

2024 Air Force JROTC Open Drill Nationals Color Guard - Unarmed Division _

School Name: «SchoolName» Team Name: «TeamName»

 ${\it ``Team_ID"}$

Grand Total				
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Head Judge - #1

A 5-second pause must be maintained after executing BOLD UPPERCASE COMMANDS

A 5-second pause must be maintained after executing BOLD UPPERCASE COMMANDS					
Color Guard Sequence	Point Range	Judge Score	1 Uncase Colors - scoring for all of the		
ENTER the drill floor and CENTER on HJ judge to b		to begin	movements required to correctly uncase the colors - specific items are listed in the SOP.		
1. Uncase Colors ¹	0-50		·		
2. Report In (VERBAL)	0-20		NOTE: Marching to move the CG to the judge for verbal Report In AND to		
3. Colors Reverse March (forward march)	0-10		leave the drill floor after verbal Report		
4. Left Wheel March (forward march)	0-10		Out are not scored individually, however may be included in the judges		
5. Colors Reverse March (forward march)	0-10		overall precision and technical score. LOOK SHARP at ALL TIMES!		
5a.Color Guard, Halt			LOOK SHARP AT ALL TIMES!		
6. Mark Time, March (5 seconds)	0-10		PENALTIES		
7. COLOR GUARD, HALT	0-10		1. Boundary Violations:		
8. Order Colors	0-10		Occurrences @ 10 points per = 2. Incorrect Commands:		
9. Parade Rest	0-10		Occurrences @ 5 points per =		
10. Color Guard, Attention	0-10		3. Pause Violations:		
11. CARRY COLORS	0-10		Occurrences @ 5 points per = 4. Uneven/Improper Cadence:		
11a. Forward March			Minor (-20 pts.) OR Major (-50 pts.)		
12. Right Wheel March (forward march)	0-10		SPECIFY DEDUCTION BELOW = 5. Uniform Violations:		
13. Right Wheel March (forward march)	0-10		Minor (-20 pts.) OR Major (-50 pts.)		
14. Colors Reverse March (forward march)	0-10		SPECIFY DEDUCTION BELOW =		
15. Eyes Right	0-10				
16. Ready Front	0-10		PENALTY TOTAL =		
17. Left Wheel March (forward march)	0-10				
18. Left Wheel March (forward march)	0-10				
19. Left Wheel March (forward march)	0-10		(for SNI use only)		
20. Color Guard, Halt	0-10		PAGE TOTAL		
21. Report Out (VERBAL)	0-20				
OVERALL TECHNICAL SCORE	0-15				
OVERALL PRECISION SCORE	0-15				

Judges Name:



2024 Air Force JROTC Open Drill Nationals Color Guard - Unarmed Division

School Name: «SchoolName» Team Name: «TeamName»

«Team_ID»

Judge - #2

A 5-second pause must be maintained after executing BOLD UPPERCASE COMMANDS

A 5-second pause must be maintain			BOLD UPPERCASE COMMANDS
Color Guard Sequence	Point Range	Judge Score	1 Uncase Colors - scoring for all of the
ENTER the drill floor and CENTER on HJ judge to begin		to begin	movements required to correctly uncase the colors - specific items are listed in the SOP.
1. Uncase Colors ¹	0-50		·
2. Report In (VERBAL)	0-20		NOTE: Marching to move the CG to the judge for verbal Report In AND to leave the drill
3. Colors Reverse March (forward march)	0-10		floor after verbal Report Out are not scored
4. Left Wheel March (forward march)	0-10		individually, however may be included in the judges overall precision and technical
5. Colors Reverse March (forward march)	0-10		score. LOOK SHARP at ALL TIMES!
5a. Color Guard Halt			
6. Mark Time, March (5 seconds)	0-10		
7. COLOR GUARD, HALT	0-10		
8. Order Colors	0-10		
9. Parade Rest	0-10		
10. Color Guard, Attention	0-10		
11. CARRY COLORS	0-10		
11a. Forward March			
12. Right Wheel March (forward march)	0-10		
13. Right Wheel March (forward march)	0-10		
14. Colors Reverse March (forward march)	0-10		
15. Eyes Right	0-10		
16. Ready Front	0-10		
17. Left Wheel March (forward march)	0-10		
18. Left Wheel March (forward march)	0-10		(for SNI use only)
19. Left Wheel March (forward march)	0-10		PAGE TOTAL
20. Color Guard, Halt	0-10		
21. Report Out (VERBAL)	0-20		
OVERALL TECHNICAL SCORE	0-15		
OVERALL PRECISION SCORE	0-15		

Judges Name: Judge's Notes:



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Judge - #3

A 5-second pause must be maintained after executing BOLD UPPERCASE COMMANDS

A 5-second pause must be maintain			SOLD UPPERCA
Color Guard Sequence	Point Range	Judge Score	¹ Uncase Color
ENTER the drill floor and CENTER on	HJ judge	to begin	movements requ colors - specific i
1. Uncase Colors ³	0-50		·
2. Report In ¹	0-20		NOTE: Marchi judge for verba
3. Colors Reverse March (forward march)	0-10		leave the drill f
4. Left Wheel March (forward march)	0-10		Out are not so however may be
5. Colors Reverse March (forward march)	0-10		overall precision
5a.Color Guard Halt			LOOK SHARP
6. Mark Time, March (5 seconds)	0-10		
7. COLOR GUARD, HALT	0-10		
8. Order Colors	0-10		
9. Parade Rest	0-10		
10. Color Guard, Attention	0-10		
11. CARRY COLORS	0-10		
11a. Forward March			
12. Right Wheel March (forward march)	0-10		
13. Right Wheel March (forward march)	0-10		
14. Colors Reverse March (forward march)	0-10		
15. Eyes Right	0-10		
16. Ready Front	0-10		
17. Left Wheel March (forward march)	0-10		
18. Left Wheel March (forward march)	0-10		(C C)
19. Left Wheel March (forward march)	0-10		(for SI PAG
20. Color Guard, Halt	0-10		
21. Report Out (VERBAL)	0-20		
OVERALL TECHNICAL SCORE	0-15		
OVERALL PRECISION SCORE	0-15		

ors - scoring for all of the uired to correctly uncase the items are listed in the SOP.

ing to move the CG to the oal **Report In** AND to floor after verbal Report cored individually, be included in the judges ion and technical score. P at ALL TIMES!

> NI use only) **SE TOTAL**

Judges Name:



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Judge - #4

A 5-second pause must be maintained after executing BOLD UPPERCASE COMMANDS

A 5-second pause must be maintain			
Color Guard Sequence	Point Range	Judge Score	Uncase Colors - scoring for all of the movements required to correctly uncase the
ENTER the drill floor and CENTER on HJ judge to begin			colors - specific items are listed in the SOP.
1. Uncase Colors ¹	0-50		·
2. Report In (VERBAL)	0-20		NOTE: Marching to move the CG to the judge for verbal Report In AND to
3. Colors Reverse March (forward march)	0-10		leave the drill floor after verbal Repor
4. Left Wheel March (forward march)	0-10		Out are not scored individually, however may be included in the judge
5. Colors Reverse March (forward march)	0-10		overall precision and technical score. LOOK SHARP at ALL TIMES!
5a.Color Guard, Halt			LOOK SHARF AT ALL TIMES:
6. Mark Time, March (5 seconds)	0-10		
7. COLOR GUARD, HALT	0-10		
8. Order Colors	0-10		
9. Parade Rest	0-10		
10. Color Guard, Attention	0-10		
11. CARRY COLORS	0-10		
11a. Forward March			
12. Right Wheel March (forward march)	0-10		
13. Right Wheel March (forward march)	0-10		
14. Colors Reverse March (forward march)	0-10		
15. Eyes Right	0-10		
16. Ready Front	0-10		
17. Left Wheel March (forward march)	0-10		
18. Left Wheel March (forward march)	0-10		(for SNI use only)
19. Left Wheel March (forward march)	0-10		PAGE TOTAL
20. Color Guard, Halt	0-10		
21. Report Out (VERBAL)	0-20		
OVERALL TECHNICAL SCORE	0-15		
OVERALL PRECISION SCORE	0-15		

Judge's Notes: