



2024 National High School Drill Team Championships

Color Guard - All Divisions

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 ¹	0-50	
2. Report In (VERBAL)	0-20	
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	
7. COLOR GUARD, HALT		
8. Order Colors	0-10	
9. Parade Rest	0-10	
10. Colors Guard, Attention	0-10	
11. CARRY COLORS	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)	0-20	
OVERALL TECHNICAL SCORE	0-20	
OVERALL PRECISION SCORE	0-20	

¹ **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

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 = _____

(for SNI use only)
Page Total

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

Judges Name: _____
 Judge's Notes: _____

«School_Name» **#1**



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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 ¹	0-50	
2. Report In (VERBAL)	0-20	
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	
7. COLOR GUARD, HALT		
8. Order Colors	0-10	
9. Parade Rest	0-10	
10. Colors Guard, Attention	0-10	
11. CARRY COLORS	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)	0-20	
OVERALL TECHNICAL SCORE	0-20	
OVERALL PRECISION SCORE	0-20	

¹ 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!**

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

Judges Name: _____

Judge's Notes: _____



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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 ¹	0-50	
2. Report In (VERBAL)	0-20	
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	
7. COLOR GUARD, HALT		
8. Order Colors	0-10	
9. Parade Rest	0-10	
10. Colors Guard Attention	0-10	
11. CARRY COLORS	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)	0-20	
OVERALL TECHNICAL SCORE	0-20	
OVERALL PRECISION SCORE	0-20	

¹ 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!**

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

Judges Name: _____

Judge's Notes: _____



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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 Colors ¹	0-50	
2. Report In (VERBAL)	0-20	
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	
7. COLOR GUARD, HALT		
8. Order Colors	0-10	
9. Parade Rest	0-10	
10. Colors Guard Attention	0-10	
11. CARRY COLORS	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)	0-20	
OVERALL TECHNICAL SCORE	0-20	
OVERALL PRECISION SCORE	0-20	

¹ 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!**

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

Judges Name: _____

Judge's Notes: _____