**Bellevue Invitational Drill Meet**

**EXHIBITION COLOR GUARD (Head Judge)**

 **SEQUENCE GENERAL**

|  |  |  |  |
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| **EACH WORTH 10 POINTS** | **DEDUCT** | **EACH WORTH 10 POINTS** | **DEDUCT** |
| **UNCASE COLORS** | **OVERALL IMPRESSION** |
| 1. SLING ARMS |  | CADENCE |  |
| 2. POST |  | SNAP |  |
| 3. UNCASE THE COLORS |  | ARM SWING |  |
| 4. PRESENT ARMS |  | HEAD & EYES UP |  |
| 5. ORDER ARMS |  | MOVEMENT CORRECTNESS |  |
| 6. POST |  | GENERAL IMPRESSION |  |
| **MOVE ONTO LINE** | FLOURISHES/ EXTRA MOVEMENTS/ EXHIBITION DRILL |  |
| 7. FORWARD MARCH |  | TEAM BEARING |  |
| 8. LEFT WHEEL MARCH |  | **COMMANDER** |
| 9. COLORS HALT |  | BEARING |  |
| 10. ORDER COLORS |  | CONTROL OF SQUAD |  |
| 11. PARADE REST |  | COMPOSURE |  |
| **PRESENT COLORS** | VOICE CLARITY |  |
| 12. COLORS ATTENTION |  | VOICE/VOLUME |  |
| 13. CARRY COLORS |  | **POSSIBLE 130** |
| 14. FORWARD MARCH |  | **PENALTIES (Head Judge Only)** |
| 15. COLORS HALT |  | Boundary Violations @ 10 points each occurrence |  |
| 16. COLORS SAULTE |  | Sequence violations @ 3 points each occurrence maximum of 12 points. |  |
| 17. CARRY COLORS |  |  **POSSIBLE 130** |
| 18. COLORS REVERSE MARCH |  | **School/Team:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_****Team Code: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_****Sched Performance Time: \_\_\_\_\_\_\_\_\_\_\_\_****Commanders Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_****Head Judge:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** |
| 19. FORWARD MARCH |  |
| 20. COLORS HALT |  |
| 21. COLORS REVERSE MARCH |  |
| 22. COLORS HALT |  |
| **PASS IN REVIEW** |
| 23. RIGHT WHEEL MARCH |  |
| 24. FORWARD MARCH |  |
| 25. LEFT WHEEL MARCH |  |
| 26. FORWARD MARCH |  |
| 27. LEFT WHEEL MARCH |  |
| 28. FORWARD MARCH |  |
| **PRESENT COLORS** |
| 29. EYES RIGHT |  |
| 30. READY FRONT |  |
| 31. COLORS HALT |  |
| **POSSIBLE 310** |

**Improvement Areas/Suggestions:** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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