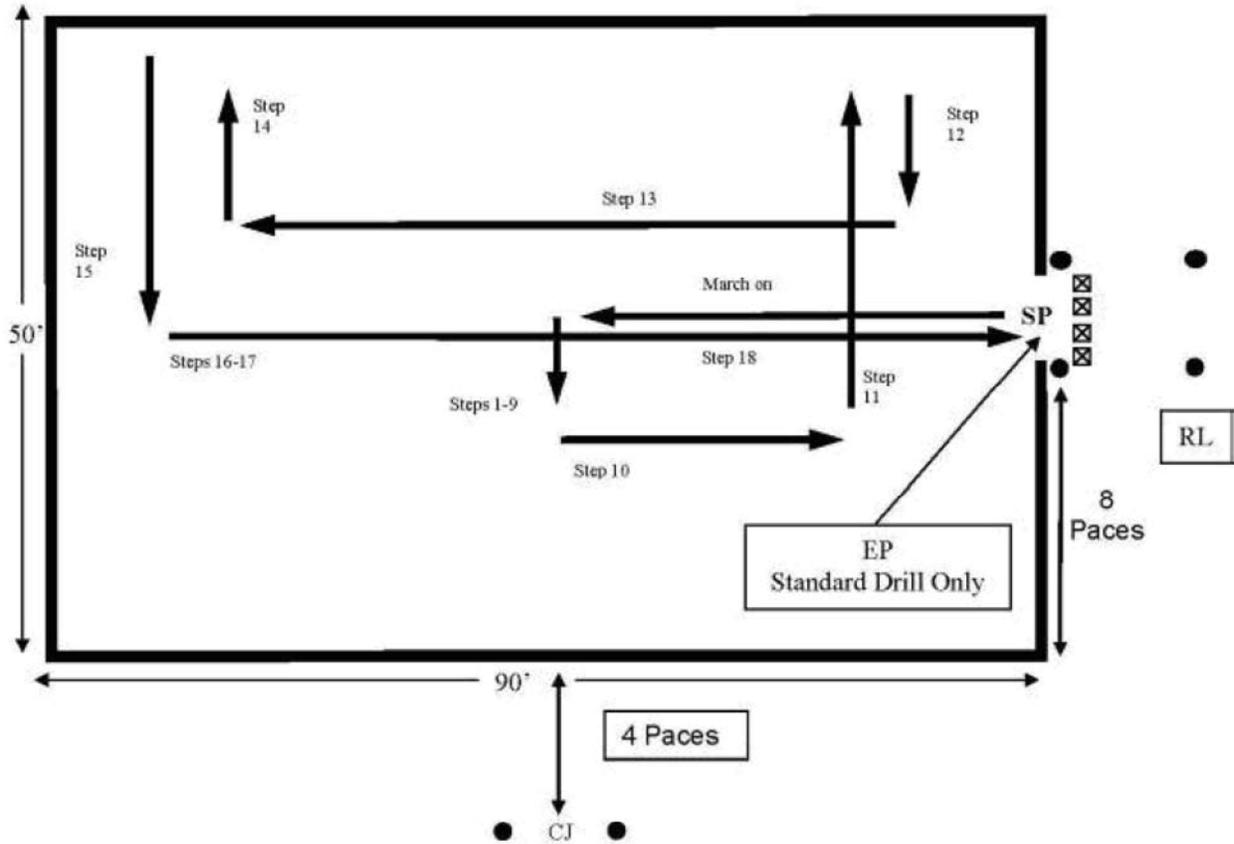


COLOR GUARD STANDARD DRILL.

- a. General. This portion of the competition tests each team's proficiency in marching, turning, and passing in review as any Squadron Color Guard could be called upon to participate in a parade.
- b. Uniforms. Teams will wear/use the following additional uniform accessories provided by Region: Gloves (All team members); Pistol belts (Guards only); Rifles (Guards only); Flag harnesses/slings (Flag Bearers only). No other items are authorized.
- c. The teams will pre-marshal themselves at the ready line. When called by the EM, the color guard, with all color guard accessories, will form up in one rank at the designated starting point (see attachment 6). The flag bearers may use either one or both hands to steady the flags as long as both flag bearers are in unison. The guards will march at right shoulder arms.
- d. When directed by the EM, the color guard commander will march the team into the presentation area. The color guard commander will direct the team to execute a Half Left About and a Halt, in such a manner as to position the team 12 paces from, and with the American flag bearer centered on, the Chief Judge. The color guard commander will command, "Present, ARMS." The color guard commander will report to the Chief Judge; saying, "Sir/Ma'am, the [Team Name] Color Guard reports for Standard Drill." The Chief Judge will return the salute (**The Standard Drill two and one half minute clock starts**).
- e. Drill Routine.
 - 1) The color guard commander will proceed with the drill, in sequence, and without adding any commands, as follows:

| | |
|--|-----------------------------------|
| 1. Order, COLORS | 14. Right About, MARCH |
| 2. Parade, REST (Flags at Parade, Rest) | 15. Forward MARCH |
| 3. Color Guard, ATTENTION | 16. Half Right About, MARCH |
| 4. Carry, COLORS | 17. Forward MARCH |
| 5. Right Shoulder, ARMS | 18. Half Right About, MARCH |
| 6. Present, ARMS (Flags at the Carry) | 19. Forward MARCH |
| 7. Order, ARMS (Flags at the Carry) | 20. Left About, MARCH |
| 8. Right Shoulder, ARMS (Flags at the Carry) | 21. Forward MARCH |
| 9. Forward, MARCH | 22. Half Left About, MARCH |
| 10. Half Left About, MARCH | 23. Forward MARCH |
| 11. Forward MARCH | 24. Eyes, RIGHT (for Chief Judge) |
| 12. Half Left About, MARCH | 25. Ready, FRONT |
| 13. Forward MARCH | |
 - 2) The Color Guard will march off the presentation area to the designated ending point and will not report out to the Chief Judge. The Color Guard will be expected to utilize the entire presentation area as shown in attachment 6.
- f. Timing. The timekeeper will start the clock when the Chief Judge returns the color guard commander's salute at the initial report in. The timekeeper will stop the clock when the team steps out of the presentation area. Each team will have a minimum of two and one half minutes for the Standard Drill event. There is no maximum time.

COLOR GUARD PRESENTATION AREA FOR STANDARD DRILL



CJ: Chief Judge SP: Start Point EP: End Point RL: Ready Line

The Color Guard standard drill pad is 50' by 90.' The Chief Judge is located four paces from the centerline of the long side. The starting point is located at the centerline of the short side to the chief Judge's right. This is also the ending point for the Standard Drill. The diagram above illustrates the movements associated with the Color Guard Standard Drill. The illustration at the starting point is for the Color Guard Inspection, showing the alternate's location behind the US Flag bearer.

NCC STANDARD DRILL SCORECARD

TEAM:

Item

Marginal Fair Very Good Excellent

PERFORMANCE OF COMMANDS & PRECISION

1. In-place commands & Posture: crispness, precision
2. Marching, Cadence: sharpness, discipline, speed, consistency
3. Turning movements: steady cadence,
4. Alignment & Uniformity: all together

| | | | |
|--|--|--|--|
| | | | |
| | | | |
| | | | |
| | | | |

0 5 8 15

Points per mark
Marks per column
(Multiply) Subtotal: Points for column

| | | | | |
|--|--|--|--|----------|
| | | | | Subtotal |
| | | | | |
| | | | | |

MILITARY BEARING

5. Voice Commands: crisp together
6. Flag procedures: control
7. Poise: spirit, recovery

| | | | |
|--|--|--|--|
| | | | |
| | | | |
| | | | |
| | | | |

Points per mark 0 3 6 10

Marks per column
(Multiply) Subtotal: Points for column

| | | | | |
|--|--|--|--|----------|
| | | | | Subtotal |
| | | | | |
| | | | | |

Time:

PENALTIES

8. Movements out of sequence or omitted (use table below)
9. Boundary Violation
10. Done in less than 2min 30 sec

| | |
|--|--|
| | |
| | |
| | |
| | |

Points per mark
Marks per column
(Multiply) Subtotal: Points for column

| | | | |
|--|----|---|----------|
| | -3 | 0 | |
| | | | |
| | | | |
| | | | Subtotal |

| Command | Yes | No | Command | Yes | No | Command | Yes | No |
|---------------------|-----|----|----------------------|-----|----|---------------------|-----|----|
| 1. Order Colors | | | 10. Half Left About | | | 19. Forward March | | |
| 2. Parade Rest | | | 11. Forward March | | | 20. Left About | | |
| 3. Attention | | | 12. Half Left About | | | 21. Forward March | | |
| 4. Carry Colors | | | 13. Forward March | | | 22. Half Left About | | |
| 5. Rt Shoulder Arms | | | 14. Right About | | | 23. Forward March | | |
| 6. Present Arms | | | 15. Forward March | | | 24. Eyes Right | | |
| 7. Order Arms | | | 16. Half Right About | | | 25. Ready Front | | |
| 8. Rt Shoulder Arms | | | 17. Forward March | | | | | |
| 9. Forward March | | | 18. Half Right About | | | | | |

Judge

GRAND TOTAL Sum of column subtotals

Grand Total