

School Name: «SchoolName»
Team Name: «TeamName»

«Team ID»

Grand Total			

Head Judge - #1

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

Color Guard Sequence	Point Range	Judge Score	¹ Uncase Colors - scoring for all of the	
ENTER the drill floor and CENTER on HJ judge to begin		movements required to correctly uncase the colors - specific items are listed in the SOP.		
1. Uncase Colors ¹	0-50		·	
2. Report In (VERBAL)	0-20		NOTE: Marching to move the CG to the judge for verbal Report In AND to	
3. Colors Reverse March (forward march)	0-10		leave the drill floor after verbal Report	
4. Left Wheel March (forward march)	0-10		Out are not scored individually, however may be included in the judges	
5. Colors Reverse March (forward march)	0-10		overall precision and technical score. LOOK SHARP at ALL TIMES!	
5a.Color Guard, Halt			LOOK SHARP AT ALL TIMES!	
6. Mark Time, March (5 seconds)	0-10		PENALTIES	
7. COLOR GUARD, HALT	0-10		1. Boundary Violations:	
8. Order Colors	0-10		Occurrences @ 10 points per = 2. Incorrect Commands:	
9. Parade Rest	0-10		Occurrences @ 5 points per =	
10. Color Guard, Attention	0-10		3. Pause Violations:	
11. CARRY COLORS	0-10		Occurrences @ 5 points per = 4. Uneven/Improper Cadence:	
11a. Forward March			Minor (-20 pts.) OR Major (-50 pts.)	
12. Right Wheel March (forward march)	0-10		SPECIFY DEDUCTION BELOW = 5. Uniform Violations:	
13. Right Wheel March (forward march)	0-10		Minor (-20 pts.) OR Major (-50 pts.)	
14. Colors Reverse March (forward march)	0-10		SPECIFY DEDUCTION BELOW =	
15. Eyes Right	0-10		DENIAL MY MOMAL	
16. Ready Front	0-10		PENALTY TOTAL =	
17. Left Wheel March (forward march)	0-10			
18. Left Wheel March (forward march)	0-10			
19. Left Wheel March (forward march)	0-10		(for SNI use only)	
20. Color Guard, Halt	0-10		PAGE TOTAL	
21. Report Out (VERBAL)	0-20			
OVERALL TECHNICAL SCORE	0-15			
OVERALL PRECISION SCORE	0-15			

Judges Name:	



School Name: «SchoolName» Team Name: «TeamName»

«Team_ID»

Judge - #2

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

A 5-second pause must be maintained after executing BOLD UPPERCASE COMMANDS				
Color Guard Sequence	Point Range	Judge Score	Uncase Colors - scoring for all of the	
ENTER the drill floor and CENTER on		to begin	movements required to correctly uncase the colors - specific items are listed in the SOP.	
1. Uncase Colors ¹	0-50		·	
2. Report In (VERBAL)	0-20		NOTE: Marching to move the CG to the judge for verbal Report In AND to leave the drill	
3. Colors Reverse March (forward march)	0-10		floor after verbal Report Out are not scored	
4. Left Wheel March (forward march)	0-10		individually, however may be included in the judges overall precision and technical	
5. Colors Reverse March (forward march)	0-10		score. LOOK SHARP at ALL TIMES!	
5a. Color Guard Halt				
6. Mark Time, March (5 seconds)	0-10			
7. COLOR GUARD, HALT	0-10			
8. Order Colors	0-10			
9. Parade Rest	0-10			
10. Color Guard, Attention	0-10			
11. CARRY COLORS	0-10			
11a. Forward March				
12. Right Wheel March (forward march)	0-10			
13. Right Wheel March (forward march)	0-10			
14. Colors Reverse March (forward march)	0-10			
15. Eyes Right	0-10			
16. Ready Front	0-10			
17. Left Wheel March (forward march)	0-10			
18. Left Wheel March (forward march)	0-10		(for SNI use only)	
19. Left Wheel March (forward march)	0-10		PAGE TOTAL	
20. Color Guard, Halt	0-10			
21. Report Out (VERBAL)	0-20			
OVERALL TECHNICAL SCORE	0-15			
OVERALL PRECISION SCORE	0-15			

Judges Name:	
Judge's Notes:	



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Judge - #3

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

A 5-second pause must be maintain	Point	Judge
Color Guard Sequence	Range	Score
ENTER the drill floor and CENTER on	HJ judge	to begin
1. Uncase Colors ³	0-50	
2. Report In ¹	0-20	
3. Colors Reverse March (forward march)	0-10	
4. Left Wheel March (forward march)	0-10	
5. Colors Reverse March (forward march)	0-10	
5a.Color Guard Halt		
6. Mark Time, March (5 seconds)	0-10	
7. COLOR GUARD, HALT	0-10	
8. Order Colors	0-10	
9. Parade Rest	0-10	
10. Color Guard, Attention	0-10	
11. CARRY COLORS	0-10	
11a. Forward March		
12. Right Wheel March (forward march)	0-10	
13. Right Wheel March (forward march)	0-10	
14. Colors Reverse March (forward march)	0-10	
15. Eyes Right	0-10	
16. Ready Front	0-10	
17. Left Wheel March (forward march)	0-10	
18. Left Wheel March (forward march)	0-10	
19. Left Wheel March (forward march)	0-10	
20. Color Guard, Halt	0-10	
21. Report Out (VERBAL)	0-20	
OVERALL TECHNICAL SCORE	0-15	
OVERALL PRECISION SCORE	0-15	

1 Uncase Colors - scoring for all of the movements required to correctly uncase the colors - specific items are listed in the SOP.

NOTE: Marching to move the CG to the judge for verbal Report In AND to leave the drill floor after verbal Report Out are not scored individually, however may be included in the judges overall precision and technical score. LOOK SHARP at ALL TIMES!

(for SNI use only)
PAGE TOTAL

Judges Name:	
Judge's Notes:	



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Judge - #4

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

A 5-second pause must be maintained after executing BOLD UPPERCASE COMMANDS				
Point Range	Judge Score	*Uncase Colors - scoring for all of the movements required to correctly uncase the		
	to begin	colors - specific items are listed in the SOP.		
0-50		NOTE Marshing to make the CC to the		
0-20		NOTE : Marching to move the CG to the judge for verbal Report In AND to		
0-10		leave the drill floor after verbal Report		
0-10		Out are not scored individually, however may be included in the judges		
0-10		overall precision and technical score.		
		LOOK SHARP at ALL TIMES!		
0-10				
0-10				
0-10				
0-10				
0-10				
0-10				
0-10				
0-10				
0-10				
0-10				
0-10				
0-10				
0-10		(for SNI use only)		
0-10		PAGE TOTAL		
0-10				
0-20				
0-15				
0-15				
	Point Range HJ judge 0-50 0-20 0-10 0-10 0-10 0-10 0-10 0-10 0-1	Point Range Score HJ judge to begin 0-50 0-20 0-10		

Judges Name:	
Judge's Notes:	