

BASIC DRILL AND MARCH SCORE SHEET

Judge's Name: _____ **Date:** _____

Drill Team's Name: _____ **Total Score:** _____

<u>Required Movements</u>	CDM	Judge	<u>Required Movements</u>	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

Points

Penalties (time limits)

1. Overall Appearance	1 - 10	_____	1 - 10 seconds over	- 1 point
2. Alignment	1 - 10	_____	11 - 30 seconds over	- 5 points
3. Complete/Accurate Maneuvers	1 - 21	_____	31 or more seconds over	- 10 points
4. Minute Time Limit	1 - 10	_____		

Actual Routine Time: _____

Point Totals

46 - 51
40-45
34-39
0-33

Place

1st
2nd
3rd
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 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:** _____

<u>Required Movements</u>	CDM	Judge	<u>Required Movements</u>	CDM	Judge
1. Backward March	_____	_____	9. Finale Salute	_____	_____
2. Cadence Call	_____	_____	10. Halves to the Rear	_____	_____
3. Change Step	_____	_____	11. Normal Interval	_____	_____
4. Close Interval	_____	_____	12. Quick Time	_____	_____
5. Column Right or Left	_____	_____	13. Request Permission to Drill	_____	_____
6. Counter March	_____	_____	14. Right or Left Flank	_____	_____
7. Double Time	_____	_____	15. Right or Left Oblique	_____	_____
8. Double or Triple Rear March	_____	_____	16. Squads to the Rear	_____	_____

<u>Score Sheet</u>	<u>Points</u>	<u>Penalties (time limits)</u>
1. Overall Appearance	1 – 10	_____
2. Alignment	1 – 10	_____
3. Uniqueness	1 – 10	_____
3. Complete/Accurate Maneuvers	1 – 16	_____
4. 5 Minute Time Limit	1 – 10	_____
		1 – 10 seconds over - 1 point
		11 – 30 seconds over - 5 points
		31 or more seconds over - 10 points
		Actual Routine Time: _____

<u>Point Totals</u>	<u>Place</u>
50-56	1 st
43-49	2 nd
36-42	3 rd
0-35	Participation

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