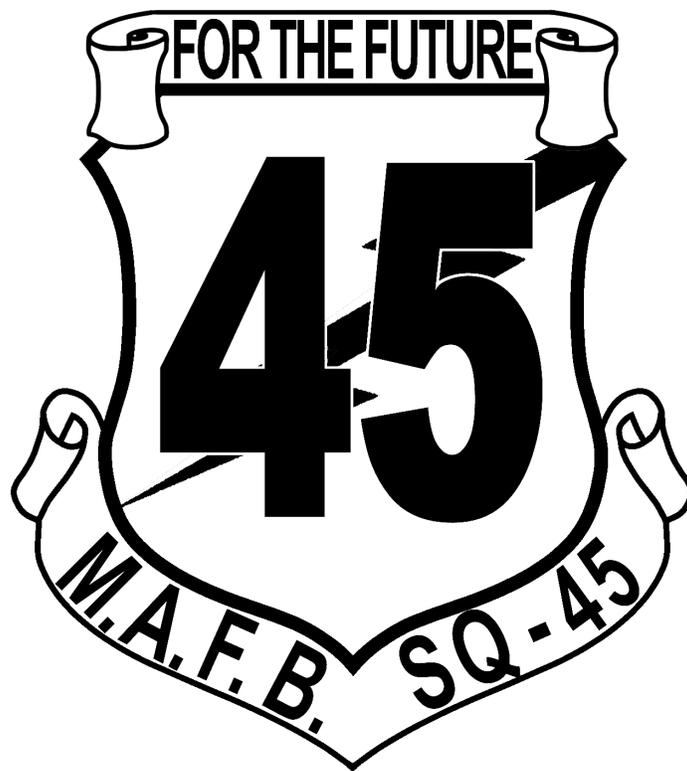


National Cadet Competition

Cadet Color Guard Guide



Pages from CAPM 52-4

CHAPTER 2 - NATIONAL CADET COLOR GUARD COMPETITION

2-1. GENERAL.

a. The publications listed in attachment 2 of this manual will be used as the basis of the NCGC. Judges will use these publications as the basis for scoring. Scores for marching events will be annotated using the National Cadet Color Guard Competition score sheets (see Attachment 3).

b. A cadet color guard team will be composed of four cadets. The team will ideally consist of two cadet airmen (the guards) and two cadet NCOs (the flag bearers). The composition of the team and positions of team members must remain constant throughout the competition. A substitution must be approved by the NCC director. Participants must be listed on the Monthly Membership Listing prior to the competition. Teams are allowed to add one alternate team member (i.e.: a fifth cadet), who must meet the criteria listed in this paragraph. The inclusion of an alternate team member is optional. Cadet officers are not permitted to participate in this competition.

c. The competition consists of seven events: In-Ranks Inspection, Standard Drill, Indoor Practical Drill, Outdoor Practical Drill, Written Examination, Panel Quiz, and the Mile Run. All four members will compete in each event. Unless a formal substitution is made, designated alternates will also participate in the Written Exam and the Mile Run, but their individual scores will not be counted in determining the winner.

d. Each designated presentation area will have a starting point and a ready line (see attachment 6). As each team begins their presentation, the next scheduled team will proceed to the ready line and may stand at ease until called to the starting point by the EM.

e. In-Ranks Inspection and Standard Drill are standardized events. Teams are expected to rigorously follow the stated guidelines and neither add nor subtract any actions. Indoor Practical Drill and Outdoor Practical Drill are innovative events and so long as the stated required actions are adhered to, teams are allowed to vary in their styling.

2-2. UNIFORM.

a. All uniform items must be worn in accordance with CAPM 39-1, Civil Air Patrol Uniform Manual.

b. The authorized uniform for male cadets is the short-sleeve blue shirt (with epaulets) and blue trousers. The authorized uniform for female cadets is the short-sleeve blue blouse (with epaulets) and blue slacks or skirt.

c. Ties and Tie Tabs will not be worn. Ribbons will be worn. Taps on shoes are not authorized.

d. Color guards will wear the uniform/accessories listed below. All items are found in either the Vanguard catalog or any parade accessory catalog. No other items are authorized.

CG - Color Guard Team G - Guards only FB - Flag Bearers only	In-Ranks Inspection	Standard Drill	Practical Indoor	Practical Outdoor	Written Exam	Mile Run	Panel Quiz
Gloves	CG	CG	CG	CG			
Pistol belt	G	G	G	CG			
Shoulder cords	CG	CG	CG	CG			
Rifles	G	G	G				
Flag slings	FB	FB	FB				
Physical Fitness Uniform per Para 1-9						CG	
Standard Uniform per para 2-2b	CG	CG	CG	CG	CG		CG

e. The color guard team will wear flight caps. The flag slings will be worn under the epaulets with the socket just below the belt.

f. Marching/parade rifles must be matching and inoperable and will not be provided at the competition.

g. Teams will use the standard size, lightweight U.S. Flag and CAP Organizational Flag with matching poles and flag stands provided by the NCC.

h. The NCC Staff will provide a US flag to be used for the Outdoor Practical Drill.

2-3. IN-RANKS INSPECTION.

a. The In-Ranks Inspection will take place in the standard presentation area. Changes to the location will be clearly identified by the competition officials prior to this event. This will be the first event judged in uniform.

b. The teams will pre-marshal themselves at the ready line. When called by the EM, the color guard team will form up in rank formation (at close interval) at the designated starting point (see attachment 6). Team members will wear all prescribed color guard uniform items as for the Standard Drill, except flags will not be carried (See paragraph 2-2).

c. When directed by the EM, the color guard commander will order the guards to right shoulder arms, then 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 US 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 [*Region Name*] Color Guard reports for Inspection."

d. The Chief Judge will return the salute, and the color guard commander will command Order ARMS. The judges will inspect the team.

e. When the last judge has completed the inspection and returned to stand behind the Chief Judge, the color guard commander will command, "Present ARMS." The Chief Judge will return the salute. The color guard commander will command, "Order ARMS," "Right Shoulder ARMS," "Half Right About, MARCH," and "Forward, MARCH" and depart the presentation area to the Chief Judge's left.

f. The inspection will be scored on the following criteria:

- (1) Report in/out
- (2) Proper wear of the uniform
- (3) Cleanliness and neatness of uniform and equipment
- (4) Grooming standards
- (5) Military bearing
- (6) Overall appearance of team

g. The In-Ranks Inspection is not a timed event.

2-4. STANDARD DRILL.

a. General. This portion of the competition tests each team's proficiency in marching, turning, and passing in review as they would when called upon to participate in a parade.

b. 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.

c. 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 [Region Name] Color Guard reports for Standard Drill." The Chief Judge will return the salute (**The Standard Drill two and one half minute clock starts**).

d. Drill Routine.

(1) The color guard commander will proceed with the drill, in sequence, and without adding any commands, as follows:

- | | |
|--|-----------------------------------|
| 1. Order, ARMS (Flags at Order) | 14. Right About, MARCH |
| 2. Parade, REST (Flags at Parade, Rest) | 15. Forward MARCH |
| 3. Color Guard, ATTENTION | 16. Half Right About, MARCH |
| 4. Port, ARMS (Flags at the Carry) | 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 (see attachment 6) 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.

e. 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.

2-5. INDOOR PRACTICAL DRILL.

a. General. Color guards are frequently called upon to present the colors at various indoor ceremonies such as formal dinners, award presentations, or commander's calls. This event seeks to evaluate the color guard team's ability to quickly assess a room setting, develop a plan, and present and retire the colors professionally. Because the concept of this competition is based upon no prior knowledge of the room, the room will not be available for preview by the team or spectators at any time before the event. Any spectators entering the room during the event will be required to remain in the room until the competition is complete.

b. The teams will pre-marshal themselves at the ready line. When called by the EM, the color guard will form up at the starting point, wearing all color guard accessories. When directed to begin by the EM, the color guard commander (alone and without flag) will report to the Chief Judge and say, "Sir/Ma'am, the [Region Name] Color Guard reports for Indoor Practical Drill." The Chief Judge will return the salute (**The timekeeper will start the five-minute clock**).

c. The team will have a maximum of five minutes to assess the layout of the room and plan how they will proceed. This timed period begins with the return of the color guard commander's first salute by the Chief Judge (See paragraph 2-5b.). The timed period ends at the color guard commander's second salute (See paragraph 2-5d.). It is the color guard commander's responsibility to keep track of the time used. The timer will not prompt the team.

d. If the starting layout of the room is not correct, the team should use part of this five-minute assessment/planning period to move items (such as the podium, flag stands, etc.) as necessary to ensure the colors are posted properly. At the completion of this assessment, the team will reform at the designated starting point and the color guard commander (alone and without flag) will report to the Chief Judge and say, "Sir/Ma'am, the [Region Name] Color Guard is ready to post the colors" (**The timekeeper will stop the five-minute clock**). The Chief Judge will return the salute and order the posting of the colors.

e. The Color Guard Indoor Practical Competition is considered an innovative event. Each team may devise their own plan for positioning the team in keeping with standard drill movements and regulations pertaining to the Colors. The guards will be permitted to march at Right Shoulder Arms or Port Arms. The color guard will march as a team to the designated location, salute the audience (Present ARMS will be called), and post the colors. After the colors have been posted, the color bearers will salute the US flag (however, the command, "Present, ARMS" will not be given). The color guard will then reform and retire to the designated starting position. The color guard commander will step two paces forward from the formed color guard, face the Chief Judge, salute, and say, "Sir/Ma'am, the colors have been posted." The Chief Judge will return the salute and order the retrieval of the colors. The color guard commander will then rejoin the color guard and march the team to retrieve the colors. The color bearers will salute the flag (however, the command, "Present, ARMS" will not be given), retrieve the colors, reform, and retire to the designated starting position.

f. Timing.

(1) The team will have no more than five minutes to assess the room. The clock starts when the Chief Judge returns the color guard commander's salute at the initial report in. The clock stops when the color guard commander reports to the Chief Judge that the team is ready to post the colors.

(2) There is no time limit on the amount of time the color guard has to post and retrieve the colors, however, the ceremony should be done in a timely and expeditious manner while honoring the flag. Refer to the National Cadet Color Guard Competition score sheets (see Attachment 3) for potential penalties.

2-6. OUTDOOR PRACTICAL DRILL.

a. General. This event will evaluate each color guard team's ability to raise and lower the flag as at the beginning and end of the duty day while rendering appropriate honor and dignity to the flag. Teams are to be sequestered away from the event site to prevent observation of earlier competing teams. Spectators will not be allowed access to teams in the holding area.

b. The teams will pre-marshal themselves at the ready line. When called by the EM, the color guard will form up, without rifles, flags, or flag carriers, at the designated starting point. When directed by the EM to begin, the color guard commander will march the team into the competition area. The color guard commander may use discretion to determine where to halt the team.

c. The color guard commander will step out of the formation and report to the Chief Judge, saying, "Sir/Ma'am, the *[Region Name]* Color Guard reports for Outdoor Practical Drill." The Chief Judge will return the salute and present a folded US flag to the color guard commander.

d. The color guard commander will rejoin the color guard and the team will march to the flagpole with the flag folded. The color guard commander will hand the flag to the flag attendant and only the remaining three-member color guard will raise the flag. The color guard commander does not participate in the flag-raising ceremony, but will render appropriate honors while the flag is being raised. The flag will be raised to the half staff position.

e. The halyard will be secured to the cleat and the color guard will reform as a four-person team. The color guard commander will give the command, "Present ARMS" and "Order ARMS," after which the color guard will retrieve the flag. The color guard commander may assist in retrieving and folding the flag.

f. After the flag has been lowered and the halyards secured (with the connectors at the bottom of the pole), the color guard will fold the flag. After folding the flag, the color guard commander will reform and march the team to a position six paces in front of the Chief Judge. The color guard commander will command, "Present ARMS," step forward, present the flag to the Chief Judge, and go to Present Arms. The Chief Judge will take the flag, pass it off to Judge #2 and then return the color guard commander's salute. After the Chief Judge returns the salute, the color guard commander will go to Order Arms, return to join the color guard team, command, "Order ARMS" and march the team off the competition area.

g. There is no limit on the amount of time the team has to complete this event; however, the ceremonies must be conducted in a timely and expeditious manner while still honoring the flag.

h. Teams will generally be judged on their precision, military bearing, and how well they show respect to the flag. All individual and team movements must be grounded in the CAP Drill and Ceremonies Manual but as this is an innovative event, some latitude is allowed so long as military bearing and decorum is maintained. The judges are the sole adjudicators as to as to when this line is crossed.

2-7. WRITTEN EXAMINATION.

a. The Written Examination for color guard will consist of 50 multiple-choice questions selected to test knowledge in the following areas:

- (1) Leadership requirements in Phases I and II of the cadet program
- (2) General knowledge of the Civil Air Patrol corporation, including history, mission, and organizational structure
- (3) Color guard movements and procedures from the CAP Drill and Ceremonies Manual
- (4) General knowledge of CAPR 900-2
- (5) General knowledge of CAPM 39-1
- (6) General knowledge of CAPP 52-18
- (7) Manual of Arms (see Attachment 12)

b. The test is administered to all cadets concurrently. At the time prescribed, the doors to the testing area will be closed, and only cadets present will be administered the examination. A time limit of 45 minutes will be in effect.

c. Competition officials will include one examiner and two scorers/recorders.

d. The total number of questions answered correctly by a team will be used to determine the rank order score for each team. If a team has less than four cadets present for the Written Examination, regardless of the reason, the cadet or cadets not present will receive a score of zero (0) on the Written Examination.

2-8. MILE RUN. The requirements for the Mile Run are described in paragraph 1-9.

2-9. PANEL QUIZ.

a. General. Whenever possible, the Panel Quiz event should be conducted as a round-robin tournament. Each team plays every other team once. The NCGC will use four-person quiz teams. Each Panel Quiz will be conducted by a Moderator, who leads the proceedings and asks the questions, and a Judge, who serves as a timer, keeps the event on track, and is the final arbiter regarding the correctness of an answer. The moderator will brief each team concerning the rules (see attachment 10).

b. Participation.

(1) Each team member on each team must participate in the Panel Quiz event.

(2) The tournament schedule will be provided to the individual teams with as much advance notice as possible.

c. Question Sources and Format.

(1) The source material for the Panel Quiz should be Aerospace Modules one through six plus Aerospace current events. Questions will be written in an open-ended format. Specifically, true/false and multiple-choice questions will not be used.

(2) Games that are conducted simultaneously (i.e., in the same round) may use the same question set. Questions used in any round should not be re-used in later rounds.

(3) Each question set consists of at least twenty-five questions (ten toss-ups, ten bonuses, and five or more tiebreakers) per round.

d. Format of a Panel Quiz Game.

(1) General

(a) A Panel Quiz game consists of a group of cadets (a "quiz team") from one team competing against a group of cadets from another team.

(b) A game consists of a maximum of 10 "toss-up" questions. The event staff may optionally impose a maximum time limit for each game (15-20 minutes is recommended). If any team has signaled to answer a toss-up question when time expires, that toss-up question and its bonus question will be completed. Otherwise, the question will be discarded.

(c) The Moderator will begin by explaining the rules and testing each buzzer to ensure proper operation.

(d) Cadets are instructed to begin an answer only upon being recognized by the Moderator. Upon being so recognized, that cadet must begin their answer immediately.

(2) Game Flow (see Attachment 11, Panel Quiz Flowchart, as a guide). The Moderator will ask a toss-up question.

(a) If a team buzzes in prior to the completion of the toss-up question, the Moderator will stop and identify the cadet who buzzed in. The cadet should provide the answer immediately.

1 Correct answers to the first 5 toss-up questions earn the team 10 points each and a “bonus question” will be offered by the Moderator. The team may confer for 10 seconds before providing an answer. The last 5 toss-up questions are worth 15 points each.

a Correct answers to the bonus questions are worth 5 points each. The Moderator goes on to the next toss-up question.

b If the bonus answer is incorrect, there is no penalty and the Moderator goes on to the next toss-up question

2 Incorrect answers to the first five toss-up questions will take 10 points from the team’s score and the toss-up question is re-read, in its entirety, for the other team, who will have 10 seconds to buzz in. A cadet who buzzes in within 10 seconds must answer immediately after being identified by the Moderator. If no member on the other team buzzes in within 10 seconds, the Moderator will move on to the next toss-up question. Incorrect answers to the last 5 toss-up questions carry a 15 point penalty.

a A correct answer is worth 10 points in the first five questions (15 points in the last five). The Moderator will go on to the next toss-up question. There is no bonus question.

b An incorrect answer results in a 10-point deduction in the team’s score in the first questions (15-point deduction in the last five questions). The Moderator will go on to the next toss-up question.

(b) If a team does not buzz in prior to the completion of the toss-up question, the Moderator will allow 10 seconds for either team to buzz in and be recognized. If neither team buzzes in within 10 seconds, the Moderator will move on to the next toss-up question. If a team buzzes in within 10 seconds, the Moderator will identify the cadet who buzzed in. The cadet should provide the answer immediately.

1 If the answer to the toss-up question is correct, the team receives 10 points in the first five questions (15 points in the last five questions). A “bonus question” will be offered by the Moderator. The team may confer for 10 seconds before providing an answer.

a Correct answers to a bonus question are worth 5 points. The Moderator goes on to the next toss-up question.

b If the bonus answer is incorrect, there is no penalty and the Moderator goes on to the next toss-up question.

2 If the answer to the toss-up question is incorrect, 10 points are deducted from the team’s score in the first five questions (15 points in the last five) and the other team has 10 seconds to buzz in. A cadet who buzzes in within 10 seconds must answer immediately after being identified by the Moderator. If no member on the other team buzzes in within 10 seconds, the Moderator will move on to the next toss-up question.

a A correct answer is worth 10 points in the first five questions (15 points in the last five questions) and the Moderator will go on to the next toss-up question. There is no bonus question.

b An incorrect answer results in a 10-point deduction in the team’s score in the first five questions (15 points in the last five). The Moderator will go on to the next toss-up question

(3) Answering Toss-up Questions.

(a) As a toss-up question is read, either team may signal their desire to attempt an answer at any time. If the question is read in its entirety and no signal is given, the Moderator will wait 10 seconds before going on to the next toss-up question.

(b) Once a team has signaled, the Moderator will stop reading the question, identify the individual who signaled, and request an answer.

(c) Only the person that signaled may answer a toss-up question. They must begin their answer immediately upon being recognized by the Moderator. Drawn out replies, restatement of the question, “essay-type” answers, and any other tactic used to delay an immediate response will be deemed “incorrect” and the team penalized 10 points in the first five questions (15 points in the last five).

(d) Any answer given by a member of either team without buzzing in will be ignored. If an answer (even if correct) is tendered by a member of the team that buzzed in before that member is recognized by the Moderator or by a cadet other than the one recognized by the Moderator, the Moderator will state, “Incorrect” and penalize the team 10 points in the first five questions (15 points in the last five).

(e) No discussion is allowed on a toss-up question.

(4) Answering Bonus Questions.

(a) When a team answers a toss-up question correctly, they will be asked a bonus question; however, no bonus question will be asked if the other team previously responded to that toss-up question with an incorrect answer (See paragraphs 2-9d(2)(a)2a and 2-9d(2)(b)2a).

(b) Since only that team may answer a bonus question, the question will be read in its entirety.

(c) The team then has 10 seconds to discuss their answer and respond.

(d) A correct answer will earn the team five points.

(e) There will be no penalty for an incorrect answer. The other team will not have an opportunity to answer.

e. If the game ends in a tie, the tiebreaker questions will be asked until the tie is broken. These questions will be worth 15 points for toss-up questions and 5 points for bonus questions.

f. Challenges. The NCC Staff has instituted a mechanism whereby teams may challenge questions and/or answers. These procedures are outlined in the Judges' Briefing Notes (See Attachment 1) and may be supplemented or modified by the NCC Staff provided advance notification is provided to all teams.

g. Event Scoring.

(1) The Panel Quiz rank order score will be based on the number of games each team won.

(2) If two (or more) teams have the same number of wins at the completion of the tournament, the numerical scores derived from all games completed by the tied teams will be totaled to determine the rank order position for those teams. Teams still tied after this step will receive relative rank orderings as described in paragraph 1-4e.

National CAP Cadet Color Guard Competition In-Ranks Inspection

TEAM: _____ **Judge #:** _____ **Judge's Initials** _____
 Maximum score: 100 points

Section I Uniform Wear		Poor				Good				Best	
Appearance of Uniform	Cleanliness, creases, belt/buckle, accoutrements, pants length, ribbon order	1	2	3	4	5	6	7	8	9	10
Alignment	Shirt/trousers, ribbons, rank	1	2	3	4	5	6	7	8	9	10
Shoes	Shine, condition	1	2	3	4	5	6	7	8	9	10
Headgear	Proper placement, insignia	1	2	3	4	5	6	7	8	9	10

Section II Personal Appearance		Poor				Good				Best	
Grooming	Hair, shave, cosmetics	1	2	3	4	5	6	7	8	9	10
Uniformity	Standardized appearance	1	2	3	4	5	6	7	8	9	10
Pockets	Smooth appearance, buttons	1	2	3	4	5	6	7	8	9	10

Section III Military Bearing		Poor				Good				Best	
Color Guard Equipment	Cleanliness, proper wear, Standardization	1	2	3	4	5	6	7	8	9	10
Poise, Posture	Esprit, confidence, position	1	2	3	4	5	6	7	8	9	10
Reporting In/Out	Voice quality, proper procedure	1	2	3	4	5	6	7	8	9	10

Objective Requirements (Chief Judge Only) **Yes** **No**

Color guard forms up at starting point; marches onto drill pad from staring point with all color guard accessories except flags. Should have gloves, pistol belts, shoulder cords, identical rifles, and flag slings; at close interval; guards should be at right shoulder arms		
Color guard commander directs Half Left About and Halt; team should be 12 paces from judges; US flag bearer centered on Chief Judge		
Color guard commander directs Present Arms and reports to Chief Judge for inspection		
Color guard commander directs Order Arms. Inspection commences.		
Color guard commander directs Present Arms, Order Arms, Right Shoulder Arms, Half Right About, March and marches off drill pad to Chief Judge's left.		

Section IV Penalties (Chief Judge Only) **#** **Total**

Movements out of sequence		X-30	
Omitting required movements (or any objective item omitted)		X-30	
Boundary violation		X-30	
Other		X-30	
TOTAL			

Comments: _____

Points Earned
Section I _____
Section II _____
Section III _____
- Penalties _____
(Chief Judge Only)
=Total Points

National CAP Cadet Color Guard Competition Outdoor Practical Drill

TEAM: _____ **Judge #:** _____ **Judge's Initials** _____

Maximum score: 100 points

Section I Uniform Wear		Poor				Good				Best	
March in/out	Crisp turns, steady cadence	1	2	3	4	5	6	7	8	9	10
Report in	Crisp, clear, professional	1	2	3	4	5	6	7	8	9	10
Rope handling	Smooth freeing, securing	1	2	3	4	5	6	7	8	9	10
Flag handling	Smooth attachment, securing	1	2	3	4	5	6	7	8	9	10
Raising/lowering	Smooth flow, cadence, up briskly, down solemnly	1	2	3	4	5	6	7	8	9	10
Folding	Smooth flow, cadence	1	2	3	4	5	6	7	8	9	10
Report out	Crisp, clear, professional	1	2	3	4	5	6	7	8	9	10

Section II Military Bearing		Poor				Good				Best	
Overall	Military bearing, precision, snap	1	2	3	4	5	6	7	8	9	10
Proper respect	Salute, protection, control	1	2	3	4	5	6	7	8	9	10
Folded flag	Tightness, red hidden	1	2	3	4	5	6	7	8	9	10

Objective Requirements (Chief Judge Only)	Yes	No
Color guard forms up without rifles, flags, or flag carriers.		
CG commander steps out of formation, reports to Chief Judge, and receives flag.		
Color Guard raises flag to top of flagpole, then to half staff and secures halyard. CG commander does not participate (except to render proper honors).		
Color Guard reforms, CG commander directs Present Arms and Order Arms.		
Color Guard raises flag to top of flag pole, then lowers and retrieves flag.		
Color Guard secures halyard and folds flag. Color Guard reforms and marches to a position 6 paces from Chief Judge.		
CG commander directs Present Arms, steps forward, gives flag to Chief Judge, and salutes. When Chief Judge returns salute, CG commander rejoins team, directs Order Arms and departs the judging area.		

Section III Penalties (Chief Judge Only)	#	Total
Movements out of sequence		X-30
Omitting required movements (or any objective item omitted)		X-30
Other		X-30
TOTAL		

Comments: _____

Points Earned	
Section I	_____
Section II	_____
- Penalties (Chief Judge Only)	_____
=Total Points	_____

National CAP Cadet Color Guard Competition Standard Drill

TEAM: _____ **Judge #:** _____ **Judge's Initials** _____
 Maximum score: 100 points

Section I Performance of Commands		Poor				Good				Best	
In-place commands	Crispness, precision	1	2	3	4	5	6	7	8	9	10
Marching	Sharpness, discipline	1	2	3	4	5	6	7	8	9	10
Turning movements	Steady cadence	1	2	3	4	5	6	7	8	9	10

Section II Precision		Poor				Good				Best	
Alignment	Dress, distance	1	2	3	4	5	6	7	8	9	10
Uniformity	All together	1	2	3	4	5	6	7	8	9	10
Cadence	Speed, consistency	1	2	3	4	5	6	7	8	9	10
Posture	Naturalness	1	2	3	4	5	6	7	8	9	10

Section III Military Bearing		Poor				Good				Best	
Voice commands	Crisp, together	1	2	3	4	5	6	7	8	9	10
Flag procedures	Control	1	2	3	4	5	6	7	8	9	10
Poise	Esprit, recovery	1	2	3	4	5	6	7	8	9	10

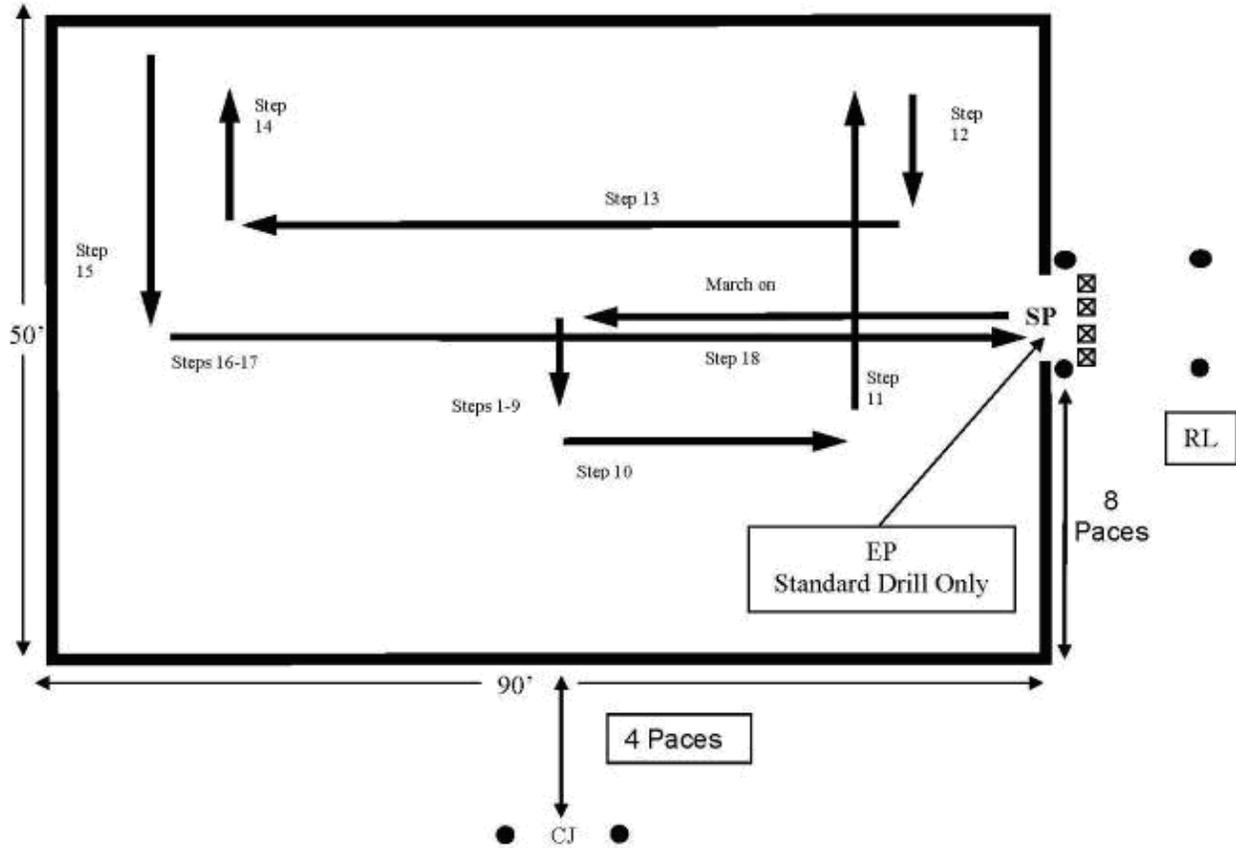
Objective Requirements (Chief Judge Only)	Yes	No
Color guard forms up in a rank formation, at starting point; marches onto drill pad from Chief Judge's right with all color guard accessories, guards at right shoulder arms.		
CG commander directs Half Left About and Halt; team is 12 paces from judges; US flag bearer centered on Chief Judge; guards at right shoulder arms		
CG Commander directs Present Arms and reports to Chief Judge. (Clock starts at CJ salute, stops when team exits the drill pad)		

Command	Yes	No	Command	Yes	No	Command	Yes	No
1. Order Arms			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. Port Arms			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					

Section IV Penalties (Chief Judge Only)	#	Total
Movements out of sequence		X-30
Omitting required movements (or any objective item omitted)		X-30
Boundary violation		X-30
Done in less than two and a half minutes		X-30
Other		X-30
TOTAL		

Comments: _____	Points Earned
_____	Section I _____
_____	Section II _____
_____	Section III _____
_____	- Penalties _____
_____	=Total Points _____

ATTACHMENT 6 – COLOR GUARD PRESENTATION AREA FOR STANDARD DRILL AND INSPECTION



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.

ATTACHMENT 12 – COLOR GUARD MANUAL OF ARMS

General

This attachment describes the Manual of Arms for Color Guard teams. *Note: Illustrations used in this attachment are designed to demonstrate proper Manual of Arms procedures. They are not to be construed as accurate examples of proper uniform wear nor what style of weapons to use.*

1. At order, the flagstaff rests on the ground touching the toe of the right shoe, the staff vertical, with the back of the flag bearer's hand to the right.

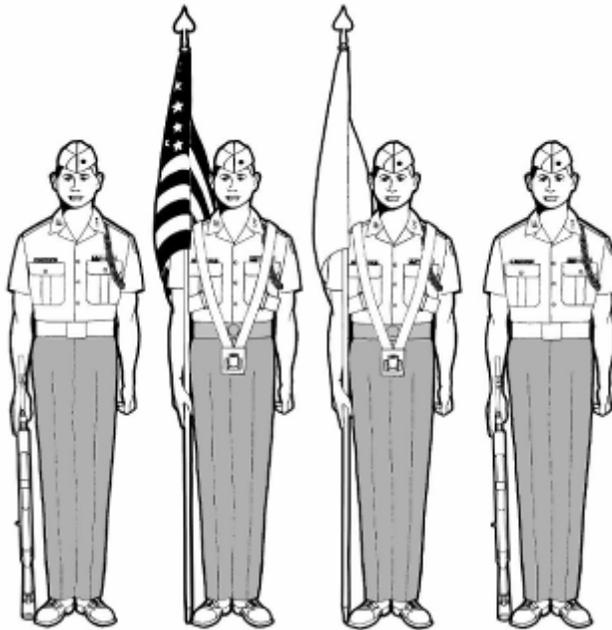


Figure 12-1 Order Arms (Flags at Order)

2. Parade rest with the flag is similar to parade rest for the individual airman except the flag bearer keeps the staff vertical.

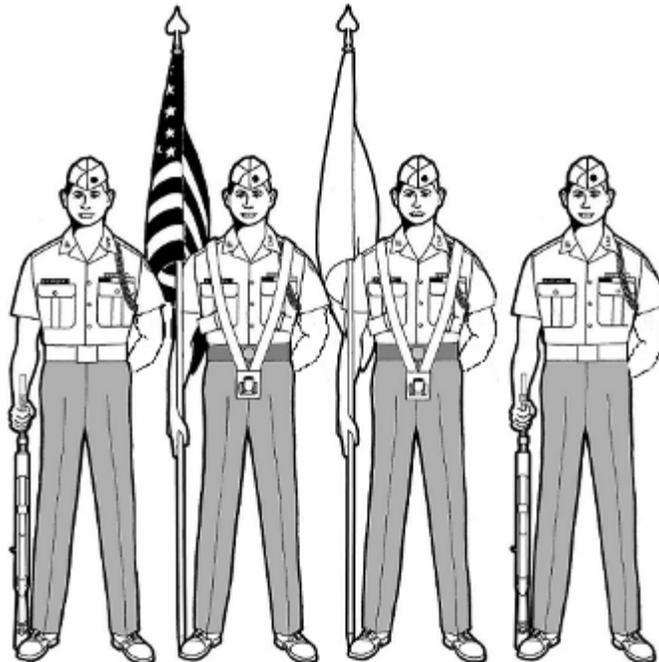


Figure 12-2 Flags at Parade Rest

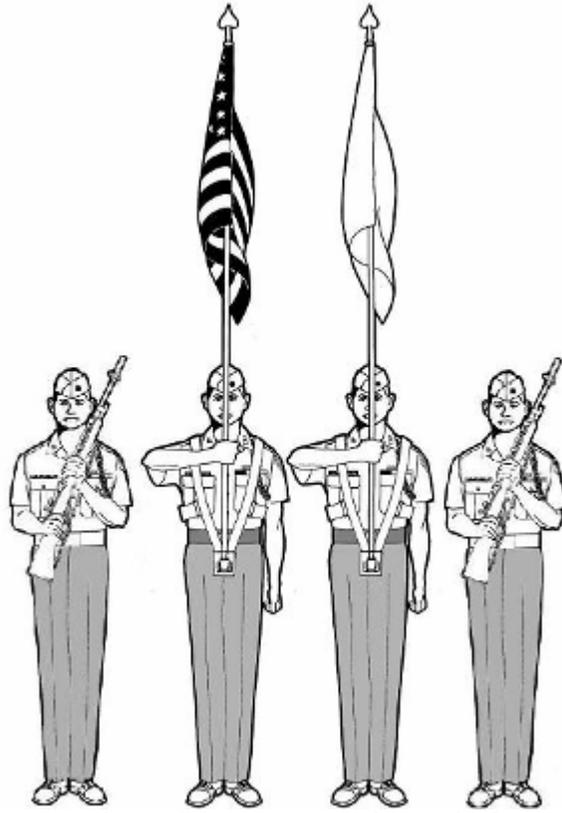


Figure 12-3 Port Arms (Flags at the Carry)

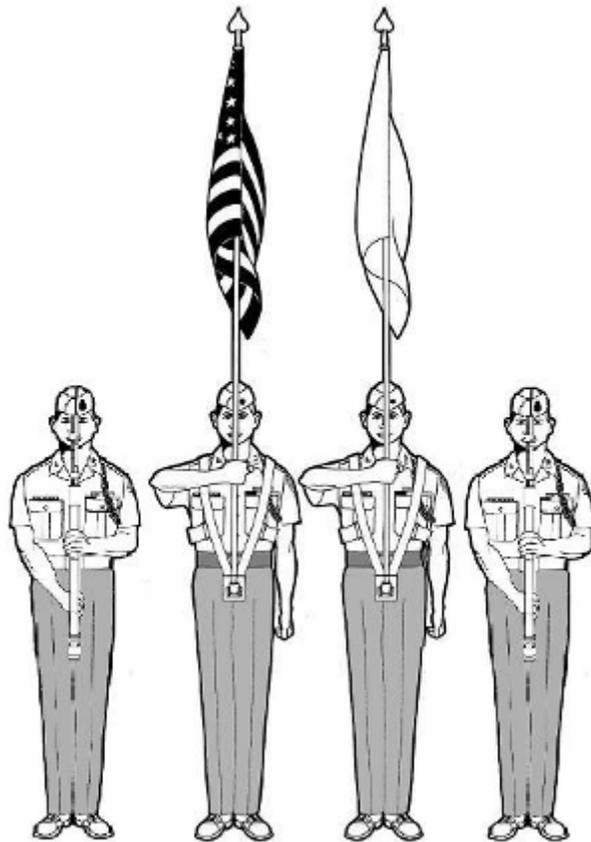


Figure 12-4 Present Arms (Flags at the Carry)

3. At the carry, the flagstaff rests in the socket of the sling with the flag bearer's right hand grasping the staff at shoulder height. Both hands can be used but if one flag bearer uses two hands, they both must do so. The forearms are parallel to the ground and the staff is inclined slightly to the front.

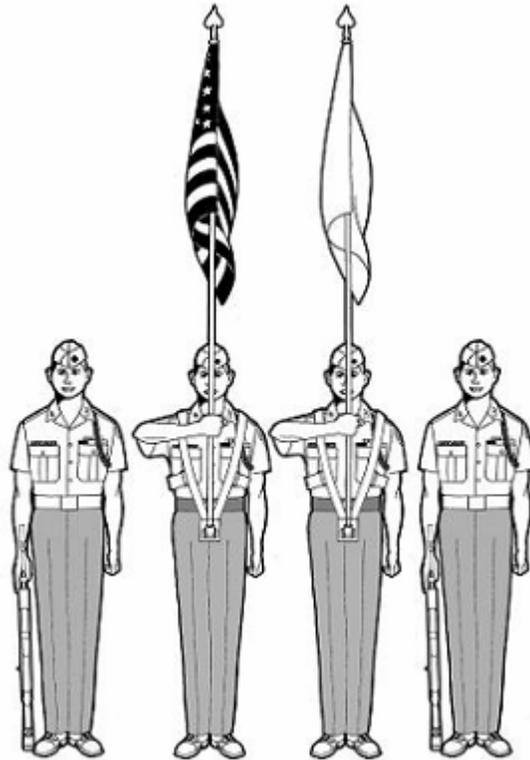


Figure 12-5 Order Arms (Flags at the Carry)

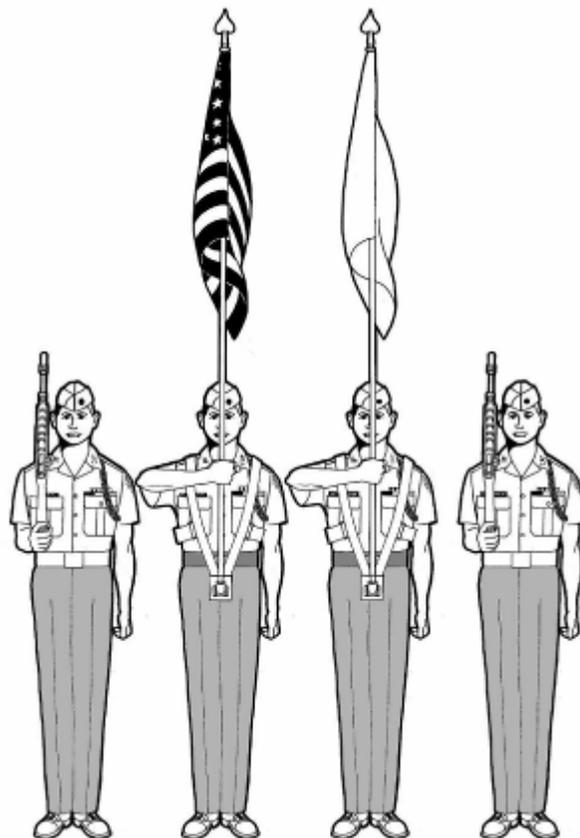


Figure 12-6 Right Shoulder Arms (Flags at the Carry)

4. If indoors, the flagstaff may be held vertically, in the right hand such that the ferrule is approximately 2-3 inches above the ground with the left hand held across the chest with fingers joined and extended.

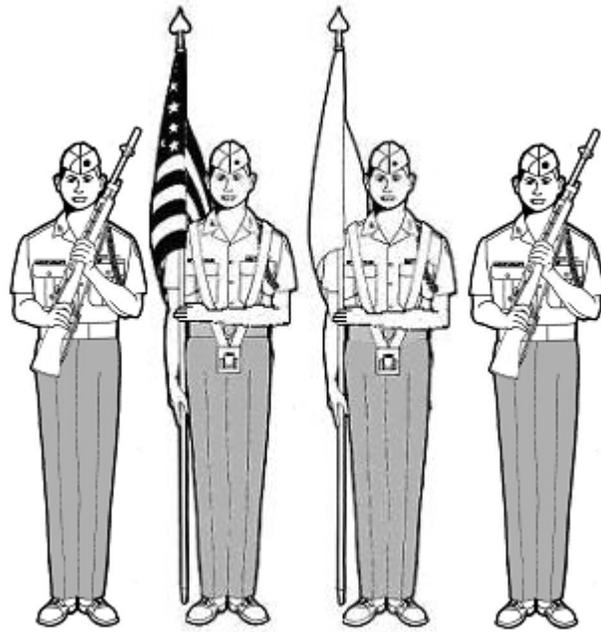


Figure 12-7 Optional flag carry for indoor presentation

