Head Judge 1	Name

Color Guard Drill Head Judge 1

School Name

1-5	1-10	1-20
1	1	1-2
2	2-3	3-7
3	4-7	8-13
4	8-9	14-18
5	10	19-20
	1-5 1 2 3 4 5	1 1 2 2-3 3 4-7 4 8-9

Team (i.e. Unarmed, Armed, Male/Mixed, Female, 1, 2, etc.)



	SEQUENCE	SCORE	MAX	SEQUENCE Cont.	SCORE	MAX
	Team Forms In Ready Area - Initial Impression		5	Mark Time, MARCH		10
	Team Enters & Centers		10	Color Guard, HALT		5
	MC/N: Left Guard, Right Shoulder, ARMS			Order, COLORS		10
	Sling, ARMS		10	Parade, REST		10
	POST		10	Color Guard, ATTENTION		10
	UNCASE THE COLORS - Lowering Staffs		5	Carry, COLORS		10
2	UNCASE THE COLORS - Removing the Cases		5	Forward, MARCH		5
	UNCASE THE COLORS - Folding the Cases		5	Right Wheel (Turn), MARCH		10
	UNCASE THE COLORS - Unfurling the Colors		5	Forward, MARCH		5
	Present, ARMS		5	Right Wheel (Turn), MARCH		10
	Order, ARMS		5	Forward, MARCH		5
5	POST - Guards' Movement Behind CG		5	Colors Reverse (Countermarch), MARCH		10
	POST - Tucking the Cases		5	Forward, MARCH		5
	POST - Guards' Movement Back On Line		5	Eyes, RIGHT		5
	Adjust Slings		10	Ready, FRONT		5
	MC/N: Left Guard, Left Shoulder, ARMS			Left Wheel (Turn), MARCH		10
	Present, ARMS (COLORS)		10	Forward, MARCH		5
	Verbal Report In		10	Left Wheel (Turn), MARCH		10
	Order, ARMS (Carry, COLORS)		10	Forward, MARCH		5
	Colors Reverse (Countermarch), MARCH		10	Left Wheel (Turn), MARCH		10
	Forward, MARCH		5	Forward, MARCH		5
	Left Wheel (Turn), MARCH		10	Color Guard, HALT		10
	Forward, MARCH		5	Present, ARMS (COLORS)		10
	Colors Reverse (Countermarch), MARCH		10	Verbal Report Out		10
	Forward, MARCH		5	Order, ARMS (Carry, COLORS)		10
	Color Guard, HALT		10	Team Exits the Drill Floor - Last Impression		10

Cadet Commander:

How consistently well-achieved was the performance of the c/CDR to include presence, voice, confidence, control, etc.?

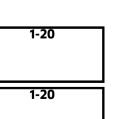
Overall Presentation:

How well did the faithfulness of the team to their stated manual(s) combined w/ their achievement level stand out?



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- 1. Complete Items 1-3 as the team stages in the ready area & prepares to perform. 2.As the team performs, use Item 4 to score each listed item/command. Use the 2.As the team performs, use term 4 to score each instea term commanda. Use the provided SCORING KEY to help you assign the most accurate scores for each listed movement. If the team omits a command, STRIKE it from the list. Don't forget to render a score for the Cadet Commander & Overall Presentation.
 3. Verify & agree upon ALL PENALTIES with your Field Judges. Use Item 5 to record your
- consensus
- 4. Ensure you have completed all areas and turn in your scoresheet as directed!





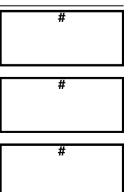
Incorrect Commands:

How many incorrect, missing, or out-of-sequence commands were given throughout the sequence?

Boundary Violations How many times did ANY part of the competing team cross beyond the marked boundaries of the drill area?

Pause Violations

How many times did the c/CDR fail to hold at least a 5-second pause for judging on any **bolded/greyed** command?



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Field Judge 2 Name	
Field Judge 2 Name	

Color Guard Drill Field Judge 2

School Name

Description	1-5	1-10	1-20
Not Comp-Ready	1	1	1-2
Needs Improvement	2	2-3	3-7
Proficient	3	4-7	8-13
Excellent	4	8-9	14-18
Sets New Standards	5	10	19-20

Team (i.e. Unarmed, Armed, Male/Mixed, Female, 1, 2, etc.)



SEQUENCE	SCORE	MAX	SEQUENCE Cont.	SCORE	MAX
Team Forms In Ready Area - Initial Impression		5	Mark Time, MARCH		10
Team Enters & Centers		10	Color Guard, HALT		5
MC/N: Left Guard, Right Shoulder, ARMS			Order, COLORS		10
Sling, ARMS		10	Parade, REST		10
POST		10	Color Guard, ATTENTION		10
UNCASE THE COLORS - Lowering Staffs		5	Carry, COLORS		10
UNCASE THE COLORS - Removing the Cases		5	Forward, MARCH		5
UNCASE THE COLORS - Folding the Cases		5	Right Wheel (Turn), MARCH		10
UNCASE THE COLORS - Unfurling the Colors		5	Forward, MARCH		5
		5	Right Wheel (Turn), MARCH		10
Present, ARMS Order, ARMS		5	Forward, MARCH		5
POST - Guards' Movement Behind CG		5	Colors Reverse (Countermarch), MARCH		10
POST - Tucking the Cases		5	Forward, MARCH		5
POST - Guards' Movement Back On Line		5	Eyes, RIGHT		5
Adjust Slings		10	Ready, FRONT		5
MC/N: Left Guard, Left Shoulder, ARMS			Left Wheel (Turn), MARCH		10
Present, ARMS (COLORS)		10	Forward, MARCH		5
Verbal Report In		10	Left Wheel (Turn), MARCH		10
Order, ARMS (Carry, COLORS)		10	Forward, MARCH		5
Colors Reverse (Countermarch), MARCH		10	Left Wheel (Turn), MARCH		10
Forward, MARCH		5	Forward, MARCH		5
Left Wheel (Turn), MARCH		10	Color Guard, HALT		10
Forward, MARCH		5	Present, ARMS (COLORS)		10
Colors Reverse (Countermarch), MARCH		10	Verbal Report Out		10
Forward, MARCH		5	Order, ARMS (Carry, COLORS)		10
Color Guard, HALT		10	Team Exits the Drill Floor - Last Impression		10

Cadet Commander:

How consistently well-achieved was the performance of the c/CDR to include presence, voice, confidence, control, etc.?

Overall Presentation:

How well did the faithfulness of the team to their stated manual(s) combined w/ their achievement level stand out?

Instructions:

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- 1. Complete Items 1 & 2 as the team stages in the ready area & prepares to perform. 2.As the team performs, use Item 3 to score each listed item/command. Use the 2.As the team performs, use item 3 to score each listed item/command. Use the provided SCORING KEY to help you assign the most accurate scores for each listed movement. If the team omits a command, STRIKE it from the list. Don't forget to render a score for the Cadet Commander & Overall Presentation.
 3. As the team performs, use item 4 to observe any potential penalty items. After the team has finished, VERIFY all observations with your Head Judge.
 4. Ensure you have completed all areas and turn in your scoresheet as directed!

Penalties - Unofficial FJ Observations ONLY

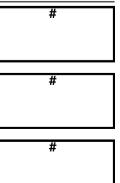
Incorrect Commands:

How many incorrect, missing, or out-of-sequence commands were given throughout the sequence?

Boundary Violations How many times did ANY part of the competing team cross beyond the marked boundaries of the drill area?

Pause Violations

How many times did the c/CDR fail to hold at least a 5-second pause for judging on any **bolded/greyed** command?



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Field Judge 3 Name	

Color Guard Drill Field Judge 3

School Name

Description 1-5 1-10 1-20 eady provement 2-3 4-7 2 3 3-7 8-13 14-18 19-20 Proficient 8-9 10 xcellent ets New Standards 4 5

2

Team (i.e. Unarmed, Armed, Male/Mixed, Female, 1, 2, etc.)



SEQUENCE	SCORE MAX	SEQUENCE Cont.	SCORE	MAX
Team Forms In Ready Area - Initial Impression	5	Mark Time, MARCH		10
Team Enters & Centers	10	Color Guard, HALT		5
MC/N: Left Guard, Right Shoulder, ARMS		Order, COLORS		10
Sling, ARMS	10	Parade, REST		10
POST	10	Color Guard, ATTENTION		10
UNCASE THE COLORS - Lowering Staffs	5	Carry, COLORS		10
UNCASE THE COLORS - Removing the Cases	5	Forward, MARCH		5
UNCASE THE COLORS - Folding the Cases	5	Right Wheel (Turn), MARCH		10
UNCASE THE COLORS - Unfurling the Colors	5	Forward, MARCH		5
Present, ARMS	5	Right Wheel (Turn), MARCH		10
Order, ARMS	5	Forward, MARCH		5
POST - Guards' Movement Behind CG	5	Colors Reverse (Countermarch), MARCH		10
POST - Tucking the Cases	5	Forward, MARCH		5
POST - Guards' Movement Back On Line	5	Eyes, RIGHT		5
Adjust Slings	10	Ready, FRONT		5
MC/N: Left Guard, Left Shoulder, ARMS		Left Wheel (Turn), MARCH		10
Present, ARMS (COLORS)	10	Forward, MARCH		5
Verbal Report In	10	Left Wheel (Turn), MARCH		10
Order, ARMS (Carry, COLORS)	10	Forward, MARCH		5
Colors Reverse (Countermarch), MARCH	10	Left Wheel (Turn), MARCH		10
Forward, MARCH	5	Forward, MARCH		5
Left Wheel (Turn), MARCH	10	Color Guard, HALT		10
Forward, MARCH	5	Present, ARMS (COLORS)		10
Colors Reverse (Countermarch), MARCH	10	Verbal Report Out		10
Forward, MARCH	5	Order, ARMS (Carry, COLORS)	1	10
Color Guard, HALT	10	Team Exits the Drill Floor - Last Impression	-	10

Cadet Commander:

How consistently well-achieved was the performance of the c/CDR to include presence, voice, confidence, control, etc.?

Overall Presentation:

How well did the faithfulness of the team to their stated manual(s) combined w/ their achievement level stand out?

Instructions:

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- 1. Complete Items 1 & 2 as the team stages in the ready area & prepares to perform. 2.As the team performs, use Item 3 to score each listed item/command. Use the 2.As the team performs, use item s to score each insteal memory and a ose the provided SCORING KEY to help you assign the most accurate scores for each listed movement. If the team omits a command, STRIKE it from the list. Don't forget to render a score for the Cadet Commander & Overall Presentation.
 3. As the team performs, use item 4 to observe any potential penalty items. After the team of the data score any potential penalty items. After the score scor
- team has finished, VERIFY all observations with your Head Judge. 4.Ensure you have completed all areas and turn in your scoresheet as directed!

Penalties - Unofficial FJ Observations ONLY

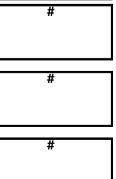
Incorrect Commands:

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F	ield Ju	udge 4	Name	

Color Guard Drill Field Judge 4

School Name

Description	1-5	1-10	1-20
Not Comp-Ready	1	1	1-2
Needs Improvement	2	2-3	3-7
Proficient	3	4-7	8-13
Excellent	4	8-9	14-18
Sets New Standards	5	10	19-20

Team (i.e. Unarmed, Armed, Male/Mixed, Female, 1, 2, etc.)



SEQUENCE	SCORE MAX	SEQUENCE Cont.	SCORE	MAX
Team Forms In Ready Area - Initial Impression	5	Mark Time, MARCH		10
Team Enters & Centers	10	Color Guard, HALT		5
MC/N: Left Guard, Right Shoulder, ARMS		Order, COLORS		10
Sling, ARMS	10	Parade, REST		10
POST	10	Color Guard, ATTENTION		10
UNCASE THE COLORS - Lowering Staffs	5	Carry, COLORS		10
UNCASE THE COLORS - Removing the Cases	5	Forward, MARCH		5
UNCASE THE COLORS - Folding the Cases	5	Right Wheel (Turn), MARCH		10
UNCASE THE COLORS - Unfurling the Colors	5	Forward, MARCH		5
Present, ARMS	5	Right Wheel (Turn), MARCH		10
Present, ARMS Order, ARMS	5	Forward, MARCH		5
POST - Guards' Movement Behind CG	5	Colors Reverse (Countermarch), MARCH		10
POST - Tucking the Cases	5	Forward, MARCH		5
POST - Guards' Movement Back On Line	5	Eyes, RIGHT		5
Adjust Slings	10	Ready, FRONT		5
MC/N: Left Guard, Left Shoulder, ARMS		Left Wheel (Turn), MARCH		10
Present, ARMS (COLORS)	10	Forward, MARCH		5
Verbal Report In	10	Left Wheel (Turn), MARCH		10
Order, ARMS (Carry, COLORS)	10	Forward, MARCH		5
Colors Reverse (Countermarch), MARCH	10	Left Wheel (Turn), MARCH		10
Forward, MARCH	5	Forward, MARCH		5
Left Wheel (Turn), MARCH	10	Color Guard, HALT		10
Forward, MARCH	5	Present, ARMS (COLORS)		10
Colors Reverse (Countermarch), MARCH	10	Verbal Report Out		10
Forward, MARCH	5	Order, ARMS (Carry, COLORS)	_	10
Color Guard, HALT	10	Team Exits the Drill Floor - Last Impression		10

Cadet Commander:

How consistently well-achieved was the performance of the c/CDR to include presence, voice, confidence, control, etc.?

Overall Presentation:

How well did the faithfulness of the team to their stated manual(s) combined w/ their achievement level stand out?

Instructions:

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Penalties - Unofficial FJ Observations ONLY

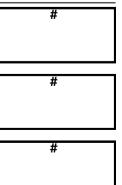
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Pause Violations

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