



# 2026 Air Force JROTC Open Drill Nationals

## Color Guard - All Divisions

CC Initials

School Name: «School\_Name»

Team Name: «Team\_Name»

«Code»

Page Total

Grand Total

Total Points-300

### Head Judge - #1

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

Color Guard Sequence	Point Range	Judge's Score
March onto drill floor CENTER on HJ judge 6 paces away		
1. Uncase the Colors – (Sling/Re-sling Arms)	0-15	
- 2. Post (step off thru removing the cases/to carry)	0-15	
- 3. Present Arms & Order Arms	0-15	
- 4. Post (cases go inside the cart. belt / rifles move on-line)	0-15	
5. Report In (cadet alignment, position & VERBAL)	0-15	
6. Colors Reverse March)	0-10	
7. Left Wheel March	0-10	
8. Colors Reverse March	0-10	
8a. Color Guard Halt		
9. Mark Time, March (5 seconds)	0-10	
<b>9a. COLOR GUARD, HALT</b>		
10. Order Colors	0-10	
11. Parade Rest	0-10	
12. Colors Guard, Attention	0-10	
<b>13. CARRY COLORS</b>	0-10	
13a. Forward March		
14. Right Wheel March	0-10	
15. Right Wheel March	0-10	
16. Colors Reverse March	0-10	
17. Eyes Right	0-10	
18. Ready Front	0-10	
19. Left Wheel March	0-10	
20. Left Wheel March	0-10	
21. Left Wheel March	0-10	
22. Color Guard, Halt	0-10	
23. Report Out (cadet alignment, position & VERBAL)	<b>0-15</b>	
24. OVERALL TECHNICAL SCORE	<b>0-20</b>	
25. OVERALL PRECISION SCORE	<b>0-20</b>	

**Teams MUST add "Forward March" Command after all wheels / reverses.**

**1 Uncase the Colors** - movements required to uncase the colors - specific items are listed both here and within the SOP.

**NOTE:** Judging begins when the unit enters the drill floor and ends when they depart same. That said, **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:

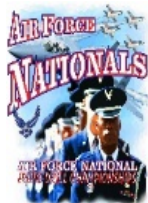
Minor (-20 pts.) OR Major (-50 pts.)

SPECIFY DEDUCTION BELOW

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

Judge Name: \_\_\_\_\_

Judge's NOTES:



# 2026 Air Force JROTC Open Drill Nationals

## Color Guard – All Divisions

School Name: «School\_Name»

Team Name: «Team\_Name»

«Code»

Judge - #2

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

Color Guard Sequence	Point Range	Judge's Score
March onto drill floor CENTER on HJ judge 6 paces away		
1. Uncase the Colors – (Sling/Re-sling Arms)	0-15	
- 2. Post (step off thru removing the cases/to carry)	0-15	
- 3. Present Arms & Order Arms	0-15	
- 4. Post (cases go inside the cart. belt / rifles move on-line)	0-15	
5. Report In (cadet alignment, position & VERBAL)	0-15	
6. Colors Reverse March	0-10	
7. Left Wheel March	0-10	
8. Colors Reverse March	0-10	
8a. Color Guard Halt		
9. Mark Time, March (5 seconds)	0-10	
<b>9a. COLOR GUARD, HALT</b>		
10. Order Colors	0-10	
11. Parade Rest	0-10	
12. Colors Guard, Attention	0-10	
<b>13. CARRY COLORS</b>	0-10	
13a. Forward March		
14. Right Wheel March	0-10	
15. Right Wheel March	0-10	
16. Colors Reverse March	0-10	
17. Eyes Right	0-10	
18. Ready Front	0-10	
19. Left Wheel March	0-10	
20. Left Wheel March	0-10	
21. Left Wheel March	0-10	
22. Color Guard, Halt	0-10	
23. Report Out (cadet alignment, position & VERBAL)	<b>0-15</b>	
24. OVERALL TECHNICAL SCORE	<b>0-20</b>	
25. OVERALL PRECISION SCORE	<b>0-20</b>	

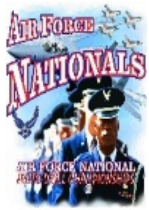
Teams MUST add “Forward March” Command after all wheels / reverses.

Uncase the Colors – movements required to uncase the colors - specific items are listed both here and within the SOP.

**NOTE:** Judging begins when the unit enters the drill floor and ends when they depart same. That said, **LOOK SHARP at ALL TIMES!**

Judge Name: \_\_\_\_\_

Judge's NOTES:



# 2026 Air Force JROTC Open Drill Nationals

## Color Guard – All Divisions

School Name: «School\_Name»

Team Name: «Team\_Name»

«Code»

Judge - #3

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

Color Guard Sequence	Point Range	Judge's Score
March onto drill floor CENTER on HJ judge 6 paces away		
1. Uncase the Colors – (Sling/Re-sling Arms)	0-15	
- 2. Post (step off thru removing the cases)	0-15	
- 3. Present Arms & Order Arms	0-15	
- 4. Post (cases go inside the cart. belt / rifles move on-line)	0-15	
5. Report In (cadet alignment, position & VERBAL)	0-15	
6. Colors Reverse March	0-10	
7. Left Wheel March	0-10	
8. Colors Reverse March	0-10	
8a. Color Guard Halt		
9. Mark Time, March (5 seconds)	0-10	
<b>9a. COLOR GUARD, HALT</b>		
10. Order Colors	0-10	
11. Parade Rest	0-10	
12. Colors Guard, Attention	0-10	
<b>13. CARRY COLORS</b>	0-10	
13a. Forward March		
14. Right Wheel March	0-10	
15. Right Wheel March	0-10	
16. Colors Reverse March	0-10	
17. Eyes Right	0-10	
18. Ready Front	0-10	
19. Left Wheel March	0-10	
20. Left Wheel March	0-10	
21. Left Wheel March	0-10	
22. Color Guard, Halt	0-10	
23. Report Out (cadet alignment, position & VERBAL)	<b>0-15</b>	
24. OVERALL TECHNICAL SCORE	<b>0-20</b>	
25. OVERALL PRECISION SCORE	<b>0-20</b>	

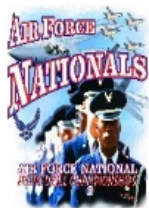
**Teams MUST add “Forward March” Command after all wheels / reverses.**

**1 Uncase Colors** - scoring for all of the movements required to correctly uncase the colors - specific items are listed within 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!**

Judge Name: \_\_\_\_\_

Judge's NOTES:



# 2026 Air Force JROTC Open Drill Nationals

## Color Guard – All Divisions

School Name: «School\_Name»

Team Name: «Team\_Name»

«Code»

Judge - #4

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

Color Guard Sequence	Point Range	Judge's Score
March onto drill floor CENTER on HJ judge 6 paces away		
1. Uncase the Colors – (Sling/Re-sling Arms)	0-15	
- 2. Post (step off thru removing the cases)	0-15	
- 3. Present Arms & Order Arms	0-15	
- 4. Post (cases go inside the cart. belt / rifles move on-line)	0-15	
5. Report In (cadet alignment, position & VERBAL)	0-15	
6. Colors Reverse March	0-10	
7. Left Wheel March	0-10	
8. Colors Reverse March	0-10	
8a. Color Guard Halt		
9. Mark Time, March (5 seconds)	0-10	
<b>9a. COLOR GUARD, HALT</b>		
10. Order Colors	0-10	
11. Parade Rest	0-10	
12. Colors Guard, Attention	0-10	
<b>13. CARRY COLORS</b>	0-10	
13a. Forward March		
14. Right Wheel March	0-10	
15. Right Wheel March	0-10	
16. Colors Reverse March	0-10	
17. Eyes Right	0-10	
18. Ready Front	0-10	
19. Left Wheel March	0-10	
20. Left Wheel March	0-10	
21. Left Wheel March	0-10	
22. Color Guard, Halt	0-10	
23. Report Out (cadet alignment, position & VERBAL)	<b>0-15</b>	
24. OVERALL TECHNICAL SCORE	<b>0-20</b>	
25. OVERALL PRECISION SCORE	<b>0-20</b>	

**Teams MUST add “Forward March” Command after all wheels / reverses.**

**<sup>1</sup> Uncase Colors** - scoring for all of the movements required to correctly uncase the colors - specific items are listed within 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!**

Judge Name: \_\_\_\_\_

Judge's NOTES:

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**Page Total**