

Color Guard Terms

Guard Terms:

Adjudicator

Another term for “judge.” The adjudicator’s job is to provide evaluation and feedback for a specific performance at a specific event. In a competition setting, the adjudicator may also be tasked to rank groups and help determine awards based on scores they provide.

Auxiliary

Another term for the color guard. This term is often used in the marching band setting to describe the visual ensemble which may include color guard but which also may include other visual performers such as a dance team, baton twirlers or pom poms. The term Auxiliary covers visual ensembles which may or may not include all of these types of visual performers.

Blade

the part of the sabre that if it were a real sword would be sharp.

Bolt

the screw-like weight some guards use to weight flags

Butt

the larger end of a rifle

Choreography

the written equipment work, staging and dance/movement.

Choke Grip

hand position where both hands are wrapped on the pole, palms toward one another and thumbs upward.

Critique

a meeting following a competition where judges and coaches have a chance to discuss the performance and results. Some competitions offer a critique and others do not.

Crutch Tip

the rubber stopper on each end of a flag

DCI (Drum Corps International)

the worldwide governing body of the drum and bugle corps activity. The first DCI Championships was held in 1972 in Whitewater WI. Visit www.dci.org for more information.

Double Time

2 steps for each beat

Drill

the formations and where you move to on the floor

Drum Corps

A summer marching music activity that utilizes brass, percussion and color guard to perform a competitive show.

Flag

the most basic piece of equipment

Flag Feature

Color Guard Terms

where the whole guard is on flag, a key point of the show

Free Hand

The hand that is not actively engaged in manipulating a piece of equipment at any given time.

Fundamentals

basic equipment skills such as drop spins on the flag or hand spins on the rifle. These skills are usually taught to beginning students during their first rehearsals and then are practiced with all levels of students during subsequent sessions prior to practicing work used in routines. The rehearsal of fundamentals helps to establish consistency of technique.

Hilt

The handle of a sabre

Poise

Presence on performance area

Pole

the metal part of the flag

Posture

Standing with back straight and head up

Projection

Head up, direction of performance

Rifle

the weapon that looks like a gun, but is really only a piece of wood with a piece of plastic and leather attached

Sabre

the weapon that looks like a sword, no it's not sharp

Silks

another term to describe the fabric part of a flag

Strap

the leather strap on a rifle

Tab

the center point of the flagpole where the flag and pole meet

Tip

the smaller end of a rifle, or the non hilt end of a sabre

Washer

the weights in a flag

Dance Terms:

Chasse

(shaw-say) dance move, right-left-right or left-right-left

Jete

(jet-ay) a dance move where you jump from one foot to the other with a sweeping motion

Color Guard Terms

Pique

(pee-kay) a turn in which step onto a pointed foot while the other foot is raised to the knee

Pirouette

(peer-wet) a turn where you spin fully around on a pointed foot

Plie

(plee-ay) used in dance, downward bending movement of both knees

Relève

when you rise onto the balls of your feet

Saute

(soh-tay) a dance leap where you land on the same foot

Spotting

when turning you pick a spot, and follow it until you can't any more, then you whip your head around, this will help you stay in a straight line and not get as dizzy

Turn Out

where you rotate your leg outward from the hip

Flag Fundamentals:

Backhand Catch

stopping equipment one handed, with the thumb pointed down toward the floor and the palm facing outward, away from the body.

Blade Toss

right handed tosses on sabre that you throw and catch from the blade

Carving

any guard work that goes through the 45° planes. The most common work utilizing this element is an hourglass/figure eight/cone (those are all the same thing, but the terminology varies by geography).

Drop Spin

the most basic spin where you grab thumbs up thumbs down, and always under your other hand

Flourish

Sweeping down across toes then back behind head and bring flag down to front again.

Parallel Toss

the toss that rotates parallel to the ground over you head, can be done of flag, rifle, or sabre

Pole Toss

Start with right hand out, face-up, bring around and lift up to toss.

Presents

From right shoulder, flag is extended forward, backward, right, or left pivoting at the belly button.

Rows

At the side of your body push flag forward or backward in complete circle.

Color Guard Terms

Slam Position

Hands should be at the tab and the bottom tip (as you would at right/left shoulder); all angles should be at 45°. On the right hand: right slam = flag will cross the body at a 45° angle, with right hand (tab) at right hip and left hand (bottom tip) slightly above the left shoulder; left slam = flag crossed at the opposite angle, with flag tucked under the right arm, right hand (tab) falls into left hand; front slam = right hand (tab) held out away from the body, directly in front of the belly button/waist area, left hand just above the forehead; back slam = right hand (tab) at waist level to the right of your body, left forearm crossed across forehead, left hand (bottom tip) above right shoulder. On the left hand: left slam = flag will cross the body at a 45° angle, with left hand (tab) at left hip and right hand (bottom tip) slightly above the right shoulder; right slam = flag crossed at the opposite angle, with flag tucked under the left arm, left hand (tab) falls into right hand; front slam = left hand (tab) held out away from the body, directly in front of the belly button/waist area, right hand just above the forehead; back slam = left hand (tab) at waist level to the left of your body, right forearm crossed across forehead, right hand (bottom tip) above left shoulder.