

2018/19 Area 11 - Color Guard Drill Card

School: _____

Head Judge: _____

Pause 5-seconds on **BOLD UPPERCASE COMMANDS** before giving the next command. All units must execute this sequence **EXACTLY** as written – **add no additional commands!** Cadence should be **112-120** throughout this drill performance and may be checked at the judges' discretion. A good location to check cadence is between commands #20-#31.
Cadets enter the drill pad, centered SIX paces from HJ.

COMMAND SEQUENCE		SCORING	COMMAND SEQUENCE		SCORING
1	Order Colors (Ready Cut)	Total Points (0-25)	20	Forward March	Total Points (0-20)
2	PRESENT COLORS (READY CUT)		21	Right Turn, March (Forward March)	
3	VERBAL REPORT-IN	Total Points (0-15)	22	Countermarch, March (Forward March)	Total Points (0-20)
4	ORDER COLORS (READY CUT)		23	Eyes Right	
5	PARADE REST	Total Points (0-15)	24	Ready Front	Total Points (0-15)
6	Color Guard, Attention		25	Mark Time, March (5 seconds)	
7	Carry Colors (Ready Cut)	Total Points (0-20)	26	Forward March	Total Points (0-20)
8	Countermarch, March (Forward March)		27	Left Turn, March (Forward March)	
9	Left Turn, March (Forward March)	Total Points (0-30)	28	Left Turn, March (Forward March)	Total Points (0-30)
10	Countermarch March (Forward March)		29	Left Turn, March (Forward March)	
11	COLORS HALT	Total Points (0-30)	30	Countermarch, March (Forward March)	Total Points (0-30)
12	Countermarch, March (Forward March)		31	COLORS HALT	
13	Eyes Left	Total Points (0-20)	32	Countermarch, March (Forward March)	Total Points (0-20)
14	Ready Front		33	COLORS HALT	
15	Countermarch, March (Forward March)	Total Points (0-15)	34	Order Colors (Ready Cut)	Total Points (0-15)
16	Right Turn, March (Forward March)		35	PRESENT COLORS (READY CUT)	
17	COLORS HALT	Total Points (0-15)	36	Verbal Report-Out	Total Points (0-15)
18	Order Colors (Ready Cut)		37	Order Colors (Ready Cut)	
19	CARRY COLORS (READY CUT)	Total Points (0-15)	38	CARRY COLORS (READY CUT)	Total Points (0-15)
			Exit the drill floor		

Judge's
Comments:

HEAD JUDGE - GIVE OVERALL IMPRESSION SCORE: (0-15) _____

Judge Total
(for Scorer's use)

LEGEND FOR JUDGE COMMENTS ABOVE:

- OOS = Out of Sequence
- EP = Equipment Prep
- EC = Extra Commands
- RA = Rifle Alignment
- AL = Alignment
- ICC = Incorrect Command
- IE = Improper Execution
- OS = Out of Step
- EC = Extra commands

2018/19 Area 11 - Color Guard Penalty Sheet

School: _____

Cadence & Penalty Judge: _____

Cadence should be 112-120 throughout this drill performance and may be checked at the judges' discretion. A good location to check cadence is between commands #20-#31.	
60 Second Cadence	Point Loss Range
If cadence checked for 15 seconds, x 4:	Cadence Penalty 103 or below - 15
If cadence checked for 30 seconds, x 2:	104 - 107 ... - 10
	108 - 111 ... - 5
	112 - 120 ... 0
	121 - 124 ... - 5
	125 - 128 ... - 10
	129 or above - 15
TOTAL ONE MINUTE CADENCE:	

Team Cadence Penalty (Taken from the table above) = _____

Boundary Violations _____ Occurrences @ 5 Points per occurrence = _____

Incorrect Commands _____ Occurrences @ 5 Points per occurrence = _____

Pause Violations _____ Occurrences @ 5 Points per occurrence = _____

Unauthorized Uniform Modifications/Equipment/ and/or other SOP Violations
Other SOP Violations (explained below) = _____

DTC Armed with sword or rifle @ 5 points per occurrence = _____

TOTAL PENALTY POINTS ASSESSED = _____

Judge's Comments:

HJ Initials: _____

DTC Initials: _____