-10	
19. Left Wheel March (MC/Left Turn)	0-10	
20. Left Wheel March (MC/Left Turn)	0-10	
21. Left Wheel March (MC/Left Turn)	0-10	
22. Color Guard, Halt	0-10	
23. Report Out (cadet alignment, position & VERBAL)	0-15	
24. OVERALL TECHNICAL SCORE	0-20	
25. OVERALL PRECISION SCORE	0-20	

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

¹ Uncase the Colors - movements required to uncase the colors - specific items are listed both here and within the SOP.

NOTE: Judging begins when the unit enters the drill floor and ends when they depart same. That said, LOOK SHARP at ALL TIMES!

Judge Name: _____

Judge's NOTES: