#### 2013 NJROTC Nationals - Color Guard

CC Initials	School N
	«Code»

School Name: «Name»

**Grand Total** 

#1

# Head Judge - #1

Pause 5-seconds on **BOLD UPPERCASE COMMANDS** before giving the next command All units must execute this sequence EXACTLY as written – <u>add no additional commands!</u>

Enter the drill floor, centered SIX paces from HJ - (Cadence checked between commands #20-#31)

	2244440 25245425	0000000	20141112 25215125	0000000
	COMMAND SEQUENCE	SCORING	COMMAND SEQUENCE	SCORING
01.	Order Colors (Ready Cut)	1 2 3 4 5	20. Forward March	1 2 3 4 5
02.	PRESENT COLORS (READY CUT)	1 2 3 4 5	21. Right Turn, March (Forward March)	1 2 3 4 5
03.	VERBAL REPORT-IN	1 2 3 4 5	22. Countermarch, March (Forward March)	1 2 3 4 5
04.	ORDER COLORS (READY CUT)	1 2 3 4 5	23. Eyes Right	1 2 3 4 5
05.	PARADE REST	1 2 3 4 5	24. Ready Front	1 2 3 4 5
06.	Color Guard, Attention	1 2 3 4 5	25. Mark Time, March (5 seconds)	1 2 3 4 5
07.	Carry Colors (Ready Cut)	1 2 3 4 5	26. Forward March	1 2 3 4 5
08.	Countermarch, March (Forward March)	1 2 3 4 5	27. Left Turn, March (Forward March)	1 2 3 4 5
09.	Left Turn, March (Forward March)	1 2 3 4 5	28. Left Turn, March (Forward March)	1 2 3 4 5
10.	Countermarch March (Forward March)	1 2 3 4 5	29. Left Turn, March (Forward March)	1 2 3 4 5
11.	COLORS HALT	1 2 3 4 5	30. Countermarch, March (Forward March)	1 2 3 4 5
12.	Countermarch, March (Forward March)	1 2 3 4 5	31. COLORS HALT	1 2 3 4 5
13.	Eyes Left	1 2 3 4 5	32. Countermarch, March (Forward March)	1 2 3 4 5
14.	Ready Front	1 2 3 4 5	33. COLORS HALT	1 2 3 4 5
15.	Countermarch, March (Forward March)	1 2 3 4 5	34. Order Colors (Ready Cut)	1 2 3 4 5
16.	Right Turn, March (Forward March)	1 2 3 4 5	<b>35.</b> PRESENT COLORS (READY CUT)	1 2 3 4 5
17.	COLORS HALT	1 2 3 4 5	36. Verbal Report-Out	1 2 3 4 5
18.	Order Colors (Ready Cut)	1 2 3 4 5	37. Order Colors (Ready Cut)	1 2 3 4 5
19.	CARRY COLORS (READY CUT)	1 2 3 4 5	38. CARRY COLORS (READY CUT)	1 2 3 4 5
			Exit the drill floor	

# HEAD JUDGE – GIVE OVERALL IMPRESSION SCORE: (0-20) LEGEND FOR JUDGE COMMENTS ABOVE: 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

Judge's Name:	
Judge Remarks:	

# 2013 NJROTC Nationals - Color Guard

School Name: «Name»

#### Judge - #2

Pause 5-seconds on **BOLD UPPERCASE COMMANDS before giving the next command**All units must execute this sequence EXACTLY as written – <u>add no additional commands!</u>

Enter the drill floor, centered SIX paces from HJ - (Cadence checked between commands #20-#31)

	COMMAND SEQUENCE	١	SCO	)Ri	INC	<u>,                                    </u>		COMMAND SEQUENCE		SCI	)R	INC	ĵ
01.	Order Colors (Ready Cut)	1	2	3	4	5	20.	Forward March	1	2	3	4	5
02.	PRESENT COLORS (READY CUT)	1	2	3	4	5	21.	Right Turn, March (Forward March)	1	2	3	4	5
03.	VERBAL REPORT-IN	1	2	3	4	5	22.	Countermarch, March (Forward March)	1	2	3	4	5
04.	ORDER COLORS (READY CUT)	1	2	3	4	5	23.	Eyes Right	1	2	3	4	5
05.	PARADE REST	1	2	3	4	5	24.	Ready Front	1	2	3	4	5
06.	Color Guard, Attention	1	2	3	4	5	25.	Mark Time, March (5 seconds)	1	2	3	4	5
07.	Carry Colors (Ready Cut)	1	2	3	4	5	26.	Forward March	1	2	3	4	5
08.	Countermarch, March (Forward March)	1	2	3	4	5	27.	Left Turn, March (Forward March)	1	2	3	4	5
09.	Left Turn, March (Forward March)	1	2	3	4	5	28.	Left Turn, March (Forward March)	1	2	3	4	5
10.	Countermarch March (Forward March)	1	2	3	4	5	29.	Left Turn, March (Forward March)	1	2	3	4	5
11.	COLORS HALT	1	2	3	4	5	30.	Countermarch, March (Forward March)	1	2	3	4	5
12.	Countermarch, March (Forward March)	1	2	3	4	5	31.	COLORS HALT	1	2	3	4	5
13.	Eyes Left	1	2	3	4	5	32.	Countermarch, March (Forward March)	1	2	3	4	5
14.	Ready Front	1	2	3	4	5	33.	COLORS HALT	1	2	3	4	5
15.	Countermarch, March (Forward March)	1	2	3	4	5	34.	Order Colors (Ready Cut)	1	2	3	4	5
16.	Right Turn, March (Forward March)	1	2	3	4	5	35.	PRESENT COLORS (READY CUT)	1	2	3	4	5
17.	COLORS HALT	1	2	3	4	5	36.	Verbal Report-Out	1	2	3	4	5
18.	Order Colors (Ready Cut)	1	2	3	4	5	37.	Order Colors (Ready Cut)	1	2	3	4	5
19.	CARRY COLORS (READY CUT)	1	2	3	4	5	38.	CARRY COLORS (READY CUT)	1	2	3	4	5
								Exit the drill floor					

JUDGE TWO – GIVE OVER	RALL IMPRESSION SCORE: (0-20	D)
LEGEND FOR JUDGE COMMENTS  1. AL = ALIGNMENT  2. C = COVER  3. OS = OUT OF STEP  4. RA = RIFLE ALIGNMENT  5. EP = EQUIPMENT PREP	6. ICC= INCORRECT COMMAND 7. IE = IMPROPER EXECUTION 8. OOS= OUT OF SEQUENCE 9. AS = ALIGNMENT/SPACING 10. EC = EXTRA COMMANDS	Judge Total (for SNI use)

Judge's Name:	
Judge Remarks	

#### 2013 NJROTC Nationals - Color Guard

School Name: «Name»

# Judge - #3

Pause 5-seconds on **BOLD UPPERCASE COMMANDS before giving the next command** All units must execute this sequence EXACTLY as written – <u>add no additional commands!</u>

Enter the drill floor, centered SIX paces from HJ - (Cadence checked between commands #20-#31)

	COMMAND SEQUENCE	SCORING		COMMAND SEQUENCE		SCO			ORING				
01.	Order Colors (Ready Cut)	1	2	3	4	5	20.	Forward March	1	2	3	4	5
02.	PRESENT COLORS (READY CUT)	1	2	3	4	5	21.	Right Turn, March (Forward March)	1	2	3	4	5
03.	VERBAL REPORT-IN	1	2	3	4	5	22.	Countermarch, March (Forward March)	1	2	3	4	5
04.	ORDER COLORS (READY CUT)	1	2	3	4	5	23.	Eyes Right	1	2	3	4	5
05.	PARADE REST	1	2	3	4	5	24.	Ready Front	1	2	3	4	5
06.	Color Guard, Attention	1	2	3	4	5	25.	Mark Time, March (5 seconds)	1	2	3	4	5
07.	Carry Colors (Ready Cut)	1	2	3	4	5	26.	Forward March	1	2	3	4	5
08.	Countermarch, March (Forward March)	1	2	3	4	5	27.	Left Turn, March (Forward March)	1	2	3	4	5
09.	Left Turn, March (Forward March)	1	2	3	4	5	28.	Left Turn, March (Forward March)	1	2	3	4	5
10.	Countermarch March (Forward March)	1	2	3	4	5	29.	Left Turn, March (Forward March)	1	2	3	4	5
11.	COLORS HALT	1	2	3	4	5	30.	Countermarch, March (Forward March)	1	2	3	4	5
12.	Countermarch, March (Forward March)	1	2	3	4	5	31.	COLORS HALT	1	2	3	4	5
13.	Eyes Left	1	2	3	4	5	32.	Countermarch, March (Forward March)	1	2	3	4	5
14.	Ready Front	1	2	3	4	5	33.	COLORS HALT	1	2	3	4	5
15.	Countermarch, March (Forward March)	1	2	3	4	5	34.	Order Colors (Ready Cut)	1	2	3	4	5
16.	Right Turn, March (Forward March)	1	2	3	4	5	35.	PRESENT COLORS (READY CUT)	1	2	3	4	5
17.	COLORS HALT	1	2	3	4	5	36.	Verbal Report-Out	1	2	3	4	5
18.	Order Colors (Ready Cut)	1	2	3	4	5	37.	Order Colors (Ready Cut)	1	2	3	4	5
19.	CARRY COLORS (READY CUT)	1	2	3	4	5	38.	CARRY COLORS (READY CUT)	1	2	3	4	5
								Exit the drill floor					

JUDGE THREE – GIVE O	VERALL IMPRESSION SCORE: (0-	-20)
LEGEND FOR JUDGE COMMENT  1. AL = ALIGNMENT  2. C = COVER  3. OS = OUT OF STEP  4. RA = RIFLE ALIGNMENT  5. EP = EQUIPMENT PREP	6. ICC= INCORRECT COMMAND 7. IE = IMPROPER EXECUTION 8. OOS= OUT OF SEQUENCE 9. AS = ALIGNMENT/SPACING 10. EC = EXTRA COMMANDS	Judge Total (for SNI use)

Judge's Name: _	
Judge Remarks:	

#3