2026 USMC JROTC National Drill Championship
Color Guard Drill Card

CC Initials

Event Grand Total

School Name: «School_Name»

Team Name: «Team_Name»

Cadet Cmdr Name: _____

Head Judge - #1

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 (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

   _____

   PENALTY TOTAL = _____

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

Head Judge Sheet Score

Judge Name:

Judge Notes:

2026 USMC JROTC National Drill Championship
Color Guard Drill Card

School Name: «School_Name»

Team Name: «Team_Name»

Cadet Cmdr Name: _____

Judge - #2

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.

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

Judge Name:

Judge Notes:

2026 USMC JROTC National Drill Championship
Color Guard Drill Card

School Name: «School_Name»

Team Name: «Team_Name»

Cadet Cmdr Name: _____

Judge - #3

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.

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

Judge Name:

Judge Notes:

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Color Guard Drill Card

School Name: «School_Name»

Team Name: «Team_Name»

Cadet Cmdr Name: _____

Judge - #4

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.

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

Judge Name:

Judge Notes: