

2022-23 Far East Drill Meet Championship

Armed Division – Color Guard



School Name: _____

Commander's Total

Head Judge (#1)

** Bold and greyed commands require a 5-second pause**

Regulation Total

COLOR GUARD SEQUENCE	POINT RANGE	JUDGE SCORE
1. REPORT IN	0-25	
2. COLORS REVERSE (COUNTER MARCH) MARCH	0-10	
3. LEFT (WHEEL / TURN) MARCH	0-10	
4. COLORS REVERSE (COUNTER MARCH) MARCH	0-10	
5. COLOR GUARD HALT	0-10	
6. ORDER COLORS	0-10	
7. PARADE REST	0-10	
8. COLOR GUARD ATTENTION	0-10	
9. CARRY COLORS	0-10	
10. FORWARD MARCH	0-10	
11. RIGHT (WHEEL / TURN) MARCH	0-10	
12. RIGHT (WHEEL / TURN) MARCH	0-10	
13. COLORS REVERSE (COUNTER MARCH) MARCH	0-10	
14. EYES RIGHT	0-10	
15. READY FRONT	0-10	
16. LEFT (WHEEL / TURN) MARCH	0-10	
17. LEFT (WHEEL / TURN) MARCH	0-10	
18. LEFT (WHEEL / TURN) MARCH	0-10	
19. COLOR GUARD HALT	0-10	
20. REPORT OUT	0-25	
OVERALL TECHNICAL SCORE (adherence to Service / Meet regulations)	0-25	
OVERALL PRECISION SCORE	0-25	
Teams MUST add "FORWARD MARCH" after all wheel/turns and reverse/counter march.		

NOTE: No graded Uncase / Case Colors will occur at this competition level.

1. REPORT IN: Scoring for movements needed to move onto the drill floor, center the colors on the Head Judge & verbally report in.

2. REPORT OUT: Scoring for movements needed to center the colors on the Head Judge and exiting the drill floor.

PENALTIES

1. Boundary Violations:

_____ Occurrences @ 5 pts per = _____

2. Incorrect Commands:

_____ Occurrences @ 5 pts per = _____

3. Pause Violations:

_____ Occurrences @ 5 pts per = _____

4. Improper Cadence:

_____ Occurrences @ 5 pts per = _____

5. Uniform Violations:

_____ Occurrences @ 5 pts per = _____

6. Flag Touching Deck:

_____ Occurrences @ 25 pts per = _____

PENALTY TOTAL _____

Judge Name: _____

26 APR 2022

CHECK CADENCE HERE (During steps 13-14)

2022-23 Far East Drill Meet Championship

Armed Division – Color Guard



School Name:

Commander's Total

Judge #2

**** Bold and greyed commands require a 5-second pause****

Regulation Total

COLOR GUARD SEQUENCE	POINT RANGE	JUDGE SCORE
1. REPORT IN	0-25	
2. COLORS REVERSE (COUNTER MARCH) MARCH	0-10	
3. LEFT (WHEEL / TURN) MARCH	0-10	
4. COLORS REVERSE (COUNTER MARCH) MARCH	0-10	
5. COLOR GUARD HALT	0-10	
6. ORDER COLORS	0-10	
7. PARADE REST	0-10	
8. COLOR GUARD ATTENTION	0-10	
9. CARRY COLORS	0-10	
10. FORWARD MARCH	0-10	
11. RIGHT (WHEEL / TURN) MARCH	0-10	
12. RIGHT (WHEEL / TURN) MARCH	0-10	
13. COLORS REVERSE (COUNTER MARCH) MARCH	0-10	
14. EYES RIGHT	0-10	
15. READY FRONT	0-10	
16. LEFT (WHEEL / TURN) MARCH	0-10	
17. LEFT (WHEEL / TURN) MARCH	0-10	
18. LEFT (WHEEL / TURN) MARCH	0-10	
19. COLOR GUARD HALT	0-10	
20. REPORT OUT	0-25	
OVERALL TECHNICAL SCORE (adherence to Service / Meet regulations)	0-25	
OVERALL PRECISION SCORE	0-25	
Teams MUST add "FORWARD MARCH" after all wheel/turns and reverse/counter march.		

NOTE: No graded Uncase / Case Colors will occur at this competition level.

1. REPORT IN: Scoring for movements needed to move onto the drill floor, center the colors on the Head Judge & verbally report in.

2. REPORT OUT: Scoring for movements needed to center the colors on the Head Judge and exiting the drill floor.

Judge Name:

26 APR 2022

2022-23 Far East Drill Meet Championship

Armed Division – Color Guard



School Name:

Commander's Total

Judge #3

** Bold and greyed commands require a 5-second pause**

Regulation Total

COLOR GUARD SEQUENCE	POINT RANGE	JUDGE SCORE
1. REPORT IN	0-25	
2. COLORS REVERSE (COUNTER MARCH) MARCH	0-10	
3. LEFT (WHEEL / TURN) MARCH	0-10	
4. COLORS REVERSE (COUNTER MARCH) MARCH	0-10	
5. COLOR GUARD HALT	0-10	
6. ORDER COLORS	0-10	
7. PARADE REST	0-10	
8. COLOR GUARD ATTENTION	0-10	
9. CARRY COLORS	0-10	
10. FORWARD MARCH	0-10	
11. RIGHT (WHEEL / TURN) MARCH	0-10	
12. RIGHT (WHEEL / TURN) MARCH	0-10	
13. COLORS REVERSE (COUNTER MARCH) MARCH	0-10	
14. EYES RIGHT	0-10	
15. READY FRONT	0-10	
16. LEFT (WHEEL / TURN) MARCH	0-10	
17. LEFT (WHEEL / TURN) MARCH	0-10	
18. LEFT (WHEEL / TURN) MARCH	0-10	
19. COLOR GUARD HALT	0-10	
20. REPORT OUT	0-25	
OVERALL TECHNICAL SCORE (adherence to Service / Meet regulations)	0-25	
OVERALL PRECISION SCORE	0-25	
Teams MUST add "FORWARD MARCH" after all wheel/turns and reverse/counter march.		

NOTE: No graded Uncase / Case Colors will occur at this competition level.

1. REPORT IN: Scoring for movements needed to move onto the drill floor, center the colors on the Head Judge & verbally report in.

2. REPORT OUT: Scoring for movements needed to center the colors on the Head Judge and exiting the drill floor.

Judge Name:

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School Name:

Commander's Total

Judge #4

** Bold and greyed commands require a 5-second pause**

Regulation Total

COLOR GUARD SEQUENCE	POINT RANGE	JUDGE SCORE
1. REPORT IN	0-25	
2. COLORS REVERSE (COUNTER MARCH) MARCH	0-10	
3. LEFT (WHEEL / TURN) MARCH	0-10	
4. COLORS REVERSE (COUNTER MARCH) MARCH	0-10	
5. COLOR GUARD HALT	0-10	
6. ORDER COLORS	0-10	
7. PARADE REST	0-10	
8. COLOR GUARD ATTENTION	0-10	
9. CARRY COLORS	0-10	
10. FORWARD MARCH	0-10	
11. RIGHT (WHEEL / TURN) MARCH	0-10	
12. RIGHT (WHEEL / TURN) MARCH	0-10	
13. COLORS REVERSE (COUNTER MARCH) MARCH	0-10	
14. EYES RIGHT	0-10	
15. READY FRONT	0-10	
16. LEFT (WHEEL / TURN) MARCH	0-10	
17. LEFT (WHEEL / TURN) MARCH	0-10	
18. LEFT (WHEEL / TURN) MARCH	0-10	
19. COLOR GUARD HALT	0-10	
20. REPORT OUT	0-25	
OVERALL TECHNICAL SCORE (adherence to Service / Meet regulations)	0-25	
OVERALL PRECISION SCORE	0-25	
Teams MUST add "FORWARD MARCH" after all wheel/turns and reverse/counter march.		

NOTE: No graded Uncase / Case Colors will occur at this competition level.

1. REPORT IN: Scoring for movements needed to move onto the drill floor, center the colors on the Head Judge & verbally report in.

2. REPORT OUT: Scoring for movements needed to center the colors on the Head Judge and exiting the drill floor.

Judge Name:

26 APR 2022