

2019 National High School Drill Team Championships

Challenge Level Unarmed Division Color Guard Event

CC Initials

School Name: _____

Team Name: _____

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. COLOR GUARD, HALT		
7. Order, Colors	0-10	
8. Parade Rest	0-10	
9. Color Guard, 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. COLOR GUARD, HALT		
21. Report Out ²	0-25	
OVERALL TECHNICAL SCORE	0-25	
OVERALL PRECISION SCORE	0-25	

CADENCE CHECKED HERE

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 t 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 - *specific items are listed within the SOP.* (NOTE: CAN BE DONE ANYWHERE ON THE DRILL FLOOR).

PENALTIES

- 1. **Boundary Violations:**
 _____ Occurrences @ 5 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 = _____**

(for SNI use only)
Judge Total Points

Judges Name: _____

Judge's Notes: _____

Teams **MUST** add the "Forward March" Command after all wheel & reverses.



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School Name: _____

Team Name: _____

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. COLOR GUARD, HALT		
7. Order Colors	0-10	
8. Parade Rest	0-10	
9. Color Guard, 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. COLOR GUARD, 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 - 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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Team Name: _____

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. COLOR GUARD, HALT		
7. Order Colors	0-10	
8. Parade Rest	0-10	
9. Color Guard 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. COLOR GUARD, 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.

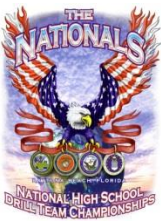
² **Report Out** - scoring for movements needed to center the colors on the head judge, verbally report out, then leave the drill floor.

³ **Uncase Colors** - scoring for all of the movements required to correctly uncase the colors - 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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Team Name: _____

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. COLOR GUARD, HALT		
7. Order Colors	0-10	
8. Parade Rest	0-10	
9. Color Guard 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. COLOR GUARD, 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 - specific items are listed within the SOP. (NOTE: CAN BE DONE ANYWHERE ON THE DRILL FLOOR).

(for SNI use only)
Judge Total Points

Judges Name: _____

Judge's Notes: