

# **John J. Pershing Memorial Drill Competition SOP**

National Society of Pershing Rifles

# **DRILL CARDS**

**NOVEMBER 2009**

**PREVIOUS EDITIONS OF THIS  
DOCUMENT ARE OBSOLETE**

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ACTIVE PERSONNEL**

**NATIONAL HEADQUARTERS  
NATIONAL SOCIETY OF PERSHING RIFLES**

THIS IS SUBJECT TO CHANGE, BUT SHOULD BE A GUIDELINE AS TO WHAT WILL BE THE ACTUAL DRILL CARD OF NATCON09

*Annex A: Exhibition Platoon and Squad Requirements*

*General*

- I. Each Exhibition Platoon Element will consist of not less than twelve (12) Pershing Riflemen and not more than twenty-one (21) Pershing Riflemen, excluding the Platoon Leader.
- II. Each Exhibition Squad Element will consist of not less than six (6) Pershing Riflemen and not more than ten (10) Pershing Riflemen, excluding the Squad Leader.
- III. For Platoon and Squad elements, the unit commander will carry a weapon upon his or her own discretion.
- IV. Guidon bearers will be authorized, but not required in the Platoon Exhibition Routines. If a Guidon bearer is used, they will carry the guidon in a military manner. No spinning of the guidon is allowed.

*Concept of Operations*

- I. Exhibition Platoon and Squad Elements are limited only by the creativity and ingenuity of the unit.
- II. Each element will begin their sequence centered on the Head Judge and verbally request permission to enter the competition, with an appropriate present arms movement.
- III. The minimum time limit for all elements is six (6) minutes, and the maximum time is ten (10) minutes.

*Scoring*

- I. Three (3) Judges will score Exhibition Platoon and Squad Elements. Each Judge will have a maximum of three hundred (300) points to award.
- II. All scoring and timing will begin when the first competitor crosses the ready line, and will end when the last competitor crosses the ready line.
- III. The judging criteria will be as follows:

| <b>Criteria</b>  | <b>Explanation</b>                                  | <b>Points</b> |
|------------------|---|---------------|
| Precision        | Overall Exactness of Movements                      | 50            |
| Transition       | Flow and Movement of Sequence                       | 30            |
| Difficulty       | Intricacies of Sequence and Difficulty of Movements | 50            |
| Variety          | Encourages a Mixture of Movement Styles             | 30            |
| Originality      | New or Unusual Types of Movements                   | 50            |
| Appearance       | Uniform Sharpness and Military Style                | 10            |
| Floor Coverage   | Encourages the Use of the Whole Drill Area          | 20            |
| Command          | Commander's Actions, Bearing, and Command Voice     | 10            |
| Military Bearing | Sense of Military Bearing Throughout the Routine    | 50            |

## 2009 John J. Pershing Memorial Drill Competition

Date: 14 March 2009  
Location: Clemson University



### Platoon and Squad Exhibition Drill Score Card

Company Designation: \_\_\_\_\_

Circle One:    Platoon            #1    #2    Squad            #1    #2

\_\_\_\_\_ (50 Points) **PRECISION:** The overall exactness that a movement should possess. This includes the dress and cover of a unit while marching as well as at the halt.

\_\_\_\_\_ (30 Points) **TRANSITION:** The flow of the drill routine. Does it flow smoothly or is it choppy and awkward?

\_\_\_\_\_ (50 Points) **DIFFICULTY:** The intricacies of the sequence. This includes the number of members in the unit, the type of weapon used, and the difficulty of the movements used in the sequence.

\_\_\_\_\_ (30 Points) **VARIETY:** Does the sequence become repetitious? Does the element use a variety of movements, both stationary and moving?

\_\_\_\_\_ (50 Points) **ORIGINALITY:** Movements not often seen by the judge; new and unusual movements or formations will be considered favorably. The Judge will consider each element as if it were the first on the floor.

\_\_\_\_\_ (10 Points) **APPEARANCE:** How is the unit dressed? Is the uniform consistent throughout the element? Are the uniforms sharp and attractive? Any uniform is allowed so long as it is of a military nature.

\_\_\_\_\_ (20 Points) **FLOOR COVERAGE:** Does the sequence involve coverage of large parts of the drill area? This is meant to discourage stationary sequences and simple marching up and down the floor.

\_\_\_\_\_ (10 Points) **COMMAND:** How the Commander reports to the Head Judge, and how his or her actions portray a Command Presence on the floor. This score should include the Commander's Military Bearing and Command Voice.

\_\_\_\_\_ (50 Points) **MILITARY BEARING:** How well an individual or the element as a whole recovers from mistakes, as well as overall Military Bearing throughout the routine.

JUDGE'S COMMENTS:

**TOTAL SCORE:** \_\_\_\_\_ / 300

SIGNATURE OF JUDGE \_\_\_\_\_

*Annex B: Exhibition Team, Duet and Individual Requirements*

*General*

- I. Each Exhibition Team Element will consist of four (4) Pershing Riflemen.
- II. Each Exhibition Duet Element will consist of two (2) Pershing Riflemen.
- III. Each Exhibition Individual Element will consist of one (1) Pershing Rifleman.

*Concept of Operations*

- IV. Exhibition Team, Duet and Individual Elements are limited only by the creativity and ingenuity of the unit.
- V. Each element will begin their sequence centered on the Head Judge and verbally request permission to enter the competition, with an appropriate present arms movement.
- VI. The minimum time for Team Exhibition Elements is five (5) minutes, and the maximum is eight (8) minutes.
- VII. The minimum time limit for Exhibition Duet Elements is five (5) minutes, and the maximum time is eight (8) minutes.
- VIII. The minimum time limit for Exhibition Individual Elements is three (3) minutes, and the maximum time is five (5) minutes.

*Scoring*

- IX. Two (2) Judges will score Exhibition team, Duet and Individual Elements. Each Judge will have a maximum of two hundred (200) points to award.
- X. All scoring and timing will begin when the first competitor crosses the ready line, and will end when the last competitor crosses the ready line.
- XI. The judging criteria will be as follows:

| <b>Criteria</b>  | <b>Explanation</b>                                  | <b>Points</b> |
|------------------|---|---------------|
| Precision        | Overall Exactness of Movements                      | 30            |
| Transition       | Flow and Movement of Sequence                       | 30            |
| Difficulty       | Intricacies of Sequence and Difficulty of Movements | 30            |
| Variety          | Encourages a Mixture of Movement Styles             | 20            |
| Originality      | New or Unusual Types of Movements                   | 30            |
| Appearance       | Uniform Sharpness and Military Style                | 20            |
| Floor Coverage   | Encourages the Use of the Whole Drill Area          | 10            |
| Military Bearing | Sense of Military Bearing Throughout the Routine    | 30            |

# 2009 John J. Pershing Memorial Drill Competition

Date: 15 March 2009  
Location: Clemson University



## Duet and Individual Exhibition Drill Score Card

Company Designation: \_\_\_\_\_

|             |            |    |    |      |    |    |    |
|-------------|------------|----|----|------|----|----|----|
| Circle One: | Team       | #1 | #2 | Duet | #1 | #2 | #3 |
|             | Individual | #1 | #2 | #3   |    |    |    |

\_\_\_\_\_ (30 Points) **PRECISION:** The overall exactness that a movement should possess. This includes the dress and cover of a unit while marching as well as at the halt.

\_\_\_\_\_ (30 Points) **TRANSITION:** The flow of the drill routine. Does it flow smoothly or is it choppy and awkward?

\_\_\_\_\_ (30 Points) **DIFFICULTY:** The intricacies of the sequence. This includes the number of members in the unit, the type of weapon used, and the difficulty of the movements used in the sequence.

\_\_\_\_\_ (20 Points) **VARIETY:** Does the sequence become repetitious? Does the element use a variety of movements, both stationary and moving?

\_\_\_\_\_ (30 Points) **ORIGINALITY:** Movements not often seen by the judge. New and unusual movements or formations will be considered favorably. The Judge will consider each element as if it were the first on the floor.

\_\_\_\_\_ (20 Points) **APPEARANCE:** How is the unit dressed? Is the uniform consistent throughout the element? Are the uniforms sharp and attractive? Any uniform is allowed so long as it is of a military nature.

\_\_\_\_\_ (10 Points) **FLOOR COVERAGE:** Does the sequence involve coverage of large parts of the drill area? This is meant to discourage stationary sequences and simple marching up and down the floor.

\_\_\_\_\_ (30 Points) **MILITARY BEARING:** How well an individual or the element as a whole recovers from mistakes, as well as overall Military Bearing throughout the routine.

JUDGE'S COMMENTS:

**TOTAL SCORE:** \_\_\_\_\_ / 200

SIGNATURE OF JUDGE \_\_\_\_\_

## *Annex C: Regulation Platoon and Squad Requirements*

### *General*

- I. Each Regulation Platoon Element will consist of not less than twelve (12) Pershing Riflemen and not more than twenty-one (21) Pershing Riflemen, excluding the Platoon Leader.
- II. Each Regulation Squad Element will consist of not less than six (6) Pershing Riflemen and not more than ten (10) Pershing Riflemen, excluding the Squad Leader.
- III. All formations and the movements of such shall be IAW FM 3-21.5.
- IV. For Platoon and Squad elements, the unit commander shall carry an approved weapon. This weapon shall be utilized properly IAW FM 3-21.5.
- V. Guidon bearers shall be authorized, but not required in the Platoon Regulation Routines, and all movements shall be IAW FM 3-21.5.

### *Scoring*

- I. All drill movements will be IAW FM 3-21.5. All commands must be stated exactly as written on the score sheets to eliminate any confusion on the part of the judges.
- II. Platoon and Squad Elements will have ten (10) minutes to complete the sequence, and may be awarded as many as three hundred (300) points for Platoon and three hundred (300) points for Squad by each judge. Three judges will evaluate each element.  
Note: **The sequences for Platoon and Squad are not the same.**
- III. Each Squad Element will be awarded a maximum of one hundred (100) points for inspection. The inspection will be graded by the Head Judge only, however other Judges may move freely about the drill area, with the permission of the Head Judge.
  - A. The inspection will be conducted immediately prior to the team commencing Squad Regulation drill.
  - B. Inspection knowledge required can be found in Annex H.
- IV. The total number of points that an element can earn for Platoon or Squad Basic is nine hundred (900) for Platoon and one thousand (1000) for Squad (900 performance+ 100 inspection).
- V. Any movements without an accompanying grading scale will be performed, but not graded. Penalty points will be deducted for extra movements as noted below.

*Penalty Points*

- I. Omission of required movements will result in a score of zero (0) for that movement.
- II. All added movements will result in a penalty of five (5) points per movement.
- III. Any movements executed out of sequence will be counted as added movements, and will result in a penalty of four (5) points per movement.
- IV. Marking time, or executing half steps out of sequence, or any other slowing down of normal marching cadence in order to complete a required movement is not allowed. The Head Judge may deduct up to thirty (30) points from the element's final score for not maintaining a proper cadence or length of step during the Regulation phase of the competition.

## 2009 John J. Pershing Memorial Drill Competition

Date: 15 March 2009  
 Location: Clemson University



### Platoon Regulation Drill Score Card

Company Designation: \_\_\_\_\_ #1 #2

Each command from the sequence will be ranked 0 – 5, with 5 being the best. The Commander will be rated individually for three areas listed below. The Commander will be rated individually for four areas listed below. Note: All penalty points will be noted on the Head Judge’s Penalty sheet.

#### Commander

Military Bearing (0 – 10) \_\_\_\_\_  
 Command Voice (0 – 10) \_\_\_\_\_  
 Reporting Procedures (0 – 20) \_\_\_\_\_  
 Total for Commander: \_\_\_\_\_

#### Please circle the determined score for each command.

- |             |                                |             |  |
|-------------|--------------------------------|-------------|--|
| 0 1 2 3 4 5 | 1. Present/Order Arms (Report) | 0 1 2 3 4 5 | 27. Counter Column March               |
| 0 1 2 3 4 5 | 2. Inspection Arms             | 0 1 2 3 4 5 | 28. Rear March                         |
| 0 1 2 3 4 5 | 3. Ready Port Arms             | 0 1 2 3 4 5 | 29. Rear March                         |
| 0 1 2 3 4 5 | 4. Order Arms                  | 0 1 2 3 4 5 | 30. Platoon Halt                       |
| 0 1 2 3 4 5 | 5. Dress Right Dress           | 0 1 2 3 4 5 | 31. File from the Right March          |
| 0 1 2 3 4 5 | 6. Ready Front                 | 0 1 2 3 4 5 | 32. Platoon Halt                       |
| 0 1 2 3 4 5 | 7. Parade Rest                 | 0 1 2 3 4 5 | 33. Column of threes to the Left March |
| 0 1 2 3 4 5 | 8. Platoon Attention           | 0 1 2 3 4 5 | 34. Port Arms                          |
| 0 1 2 3 4 5 | 9. 15-Count Manual of Arms     | 0 1 2 3 4 5 | 35. Column Left March                  |
| 0 1 2 3 4 5 | 10. Count Off                  | 0 1 2 3 4 5 | 36. Column Left March                  |
| 0 1 2 3 4 5 | 11. Open Ranks March           | 0 1 2 3 4 5 | 37. Left Shoulder Arms                 |
| 0 1 2 3 4 5 | 12. Close Ranks March          | 0 1 2 3 4 5 | 38. Platoon Halt                       |
| 0 1 2 3 4 5 | 13. Left Step March            | 0 1 2 3 4 5 | 39. Column Half Left March             |
| 0 1 2 3 4 5 | 14. Platoon Halt               | 0 1 2 3 4 5 | 40. Column Half Left March             |
| 0 1 2 3 4 5 | 15. Left Face                  | 0 1 2 3 4 5 | 41. Rear March                         |
| 0 1 2 3 4 5 | 16. Right Step March           | 0 1 2 3 4 5 | 42. Rear March                         |
| 0 1 2 3 4 5 | 17. Platoon Halt               | 0 1 2 3 4 5 | 43. Eyes Right                         |
| 0 1 2 3 4 5 | 18. About Face                 | 0 1 2 3 4 5 | 44. Ready Front                        |
| 0 1 2 3 4 5 | 19. Right Shoulder Arms        | 0 1 2 3 4 5 | 45. Column Left March                  |
| 0 1 2 3 4 5 | 20. Forward March              | 0 1 2 3 4 5 | 46. Port Arms                          |
| 0 1 2 3 4 5 | 21. Column Right March         | 0 1 2 3 4 5 | 47. Right Shoulder Arms                |
| 0 1 2 3 4 5 | 22. Column Right March         | 0 1 2 3 4 5 | 48. Column Left March                  |
| 0 1 2 3 4 5 | 23. Right Flank March          | 0 1 2 3 4 5 | 49. Left Flank March                   |
| 0 1 2 3 4 5 | 24. Left Flank March           | 0 1 2 3 4 5 | 50. Change Step March                  |
| 0 1 2 3 4 5 | 25. Column Right March         | 0 1 2 3 4 5 | 51. Platoon Halt                       |
| 0 1 2 3 4 5 | 26. Left Shoulder Arms         | 0 1 2 3 4 5 | 52. Present Arms (Report Out)          |

Comments:

Judge’s Signature: \_\_\_\_\_

TOTAL \_\_\_\_\_ / 300

## 2009 John J. Pershing Memorial Drill Competition

Date: 15 March 2009  
 Location: Clemson University



### Squad Regulation Drill Score Card

Company Designation: \_\_\_\_\_ #1 #2

Each command from the sequence will be ranked 0 – 5, with 5 being the best. The Commander will be rated individually for four areas listed below. Note: All penalty points will be noted on the Head Judge’s Penalty sheet.

#### Commander

Military Bearing (0 – 10) \_\_\_\_\_  
 Command Voice (0 – 10) \_\_\_\_\_  
 Reporting Procedures (0 – 20) \_\_\_\_\_  
 Total for Commander: \_\_\_\_\_

Enter Drill Area, Halt before Head Judge

- |             |   |             |                              |
|-------------|---|-------------|------------------------------|
| 0 1 2 3 4 5 | 1. Present Arms (Report In)                     | 0 1 2 3 4 5 | 28. Right Shoulder Arms      |
| 0 1 2 3 4 5 | 2. Order Arms                                   | 0 1 2 3 4 5 | 29. Column Right March       |
| 0 1 2 3 4 5 | 3. Inspection Arms                              | 0 1 2 3 4 5 | 30. Port Arms                |
| 0 1 2 3 4 5 | 4. Ready Port Arms                              | 0 1 2 3 4 5 | 31. Right Flank March        |
| 0 1 2 3 4 5 | 5. Order Arms                                   | 0 1 2 3 4 5 | 32. Left Shoulder Arms       |
| 0 1 2 3 4 5 | 6. Backward March                               | 0 1 2 3 4 5 | 33. Port Arms                |
| 0 1 2 3 4 5 | 7. Squad Halt                                   | 0 1 2 3 4 5 | 34. Right Shoulder Arms      |
| 0 1 2 3 4 5 | 8. Dress Right Dress                            | 0 1 2 3 4 5 | 35. Rear March               |
| 0 1 2 3 4 5 | 9. Ready Front                                  | 0 1 2 3 4 5 | 36. Change Step March        |
| 0 1 2 3 4 5 | 10. Right Face                                  | 0 1 2 3 4 5 | 37. Right Flank March        |
| 0 1 2 3 4 5 | 11. Port Arms                                   | 0 1 2 3 4 5 | 38. Column Right March       |
| 0 1 2 3 4 5 | 12. Forward March                               | 0 1 2 3 4 5 | 39. Column Left March        |
| 0 1 2 3 4 5 | 13. Left Flank March                            | 0 1 2 3 4 5 | 40. Column Right March       |
| 0 1 2 3 4 5 | 14. Right Flank March                           | 0 1 2 3 4 5 | 41. Column Right March       |
| 0 1 2 3 4 5 | 15. Right Shoulder Arms                         | 0 1 2 3 4 5 | 42. Left Flank March         |
| 0 1 2 3 4 5 | 16. Squad Halt                                  | 0 1 2 3 4 5 | 43. Mark Time March          |
| 0 1 2 3 4 5 | 17. Column of Twos to the<br>Left March         | 0 1 2 3 4 5 | 44. Squad Halt               |
| 0 1 2 3 4 5 | 18. Forward March                               | 0 1 2 3 4 5 | 45. Order Arms               |
| 0 1 2 3 4 5 | 19. Rear March                                  | 0 1 2 3 4 5 | 46. About Face               |
| 0 1 2 3 4 5 | 20. Rear March                                  | 0 1 2 3 4 5 | 47. About Face               |
| 0 1 2 3 4 5 | 21. Left Flank March                            | 0 1 2 3 4 5 | 48. Dress Right Dress        |
| 0 1 2 3 4 5 | 22. Right Flank March                           | 0 1 2 3 4 5 | 49. Ready Front              |
| 0 1 2 3 4 5 | 23. Squad Halt                                  | 0 1 2 3 4 5 | 50. Parade Rest              |
| 0 1 2 3 4 5 | 24. File from the Right,<br>Column Right, March | 0 1 2 3 4 5 | 51. Squad Attention          |
| 0 1 2 3 4 5 | 25. Column Right March                          | 0 1 2 3 4 5 | 52. 15-Count Manual of Arms  |
| 0 1 2 3 4 5 | 26. Left Shoulder Arms                          | 0 1 2 3 4 5 | 53. Present Arms(Report Out) |
| 0 1 2 3 4 5 | 27. Port Arms                                   | 0 1 2 3 4 5 | 54. Order Arms               |

Exit Drill Area

Judge’s Signature: \_\_\_\_\_ TOTAL \_\_\_\_\_ / 300

## 2009 John J. Pershing Memorial Drill Competition

Date: 15 March 2009  
Location: Clemson University



### Inspection Score Card

Company Designation: \_\_\_\_\_ #1 #2

#### Inspection Assessment:

- \_\_\_\_\_ (5 Points) ENTRANCE: The overall assessment of the element's entrance onto the Inspection Floor. Include reporting procedures.
- \_\_\_\_\_ (20 Points) MILITARY BEARING: The overall assessment of the element's Military Bearing.
- \_\_\_\_\_ (10 Points) UNIFORM: Is the uniform consistent throughout the element? Are the uniforms sharp and attractive? Any uniform is allowed so long as it is of a military nature.
- \_\_\_\_\_ (10 Points) GROOMING: Is the element properly groomed?
- \_\_\_\_\_ (10 Points) KNOWLEDGE: How familiar is the element with basic military knowledge? (Avoid branch specific questions.)
- \_\_\_\_\_ (10 Points) CONFIDENCE: How confident if the element?
- \_\_\_\_\_ (10 Points) WEAPON: How well does the element know the manual of arms for the weapon carried? How well does the element know specific details about the weapon carried (i.e. Serial Number)?
- \_\_\_\_\_ (20 Points) COMMANDER: Overall assessment of the element's commander. Include bearing, knowledge, uniform, etc.
- \_\_\_\_\_ (5 Points) EXIT: The overall assessment of the element's exit off of the Inspection Floor. Include reporting procedures.

JUDGE'S COMMENTS:

Judge's Signature: \_\_\_\_\_

TOTAL \_\_\_\_\_ / 100

## *Annex D: Regulation Individual "Knockout" Requirements*

### *General*

- I. The "Knockout" Competition will be conducted in one mass formation of all competing Pershing Riflemen. Each Company may enter as many Riflemen as they desire in this event.
- II. All commands must be executed IAW FM 3-21.5.
- III. At various times throughout the event, the judge calling commands may order the element to cover down in order to reduce massive gaps between competitors, and to maintain the formation's integrity.
- IV. The competition will be conducted under arms. Rifles are the only authorized arms to be carried in knockout competition. No sabers, swords, pistols, etc.
- V. Awards will be presented to the final five (5) finishers. In the event that a certain number of Riflemen are eliminated resulting in less than five (5) contestants, the Riflemen eliminated will return to the drill floor until exactly five (5) remain. The same procedure will be used to determine individual placements. (Once there are only five (5) contestants remaining, they must be removed one (1) by one (1).)

### *Procedure*

- I. All available judges will be utilized for the "Knockout" Competition. The Head Judge for the event will call commands from the front of the formation.
- II. The competition will be of a single elimination drill-off. The decision made by any judge is final. No exceptions will be made to this rule. Judges will not inform all Riflemen removed from the competition of the reason why they were removed. Judges will not be approached for any reason concerning the knockout competition. All complaints concerning the procedure of the competition should be brought to the attention of the MDC OIC. Any argument on the reason or basis of a judge's decision will result in the disqualification of the contestant in question. The decision of the OIC is final.
- III. Improper commands, such as "Right Shoulder, ARMS" from the position of "Present, ARMS", may be given. Trick commands such as "Present, HANDS" will not be given.
- IV. Once the element is of squad size, the Head Judge may call marching commands. Until then, all commands will be stationary.
- V. The Head Judge shall be in full control of the event during competition, and may suspend the rules as he sees fit.

## *Annex E: Color Guard Requirements*

### *General*

- I. Each Color Guard Element will consist of either four (4) or five (5) Pershing Riflemen. The size of the element will not affect the judges' scoring.
- II. All Color Guard Elements will be armed with complete, full-weight, authorized rifles only.
- III. The competition will begin with the command "Mark Time March" performed within the drill area, past the ready line – and end with the command "Forward March" also performed within the drill area, before re-crossing the ready line.
- IV. Timing will begin when the element crosses the ready line, and end when the element crosses the ready line.
- V. Commands must be given IAW FM 3-21.5.

### *Scoring*

- I. All drill movements will be IAW FM 3-21.5. All commands must be stated exactly as written on the score sheets to eliminate any confusion on the part of the judges.
- II. Color Guard elements will have ten (10) minutes to complete the sequence, and may be awarded as many as two hundred (200) points by each judge. Two (2) judges will evaluate each element.
- III. The total number of points that an element can earn is four hundred (400).
- IV. Any movements without an accompanying grading scale will be performed, but not graded. Penalty points will be assessed for added movements as noted below.

### *Penalty Points*

- I. Omission of required movements will result in a score of zero (0) for that movement.
- II. All added movements will result in a penalty of five (5) points per movement.
- III. Any movements executed out of sequence will be counted as added movements, and will result in a penalty of five (5) points per movement.
- IV. Marking time, or executing half steps out of sequence, or any other slowing down of normal marching cadence in order to complete a required movement is not allowed. The Head Judge may deduct up to thirty (30) points from the element's final score for not maintaining a proper cadence or length of step during the Regulation phase of the competition.
- V. Any movement executed in such a manner as to disgrace the U.S. Flag (such as dipping, dropping, etc.) shall result in a score of zero (0) for the **event**. This rule shall apply on and off the field of competition. The decision of the Head Judge of the color guard drill area shall be final during performance. The decision of the MDC OIC shall be final for discrepancies outside the color guard drill area.

## 2009 John J. Pershing Memorial Drill Competition

Date: 15 March 2009  
 Location: Clemson University



### Color Guard Score Card

Company Designation: \_\_\_\_\_ #1 #2

Each command from the sequence will be ranked 0 – 5, with 5 being the best. Commands without a scoring reference are to be performed outside of the drill area and will not be graded. Note: There will be no Report In for this event. The Head Judge will notify the Team when to begin.

Guard Attention

Carry Colors

Forward March (cross ready line)

- |             |                          |             |                          |
|-------------|--------------------------|-------------|--------------------------|
| 0 1 2 3 4 5 | 1. Mark Time March       | 0 1 2 3 4 5 | 21. Right Wheel March    |
| 0 1 2 3 4 5 | 2. Guard Halt            | 0 1 2 3 4 5 | 22. Forward March        |
| 0 1 2 3 4 5 | 3. Sling Arms            | 0 1 2 3 4 5 | 23. Colors Reverse March |
| 0 1 2 3 4 5 | 4. Post                  |             | (Forward March)          |
| 0 1 2 3 4 5 | 5. Uncase the Colors     | 0 1 2 3 4 5 | 24. Eyes Right           |
| 0 1 2 3 4 5 | 6. Present Arms          | 0 1 2 3 4 5 | 25. Ready Front          |
| 0 1 2 3 4 5 | 7. Order Arms            | 0 1 2 3 4 5 | 26. Left Wheel March     |
| 0 1 2 3 4 5 | 8. Post                  | 0 1 2 3 4 5 | 27. Forward March        |
| 0 1 2 3 4 5 | 9. Colors Reverse March  | 0 1 2 3 4 5 | 28. Left Wheel March     |
| 0 1 2 3 4 5 | 10. Left Wheel March     | 0 1 2 3 4 5 | 29. Forward March        |
| 0 1 2 3 4 5 | 11. Forward March        | 0 1 2 3 4 5 | 30. Left Wheel March     |
| 0 1 2 3 4 5 | 12. Colors Reverse March | 0 1 2 3 4 5 | 31. Forward March        |
|             | (Forward March)          | 0 1 2 3 4 5 | 32. Guard Halt           |
| 0 1 2 3 4 5 | 13. Guard Halt           | 0 1 2 3 4 5 | 33. Sling Arms           |
| 0 1 2 3 4 5 | 14. Order Colors         | 0 1 2 3 4 5 | 34. Post                 |
| 0 1 2 3 4 5 | 15. Parade Rest          | 0 1 2 3 4 5 | 35. Present Arms         |
| 0 1 2 3 4 5 | 16. Guard Attention      | 0 1 2 3 4 5 | 36. Order Arms           |
| 0 1 2 3 4 5 | 17. Carry Colors         | 0 1 2 3 4 5 | 37. Case the Colors      |
| 0 1 2 3 4 5 | 18. Forward March        | 0 1 2 3 4 5 | 38. Post                 |
| 0 1 2 3 4 5 | 19. Right Wheel March    | 0 1 2 3 4 5 | 39. Mark Time March      |
| 0 1 2 3 4 5 | 20. Forward March        | 0 1 2 3 4 5 | 40. Forward March        |

(Cross ready line)  
 Guard Halt  
 Order Colors  
 Fall Out

Signature of Judge \_\_\_\_\_

**TOTAL** \_\_\_\_\_ / **200**

