2025 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:

«School_Name» **#1**

2025 National High School Drill Team Championships
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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 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:

«School_Name» **#2**

2025 National High School Drill Team Championships
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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 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:

«School_Name» **#3**

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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 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:

«School_Name» **#4**