



# 2019 National High School Drill Team Championships

## Open Level 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
<b>ENTER THE DRILL FLOOR</b> to begin scoring		
1. Uncase Colors <sup>3</sup>	0-50	
2. Report In <sup>1</sup>	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	
<b>6. COLOR GUARD, HALT</b>		
7. Order, Colors	0-10	
8. Parade Rest	0-10	
9. Color Guard, Attention	0-10	
<b>10. CARRY COLORS</b>		
11. Forward March	0-10	
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	
<b>20. COLOR GUARD, HALT</b>		
21. Report Out <sup>2</sup>	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.**

- <sup>1</sup> **Report In** - scoring for movements needed to move onto the drill floor, center the colors on the head judge & verbally report in.
- <sup>2</sup> **Report Out** - scoring for movements needed to center the colors on the head judge, verbally report out, then leave the drill floor.
- <sup>3</sup> **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  
 \_\_\_\_\_

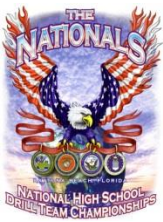
**PENALTY TOTAL = \_\_\_\_\_**

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

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

Judge's Notes:

Add the appropriate "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
<b>ENTER THE DRILL FLOOR</b> to begin scoring		
1. Uncase Colors <sup>3</sup>	0-50	
2. Report In <sup>1</sup>	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	
<b>6. COLOR GUARD, HALT</b>		
7. Order Colors	0-10	
8. Parade Rest	0-10	
9. Color Guard, Attention	0-10	
<b>10. CARRY COLORS</b>	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	
<b>20. COLOR GUARD, HALT</b>		
21. Report Out <sup>2</sup>	0-25	
<b>OVERALL TECHNICAL SCORE</b>	0-25	
<b>OVERALL PRECISION SCORE</b>	0-25	

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

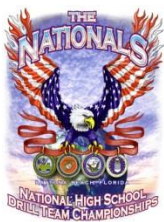
**<sup>2</sup> Report Out** - scoring for movements needed to center the colors on the head judge, verbally report out, then leave the drill floor.

**<sup>3</sup> 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:



# 2019 National High School Drill Team Championships Open Level Color Guard Event

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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
<b>ENTER THE DRILL FLOOR</b> to begin scoring		
1. Uncase Colors <sup>3</sup>	0-50	
2. Report In <sup>1</sup>	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	
<b>6. COLOR GUARD, HALT</b>		
7. Order Colors	0-10	
8. Parade Rest	0-10	
9. Color Guard Attention	0-10	
<b>10. CARRY COLORS</b>	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	
<b>20. COLOR GUARD, HALT</b>		
21. Report Out <sup>2</sup>	0-25	
<b>OVERALL TECHNICAL SCORE</b>	0-25	
<b>OVERALL PRECISION SCORE</b>	0-25	

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

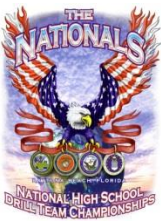
<sup>2</sup> **Report Out** - scoring for movements needed to center the colors on the head judge, verbally report out, then leave the drill floor.

<sup>3</sup> **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:



# 2019 National High School Drill Team Championships Open Level Color Guard Event

School Name: \_\_\_\_\_

Team Name: \_\_\_\_\_

## Judge - #4

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

Color Guard Sequence	Point Range	Judge Score
<b>ENTER THE DRILL FLOOR</b> to begin scoring		
1. Uncase Colors <sup>3</sup>	0-50	
2. Report In <sup>1</sup>	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	
<b>6. COLOR GUARD, HALT</b>		
7. Order Colors	0-10	
8. Parade Rest	0-10	
9. Color Guard Attention	0-10	
<b>10. CARRY COLORS</b>	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	
<b>20. COLOR GUARD, HALT</b>		
21. Report Out <sup>2</sup>	0-25	
<b>OVERALL TECHNICAL SCORE</b>	0-25	
<b>OVERALL PRECISION SCORE</b>	0-25	

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

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

**<sup>3</sup> 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: