JROTC Universal All Services Color Guard Drill Card								
Color Guard								
Cadet Cmdr Name:	School Name:	Grand Total:						
CC Initials:	Team Name :							
HEAD JUDGE #1								
A 5- second pause must be maintained after executing BOLD UPPERCASE COMMANDS Notes:								
Color Guard Sequence	Point Judge's 1. Repor	t In - Scoring for movements needed to move						

	Team Name .	
A 5- second	Pause must be maintained after ex	OGE #1 recuting BOLD UPPERCASE COMMANDS
Color Guard Sequence	Point Judge's	Report In - Scoring for movements needed to move
ENTER the drill floor and CENTER on He	Range score ad Judge to begin	onto the drill floor, center the colors on the head judge &
•		verbally report in. 2. Report Out - Scoring for movements needed to center
1. Uncase Colors ³	0-50	the colors on the head judge, verbally report out, then
2. Report In ¹	0-20	leave the drill floor.
		3. Uncase Colors - Scoring for all of the movements required to correctly uncase the colors - specific items are
Colors Reverse March (MC/Counter March)	0-10	listed within the SOP.
4 Loft Wheel March (MC/Loft Turn)	0-10	
4. Left Wheel March (MC/Left Turn)	0-10	PENALTIES
5. Colors Reverse March (MC/Counter March)	0-10	1. Boundary Violations:
	0.40	Occurrences @ -10 points per =
6. COLOR GUARD HALT	0-10	2. Incorrect Commands:
7. Mark Time, March (5 Seconds)	0-10	Occurrences @ -5 points per = 3. Pause Violations:
8. COLOR GUARD HALT	0-10	Occurrences @ -5 points per = 4. Uneven/Improper Cadence:
9. Order Colors	0-10	Minor (-20 pts) or Major (-50 pts)
e. 5140. 53.615		I willion (20 pts) or wajor (30 pts)
10. Parade Rest	0-10	SPECIFY DEDUCTION BELOW
44 Color Cuard Attaction	0-10	
11. Color Guard Attention	0-10	5. Uniform/Equipment Violations:
12. CARRY COLORS	0-10	Minor (-20pts) or Major (-50 pts)
13. Forward March	0-10	
14. Right Wheel March (MC/Right Turn)	0-10	SPECIFY DEDUCTION BELOW
3		1
15. Right Wheel March (MC/Right Turn)	0-10	
16. Colors Reverse March (MC/Counter March)	0-10	PENALTY TOTAL =
To. Colors (Cocrac March (Morocurier March)	0.10	-
17. Eyes Right	0-10	Teams MUST add "Forward March"
40 Deady Front	0-10	command after all wheel and reverses
18. Ready Front	0-10	1
19. Left Wheel March (MC/Left Turn)	0-10	(for SNI use only)
	0.40	Judge Total Points
20. Left Wheel March (MC/Left Turn)	0-10	-
21. Left Wheel March (MC/Left Turn)	0-10	
		1
22. Color Guard, Halt	0-10	-
23. Report Out ²	0-20	
20. Hoport Out	0.20	1
OVERALL TECHNICAL SCORE	0-20	_
OVERALL PRECISION SCORE	0-20	-
Judges Name:		
oudges Hame.		
		ļ
JUDGES NOTES:		

JROTC Universal All Services Color Guard Drill Card								
Color Guard								
Cadet Cmdr Name:	School Na	School Name:		Grand Total:				
CC Initials:	Team Nam	Team Name:						
JUDGE #2								
A 5- second pause must be maintained after executing BOLD UPPERCASE COMMANDS								
Color Guard Sequence	Range score							
ENTER the drill floor and CENTER on Head Judge to begin floor, center the colors on the head judge & verbally report in.					ly report in.			

A 5- second paus	e must be maint	ained after exe
Color Guard Sequence	Point Range	Judge's score
ENTER the drill floor and CENTER on Head J	ludge to begin	
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	0-10	
23. Report Out ²	0-20	
OVERALL TECHNICAL SCORE	0-20	
OVERALL PRECISION SCORE	0-20	
Judges Name:		

- 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.

NOTES: