



2022 Air Force JROTC Open Drill Nationals Armed Division Color Guard

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's Score
ENTER the drill floor and CENTER on HJ judge to begin		
1. Uncase Colors ³	0-100	
2. Report In ¹	0-20	
3. Colors Reverse March (MC/Counter March)	0-10	
4. Left Wheel March (MC/Left Turn)	0-10	
5. Colors Reverse March (MC/Counter March)	0-10	
6. Mark Time, March (5 seconds)	0-10	
7. COLOR GUARD, HALT		
8. Order Colors	0-10	
9. Parade Rest	0-10	
10. Colors Guard Attention	0-10	
11. CARRY COLORS		
12. Forward March	0-10	
13. Right Wheel March (MC/Right Turn)	0-10	
14. Right Wheel March (MC/Right Turn)	0-10	
15. Colors Reverse March (MC/Counter March)	0-10	
16. Eyes Right	0-10	
17. Ready Front	0-10	
18. Left Wheel March (MC/Left Turn)	0-10	
19. Left Wheel March (MC/Left Turn)	0-10	
20. Left Wheel March (MC/Left Turn)	0-10	
21. Mark Time, March (5 seconds)	0-10	
22. Color Guard, Halt		
23. Report Out ²	0-20	
OVERALL TECHNICAL SCORE	0-20	
OVERALL PRECISION SCORE	0-20	

¹ Report In - scoring for movements needed to move onto the drill floor, center the colors on the head judge & verbally report in.

² Report Out - scoring for movements needed to center the colors on the head judge, verbally report out, then leave the drill floor.

³ Uncase Colors - scoring for all of the movements required to correctly uncase the colors - specific items are listed within the SOP.

PENALTIES

1. Boundary Violations:
_____ Occurrences @ 5 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)
Judge Total Points**

Teams MUST add "Forward March" Command after all wheel and reverses.

Judges Name: _____

Judge's Notes:





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School Name: «SchoolName»

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«Team_ID»

Judge - #2

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

Color Guard Sequence	Point Range	Judge's Score
ENTER the drill floor and CENTER on HJ judge to begin		
1. Uncase Colors ³	0-100	
2. Report In ¹	0-20	
3. Colors Reverse March (MC/Counter March)	0-10	
4. Left Wheel March (MC/Left Turn)	0-10	
5. Colors Reverse March (MC/Counter March)	0-10	
6. Mark Time, March (5 seconds)	0-10	
7. COLOR GUARD, HALT		
8. Order Colors	0-10	
9. Parade Rest	0-10	
10. Colors Guard Attention	0-10	
11. CARRY COLORS		
12. Forward March		
13. Right Wheel March (MC/Right Turn)	0-10	
14. Right Wheel March (MC/Right Turn)	0-10	
15. Colors Reverse March (MC/Counter March)	0-10	
16. Eyes Right	0-10	
17. Ready Front	0-10	
18. Left Wheel March (MC/Left Turn)	0-10	
19. Left Wheel March (MC/Left Turn)	0-10	
20. Left Wheel March (MC/Left Turn)	0-10	
21. Mark Time, March (5 seconds)	0-10	
22. Color Guard, Halt		
23. Report Out ²	0-20	
OVERALL TECHNICAL SCORE	0-20	
OVERALL PRECISION SCORE	0-20	

¹ Report In - scoring for movements needed to move onto the drill floor, center the colors on the head judge & verbally report in.

² Report Out - scoring for movements needed to center the colors on the head judge, verbally report out, then leave the drill floor.

³ Uncase Colors - scoring for all of the movements required to correctly uncase the colors - specific items are listed within the SOP.

(for SNI use only)
Judge Total Points

Teams **MUST** add "Forward March" Command after all wheel and reverses.

Judges Name: _____

Judge's Notes:



2022 Air Force JROTC Open Drill Nationals Armed Division Color Guard

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's Score
ENTER the drill floor and CENTER on HJ judge to begin		
1. Uncase Colors ³	0-100	
2. Report In ¹	0-20	
3. Colors Reverse March (MC/Counter March)	0-10	
4. Left Wheel March (MC/Left Turn)	0-10	
5. Colors Reverse March (MC/Counter March)	0-10	
6. Mark Time, March (5 seconds)	0-10	
7. COLOR GUARD, HALT		
8. Order Colors	0-10	
9. Parade Rest	0-10	
10. Colors Guard Attention	0-10	
11. CARRY COLORS	0-10	
12. Forward March		
13. Right Wheel March (MC/Right Turn)	0-10	
14. Right Wheel March (MC/Right Turn)	0-10	
15. Colors Reverse March (MC/Counter March)	0-10	
16. Eyes Right	0-10	
17. Ready Front	0-10	
18. Left Wheel March (MC/Left Turn)	0-10	
19. Left Wheel March (MC/Left Turn)	0-10	
20. Left Wheel March (MC/Left Turn)	0-10	
21. Mark Time, March (5 seconds)	0-10	
22. Color Guard, Halt		
23. Report Out ²	0-20	
OVERALL TECHNICAL SCORE	0-20	
OVERALL PRECISION SCORE	0-20	

¹ Report In - scoring for movements needed to move onto the drill floor, center the colors on the head judge & verbally report in.

² Report Out - scoring for movements needed to center the colors on the head judge, verbally report out, then leave the drill floor.

³ Uncase Colors - scoring for all of the movements required to correctly case/uncase the colors - specific items are listed within the SOP.

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Judge Total Points

Teams MUST add "Forward March" Command after all wheel and reverses.

Judges Name: _____

Judge's Notes:



2022 Air Force JROTC Open Drill Nationals Armed Division Color Guard

School Name: «SchoolName»

Team Name: «TeamName»

«Team_ID»

Judge - #4

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

Color Guard Sequence	Point Range	Judge's Score
ENTER the drill floor and CENTER on HJ judge to begin		
1. Uncase Colors ³	0-100	
2. Report In ¹	0-20	
3. Colors Reverse March (MC/Counter March)	0-10	
4. Left Wheel March (MC/Left Turn)	0-10	
5. Colors Reverse March (MC/Counter March)	0-10	
6. Mark Time, March (5 seconds)	0-10	
7. COLOR GUARD, HALT		
8. Order Colors	0-10	
9. Parade Rest	0-10	
10. Colors Guard Attention	0-10	
11. CARRY COLORS		
12. Forward March	0-10	
13. Right Wheel March (MC/Right Turn)	0-10	
14. Right Wheel March (MC/Right Turn)	0-10	
15. Colors Reverse March (MC/Counter March)	0-10	
16. Eyes Right	0-10	
17. Ready Front	0-10	
18. Left Wheel March (MC/Left Turn)	0-10	
19. Left Wheel March (MC/Left Turn)	0-10	
20. Left Wheel March (MC/Left Turn)	0-10	
21. Mark Time, March (5 seconds)	0-10	
22. Color Guard, Halt		
23. Report Out ²	0-20	
OVERALL TECHNICAL SCORE	0-20	
OVERALL PRECISION SCORE	0-20	

¹ **Report In** - scoring for movements needed to move onto the drill floor, center the colors on the head judge & verbally report in.

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(for SNI use only)
Judge Total Points

Teams **MUST** add "Forward March" Command after all wheel and reverses.

Judges Name: _____

Judge's Notes: