**PROCEDURES FOR THE COLOR GUARD CATEGORY**

1. GENERAL

a. Color guard competition will consist of male/coed and female events. Each event will include an inspection phase and a procedure phase. Color guards will consist of four members including the Commander who will give all commands.

b. Only regulation color guard movements and procedures as prescribed in FM 3-21.5, MCO P5060.20, or AFRM 50-14 will be used. Any exhibition or non-standard cadence or movement will result in point deduction. **The Color Guard drill area is approximately** **20 x 25 yards.**

2. UNIFORM

a**. The uniform will be either the Class A or Class B Service uniform with nametags and ribbons and Service headgear/cover**. Points will be deducted for improper uniform or uniform condition.

b. Guards will carry weapons. Color bearers will wear harnesses and both guards and bearers will wear pistol belts.

c. Color guards will carry the National colors and either State or Service colors. Each color guard will provide its own colors. The Color Guard Commander will be the person carrying the National Colors.

3. SEQUENCE OF EVENTS. Color Guard Commanders will report to the Chief Judge’s table 5 minutes prior to start time for instructions. Notify the OIC or NCOIC at least 15 minutes prior to your start time if your team is going to be late. Late Color Guards will be moved to the space available list.

a. The color guard will proceed to a spot designated by the Chief Judge and come to ORDER COLORS, and PARADE REST. Colors are cased. On approach of the Chief Inspector, the Color Guard Commander will command the color guard to ATTENTION and report to the Chief Inspector . The Chief Inspector will then inspect the color guard.

(1). Guards will not be required to perform inspection arms.

(2). All members will be asked at least one question regarding the flag, color guard procedures, or general military knowledge.

b. After the Inspection Phase, color guards will move to the ready area for the Performance Phase. When directed by the Performance Judge, the Color Guard will proceed with the marching movements as listed in the attached sequence of commands. Judging will cease with the last command in the sequence.

c. Score Verification. Approximately 30 minutes after a team completes all phases of the Color Guard Events, the team coach may verify his team’s score.

**Coaches need to check scores prior to leaving the competition station. Once coaches depart the station, all scores are final.**

**COLOR GUARD COMPETITION**

**INSPECTION PHASE**

SCHOOL:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_CMDR\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ (please print)

(FIRST NAME, LAST NAME)

\* \* \* \*

UNIFORM:

SERVICE HEADGEAR/COVER 5 4 3 2 1 0

BRASS/RIBBONS/NAMETAG 5 4 3 2 1 0

CLEAN/PRESSED 5 4 3 2 1 0

WEAPONS: 5 4 3 2 1 0

FOOT GEAR: 5 4 3 2 1 0

UNIFORMITY: 5 4 3 2 1 0

HAIR GROOMING/SHAVE: 5 4 3 2 1 0

MILITARY BEARING: 5 4 3 2 1 0

KNOWLEDGE: 5 4 3 2 1 0

PROCEDURES: 5 4 3 2 1 0

TOTAL SCORE - \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ (50 MAX)

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

JUDGE’S SIGNATURE

# COLOR GUARD COMPETITION

# PERFORMANCE PHASE

SCHOOL\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ COMMANDER \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**AFTER THE COLOR GUARD HAS FORMED THE FOLLOWING SEQUENCE WILL BE FOLLOWED:**

1. SLING ARMS 5 4 3 2 1 0

2. POST 5 4 3 2 1 0

3. UNCASE COLORS 5 4 3 2 1 0

4. PRESENT ARMS 5 4 3 2 1 0

5. ORDER ARMS 5 4 3 2 1 0

6. POST 5 4 3 2 1 0

7. Colors Reverse March (Fwd March) 5 4 3 2 1 0

8. Left Wheel March (Fwd March) 5 4 3 2 1 0

9. Colors Reverse March (Fwd March) 5 4 3 2 1 0

10. COLORS HALT 5 4 3 2 1 0

11. ORDER COLORS 5 4 3 2 1 0

12. PARADE REST 5 4 3 2 1 0

13. COLORS ATTENTION 5 4 3 2 1 0

14. CARRY COLORS 5 4 3 2 1 0

15. FORWARD MARCH 5 4 3 2 1 0

16. Right Wheel March (FWD March) 5 4 3 2 1 0

17. Right Wheel March (FWD March) 5 4 3 2 1 0

18. Colors Reverse March (Fwd March) 5 4 3 2 1 0

19. EYES RIGHT 5 4 3 2 1 0

20. READY FRONT 5 4 3 2 1 0

21. Left Wheel March (Fwd March) 5 4 3 2 1 0

22. Left Wheel March (Fwd March) 5 4 3 2 1 0

23. Left Wheel March (Fwd March) 5 4 3 2 1 0

24. COLORS HALT 5 4 3 2 1 0

MINUS PENALTY POINTS - \_\_\_\_\_\_\_\_\_\_

TOTAL SCORE \_\_\_\_\_\_\_\_\_\_\_\_\_ (150 MAX)

**COMMANDER:**

VOICE 10 9 8 7 6 5 4 3 2 1 0

BEARING 10 9 8 7 6 5 4 3 2 1 0

CONTROL 10 9 8 7 6 5 4 3 2 1 0

OVERALL IMPRESSION 10 9 8 7 6 5 4 3 2 1 0

TOTAL SCORE\_\_\_\_\_\_\_\_(40 MAX)

**PENALTY POINTS:**

5 pts. Per boundary violation & added/deleted commands

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