2025 USMC JROTC National Drill Championship

CC Initials

Armed DIV Color Guard

Event Grand Total

School Name: «School\_Name»

**Total possible points = 320** Head Judge - #1

Head Judge Sheet Score

**NOTE: ALL TEAMS MUST ADD THE “FORWARD MARCH” COMMAND AFTER ALL WHEEL & REVERSES**

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.

**A 5-second pause is required after executing all BOLD UPPERCASE SHADED COMMANDS**

**PENALTIES**

1. Boundary Violations:

\_\_\_\_\_Occurrences @ -10 points per = \_\_\_\_\_\_\_

1. Incorrect Commands:

\_\_\_\_\_ Occurrences @ -5 points per = \_\_\_\_\_\_\_

1. Pause Violations:

\_\_\_\_\_ Occurrences @ -5 points per = \_\_\_\_\_\_\_

1. Uneven/Improper Cadence:

Minor(-20 pts.) or Major(-50 pts.) = \_\_\_\_\_\_\_

SPECIFY DEDUCTION BELOW \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

1. Uniform Violations:

Minor(-20 pts.) or Major(-50 pts.) = \_\_\_\_\_\_\_

SPECIFY DEDUCTION BELOW

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

PENALTY TOTAL = \_\_\_\_\_\_\_\_

|  |  |  |
| --- | --- | --- |
| **Color Guard Sequence** | **Point Range** | **Judge**  **Score** |
| 1. Uncase Colors3 | 0-50 |  |
| 2. Report In1 | 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. **COLOR GUARD, HALT** | 0-10 |  |
| **7.** Mark Time, March (execute for 5 seconds) | 0-10 |  |
| **8. COLOR GUARD, HALT** | 0-10 |  |
| 9. Order Colors | 0-10 |  |
| 10. Parade Rest | 0-10 |  |
| 11. Color Guard, Attention | 0-10 |  |
| **12. CARRY COLORS** | 0-10 |  |
| 13. Forward March | 0-10 |  |
| 14. Right Wheel, March (MC/Right Turn) | 0-10 |  |
| 15. Right Wheel, March (MC/Right Turn) | 0-10 |  |
| 16. Colors Reverse, March (MC/Counter March) | 0-10 |  |
| 17. Eyes, Right | 0-10 |  |
| 18. Ready, Front | 0-10 |  |
| 19. Left Wheel, March (MC/Left Turn) | 0-10 |  |
| 20. Left Wheel, March (MC/Left Turn) | 0-10 |  |
| 21. Left Wheel, March (MC/Left Turn) | 0-10 |  |
| 22. Color Guard, Halt (forward march) | 0-10 |  |
| 23. Report Out2 | 0-20 |  |
| **OVERALL TECHNICAL SCORE** | 0-20 |  |
| **OVERALL PRECISION SCORE** | 0-20 |  |

Judge Name:  
  
Performance Notes:

2025 USMC JROTC National Drill Championship

Armed DIV Color Guard

Judge #2 Sheet Score

School Name:

**Total possible points = 320** Judge - #2

**NOTE: ALL TEAMS MUST ADD THE “FORWARD MARCH” COMMAND AFTER ALL WHEEL & REVERSES**

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.

**A 5-second pause is required after executing all BOLD UPPERCASE SHADED COMMANDS**

|  |  |  |
| --- | --- | --- |
| **Color Guard Sequence** | **Point Range** | **Judge**  **Score** |
| 1. Uncase Colors3 | 0-50 |  |
| 2. Report In1 | 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. **COLOR GUARD, HALT** | 0-10 |  |
| **7.** Mark Time, March (execute for 5 seconds) | 0-10 |  |
| **8. COLOR GUARD, HALT** | 0-10 |  |
| 9. Order Colors | 0-10 |  |
| 10. Color Guard, Attention | 0-10 |  |
| **11. CARRY COLORS** | 0-10 |  |
| 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. Color Guard, Halt (forward march) | 0-10 |  |
| 22. Report Out2 | 0-20 |  |
| **OVERALL TECHNICAL SCORE** | 0-20 |  |
| **OVERALL PRECISION SCORE** | 0-20 |  |

Judge Name:  
  
Performance Notes:

2025 USMC JROTC National Drill Championship

Armed DIV Color Guard

Judge #3 Sheet Score

School Name:

**Total possible points = 320** Judge - #3

**NOTE: ALL TEAMS MUST ADD THE “FORWARD MARCH” COMMAND AFTER ALL WHEEL & REVERSES**

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.

**A 5-second pause is required after executing all BOLD UPPERCASE SHADED COMMANDS**

|  |  |  |
| --- | --- | --- |
| **Color Guard Sequence** | **Point Range** | **Judge**  **Score** |
| 1. Uncase Colors3 | 0-50 |  |
| 2. Report In1 | 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. **COLOR GUARD, HALT** | 0-10 |  |
| **7.** Mark Time, March (execute for 5 seconds) | 0-10 |  |
| **8. COLOR GUARD, HALT** | 0-10 |  |
| 9. Order Colors | 0-10 |  |
| 10. Color Guard, Attention | 0-10 |  |
| **11. CARRY COLORS** | 0-10 |  |
| 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. Color Guard, Halt (forward march) | 0-10 |  |
| 22. Report Out2 | 0-20 |  |
| **OVERALL TECHNICAL SCORE** | 0-20 |  |
| **OVERALL PRECISION SCORE** | 0-20 |  |

Judge Name:  
  
Performance Notes:

2025 USMC JROTC National Drill Championship

Armed DIV Color Guard

Judge #4 Sheet Score

School Name:

**Total possible points = 320** Judge - #4

**NOTE: ALL TEAMS MUST ADD THE “FORWARD MARCH” COMMAND AFTER ALL WHEEL & REVERSES**

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.

**A 5-second pause is required after executing all BOLD UPPERCASE SHADED COMMANDS**

|  |  |  |
| --- | --- | --- |
| **Color Guard Sequence** | **Point Range** | **Judge**  **Score** |
| 1. Uncase Colors3 | 0-50 |  |
| 2. Report In1 | 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. **COLOR GUARD, HALT** | 0-10 |  |
| **7.** Mark Time, March (execute for 5 seconds) | 0-10 |  |
| **8. COLOR GUARD, HALT** | 0-10 |  |
| 9. Order Colors | 0-10 |  |
| 10. Color Guard, Attention | 0-10 |  |
| **11. CARRY COLORS** | 0-10 |  |
| 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. Color Guard, Halt (forward march) | 0-10 |  |
| 22. Report Out2 | 0-20 |  |
| **OVERALL TECHNICAL SCORE** | 0-20 |  |
| **OVERALL PRECISION SCORE** | 0-20 |  |

Judge Name:  
  
Performance Notes: