BASIC DRILL AND MARCH SCORE SHEET

Judge's Name:		Date:				
Drill Team's Name:		Total Score:				
quired Movements	CDM	Judge Requ	uired Movements	CDM	Judge	
1. About Face			12. Left Flank			
2. At Ease			13. Mark Time			
3. Attention			14. Order Arms			
4. Column Left			15. Parade Rest			
5. Column Right			16. Prayer Attention			
6. Count Off			17. Present Arms			
7. Dress Right Dress			18. Rear March			
8. Fall Out			19. Request Permission to Drill			
9. Forward March			20. Right Face			
10. Halt			21. Right Flank			
11. Left Face						
Score Sheet		<u>Points</u>	Penalties (time lim			
Score Sheet 1. Overall Appearance		1 – 10	$\underline{}$ 1 – 10 seconds over	- 1 poi		
Score Sheet 1. Overall Appearance 2. Alignment		1 - 10 $1 - 10$	1 - 10 seconds over $11 - 30$ seconds over	- 1 poi - 5 poi	nts	
Score Sheet 1. Overall Appearance 2. Alignment 3. Complete/Accurate Maneuv	vers	1 - 10 $1 - 10$ $1 - 21$	$\underline{}$ 1 – 10 seconds over	- 1 poi - 5 poi	nts	
Score Sheet 1. Overall Appearance 2. Alignment	vers	1 - 10 $1 - 10$	1 - 10 seconds over $11 - 30$ seconds over	- 1 poi - 5 poi over - 10 po	nts oints	
Score Sheet 1. Overall Appearance 2. Alignment 3. Complete/Accurate Maneuv	vers	1 – 10 1 – 10 1 – 21 1 - 10	1 – 10 seconds over 11 – 30 seconds over 31 or more seconds o	- 1 poi - 5 poi over - 10 po	nts oints	
Score Sheet 1. Overall Appearance 2. Alignment 3. Complete/Accurate Maneuv 4. Minute Time Limit	/ers	1 – 10 1 – 10 1 – 21 1 - 10	1 – 10 seconds over 11 – 30 seconds over 31 or more seconds of Actual Routine Time	- 1 poi - 5 poi over - 10 po	nts oints	
Score Sheet 1. Overall Appearance 2. Alignment 3. Complete/Accurate Maneuv 4. Minute Time Limit Point Totals	vers .	1 – 10 1 – 10 1 – 21 1 - 10	1 – 10 seconds over 11 – 30 seconds over 31 or more seconds of Actual Routine Time	- 1 poi - 5 poi over - 10 po	nts oints	
Score Sheet 1. Overall Appearance 2. Alignment 3. Complete/Accurate Maneuv 4. Minute Time Limit Point Totals 46 – 51	/ers	1 - 10 1 - 10 1 - 21 1 - 10	1 – 10 seconds over 11 – 30 seconds over 31 or more seconds of Actual Routine Time	- 1 poi - 5 poi over - 10 po	nts oints	

Notes:

- 1. A copy of the drill routine <u>MUST</u> be turned in <u>upon check in</u> at the fair. Copies submitted after that will <u>not</u> 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 member's 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 Conference Drill Master 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:	Date:				
Drill Team's Name:	Total Score:				
Required Movements 1. Backward March 2. Cadence Call 3. Change Step 4. Close Interval 5. Column Right or Left 6. Counter March 7. Double Time 8. Double or Triple Rear March	CDM Judge	Required Movements 9. Finale Salute 10. Halves to the Rear 11. Normal Interval 12. Quick Time 13. Request Permission to Drill 14. Right or Left Flank 15. Right or Left Oblique 16. Squads to the Rear	CDM Judge		
Score Sheet 1. Overall Appearance 2. Alignment 3. Uniqueness 3. Complete/Accurate Maneuvers 4. 5 Minute Time Limit	1 – 10 1 – 10 1 – 10	Penalties (time limits) 1 – 10 seconds over 11 – 30 seconds over 31 or more seconds over Actual Routine Time:	- 10 points		
Point Totals 50-56 43-49 36-42 0-35		Place 1 st 2 nd 3 rd Participation			

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