

1 Head Judge 1 Name

Color Guard Drill

Head Judge 1

3 c/CDR Initials

2 School Name

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

4

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



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)		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.?

1-20

Overall Presentation:

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

1-20



Penalties - Official Record

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?

#

i **Instructions:**

- Complete Items 1-3 as the team stages in the ready area & prepares to perform.
- As the team performs, use Item 4 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.
- Verify & agree upon ALL PENALTIES with your Field Judges. Use Item 5 to record your consensus.
- Ensure you have completed all areas and turn in your scoresheet as directed!

1 Field Judge 2 Name

Color Guard Drill

Field Judge 2

2 School Name

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



Learn More!

3

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

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)		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.?

1-20

Overall Presentation:

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

1-20



Penalties - Unofficial FJ Observations ONLY

Incorrect Commands:

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

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Boundary Violations

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

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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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- Complete Items 1 & 2 as the team stages in the ready area & prepares to perform.
- 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.
- 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.
- Ensure you have completed all areas and turn in your scoresheet as directed!

1 Field Judge 3 Name

Color Guard Drill

Field Judge 3

2 School Name

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



Learn More!

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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
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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
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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
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Color Guard, HALT		10	Team Exits the Drill Floor - Last Impression		10

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Color Guard Drill

Field Judge 4

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