

# 2022 USMC JROTC National Drill Championship Color Guard

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| CC Initials |
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School Name: \_\_\_\_\_  
Total possible points = 210

Head Judge - # 1

|                   |
|-------------------|
| Event Grand Total |
|-------------------|

| Color Guard Sequence                    | Point Range | Judge Score |
|---|-------------|-------------|
| 1. Enter the Drill Deck                 | 0-7         |             |
| 2. Present Colors                       | 0-7         |             |
| 3. Report In                            | 0-7         |             |
| 4. Carry Colors                         | 0-7         |             |
| 5. Left Turn, March (forward march)     | 0-7         |             |
| 6. Countermarch, March (forward march)  | 0-7         |             |
| 7. Color Guard, Halt                    | 0-7         |             |
| 8. Order Colors                         | 0-7         |             |
| 9. Parade Rest                          | 0-7         |             |
| 10. Color Guard, Attention              | 0-7         |             |
| 11. Carry Colors                        | 0-7         |             |
| 12. Forward March                       | 0-7         |             |
| 13. Countermarch, March (forward march) | 0-7         |             |
| 14. Eyes Right                          | 0-7         |             |
| 15. Ready Front                         | 0-7         |             |
| 16. Countermarch, March (forward march) | 0-7         |             |
| 17. Eyes Left                           | 0-7         |             |
| 18. Ready Front                         | 0-7         |             |
| 19. Right Turn, March (forward march)   | 0-7         |             |
| 20. Right Turn, March (forward march)   | 0-7         |             |
| 21. Mark Time, March (forward march)    | 0-7         |             |
| 22. Left Turn, March (forward march)    | 0-7         |             |
| 23. Left Turn, March (forward march)    | 0-7         |             |
| 24. Countermarch, March (forward march) | 0-7         |             |
| 25. Right Turn, March (forward march)   | 0-7         |             |
| 26. Color Guard, Halt                   | 0-7         |             |
| 27. Order Colors                        | 0-7         |             |
| 28. Present Colors                      | 0-7         |             |
| 29. Report Out                          | 0-7         |             |
| 30. Exit the Drill Deck                 | 0-7         |             |

**NOTE: PAUSE until the Head Judge says "CONTINUE" on all STATIONARY COMMANDS**

<sup>1</sup> **Enter the Drill Deck** – Movements needed to enter the drill deck and center the unit on the Head Judge.

<sup>2</sup> **Exit the Drill Deck** – Movements needed to exit the drill deck completely after the routine is complete.

**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 = \_\_\_\_\_**

Judge Name: \_\_\_\_\_  
Performance Notes

# 2022 USMC JROTC National Drill Championship Color Guard

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| CC Initials |
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School Name: \_\_\_\_\_  
Total possible points = 210

Judge - #2

|                   |
|-------------------|
| Event Grand Total |
|-------------------|

| Color Guard Sequence                    | Point Range | Judge Score |
|---|-------------|-------------|
| 1. Enter the Drill Deck                 | 0-7         |             |
| 2. Present Colors                       | 0-7         |             |
| 3. Report In                            | 0-7         |             |
| 4. Carry Colors                         | 0-7         |             |
| 5. Left Turn, March (forward march)     | 0-7         |             |
| 6. Countermarch, March (forward march)  | 0-7         |             |
| 7. Color Guard, Halt                    | 0-7         |             |
| 8. Order Colors                         | 0-7         |             |
| 9. Parade Rest                          | 0-7         |             |
| 10. Color Guard, Attention              | 0-7         |             |
| 11. Carry Colors                        | 0-7         |             |
| 12. Forward March                       | 0-7         |             |
| 13. Countermarch, March (forward march) | 0-7         |             |
| 14. Eyes Right                          | 0-7         |             |
| 15. Ready Front                         | 0-7         |             |
| 16. Countermarch, March (forward march) | 0-7         |             |
| 17. Eyes Left                           | 0-7         |             |
| 18. Ready Front                         | 0-7         |             |
| 19. Right Turn, March (forward march)   | 0-7         |             |
| 20. Right Turn, March (forward march)   | 0-7         |             |
| 21. Mark Time, March (forward march)    | 0-7         |             |
| 22. Left Turn, March (forward march)    | 0-7         |             |
| 23. Left Turn, March (forward march)    | 0-7         |             |
| 24. Countermarch, March (forward march) | 0-7         |             |
| 25. Right Turn, March (forward march)   | 0-7         |             |
| 26. Color Guard, Halt                   | 0-7         |             |
| 27. Order Colors                        | 0-7         |             |
| 28. Present Colors                      | 0-7         |             |
| 29. Report Out                          | 0-7         |             |
| 30. Exit the Drill Deck                 | 0-7         |             |

**NOTE: PAUSE until the Head Judge says "CONTINUE" on all STATIONARY COMMANDS**

<sup>1</sup> **Enter the Drill Deck** – Movements needed to enter the drill deck and center the unit on the Head Judge.

<sup>2</sup> **Exit the Drill Deck** – Movements needed to exit the drill deck completely after the routine is complete.

**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 = \_\_\_\_\_**

Judge Name: \_\_\_\_\_  
Performance Notes

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School Name: \_\_\_\_\_  
Total possible points = 210

Judge - #3

|                   |
|-------------------|
| Event Grand Total |
|-------------------|

| Color Guard Sequence                    | Point Range | Judge Score |
|---|-------------|-------------|
| 1. Enter the Drill Deck                 | 0-7         |             |
| 2. Present Colors                       | 0-7         |             |
| 3. Report In                            | 0-7         |             |
| 4. Carry Colors                         | 0-7         |             |
| 5. Left Turn, March (forward march)     | 0-7         |             |
| 6. Countermarch, March (forward march)  | 0-7         |             |
| 7. Color Guard, Halt                    | 0-7         |             |
| 8. Order Colors                         | 0-7         |             |
| 9. Parade Rest                          | 0-7         |             |
| 10. Color Guard, Attention              | 0-7         |             |
| 11. Carry Colors                        | 0-7         |             |
| 12. Forward March                       | 0-7         |             |
| 13. Countermarch, March (forward march) | 0-7         |             |
| 14. Eyes Right                          | 0-7         |             |
| 15. Ready Front                         | 0-7         |             |
| 16. Countermarch, March (forward march) | 0-7         |             |
| 17. Eyes Left                           | 0-7         |             |
| 18. Ready Front                         | 0-7         |             |
| 19. Right Turn, March (forward march)   | 0-7         |             |
| 20. Right Turn, March (forward march)   | 0-7         |             |
| 21. Mark Time, March (forward march)    | 0-7         |             |
| 22. Left Turn, March (forward march)    | 0-7         |             |
| 23. Left Turn, March (forward march)    | 0-7         |             |
| 24. Countermarch, March (forward march) | 0-7         |             |
| 25. Right Turn, March (forward march)   | 0-7         |             |
| 26. Color Guard, Halt                   | 0-7         |             |
| 27. Order Colors                        | 0-7         |             |
| 28. Present Colors                      | 0-7         |             |
| 29. Report Out                          | 0-7         |             |
| 30. Exit the Drill Deck                 | 0-7         |             |

**NOTE: PAUSE until the Head Judge says "CONTINUE" on all STATIONARY COMMANDS**

<sup>1</sup> **Enter the Drill Deck** – Movements needed to enter the drill deck and center the unit on the Head Judge.

<sup>2</sup> **Exit the Drill Deck** – Movements needed to exit the drill deck completely after the routine is complete.

**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 = \_\_\_\_\_**

Judge Name: \_\_\_\_\_  
Performance Notes

# 2022 USMC JROTC National Drill Championship Color Guard

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| CC Initials |
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School Name: \_\_\_\_\_  
Total possible points = 210

Judge - #4

|                   |
|-------------------|
| Event Grand Total |
|-------------------|

| Color Guard Sequence                    | Point Range | Judge Score |
|---|-------------|-------------|
| 1. Enter the Drill Deck                 | 0-7         |             |
| 2. Present Colors                       | 0-7         |             |
| 3. Report In                            | 0-7         |             |
| 4. Carry Colors                         | 0-7         |             |
| 5. Left Turn, March (forward march)     | 0-7         |             |
| 6. Countermarch, March (forward march)  | 0-7         |             |
| 7. Color Guard, Halt                    | 0-7         |             |
| 8. Order Colors                         | 0-7         |             |
| 9. Parade Rest                          | 0-7         |             |
| 10. Color Guard, Attention              | 0-7         |             |
| 11. Carry Colors                        | 0-7         |             |
| 12. Forward March                       | 0-7         |             |
| 13. Countermarch, March (forward march) | 0-7         |             |
| 14. Eyes Right                          | 0-7         |             |
| 15. Ready Front                         | 0-7         |             |
| 16. Countermarch, March (forward march) | 0-7         |             |
| 17. Eyes Left                           | 0-7         |             |
| 18. Ready Front                         | 0-7         |             |
| 19. Right Turn, March (forward march)   | 0-7         |             |
| 20. Right Turn, March (forward march)   | 0-7         |             |
| 21. Mark Time, March (forward march)    | 0-7         |             |
| 22. Left Turn, March (forward march)    | 0-7         |             |
| 23. Left Turn, March (forward march)    | 0-7         |             |
| 24. Countermarch, March (forward march) | 0-7         |             |
| 25. Right Turn, March (forward march)   | 0-7         |             |
| 26. Color Guard, Halt                   | 0-7         |             |
| 27. Order Colors                        | 0-7         |             |
| 28. Present Colors                      | 0-7         |             |
| 29. Report Out                          | 0-7         |             |
| 30. Exit the Drill Deck                 | 0-7         |             |

**NOTE: PAUSE until the Head Judge says "CONTINUE" on all STATIONARY COMMANDS**

<sup>1</sup> **Enter the Drill Deck** – Movements needed to enter the drill deck and center the unit on the Head Judge.

<sup>2</sup> **Exit the Drill Deck** – Movements needed to exit the drill deck completely after the routine is complete.

**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 = \_\_\_\_\_**

Judge Name: \_\_\_\_\_  
Performance Notes