



2025 USMC JROTC National Drill Championship Unarmed DIV Color Guard

CC
Initials

School Name: «School_Name»
Head Judge - #1
 Total possible points = 320

Event Grand Total

Color Guard Sequence	Point Range	Judge Score
1. Uncase Colors ³	0-50	
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. 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 Out ²	0-20	
OVERALL TECHNICAL SCORE	0-20	
OVERALL PRECISION SCORE	0-20	

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

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 @ -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

DELETABLE COMMAND

NOTE: ALL TEAMS MUST ADD THE "FORWARD MARCH" COMMAND AFTER ALL WHEEL & REVERSES

Head Judge Sheet Score

Judge Name: _____

Performance Notes: _____



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Judge #2 Sheet Score

School Name: «School_Name»

Judge - #2

Total possible points = 320

Color Guard Sequence	Point Range	Judge Score
1. Uncase Colors ³	0-50	
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. 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 Out ²	0-20	
OVERALL TECHNICAL SCORE	0-20	
OVERALL PRECISION SCORE	0-20	

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

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.

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

Judge Name:

Performance Notes:



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Judge #3 Sheet Score

School Name: «School_Name»

Judge - #3

Total possible points = 320

Color Guard Sequence	Point Range	Judge Score
1. Uncase Colors ³	0-50	
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. 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 Out ²	0-20	
OVERALL TECHNICAL SCORE	0-20	
OVERALL PRECISION SCORE	0-20	

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

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.

NOTE: ALL TEAMS MUST ADD THE "FORWARD MARCH" COMMAND AFTER ALL WHEEL & REVERSES

Judge Name:

Performance Notes:



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Judge #4 Sheet Score

School Name: «School_Name»

Judge - #4

Total possible points = 320

Color Guard Sequence	Point Range	Judge Score
1. Uncase Colors ³	0-50	
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. 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 Out ²	0-20	
OVERALL TECHNICAL SCORE	0-20	
OVERALL PRECISION SCORE	0-20	

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

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.

NOTE: ALL TEAMS MUST ADD THE "FORWARD MARCH" COMMAND AFTER ALL WHEEL & REVERSES

Judge Name:

Performance Notes: