



SOUTHERN CALIFORNIA JUDGING ASSOCIATION

Music # 1

Comments	Strengths(+) Improvements(✓)	Rating	Score
	<u>Tone</u>	I - 90 - 100	(100)
	Woodwinds	II - 80 - 89	
	Brass	III - 70 - 79	
	Ensemble	IV - 60 - 69	
	Soft Dynamics	V - 50 - 59	
	<u>Intonation</u>	I - 90 - 100	(100)
	Woodwinds	II - 80 - 89	
	Brass	III - 70 - 79	
	Ensemble	IV - 60 - 69	
	Harmonic	V - 50 - 59	
	<u>Rhythm</u>	I - 90 - 100	(100)
	Tempo	II - 80 - 89	
	Pulse	III - 70 - 79	
	Subdivision	IV - 60 - 69	
	Accompaniment Parts	V - 50 - 59	
	<u>Technique</u>	I - 90 - 100	(100)
	Note Accuracy	II - 80 - 89	
	Attacks	III - 70 - 79	
	Releases	IV - 60 - 69	
	Fluency	V - 50 - 59	
	<u>Musicianship</u>	I - 90 - 100	(100)
	Blend	II - 80 - 89	
	Balance	III - 70 - 79	
	Phrasing	IV - 60 - 69	
	Suitability	V - 50 - 59	
Total Score			(500)

Judge _____

MUSIC #2

GROUP _____ CLASS _____
 DATE _____ EVENT _____

COMMENTS	Strengths (+)	RATINGS	SCORE
	Improvements (✓)		
	TONE		
	<i>Woodwinds</i>	I 90-100	(100)
	<i>Brass</i>	II 80-89	
	<i>Ensemble</i>	III 70-79	
	<i>Loud Dynamics</i>	IV 60-69	
	<i>Soft Dynamics</i>	V 0-59	
	INTONATION		
	<i>Woodwinds</i>	I 90-100	(100)
	<i>Brass</i>	II 80-89	
	<i>Ensemble</i>	III 70-79	
	<i>Melodic</i>	IV 60-69	
	<i>Harmonic</i>	V 0-59	
	RHYTHM		
	<i>Tempo</i>	I 90-100	(100)
	<i>Pulse</i>	II 80-89	
	<i>Subdivision</i>	III 70-79	
	<i>Precision</i>	IV 60-69	
	<i>Accompaniment Parts</i>	V 0-59	
	TECHNIQUE		
	<i>Note Accuracy</i>	I 90-100	(100)
	<i>Attacks</i>	II 80-89	
	<i>Releases</i>	III 70-79	
	<i>Articulation</i>	IV 60-69	
	<i>Fluency</i>	V 0-59	
	MUSICIANSHIP		
<i>Blend</i>	I 90-100	(100)	
<i>Dynamics</i>	II 80-89		
<i>Phrasing</i>	III 70-79		
<i>Dynamics</i>	IV 60-69		
<i>Suitability</i>	V 0-59		
TOTAL SCORE			(500)

Judge _____

VISUAL EXECUTION

UNIT: _____	CLASS: _____
DATE: _____	EVENT: _____

Comments	Outstanding = + Needs Improvement = ✓	Ratings	Score
ENSEMBLE EXECUTION (100)	Configuration of Block Ranks and Files Diagonals Difficulty of Routine (Aux) Distance and Intervals Exposure to Error Uniformity of Style	I 90-100 II 80-89 III 70-79 IV 60-69 V 0-59	(100)
INDIVIDUAL EXECUTION (100)	Posture/Carriage Discipline Body Control/Pride Out of Step/Phase Instrument/Equipment Angle Uniform/Headgear	I 90-100 II 80-89 III 70-79 IV 60-69 V 0-59	(100)
COMMENTS	TOTAL SCORE		(200)

Judge: _____



GENERAL EFFECT


COMMENTS		Outstanding = + Needs Improvement =/	RATINGS	SCORE
AUXILIARY	(80)	ROUTINE	I 36-40	(40)
		Staging Difficulty Uniqueness Continuity Integration of Units Spectacular Effects	II 32-35 III 28-31 IV 24-27 V 0-23	
AUXILIARY	(80)	PERFORMANCE EFFECT.	I 36-40	(40)
		Appeal Precision Execution Flourish/Presentation	II 32-35 III 28-31 IV 24-27 V 0-23	
DRUM MAJOR	Class (20)	Grooming Flourish/Presentation Posture Precision	I 18-20 II 16-17 III 14-15 IV 12-13 V 0-11	(20)
DRUM MAJOR	Salute: _____ / _____			
MAJOR BODY	(100)	PERFORMANCE EFFECT.	I 90-100	(100)
		Appeal Step-Off Alignment Precision Instrument Angles Specialties Music	II 80-89 III 70-79 IV 60-69 V 0-59	
AUDIO/VISUAL COORDINATION	(50)	COORDINATION	I 45-50	(50)
		Appeal Movement Impact Effect Esprit de Corps Color Design Execution Street Placement	II 40-44 III 35-39 IV 30-34 V 0-29	
VISUAL IMPACT	(50)	APPROPRIATENESS	I 45-50	(50)
		Flash and Color Poise Esprit de Corps Grooming Uniform Compatibility Appearance Attention to Detail Carriage/Posture	II 40-44 III 35-39 IV 30-34 V 0-29	
TOTAL SCORE				(300)

Judge _____



MAJORETTES (SOLO)

UNIT: _____	CLASS: _____
DATE: _____	EVENT: _____

Outstanding = +	Needs Improvement = ✓	Ratings	Score
Routine			(40)
Ambidexterity	Fingerwork	I 37-40	
Novelty Twirls	Legwork	II 33-36	
Verticals/Horizontal	Bodywork	III 29-32	
Follow-Through	Rolls	IV 21-28	
		V 0-20	
Execution			(40)
General Handling	Timing	I 37-40	
Releases/Catches	Continuity	II 33-36	
Speed	Pattern	III 29-32	
Body Moves	Balance	IV 21-28	
Free Hand	Footwork	V 0-20	
Showmanship			(20)
Facial Expression	Eye Contact	I 18 - 20	
Spirit	Appearance	II 16 - 17	
Personality/Projection	Posture	III 14 - 15	
		IV 12 - 13	
		V 0 - 11	
Forward Motion (3.0) = _____ Drops (0.1 each drop) = _____ Breaks and Slips (0.1) = _____ No Salute (1.0) = _____ Other: _____			(100)
Comments:			(100)
			TOTAL SCORE

Judge




TALL FLAGS

GROUP		CLASS	
DATE	-----	EVENT	

Comments	Outstanding = + Needs Improvement = ✓	Ratings	Score
Routine Upper Body and Equipment Moves Staging Lower Body Moves Continuity Choreography Patterns Variety/Originality Difficulty Musical Enhancement Simultaneous Demand Tosses		I 37-40 II 33-36 III 29-32 IV 21-28 V 0-20	(40)
Execution Precision Equipment Handling Control Alignments: Ranks Style Consistency Files In/Out of Step Diagonals Free Hand Moves: Upper Body Spins/Angles Lower Body Tosses		I 37-40 II 33-36 III 29-32 IV 21-28 V 0-20	(40)
Showmanship Utilization of Time Projection General Effect Confidence Esprit de Corps Professionalism Visual Appeal Posture Appearance		I 18 - 20 II 16 - 17 III 14 - 15 IV 12 - 13 V 0 - 11	(20)
Other:		SUB-TOTAL	(100)
		Drops (0.1 each drop) - _____ Head Count (1.0) - _____ (3+leader = 4)	
Comments:		TOTAL SCORE	(100)

Judge _____

COLOR GUARDS

Comments	Outstanding = + Needs Improvement = ✓	Ratings	Score	
Performance Execution Analysis	Accuracy & Definition Formation Flow of Execution	Alignment Lateral Lines (Dress) Vertical Lines (Cover) Curvilinear Lines	(50)	
	Spacing Lateral Lines (Interval) Vertical Lines (Distance) Curvilinear Lines	Timing False Starts and Stops Out of Step or Phase Turns/Pivots		
	Equipment Angles Timing	Dignity & Bearing Posture Carriage Body Control		
	Individual Uniformity Legs and Feet Arms and Hands Heads and Eyes Moving at a Halt	Individual General Appearance (IGA) Talking in Ranks Couching Other: _____		
Showmanship	Time of Performance		I 27-30	(30)
	Espirit de Corps		II 24-26	
	Staging		III 21-23	
	Proficiency of Team		IV 18-20	
	Projection of Style		V 0-17	
Dress/Appearance				
Precision				
Confidence				
Leader/Salute				
Repertoire	Weapons/Side Arms		I 18-20	(20)
	Patterns/Maneuvers		II 16-17	
	Chain Reaction Moves		III 14-15	
	Choreography		IV 12-13	
	Continuity		V 0-11	
Variety/Originality				
Penalties - Flag Code Violation - two (2) points each			SUB-TOTAL:	
List Violations:				
Drops _____			Head Count: _____ (Basic - 4-5, Drill 6 and over) PENALTIES: —	
			TOTAL SCORE	(100)
Judge _____				

Section 4. Competitive Flag Code

- 1) The purpose of this flag code is to establish a set of rules and regulations for the display of the flag of the United States' hereinafter, referred to as the U.S. Flag:
- 2) This code confines itself to consideration of the U.S. Flag and the relationship of other flags, pennants, banners, guidons, personnel, and equipment as defined herein, to the said U.S. Flag. Use of this code shall not be authority, either expressed or implied, to violate any National or State laws at variance with it.
- 3) Unless excused, (Boy or Girl Scout in Scout uniform), as provided, herein, any Color Guard that is competitive in nature which exhibits, competes, or appears in any contest, parade, or exhibitions, either as a prime performer, or as part of a larger unit, shall be subject to this code.
- 4) Violations of this code may be noted by any assigned judge, however, the Chief Judge, only, may assess a penalty. All such assessments shall carry a mandatory penalty of two (2) points.
- 5)
 - a) Any number of U.S. Flags may be carried by a Color Guard, provided they are properly guarded, regardless of the number of stars in the Union, and provided that the most recent of these U.S. Flags shall be carried at the point of honor.
 - b) When a competitive unit is carrying the flag of another nation, it must then follow the code set forth by the U.S. Heraldic Branch of the U.S. Army.
 - c) There will be no side-stepping of the American Flag. The American Flag will not do a backward march at any time.
 - d) Additional flags, if carried, must be carried as flags, (any piece of material carried on a pike, pole, staff, or otherwise aloft will be considered as a flag), and must show the proper respect to the U.S. Flag.
 - e) All U.S. Flag staffs must have a staff head. No U.S. Flagstaff should bear any staff head other than a conical spear, or those officially authorized by the U.S. Armed Services.
 - f) Fringe on the U.S. Flag is permitted. No streamer, banner, or other piece of material may be attached to the pike, pole, or final piece of the U.S. Flag, except for the standard cord which may be used, or when black crepe streamers are ordered by the President of the United States.
 - g) A Color Guard must carry at least two (2) authorized weapons and a minimum of two (2) flags; a U.S. Flag and one other Flag. It is not necessary that this basic guard remain intact, as long as one of the authorized weapons guards the American Flag.
 - h) The maximum distance between the guard and the American flag will be three (3), thirty-inch (30") paces. The direct motion, or the direction of facing of the American Flag, will be considered to be properly guarded, regardless of the relative positions, as long as the guard is within the allowable distance.
 - i) Authorized weapons are: rifles, side arms, sabers, or swords. Minimum size of the U.S. Colors and all flags and banners: Three (3) feet by five (5) feet. Minimum length of swords and or sabers: twenty-four (24) inches. No flag shall be larger in size than the U.S. Colors.
 - j) The position of the American Flag, relative to the other flags, should be such that no flag is to the immediate front of the U.S. Flag, unless it renders the proper salute, (that being dipping the flag). The immediate front is the infinite path through which the American Flag can pass safely without contact. This refers to the immediate front of the American Flag, not the immediate front of the other flags.
 - k) There will be no other flag to the 180 degree front of the U.S. Flag, facing the same banner direction ("trailing").
- 6) Carriage and position of the American Flag:
 - a) The U.S. Flag shall, at all times, be carried aloft and free.
 - b) The U.S. Flag shall never be dipped in any direction.
 - c) The bearer of the American Flag, while in the possession of the American Flag, shall never engage in any dance or theatrical steps.
 - d) The U.S. Flag shall never be permitted to touch the ground.
 - e) Flags may be aligned in any order of prominence, provided that the American Flag shall always be provided with its proper place and accorded the proper respect (to the right of all other flags or banners).
 - f) The U.S. Flag must be guarded at all times, by at least one (1) authorized weapon, except when posted. The directional front of the weapon bearer need not be the same as that of the U.S. Flag. At no time shall another piece of equipment pass between the guard and the American Flag; unless the person carrying that piece of equipment qualifies as a guard.
 - g) Proper respect must be shown National, State, City, Church, and organizational banners. No grounding or undignified handling procedure will be allowed.
 - h) The U.S. Flag bearer shall not be armed while in possession of the Flag. Police color guards are an exception.
 - i) Headgear is required as part of the uniform for all members of a basic or drill color guard.

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B.

The U.S. Flag shall never be dipped in any direction.

C.

The bearer of the American Flag, while in the possession of the American Flag, shall never engage in any dance or theatrical steps.

D.

The U.S. Flag shall never be permitted to touch the ground.

E.

Flags may be aligned in any order of prominence, provided that the American Flag shall always be provided with its proper place and accorded the proper respect (to the right of all other flags or banners).

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- G. Proper respect must be shown National, State, City, Church, and organizational banners. No grounding or undignified handling procedure will be allowed.
- H. The U.S. Flag bearer shall not be armed while in possession of the Flag. Police color guards are an exception to this rule.
- I. Headgear is required as part of the uniform for all members of a basic or drill color guard.

Excerpts from the American Legion Flag Code. Some sections have been omitted because they are not applicable.

Notes:



FLOATS

GROUP	CLASS
DATE	EVENT

Outstanding = +	Needs Improvement = ✓	Ratings	Score
CONSTRUCTION		I 270-300	(300)
Care in construction	Effort used	II 240-269	
Driver escape hatch	Fire extinguisher	III 210-239	
Durability	Passenger safety devices	IV 180-209	
	Power supply ventilator	V 0-179	
	Ventilation for driver		
	Visibility for driver		
ORIGINALITY		I 225-250	(250)
Creativeness	Animation: Yes () No ()	II 200-224	
Arrangement of detail	Relation of one part to another and to the whole design	III 175-199	
		IV 150-174	
		V 0-149	
BEAUTY AND APPEAL		I 315-350	(350)
Wheels completely concealed	<i>Colors</i>	II 280-314	
Completeness of decoration	<i>Dignified</i>	III 245-279	
Blending of colors	<i>Pleasing</i>	IV 210-244	
Attractiveness in general	<i>Striking</i>	V 0-209	
Rider's dress enhance the float's attractiveness	<i>Gaudy</i>		
THEME	Parade's Theme: _____	I 90-100	(100)
Float - Execution of Theme		II 80-89	
Riders - Execution of Theme		III 70-79	
		IV 60-69	
		V 0-59	
Sub-Total			(1000)
PENALTIES (25 points each)			(-50)
<input type="checkbox"/> Late entry in parade lineup <input type="checkbox"/> Incomplete float at time of judging, including riders			
❖ Float judging may be held one hour prior to parade time ❖ A float is defined as a completely decorated vehicle (including top, sides and ends with wheels concealed) ❖ A decorated automobile is NOT considered a float			(1000)
TOTAL SCORE			

Judge _____



I.D. UNITS

UNIT:		CLASS:
DATE:	EVENT:	

Comments	Outstanding Needs Improvement	=	+	=✓	Ratings	Score
ROUTINE CONTENT	Continuity		<input type="checkbox"/>		I 45-50	(50)
	Difficulty		<input type="checkbox"/>		II 40-44	
	Staging		<input type="checkbox"/>		III 35-39	
	Uniqueness		<input type="checkbox"/>		IV 30-34 V 0-29	
VISUAL EFFECT	Appeal		<input type="checkbox"/>			(50)
	Execution		<input type="checkbox"/>		I 45-50	
	Impact		<input type="checkbox"/>		II 40-44	
	Precision		<input type="checkbox"/>		III 35-39	
	Uniform Compatibility		<input type="checkbox"/>		IV 30-34 V 0-29	
TOTAL SCORE						(100)

Judge




DRUM SQUADS

GROUP	CLASS
DATE	EVENT

EXECUTION - Comments	RATINGS	SCORE (100 possible)
REPERTOIRE Difficulty Creativity Variety Style	I 27-30 II 24-26 III 21-23 IV 18-20 V 0-17	(30)
MUSICAL PERFORMANCE Blend & Balance Technique Clarity Dynamics and Phrasing Ensemble Cohesiveness	I 27-30 II 24-26 III 21-23 IV 18-20 V 0-17	(30)
VISUAL PERFORMANCE Posture/Carriage Execution/Precision Uniformity Formation/Guiding	I 18-20 II 16-17 III 14-15 IV 12-13 V 0-11	(20)
GENERAL EFFECT Audience Appeal Showmanship Visual Effect	I 18-20 II 16-17 III 14-15 IV 12-13 V 0-11	(20)
COMMENTS		
		(100)
_____ Judge		TOTAL SCORE

ROTC DRILL TEAM

UNIT: _____	CLASS: _____
DATE: _____	EVENT: _____

Outstanding = +	Needs Improvement = ✓	Ratings	Score
			(30)
Routine		I 27-30	
Continuity	Patterns/ Maneuvers	II 25-26	
Choreography	Chain Reaction Moves	III 22-24	
Variety/Originality	Marching Style	IV 16-21	
Military Bearing		V 0-15	
Execution		I 37-40	(40)
In/Out of Step	Equipment Handling	II 33-36	
Distance/Dress/Cover	Alignments: Ranks	III 29-32	
Intervals	Files	IV 21-28	
Posture	Diagonals	V 0-20	
Style Consistency	Anticipation/Hesitation		
Turning of Heads	Voice Command		
Showmanship		I 27-30	(30)
Utilization of Time	Projection	II 25-26	
General Effect	Confidence	III 22-24	
Esprit de Corps	Proficiency of Team	IV 16-21	
Military Precision	Dress/Appearance	V 0-15	
(Leader: salute)	IGA		
Comments:		SUB-TOTAL	(100)
Penalties - Flag Code Violation (2 points each) Other:	Forward Motion 3.0 (+32 counts) _____ Drops (0.1 each drop) _____ Head count (1.0) _____ (4+ Leader = 5 total)		
		TOTAL SCORE	(100)
_____ Judge			

Band/Non-Band Connected DRILL TEAM

Outstanding = +	Needs Improvement = ✓	Ratings	Score
Routine			(40)
Continuity	Ambidexterity	I 37-40	
Choreography	Patterns	II 33-36	
Variety/Originality	Chain Reaction Moves	III 29-32	
Musical Enhancement	Upper/Lower Body Moves	IV 21-28	
Tosses		V 0-20	
Execution			(40)
Body Control: Head	Alignment of: Ranks	I 37-40	
Arms/Legs	Files	II 33-36	
Footwork	Diagonals	III 29-32	
Timing	Style Consistency	IV 21-28	
Team Precision	In/Out of Step	V 0-20	
Tosses			
Showmanship			(20)
Utilization of Time	Visual Appeal	I 18 - 20	
General Effect	Professionalism	II 16 - 17	
Esprit de Corps	Poise	III 14 - 15	
Appearance	Confidence	IV 12 - 13	
(Leader: salute)		V 0 - 11	
SUB-TOTAL			(100)
Penalties			
Other:	Drops (0.1 each drop)	_____	
	Head count (1.0)	_____	
	(9+ Leader = 10 total)		
Comments:			(100)
TOTAL SCORE			



Judge _____

BAGPIPE BAND #1

UNIT: _____	CLASS: _____
DATE: _____	EVENT: _____

Comments	Outstanding = + Needs Improvement = ✓	Ratings	Score
	PIPE SECTION: Chanter Intonation Drone Intonation Balance Attacks	I 225-250 II 200-224 III 175-199 IV 150-174 V 0-149	(250)
	DRUM SECTION: Technique Section Balance Timing	I 90-100 II 80-89 III 70-79 IV 60-69 V 0-59	(100)
	PIPING & DRUMMING ENSEMBLE: Balance Musicality Tempos	I 135-150 II 120-134 III 105-119 IV 90-104 V 0-89	(150)
TOTAL SCORE			(500)

Judge