



# 2023 Rocky Mountain Drill Classic

## Color Guard - Team CG & 5280 CG

CC Initials

School Name: «School\_Name»

Team Name: «Team\_Name»

«Code» - «Service»

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 Colors <sup>1</sup>	<b>0-50</b>	
2. Report In (VERBAL)	<b>0-20</b>	
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	
5a. Color Guard Halt		
6. Mark Time, March (5 seconds)	0-10	
<b>7. COLOR GUARD, HALT</b>	0-10	
8. Order Colors	0-10	
9. Parade Rest	0-10	
10. Colors Guard, Attention	0-10	
<b>11. CARRY COLORS</b>	0-10	
11a. 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	0-10	
21. Report Out (VERBAL)	<b>0-20</b>	
<b>OVERALL TECHNICAL SCORE</b>	<b>0-15</b>	
<b>OVERALL PRECISION SCORE</b>	<b>0-15</b>	

<sup>1</sup> **Uncase Colors** - scoring for all of the movements required to correctly uncase the colors - specific items are listed within 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!**

**PENALTIES**

- Boundary Violations:**  
 \_\_\_\_\_ Occurrences @ 10 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)  
**Page Total**

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

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

Judge's Notes: \_\_\_\_\_

«School\_Name» **#1**



# 2023 Rocky Mountain Drill Classic

## Color Guard – Team CG & 5280 CG

School Name: «School\_Name»

Team Name: «Team\_Name»

«Code» - «Service»

Total Points-300

Judge - #2

**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 Colors <sup>1</sup>	<b>0-50</b>	
2. Report In (VERBAL)	<b>0-20</b>	
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	
5a. Color Guard Halt		
6. Mark Time, March (5 seconds)	0-10	
<b>7. COLOR GUARD, HALT</b>	0-10	
8. Order Colors	0-10	
9. Parade Rest	0-10	
10. Colors Guard, Attention	0-10	
<b>11. CARRY COLORS</b>	0-10	
11a. 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	0-10	
21. Report Out (VERBAL)	<b>0-20</b>	
<b>OVERALL TECHNICAL SCORE</b>	<b>0-15</b>	
<b>OVERALL PRECISION SCORE</b>	<b>0-15</b>	

<sup>1</sup> **Uncase Colors** - scoring for all of the movements required to correctly uncase the colors - specific items are listed within the SOP.

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

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

Judge's Notes: \_\_\_\_\_

«School\_Name» **#2**



# 2023 Rocky Mountain Drill Classic

## Color Guard – Team CG & 5280 CG

School Name: «School\_Name»

Team Name: «Team\_Name»

«Code» - «Service»

Total Points-300

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 Colors <sup>1</sup>	<b>0-50</b>	
2. Report In (VERBAL)	<b>0-20</b>	
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	
5a. Color Guard, Halt		
6. Mark Time, March (5 seconds)	0-10	
<b>7. COLOR GUARD, HALT</b>	0-10	
8. Order Colors	0-10	
9. Parade Rest	0-10	
10. Colors Guard Attention	0-10	
<b>11. CARRY COLORS</b>	0-10	
11a. 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	0-10	
21. Report Out (VERBAL)	<b>0-20</b>	
<b>OVERALL TECHNICAL SCORE</b>	<b>0-15</b>	
<b>OVERALL PRECISION SCORE</b>	<b>0-15</b>	

<sup>1</sup> **Uncase Colors** - scoring for all of the movements required to correctly uncase the colors - specific items are listed within the SOP.

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

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

Judge's Notes: \_\_\_\_\_

«School\_Name» **#3**



# 2023 Rocky Mountain Drill Classic

## Color Guard – Team CG & 5280 CG

School Name: «School\_Name»

Team Name: «Team\_Name»

«Code» - «Service»

Total Points-300

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 Colors <sup>1</sup>	<b>0-50</b>	
2. Report In (VERBAL)	<b>0-20</b>	
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	
5a. Color Guard, Halt		
6. Mark Time, March (5 seconds)	0-10	
<b>7. COLOR GUARD, HALT</b>	0-10	
8. Order Colors	0-10	
9. Parade Rest	0-10	
10. Colors Guard Attention	0-10	
<b>11. CARRY COLORS</b>	0-10	
11a. 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	0-10	
21. Report Out (VERBAL)	<b>0-20</b>	
<b>OVERALL TECHNICAL SCORE</b>	<b>0-15</b>	
<b>OVERALL PRECISION SCORE</b>	<b>0-15</b>	

<sup>1</sup> **Uncase Colors** - scoring for all of the movements required to correctly uncase the colors - specific items are listed within the SOP.

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

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

Judge's Notes: \_\_\_\_\_

«School\_Name» **#4**