

# 2019/20 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 H.I.*

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

*Exit the drill floor*

Judge's  
Comments:

**HEAD JUDGE - GIVE OVERALL IMPRESSION SCORE: (0-15)** \_\_\_\_\_

**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     |

**Judge Total**  
(for Scorer's use)

# 2019/20 Area 11 - Color Guard Penalty Sheet

School: \_\_\_\_\_

Cadence & Penalty Judge: \_\_\_\_\_

Cadence should be <b>112-120</b> throughout this drill performance and may be checked at the judges' discretion. A good location to check cadence is between commands #20-#31.		<b>Point Loss Range</b>	
<b>60 Second Cadence</b>		<b>Cadence</b>	<b>Penalty</b>
If cadence checked for 15 seconds, x 4:	_____	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

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 = \_\_\_\_\_

Judge's Comments: \_\_\_\_\_

TOTAL PENALTY POINTS ASSESSED = \_\_\_\_\_

HJ Initials: \_\_\_\_\_  
 DTC Initials: \_\_\_\_\_