

**1** Head Judge 1 Name

# Color Guard Drill

## Head Judge 1

**3** c/CDR Initials

**2** School Name

Circle One: **Male/Mixed** **Female**

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 Enters & Centers - Initial Impression		<b>10</b>	Forward, MARCH		<b>5</b>
Present, COLORS		<b>10</b>	Right Turn, MARCH		<b>10</b>
Verbal Report-In		<b>10</b>	Forward, MARCH		<b>5</b>
<b>Order, COLORS (Ready, CUT)</b>		<b>10</b>	Countermarch, MARCH		<b>10</b>
<b>Parade, REST</b>		<b>10</b>	Forward, MARCH		<b>5</b>
Color Guard, ATTENTION		<b>10</b>	Eyes, RIGHT		<b>10</b>
Carry, COLORS (Ready, CUT)		<b>10</b>	Ready, FRONT		<b>5</b>
Countermarch, MARCH		<b>10</b>	Mark Time, MARCH (5 Seconds Min.)		<b>10</b>
Forward, MARCH		<b>5</b>	Forward, MARCH		<b>5</b>
Left Turn, MARCH		<b>10</b>	Left Turn, MARCH		<b>10</b>
Forward, MARCH		<b>5</b>	Forward, MARCH		<b>5</b>
Countermarch, MARCH		<b>10</b>	Left Turn, MARCH		<b>10</b>
Forward, MARCH		<b>5</b>	Forward, MARCH		<b>5</b>
Eyes, LEFT		<b>10</b>	Left Turn, MARCH		<b>10</b>
Ready, FRONT		<b>5</b>	Forward, MARCH		<b>5</b>
Countermarch, MARCH		<b>10</b>	Countermarch, MARCH		<b>10</b>
Forward, MARCH		<b>5</b>	Forward, MARCH		<b>5</b>
Right Turn, MARCH		<b>10</b>	<b>Colors, HALT</b>		<b>10</b>
Forward, MARCH		<b>5</b>	<b>Present, COLORS</b>		<b>10</b>
<b>Colors, HALT</b>		<b>10</b>	Verbal Report-Out		<b>10</b>
Order, COLORS (Ready, CUT)		<b>10</b>	<b>Carry, COLORS (Ready, CUT)</b>		<b>10</b>
<b>Carry, COLORS (Ready, CUT)</b>		<b>10</b>	Team Exits the Drill Floor - Last Impression		<b>10</b>

### 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

**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!

**5** **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?

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**1** Field Judge 2 Name

# Color Guard Drill

## Field Judge 2

**2** School Name

Circle One: **Male/Mixed** **Female**



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 Enters & Centers - Initial Impression		<b>10</b>	Forward, MARCH		<b>5</b>
Present, COLORS		<b>10</b>	Right Turn, MARCH		<b>10</b>
Verbal Report-In		<b>10</b>	Forward, MARCH		<b>5</b>
<b>Order, COLORS (Ready, CUT)</b>		<b>10</b>	Countermarch, MARCH		<b>10</b>
<b>Parade, REST</b>		<b>10</b>	Forward, MARCH		<b>5</b>
Color Guard, ATTENTION		<b>10</b>	Eyes, RIGHT		<b>10</b>
Carry, COLORS (Ready, CUT)		<b>10</b>	Ready, FRONT		<b>5</b>
Countermarch, MARCH		<b>10</b>	Mark Time, MARCH (5 Seconds Min.)		<b>10</b>
Forward, MARCH		<b>5</b>	Forward, MARCH		<b>5</b>
Left Turn, MARCH		<b>10</b>	Left Turn, MARCH		<b>10</b>
Forward, MARCH		<b>5</b>	Forward, MARCH		<b>5</b>
Countermarch, MARCH		<b>10</b>	Left Turn, MARCH		<b>10</b>
Forward, MARCH		<b>5</b>	Forward, MARCH		<b>5</b>
Eyes, LEFT		<b>10</b>	Left Turn, MARCH		<b>10</b>
Ready, FRONT		<b>5</b>	Forward, MARCH		<b>5</b>
Countermarch, MARCH		<b>10</b>	Countermarch, MARCH		<b>10</b>
Forward, MARCH		<b>5</b>	Forward, MARCH		<b>5</b>
Right Turn, MARCH		<b>10</b>	<b>Colors, HALT</b>		<b>10</b>
Forward, MARCH		<b>5</b>	<b>Present, COLORS</b>		<b>10</b>
<b>Colors, HALT</b>		<b>10</b>	Verbal Report-Out		<b>10</b>
Order, COLORS (Ready, CUT)		<b>10</b>	<b>Carry, COLORS (Ready, CUT)</b>		<b>10</b>
<b>Carry, COLORS (Ready, CUT)</b>		<b>10</b>	Team Exits the Drill Floor - Last Impression		<b>10</b>

### 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

**i** **Instructions:**

- 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!

**4** **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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**1** Field Judge 3 Name

# Color Guard Drill

## Field Judge 3

**2** School Name

Circle One: **Male/Mixed** **Female**



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 Enters & Centers - Initial Impression		<b>10</b>	Forward, MARCH		<b>5</b>
Present, COLORS		<b>10</b>	Right Turn, MARCH		<b>10</b>
Verbal Report-In		<b>10</b>	Forward, MARCH		<b>5</b>
<b>Order, COLORS (Ready, CUT)</b>		<b>10</b>	Countermarch, MARCH		<b>10</b>
<b>Parade, REST</b>		<b>10</b>	Forward, MARCH		<b>5</b>
Color Guard, ATTENTION		<b>10</b>	Eyes, RIGHT		<b>10</b>
Carry, COLORS (Ready, CUT)		<b>10</b>	Ready, FRONT		<b>5</b>
Countermarch, MARCH		<b>10</b>	Mark Time, MARCH (5 Seconds Min.)		<b>10</b>
Forward, MARCH		<b>5</b>	Forward, MARCH		<b>5</b>
Left Turn, MARCH		<b>10</b>	Left Turn, MARCH		<b>10</b>
Forward, MARCH		<b>5</b>	Forward, MARCH		<b>5</b>
Countermarch, MARCH		<b>10</b>	Left Turn, MARCH		<b>10</b>
Forward, MARCH		<b>5</b>	Forward, MARCH		<b>5</b>
Eyes, LEFT		<b>10</b>	Left Turn, MARCH		<b>10</b>
Ready, FRONT		<b>5</b>	Forward, MARCH		<b>5</b>
Countermarch, MARCH		<b>10</b>	Countermarch, MARCH		<b>10</b>
Forward, MARCH		<b>5</b>	Forward, MARCH		<b>5</b>
Right Turn, MARCH		<b>10</b>	<b>Colors, HALT</b>		<b>10</b>
Forward, MARCH		<b>5</b>	<b>Present, COLORS</b>		<b>10</b>
<b>Colors, HALT</b>		<b>10</b>	Verbal Report-Out		<b>10</b>
Order, COLORS (Ready, CUT)		<b>10</b>	<b>Carry, COLORS (Ready, CUT)</b>		<b>10</b>
<b>Carry, COLORS (Ready, CUT)</b>		<b>10</b>	Team Exits the Drill Floor - Last Impression		<b>10</b>

### 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

**i** **Instructions:**

- 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!

**4** **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?

#

**1** Field Judge 4 Name

# Color Guard Drill

## Field Judge 4

**2** School Name

Circle One: **Male/Mixed** **Female**



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 Enters & Centers - Initial Impression		<b>10</b>	Forward, MARCH		<b>5</b>
Present, COLORS		<b>10</b>	Right Turn, MARCH		<b>10</b>
Verbal Report-In		<b>10</b>	Forward, MARCH		<b>5</b>
<b>Order, COLORS (Ready, CUT)</b>		<b>10</b>	Countermarch, MARCH		<b>10</b>
<b>Parade, REST</b>		<b>10</b>	Forward, MARCH		<b>5</b>
Color Guard, ATTENTION		<b>10</b>	Eyes, RIGHT		<b>10</b>
Carry, COLORS (Ready, CUT)		<b>10</b>	Ready, FRONT		<b>5</b>
Countermarch, MARCH		<b>10</b>	Mark Time, MARCH (5 Seconds Min.)		<b>10</b>
Forward, MARCH		<b>5</b>	Forward, MARCH		<b>5</b>
Left Turn, MARCH		<b>10</b>	Left Turn, MARCH		<b>10</b>
Forward, MARCH		<b>5</b>	Forward, MARCH		<b>5</b>
Countermarch, MARCH		<b>10</b>	Left Turn, MARCH		<b>10</b>
Forward, MARCH		<b>5</b>	Forward, MARCH		<b>5</b>
Eyes, LEFT		<b>10</b>	Left Turn, MARCH		<b>10</b>
Ready, FRONT		<b>5</b>	Forward, MARCH		<b>5</b>
Countermarch, MARCH		<b>10</b>	Countermarch, MARCH		<b>10</b>
Forward, MARCH		<b>5</b>	Forward, MARCH		<b>5</b>
Right Turn, MARCH		<b>10</b>	<b>Colors, HALT</b>		<b>10</b>
Forward, MARCH		<b>5</b>	<b>Present, COLORS</b>		<b>10</b>
<b>Colors, HALT</b>		<b>10</b>	Verbal Report-Out		<b>10</b>
Order, COLORS (Ready, CUT)		<b>10</b>	<b>Carry, COLORS (Ready, CUT)</b>		<b>10</b>
<b>Carry, COLORS (Ready, CUT)</b>		<b>10</b>	Team Exits the Drill Floor - Last Impression		<b>10</b>

### Cadet Commander:

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

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### 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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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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