

2022-2023 Area 11 Color Guard Drill

PENALTIES

School: _____

<u>Cadence</u>	<u>Penalty</u>	<u>Cadence</u>	<u>Penalty</u>
103 or below	- 20	121 – 124	- 5
104 – 107	- 10	125 – 128	- 10
108 – 111	- 5	129 or above	- 20

Cadence Penalty = _____

Less Than 4 Cadets

_____ cadets @ 25 points per cadet = _____

Boundary Violations

_____ occurrences @ 5 points per occurrence = _____

Incorrect Commands

_____ occurrences @ 5 points per occurrence = _____

Dropped Rifle

_____ occurrences @ 5 points per occurrence = _____

Pause Violations

_____ occurrences @ 5 points per occurrence = _____

SOP Violations (explained below):

_____ = _____

Judge Remarks:

TOTAL

Judge	1-10 (50)	11-17 (35)	18-30 (165)	31-36 (30)	Overall (20)
1					
2					
3					

2022-23 NJROTC Area 11 Color Guard Drill

School Name: _____

Judge #1

On BOLD, GREYED COMMANDS, the event head judge will signal the team to continue with the next command. Omitted Commands will be ~~LINED THROUGH~~—Cadence will be checked between commands #19 - #29

COMMAND SEQUENCE		SCORING	COMMAND SEQUENCE		SCORING
01.	PRESENT COLORS (READY CUT)	1 2 3 4 5	20.	Right Turn, March (Forward March)	1 2 3 4 5
02.	VERBAL REPORT-IN	1 2 3 4 5	21.	Countermarch, March (Forward March)	1 2 3 4 5
03.	ORDER COLORS (READY CUT)	1 2 3 4 5	22.	Eyes Right	1 2 3 4 5
04.	PARADE REST	1 2 3 4 5	23.	Ready Front	1 2 3 4 5
05.	Color Guard, Attention	1 2 3 4 5	24.	Mark Time, March (5 seconds)	1 2 3 4 5
06.	Carry Colors (Ready Cut)	1 2 3 4 5	25.	Forward March	1 2 3 4 5
07.	Countermarch, March (Forward March)	1 2 3 4 5	26.	Left Turn, March (Forward March)	1 2 3 4 5
08.	Left Turn, March (Forward March)	1 2 3 4 5	27.	Left Turn, March (Forward March)	1 2 3 4 5
09.	Countermarch March (Forward March)	1 2 3 4 5	28.	Left Turn, March (Forward March)	1 2 3 4 5
10.	COLORS HALT	1 2 3 4 5	29.	Countermarch, March (Forward March)	1 2 3 4 5
11.	Countermarch, March (Forward March)	1 2 3 4 5	30.	COLORS HALT	1 2 3 4 5
12.	Eyes Left	1 2 3 4 5	31.	Countermarch, March (Forward March)	1 2 3 4 5
13.	Ready Front	1 2 3 4 5	32.	COLORS HALT	1 2 3 4 5
14.	Countermarch, March (Forward March)	1 2 3 4 5	33.	PRESENT COLORS (READY CUT)	1 2 3 4 5
15.	Right Turn, March (Forward March)	1 2 3 4 5	34.	Verbal Report-Out	1 2 3 4 5
16.	COLORS HALT	1 2 3 4 5	35.	CARRY COLORS (READY CUT)	1 2 3 4 5
17.	Order Colors (Ready Cut)	1 2 3 4 5	36.	March Unit off Drill Floor	1 2 3 4 5
18.	CARRY COLORS (READY CUT)	1 2 3 4 5			
19.	Forward March	1 2 3 4 5			

HEAD JUDGE – GIVE OVERALL IMPRESSION SCORE: (0-20) _____

<p>LEGEND FOR JUDGE COMMENTS ABOVE:</p> <table style="width: 100%;"> <tr> <td>1. AL = ALIGNMENT</td> <td>6. ICC= INCORRECT COMMAND</td> </tr> <tr> <td>2. C = COVER</td> <td>7. IE = IMPROPER EXECUTION</td> </tr> <tr> <td>3. OS = OUT OF STEP</td> <td>8. OOS= OUT OF SEQUENCE</td> </tr> <tr> <td>4. RA = RIFLE ALIGNMENT</td> <td>9. AS = ALIGNMENT/SPACING</td> </tr> <tr> <td>5. EP = EQUIPMENT PREP</td> <td>10. EC = EXTRA COMMANDS</td> </tr> </table>	1. AL = ALIGNMENT	6. ICC= INCORRECT COMMAND	2. C = COVER	7. IE = IMPROPER EXECUTION	3. OS = OUT OF STEP	8. OOS= OUT OF SEQUENCE	4. RA = RIFLE ALIGNMENT	9. AS = ALIGNMENT/SPACING	5. EP = EQUIPMENT PREP	10. EC = EXTRA COMMANDS	
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Judge's Name: _____

Judge Remarks: