

consider your proposed changes, to schedule these changes and foremost, to inform all the other teams of these changes. Commander's Call is **OPTIONAL** for all commanders. Team advisors are also encouraged to attend Commander's Call.

If, due to extenuating circumstances, it is **IMPOSSIBLE** for the team commander to attend Commander's Call, alternate arrangements must be made with the Meet Coordinator.

NOTE: ONLY the team commander and one advisor may attend the Commander's Call. Uniforms are not required at this briefing.

We are looking forward to a fun and enjoyable day. Please help us by being on time.

D. Listed below is the sequence of commands/movements, which will be used during the COLOR GUARD performance. The Color Guard will form outside the boundary and move forward to Station 1 when told to do so. The numbers in parenthesis indicate the appropriate paragraph number in FM 3-21.5 Chapter 15 section 15-6. The following sequences will be used.

E. **After step 28 the Color Guard Commander will report out to Head Judge.**

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| 1. Uncase, Colors (9-47) | 10. Color Guard, Attention (At this time the Head Judge will inspect the Color Guard). | 20. Eyes, Right (-45d) |
| 2. Forward, March | 11. Carry, Colors (9-55) | 21. Ready, Front (9-45d) |
| 3. Left Wheel, March (9-45c) | 12. Colors Reverse, March (9-45c) | 22. Left Wheel, March (9-45c) |
| 4. Forward, March | 13. Forward, March | 23. Forward, March |
| 5. Color Guard, Halt | 14. Left Wheel, March (9-45c) | 24. Right Wheel, March (9-45c) |
| 6. Colors Salute (NOTE: at this point the Color Guard Commander reports to the Head Judge). (9-45f) | 15. Forward, March | 25. Forward, March |
| 7. Carry, Colors (9-45f) | 16. Left Wheel, March (9-45c) | 26. Color Guard, Halt |
| 8. Order, Colors | 17. Forward, March (9-45c) | 27. Colors Reverse, March (9-51) |
| 9. Parade, Rest (9-56) | 18. Left Wheel, March (9-45c) | 28. Color Guard, Halt |
| | 19. Forward, March | |

NOTE: If the Head Judge is not in front when you report or when you do eyes right, you will execute the movement on the Head Judge cone.

PERFORMANCE LOCATIONS:

Station 1: Halt, and uncase the Colors

Station 2: Execute Left, Wheel & Forward, March Movements 3 & 4

Station 3: Execute movements 5-13

Station 2: Execute movements 14-15

Station 4: Execute movements 16-17

Station 5: Execute movements 18-19

Station 6: Execute movements 20-21

Station 7: Execute movements 22-23

Station 1: Execute movements 24-28



