



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

Grand Total

CC Initials

School Name: «SchoolName»

Team Name: «TeamName»

«Team_ID»

Head Judge - #1

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

Color Guard Sequence	Point Range	Judge Score
ENTER the drill floor and CENTER on HJ judge to begin		
1. Uncase Colors ¹	0-50	
2. Report In (VERBAL)	0-20	
3. Colors Reverse March (forward march)	0-10	
4. Left Wheel March (forward march)	0-10	
5. Colors Reverse March (forward march)	0-10	
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	
19. Left Wheel March (forward march)	0-10	
20. Color Guard, Halt	0-10	
21. Report Out (VERBAL)	0-20	
OVERALL TECHNICAL SCORE	0-15	
OVERALL PRECISION SCORE	0-15	

¹ Uncase Colors - scoring for all of the movements required to correctly uncase the colors - specific items are listed in the SOP.

NOTE: Marching to move the CG to the judge for verbal **Report In** AND to leave the drill floor after verbal **Report Out** are not scored individually, however may be included in the judges overall precision and technical score. **LOOK SHARP at ALL TIMES!**

PENALTIES

1. **Boundary Violations:**
 _____ Occurrences @ 10 points per = _____
 2. **Incorrect Commands:**
 _____ Occurrences @ 5 points per = _____
 3. **Pause Violations:**
 _____ Occurrences @ 5 points per = _____
 4. **Uneven/Improper Cadence:**
 Minor (-20 pts.) OR Major (-50 pts.)
 SPECIFY DEDUCTION BELOW = _____
 5. **Uniform Violations:**
 Minor (-20 pts.) OR Major (-50 pts.)
 SPECIFY DEDUCTION BELOW = _____
- PENALTY TOTAL = _____**

(for SNI use only)
PAGE TOTAL

Judges Name: _____

Judge's Notes:



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Judge - #2

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

Color Guard Sequence	Point Range	Judge Score
ENTER the drill floor and CENTER on HJ judge to begin		
1. Uncase Colors ¹	0-50	
2. Report In (VERBAL)	0-20	
3. Colors Reverse March (forward march)	0-10	
4. Left Wheel March (forward march)	0-10	
5. Colors Reverse March (forward march)	0-10	
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	
19. Left Wheel March (forward march)	0-10	
20. Color Guard, Halt	0-10	
21. Report Out (VERBAL)	0-20	
OVERALL TECHNICAL SCORE	0-15	
OVERALL PRECISION SCORE	0-15	

¹ Uncase Colors - scoring for all of the movements required to correctly uncase the colors - specific items are listed in the SOP.

NOTE: Marching to move the CG to the judge for verbal **Report In** AND to leave the drill floor after verbal **Report Out** are not scored individually, however may be included in the judges overall precision and technical score. **LOOK SHARP at ALL TIMES!**

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Judge's Notes:



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Color Guard – Unarmed Division

School Name: «SchoolName»

Team Name: «TeamName»

«Team_ID»

Judge - #3

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

Color Guard Sequence	Point Range	Judge Score
ENTER the drill floor and CENTER on HJ judge to begin		
1. Uncase Colors ³	0-50	
2. Report In ¹	0-20	
3. Colors Reverse March (forward march)	0-10	
4. Left Wheel March (forward march)	0-10	
5. Colors Reverse March (forward march)	0-10	
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	
19. Left Wheel March (forward march)	0-10	
20. Color Guard, Halt	0-10	
21. Report Out (VERBAL)	0-20	
OVERALL TECHNICAL SCORE	0-15	
OVERALL PRECISION SCORE	0-15	

¹ Uncase Colors - scoring for all of the movements required to correctly uncase the colors - specific items are listed in the SOP.

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Judge - #4

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

Color Guard Sequence	Point Range	Judge Score
ENTER the drill floor and CENTER on HJ judge to begin		
1. Uncase Colors ¹	0-50	
2. Report In (VERBAL)	0-20	
3. Colors Reverse March (forward march)	0-10	
4. Left Wheel March (forward march)	0-10	
5. Colors Reverse March (forward march)	0-10	
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	
19. Left Wheel March (forward march)	0-10	
20. Color Guard, Halt	0-10	
21. Report Out (VERBAL)	0-20	
OVERALL TECHNICAL SCORE	0-15	
OVERALL PRECISION SCORE	0-15	

¹ Uncase Colors - scoring for all of the movements required to correctly uncase the colors - specific items are listed in the SOP.

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Judge's Notes: