



# 2025 NJROTC Nationals – Cadence Sheet

## COLOR GUARD / REGULATION

School Name: «Name»

### Cadence & Penalty Judge

		Cadence	Point Loss Range	
			Cadence	Penalty
30-second Cadence Count	=	_____	103 or below .....	- 20
	X 2	=	104 - 107.....	- 10
			108 - 111.....	- 5
			112 - 120.....	0
			121 - 124.....	- 5
			125 - 128.....	- 10
			129 or above.....	- 20
<b>CADENCE</b>	=	_____		

Team Cadence Penalty (From Above) = \_\_\_\_\_

#### Boundary Violations

\_\_\_\_\_ Occurrences @ 5 points per occurrence = \_\_\_\_\_

#### Incorrect Commands

\_\_\_\_\_ Occurrences @ 5 points per occurrence = \_\_\_\_\_

**Pause Violations:** (Several stationary movements, **CAPITALIZED** Unit Leader must wait for the Head Judge to give a verbal (CONTINUE) and visual (THUMBS UP SIGN) before executing the next movement.

\_\_\_\_\_ Occurrences @ 5 points per occurrence = \_\_\_\_\_

#### Uniform/Equipment/Other Violations (IAW SOP Section 4, Paragraph C.1 & Section 8.4.C)

Maximum 10-point deduction for Uniform Violation and maximum 10-point deduction for Equipment Violation – (DEDUCTION EXPLAINED BELOW)

\_\_\_\_\_ = \_\_\_\_\_

**TOTAL PENALTY POINTS ASSESSED.....** \_\_\_\_\_

Cadence

Judge's Name: \_\_\_\_\_

Judge Remarks:





# 2025 NJROTC Nationals - Color Guard

CC  
Initials

School Name: «Name»  
«Code»

Grand Total

## Head 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**  
All units must execute this sequence EXACTLY as written – **add no additional commands!**

Enter the drill floor, centered SIX paces from HJ

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

**HEAD JUDGE - GIVE OVERALL IMPRESSION SCORE: (0-20)** \_\_\_\_\_

<p>LEGEND FOR JUDGE COMMENTS ABOVE:</p> <p>1. <b>AL</b> = ALIGNMENT 2. <b>C</b> = COVER 3. <b>OS</b> = OUT OF STEP 4. <b>RA</b> = RIFLE ALIGNMENT 5. <b>EP</b> = EQUIPMENT PREP</p>	<p>6. <b>ICC</b> = INCORRECT COMMAND 7. <b>IE</b> = IMPROPER EXECUTION 8. <b>OOS</b> = OUT OF SEQUENCE 9. <b>AS</b> = ALIGNMENT/SPACING 10. <b>EC</b> = EXTRA COMMANDS</p>	<p><b>Judge Total</b> (for SNI use)</p>
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# 1

**Judge's Name:** \_\_\_\_\_

**Judge Remarks:**