



2019 Air Force JROTC Open Drill Nationals Armed Division Color Guard

Grand Total

CC Initials

School Name: «SchoolName»

Team Name: «TeamName»

«Team_ID»

Head Judge - #1

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

Color Guard Sequence	Point Range	Judge Score
ENTER THE DRILL FLOOR to begin scoring – 340 points		
1. Uncase Colors ³	0-100	
2. Report In ¹	0-20	
3. Colors Reverse March (forward march)	0-10	
4. Left Wheel March (forward march)	0-10	
5. Colors Reverse March (forward march)	0-10	
6. Color Guard, Halt	0-10	
7. Order Colors	0-10	
8. Parade Rest	0-10	
9. Color Guard, Attention	0-10	
10. CARRY COLORS	0-10	
10a. Forward March		
11. Right Wheel March (forward march)	0-10	
12. Right Wheel March (forward march)	0-10	
13. Colors Reverse March (forward march)	0-10	
14. Eyes Right	0-10	
15. Ready Front	0-10	
16. Left Wheel March (forward march)	0-10	
17. Left Wheel March (forward march)	0-10	
18. Left Wheel March (forward march)	0-10	
18a. COLORS GUARD, HALT		
19. Report Out ²	0-20	
20. OVERALL TECHNICAL SCORE	0-20	
21. OVERALL PRECISION SCORE	0-20	

¹ **Report In** - movements needed to enter the drill floor, center the colors on the head judge & verbally report in.

² **Report Out** - movements needed to center the colors on the head judge, verbally report out, then leave the floor.

³ **Uncase Colors** - all of the movements required to correctly uncase the colors (CAN BE DONE ANYWHERE ON THE DRILL FLOOR).

PENALTIES

1. **Boundary Violations:**

____ Occurrences @ 5 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 = _____

(for SNI use only)

PAGE TOTAL

Judges Name: _____

Judge's Notes:





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Judge - #2

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

Color Guard Sequence	Point Range	Judge Score
ENTER THE DRILL FLOOR to begin scoring – 330 points		
1. Uncase Colors ³	0-100	
2. Report In ¹	0-15	
3. Colors Reverse March (forward march)	0-10	
4. Left Wheel March (forward march)	0-10	
5. Colors Reverse March (forward march)	0-10	
6. Color Guard, Halt	0-10	
7. Order Colors	0-10	
8. Parade Rest	0-10	
9. Color Guard, Attention	0-10	
10. CARRY COLORS	0-10	
10a. Forward March		
11. Right Wheel March (forward march)	0-10	
12. Right Wheel March (forward march)	0-10	
13. Colors Reverse March (forward march)	0-10	
14. Eyes Right	0-10	
15. Ready Front	0-10	
16. Left Wheel March (forward march)	0-10	
17. Left Wheel March (forward march)	0-10	
18. Left Wheel March (forward march)	0-10	
18a. COLORS GUARD, HALT		
19. Report Out ²	0-15	
20. OVERALL TECHNICAL SCORE	0-20	
21. OVERALL PRECISION SCORE	0-20	

¹ **Report In** - movements needed to enter the drill floor, center the colors on the head judge & verbally report in.

² **Report Out** - movements needed to center the colors on the head judge, verbally report out, then leave the floor.

³ **Uncase Colors** - all of the movements required to correctly uncase the colors (CAN BE DONE ANYWHERE ON THE DRILL FLOOR).

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PAGE TOTAL

Judges Name: _____

Judge's Notes:



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Judge - #3

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

Color Guard Sequence	Point Range	Judge Score
ENTER THE DRILL FLOOR to begin scoring – 330 points		
1. Uncase Colors ³	0-100	
2. Report In ¹	0-15	
3. Colors Reverse March (forward march)	0-10	
4. Left Wheel March (forward march)	0-10	
5. Colors Reverse March (forward march)	0-10	
6. Color Guard, Halt	0-10	
7. Order Colors	0-10	
8. Parade Rest	0-10	
9. Color Guard, Attention	0-10	
10. CARRY COLORS	0-10	
10a. Forward March		
11. Right Wheel March (forward march)	0-10	
12. Right Wheel March (forward march)	0-10	
13. Colors Reverse March (forward march)	0-10	
14. Eyes Right	0-10	
15. Ready Front	0-10	
16. Left Wheel March (forward march)	0-10	
17. Left Wheel March (forward march)	0-10	
18. Left Wheel March (forward march)	0-10	
18a. COLORS GUARD, HALT		
19. Report Out ²	0-15	
20. OVERALL TECHNICAL SCORE	0-20	
21. OVERALL PRECISION SCORE	0-20	

¹ Report In - movements needed to enter the drill floor, center the colors on the head judge & verbally report in.

² Report Out - movements needed to center the colors on the head judge, verbally report out, then leave the floor.

³ Uncase Colors - all of the movements required to correctly uncase the colors (CAN BE DONE ANYWHERE ON THE DRILL FLOOR).

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Judge's Notes:



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Judge - #4

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

Color Guard Sequence	Point Range	Judge Score
ENTER THE DRILL FLOOR to begin scoring – 330 points		
1. Uncase Colors ³	0-100	
2. Report In ¹	0-15	
3. Colors Reverse March (forward march)	0-10	
4. Left Wheel March (forward march)	0-10	
5. Colors Reverse March (forward march)	0-10	
6. Color Guard, Halt	0-10	
7. Order Colors	0-10	
8. Parade Rest	0-10	
9. Color Guard, Attention	0-10	
10. CARRY COLORS	0-10	
10a. Forward March		
11. Right Wheel March (forward march)	0-10	
12. Right Wheel March (forward march)	0-10	
13. Colors Reverse March (forward march)	0-10	
14. Eyes Right	0-10	
15. Ready Front	0-10	
16. Left Wheel March (forward march)	0-10	
17. Left Wheel March (forward march)	0-10	
18. Left Wheel March (forward march)	0-10	
18a. COLOR GUARD, HALT		
19. Report Out ²	0-15	
20. OVERALL TECHNICAL SCORE	0-20	
21. OVERALL PRECISION SCORE	0-20	

¹ Report In - movements needed to enter the drill floor, center the colors on the head judge & verbally report in.

² Report Out - movements needed to center the colors on the head judge, verbally report out, then leave the floor.

³ Uncase Colors - all of the movements required to correctly uncase the colors (CAN BE DONE ANYWHERE ON THE DRILL FLOOR).

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Judge's Notes: