

# 2023 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 Range | Judge's score |
|--|-------------|---------------|
| <b>ENTER the drill floor and CENTER on Head Judge to begin</b> |             |               |
| 1. Uncase Colors <sup>3</sup>                                  | 0-50        |               |
| 2. Report In <sup>1</sup>                                      | 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. Mark Time, March (5 Seconds)                                | 0-10        |               |
| 7. <b>COLOR GUARD HALT</b>                                     | 0-10        |               |
| 8. Order Colors  | 0-10        |               |
| 9. Parade Rest   | 0-10        |               |
| 10. Color Guard Attention                                      | 0-10        |               |
| 11. <b>CARRY COLORS</b>  | 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  | 0-10        |               |
| 22. Report Out <sup>2</sup>                                    | 0-20        |               |
| <b>OVERALL TECHNICAL SCORE</b>                                 | 0-20        |               |
| <b>OVERALL PRECISION SCORE</b>                                 | 0-20        |               |

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/Equipment Violations:

Minor (-20pts) \_\_\_\_\_ or Major (-50 pts) \_\_\_\_\_

SPECIFY DEDUCTION BELOW

\_\_\_\_\_

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

(for SNI use only)  
Judge Total Points

Judges Name: \_\_\_\_\_

JUDGES NOTES:

Teams **MUST** add "Forward March" command after all wheel and reverses