



# 2022 NJROTC Nationals - Color Guard

CC Initials

School Name: «Name»  
«Code»

Grand Total

## Head Judge - # 1

**On BOLD, GREYED COMMANDS**, the event head judge will signal the team to continue with the next command.

**Omitted Commands will be LINED THROUGH**—Cadence will be checked between commands #19 - #29

All units must execute this sequence EXACTLY as written – **add no additional commands!**

Enter the drill floor, centered SIX paces from HJ

COMMAND SEQUENCE		SCORING	COMMAND SEQUENCE		SCORING
01.	<b>PRESENT COLORS</b>		19.	Forward March	1 2 3 4 5
02.	VERBAL REPORT-IN	1 2 3 4 5	20.	Right Turn, March (Forward March)	1 2 3 4 5
03.	<b>ORDER COLORS (READY CUT)</b>	1 2 3 4 5	21.	Countermarch, March (Forward March)	1 2 3 4 5
04.	<b>PARADE REST</b>	1 2 3 4 5	22.	Eyes Right	1 2 3 4 5
05.	Color Guard, Attention	1 2 3 4 5	23.	Ready Front	1 2 3 4 5
06.	Carry Colors (Ready Cut)	1 2 3 4 5	24.	Mark Time, March (5 seconds)	1 2 3 4 5
07.	Countermarch, March (Forward March)	1 2 3 4 5	25.	Forward March	1 2 3 4 5
08.	Left Turn, March (Forward March)	1 2 3 4 5	26.	Left Turn, March (Forward March)	1 2 3 4 5
09.	Countermarch March (Forward March)	1 2 3 4 5	27.	Left Turn, March (Forward March)	1 2 3 4 5
10.	<b>COLORS HALT</b>	1 2 3 4 5	28.	Left Turn, March (Forward March)	1 2 3 4 5
11.	Countermarch, March (Forward March)	1 2 3 4 5	29.	Countermarch, March (Forward March)	1 2 3 4 5
12.	Eyes Left	1 2 3 4 5	30.	<b>COLORS HALT</b>	1 2 3 4 5
13.	Ready Front	1 2 3 4 5	31.	Countermarch, March (Forward March)	1 2 3 4 5
14.	Countermarch, March (Forward March)	1 2 3 4 5	32.	<b>COLORS HALT</b>	1 2 3 4 5
15.	Right Turn, March (Forward March)	1 2 3 4 5	33.	<b>PRESENT COLORS</b>	1 2 3 4 5
16.	<b>COLORS HALT</b>	1 2 3 4 5	34.	Verbal Report-Out	1 2 3 4 5
17.	Order Colors (Ready Cut)	1 2 3 4 5	35.	<b>CARRY COLORS (READY CUT)</b>	1 2 3 4 5
18.	<b>CARRY COLORS (READY CUT)</b>	1 2 3 4 5	36.	March Unit off Drill Floor	1 2 3 4 5

**HEAD JUDGE – GIVE OVERALL IMPRESSION SCORE: (0-20)** \_\_\_\_\_

**LEGEND FOR JUDGE COMMENTS ABOVE:**

- |                         |                            |
|-------------------------|----------------------------|
| 1. AL = ALIGNMENT       | 6. ICC= INCORRECT COMMAND  |
| 2. C = COVER            | 7. IE = IMPROPER EXECUTION |
| 3. OS = OUT OF STEP     | 8. OOS= OUT OF SEQUENCE    |
| 4. RA = RIFLE ALIGNMENT | 9. AS = ALIGNMENT/SPACING  |
| 5. EP = EQUIPMENT PREP  | 10. EC = EXTRA COMMANDS    |

**Judge Total**  
(for SNI use)

# 1

Judge's Name: \_\_\_\_\_

Judge Remarks:



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## Judge - #2

On **BOLD, GREYED COMMANDS**, the event head judge will signal the team to continue with the next command.

Omitted Commands will be ~~LINED THROUGH~~—Cadence will be checked between commands #19 - #29

All units must execute this sequence EXACTLY as written – **add no additional commands!**

Enter the drill floor, centered SIX paces from HJ

COMMAND SEQUENCE		SCORING	COMMAND SEQUENCE		SCORING
01.	<b>PRESENT COLORS</b>		19.	Forward March	1 2 3 4 5
02.	VERBAL REPORT-IN	1 2 3 4 5	20.	Right Turn, March (Forward March)	1 2 3 4 5
03.	<b>ORDER COLORS (READY CUT)</b>	1 2 3 4 5	21.	Countermarch, March (Forward March)	1 2 3 4 5
04.	<b>PARADE REST</b>	1 2 3 4 5	22.	Eyes Right	1 2 3 4 5
05.	Color Guard, Attention	1 2 3 4 5	23.	Ready Front	1 2 3 4 5
06.	Carry Colors (Ready Cut)	1 2 3 4 5	24.	Mark Time, March (5 seconds)	1 2 3 4 5
07.	Countermarch, March (Forward March)	1 2 3 4 5	25.	Forward March	1 2 3 4 5
08.	Left Turn, March (Forward March)	1 2 3 4 5	26.	Left Turn, March (Forward March)	1 2 3 4 5
09.	Countermarch March (Forward March)	1 2 3 4 5	27.	Left Turn, March (Forward March)	1 2 3 4 5
10.	<b>COLORS HALT</b>	1 2 3 4 5	28.	Left Turn, March (Forward March)	1 2 3 4 5
11.	Countermarch, March (Forward March)	1 2 3 4 5	29.	Countermarch, March (Forward March)	1 2 3 4 5
12.	Eyes Left	1 2 3 4 5	30.	<b>COLORS HALT</b>	1 2 3 4 5
13.	Ready Front	1 2 3 4 5	31.	Countermarch, March (Forward March)	1 2 3 4 5
14.	Countermarch, March (Forward March)	1 2 3 4 5	32.	<b>COLORS HALT</b>	1 2 3 4 5
15.	Right Turn, March (Forward March)	1 2 3 4 5	33.	<b>PRESENT COLORS</b>	1 2 3 4 5
16.	<b>COLORS HALT</b>	1 2 3 4 5	34.	Verbal Report-Out	1 2 3 4 5
17.	Order Colors (Ready Cut)	1 2 3 4 5	35.	<b>CARRY COLORS (READY CUT)</b>	1 2 3 4 5
18.	<b>CARRY COLORS (READY CUT)</b>	1 2 3 4 5	36.	March Unit off Drill Floor	1 2 3 4 5

<b>JUDGE – GIVE OVERALL IMPRESSION SCORE: (0-20)</b> _____	
<b>LEGEND FOR JUDGE COMMENTS ABOVE:</b> 1. AL = ALIGNMENT 2. C = COVER 3. OS = OUT OF STEP 4. RA = RIFLE ALIGNMENT 5. EP = EQUIPMENT PREP 6. ICC= INCORRECT COMMAND 7. IE = IMPROPER EXECUTION 8. OOS= OUT OF SEQUENCE 9. AS = ALIGNMENT/SPACING 10. EC = EXTRA COMMANDS	<b>Judge Total</b> (for SNI use)

#2

Judge's Name: \_\_\_\_\_

Judge Remarks:



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## Judge - #3

On **BOLD, GREYED COMMANDS**, the event head judge will signal the team to continue with the next command.

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Enter the drill floor, centered SIX paces from HJ

COMMAND SEQUENCE		SCORING	COMMAND SEQUENCE		SCORING
01.	<b>PRESENT COLORS</b>		19.	Forward March	1 2 3 4 5
02.	VERBAL REPORT-IN	1 2 3 4 5	20.	Right Turn, March (Forward March)	1 2 3 4 5
03.	<b>ORDER COLORS (READY CUT)</b>	1 2 3 4 5	21.	Countermarch, March (Forward March)	1 2 3 4 5
04.	<b>PARADE REST</b>	1 2 3 4 5	22.	Eyes Right	1 2 3 4 5
05.	Color Guard, Attention	1 2 3 4 5	23.	Ready Front	1 2 3 4 5
06.	Carry Colors (Ready Cut)	1 2 3 4 5	24.	Mark Time, March (5 seconds)	1 2 3 4 5
07.	Countermarch, March (Forward March)	1 2 3 4 5	25.	Forward March	1 2 3 4 5
08.	Left Turn, March (Forward March)	1 2 3 4 5	26.	Left Turn, March (Forward March)	1 2 3 4 5
09.	Countermarch March (Forward March)	1 2 3 4 5	27.	Left Turn, March (Forward March)	1 2 3 4 5
10.	<b>COLORS HALT</b>	1 2 3 4 5	28.	Left Turn, March (Forward March)	1 2 3 4 5
11.	Countermarch, March (Forward March)	1 2 3 4 5	29.	Countermarch, March (Forward March)	1 2 3 4 5
12.	Eyes Left	1 2 3 4 5	30.	<b>COLORS HALT</b>	1 2 3 4 5
13.	Ready Front	1 2 3 4 5	31.	Countermarch, March (Forward March)	1 2 3 4 5
14.	Countermarch, March (Forward March)	1 2 3 4 5	32.	<b>COLORS HALT</b>	1 2 3 4 5
15.	Right Turn, March (Forward March)	1 2 3 4 5	33.	<b>PRESENT COLORS</b>	1 2 3 4 5
16.	<b>COLORS HALT</b>	1 2 3 4 5	34.	Verbal Report-Out	1 2 3 4 5
17.	Order Colors (Ready Cut)	1 2 3 4 5	35.	<b>CARRY COLORS (READY CUT)</b>	1 2 3 4 5
18.	<b>CARRY COLORS (READY CUT)</b>	1 2 3 4 5	36.	March Unit off Drill Floor	1 2 3 4 5

**JUDGE – GIVE OVERALL IMPRESSION SCORE: (0-20)** \_\_\_\_\_

**LEGEND FOR JUDGE COMMENTS ABOVE:**

- |                         |                            |
|-------------------------|----------------------------|
| 1. AL = ALIGNMENT       | 6. ICC = INCORRECT COMMAND |
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**Judge Total**  
(for SNI use)

**#3**

Judge's Name: \_\_\_\_\_

Judge Remarks:

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## Cadence Judge - #4 – SEQUENCE SHEET

Cadence will be checked between commands #19 - #29

All units must execute this sequence EXACTLY as written – **add no additional commands!**

**DO NOT TURN IN THIS SHEET–USE IT FOR EVERY TEAM**

**CHECK CADENCE BEGINNING AT COMMAND #19.**

**COUNT EVERY TIME A FOOT HITS THE DECK.**

**WHEN YOUR WATCH REACHES 30 SECONDS,**

**STOP YOUR COUNT**

**AND RECORD YOUR NUMBER ON YOUR SCORESHEET  
THAT TURNS IN WITH EVERY SCHOOL PERFORMANCE.**

<b>COMMAND SEQUENCE</b>	
19.	Forward March
20.	Right Turn, March (Forward March)
21.	Countermarch, March (Forward March)
22.	Eyes Right
23.	Ready Front
24.	Mark Time, March (5 seconds)
25.	Forward March
26.	Left Turn, March (Forward March)
27.	Left Turn, March (Forward March)
28.	Left Turn, March (Forward March)
29.	Countermarch, March (Forward March)
30.	<b>COLORS HALT</b>