2023 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
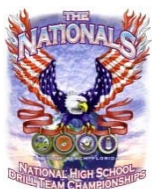
   _____

   PENALTY TOTAL = _____

(for SNI use only)
Judge Total Points

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

Judges Name:_____

Judge's Notes:

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«School_Name» **#1**

2023 National High School Drill Team Championships
Color Guard – All Divisions

School Name: «School_Name»
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.
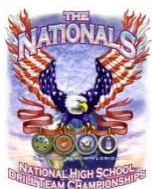
NOTE: Marching to move the CG to the judge for verbal **Report In** AND to leave the drill floor after verbal **Report Out** are not scored individually, however may be included in the judges overall precision and technical score. LOOK SHARP at ALL TIMES!

(for SNI use only)
Judge Total Points

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

Judges Name:_____

Judge's Notes:

29

«School_Name» **#2**

2023 National High School Drill Team Championships
Color Guard – All Divisions

School Name: «School_Name»
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 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!

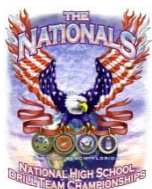(for SNI use only)
Judge Total Points

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

Judges Name:_____

Judge's Notes:

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2023 National High School Drill Team Championships
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School Name: «School_Name»
Team Name: «Team_Name»

«Code» - «Service»

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!

(for SNI use only)
Judge Total Points

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

Judges Name:_____

Judge's Notes:

29

«School_Name» **#4**