

BASIC DRILL AND MARCH SCORE SHEET

Judge's Name: _____

Total Time: _____

Drill Team's Name: _____

Total Score: _____

<u>Required Movements</u>	<u>Performed</u>	<u>Required Movements</u>	<u>Performed</u>
1. About Face	_____	12. Halt	_____
2. At Ease	_____	13. Left Face	_____
3. Attention	_____	14. Left Flank March	_____
4. Change Step March	_____	15. Mark Time March	_____
5. Column Left March	_____	16. Parade Rest	_____
6. Column Right March	_____	17. Prayer Attention	_____
7. Count Off	_____	18. Present Arms/Order Arms	_____
8. Cover/Recover	_____	19. Rear March	_____
9. Dress Right Dress/Ready Front	_____	20. Request Permission to Drill	_____
10. Fall in/Fall Out	_____	21. Right Face	_____
11. Forward March	_____	22. Right Flank March	_____

<u>Score Sheet</u>	<u>Points</u>	<u>Time Limit Penalties</u>
1. Alignment	1 - 10 _____	1 - 10 seconds over -1 point
2. Complete/Accurate Maneuvers	1 - 22 _____	11 - 20 seconds over -5 points
3. Overall Appearance	1 - 10 _____	21 or more seconds over -10 points
4. 3 Minute Time Limit	1 - 10 _____	

<u>Point Totals</u>	<u>Placement</u>
47 - 52	1 st
42 - 46	2 nd
36 - 41	3 rd
0 - 35	Participation

Notes:

1. A copy of the drill routine **MUST** be turned in upon check-in at the fair. Copies submitted after that will not be accepted. The drill team may still participate, but they will be awarded a participation award only. This is required so that the Conference Drill Master (CDM) can review the routine to determine the movements being performed and to ensure accuracy in scoring for complete maneuvers.
2. A list of all drill team members' names along with the Drill Master's name will be submitted upon check in with the routine so that we can have the correct number of pins ready for presentation.
3. Each drill routine will be judged by a pre-determined team of judges familiar with drill and march to ensure a fair and high standard of judging.
4. The CDM will tally the total score and will also make the final decisions if there are any questions.
5. The required movements listed above are in alphabetical order only and not the order that they need to be performed in. They are also the minimum to be done. Go the extra mile and be creative when designing your routine, but use all of the above movements properly at least once to ensure full credit. Remember, this is not the Exhibition Drill Team, so keep those movements for those routines.
6. The **Exhibition Drill** has a 6-minute time limit and must be pre-approved by the CDM.

FANCY DRILL AND MARCH SCORE SHEET

Judge's Name: _____

Total Time: _____

Drill Team's Name: _____

Total Score: _____

<u>Required Movements</u>	<u>Performed</u>	<u>Required Movements</u>	<u>Performed</u>
1. Cadence Call	_____	9. Open/Close Ranks March	_____
2. Close Interval (3 options)	_____	10. Quick Time March	_____
3. Column Right or Left March	_____	11. Request Permission to Drill	_____
4. Counter March	_____	12. Right or Left Flank March	_____
5. Double or Triple Rear March	_____	13. Right or Left Oblique March	_____
6. Finale Salute	_____	14. Route Step March	_____
7. Halves to the Rear March	_____	15. Squads to the Rear March	_____
8. Normal Interval (3 options)	_____	16. Stand at Ease	_____

<u>Score Sheet</u>	<u>Points</u>	<u>Time Limit Penalties</u>
1. Alignment	1 - 10 _____	1 - 10 seconds over -1 point
2. Complete/Accurate Maneuvers	1 - 16 _____	11 - 20 seconds over -5 points
3. Overall Appearance	1 - 10 _____	21 or more seconds over -10 points
4. Uniqueness	1 - 10 _____	
5. 5 Minute Time Limit	1 - 10 _____	

<u>Point Totals</u>	<u>Placement</u>
50 - 56	1 st
45 - 49	2 nd
39 - 44	3 rd
0 - 38	Participation

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