

3 Person Colours 2026

The rules for this competition can be found in the October 2024 revision of the London District Band & Drill competition rules. The Colour Party should march on with the Colour uncased and to the Carry by the Colour Bearer, who should wear the carrier over their left shoulder. The Colour Party should begin the routine at the rear right of the hall, side by side, facing towards the front and standing at ease. Movement of the Colour will not require a command but should be carried out smartly in the simplest manner without loss of bearing and with the left hand being used as necessary. It will be necessary for the Colour Bearer to memorise the commands for this drill routine. Between each section, the Colour Bearer should await signal from the judge before continuing. Marks will be awarded for uniform (10), commands (20) and drill movements (70).

Section 1	Pts	Section 4	Pts
Attention	-	Attention	1
(Inspection)	10	(Colour to the Slope)	1
Stand at ease	-	Quick march	4
		Right form (move to move, near end of hall)	5
Section 2		Right form (move to move, near side of hall)	5
Attention	1	Right form (move to move, near end of hall)	5
(Colour to the Carry)	1	Right form (move to halt, near side of hall)	5
(Colour Let Fly)	2	(Colour to the Order)	1
(Colour to the Carry)	1	(Colour to the Carry)	1
(Colour Lowered)	3	(Judge to salute Colour Bearer)	-
(Colour to the Carry)	1	March off	-
(Colour to the Order)	1		
Stand at ease	1		
		Colour Bearer's commands	20
Section 3			
Attention	1		
(Colour to the Carry)	1		
Left form (halt to halt, quick march)	4		
Right form (halt to halt, quick march)	4		
Slow march	4		
Left form (move to move, near end of hall)	5		
Left form (move to move, near side of hall)	5		
Halt (near end of hall)	2	Note: It is implied that forms that are 'halt to	
About turn (judging the time)	3	move' or 'move to move' will result in the	
(Colour to the Order)	1	Colour Party marking time, following which	
Stand at ease	1	the 'Forward' command should be given.	



Single Line Drill 2026

The rules for this competition can be found in the October 2024 revision of the London District Band & Drill competition rules. The squad should begin the routine at the rear right of the hall, facing towards the front and standing at ease. Marks will be awarded for uniform (10) and drill movements (90).

Section 1	Pts	Section 4	Pts
Attention	-	Attention	2
(Squad commander to salute judge)	-	Left form (halt to halt, quick march)	6
(Inspection)	10	Right form (halt to move, quick march)	6
Stand at ease	-	About turn (end of hall)	4
		About turn (end of hall)	4
Section 2		Halt (ASAP)	3
Attention	2	Salute to the front (judging the time)	3
Slow march	4	(Squad commander to salute judge)	-
About turn (end of hall)	4	March off	-
About turn (end of hall)	4		
Halt (ASAP)	3		
Left close (6 paces)	5		
Step forward (4 paces)	5		
Stand at ease	2		
Section 3			
Attention	2		
Right turn (judging the time)	3		
Quick march	4		
Left wheel (side of hall)	4		
Left wheel (end of hall)	4		
Left wheel (side of hall)	4		
Left wheel (end of hall)	4	Note: It is implied that forms that are 'halt	
Halt (side of hall)	3	to move' or 'move to move' will result in	
Left turn (judging the time)	3	the squad marking time, following which	
Stand at ease	2	the 'Forward' command should be given.	



Squad Drill 2026

The rules for this competition can be found in the October 2024 revision of the London District Band & Drill competition rules. The squad should begin the routine at the rear right of the hall, facing towards the front with the squad in line, and standing at ease. The squad may either form up prior to entering the arena, or march on in single line and form up once on the arena. Ensure space is left at the rear of the squad to open order for inspection. Marks will be awarded for uniform (10) and drill movements (90).

Section 1 Attention (Squad commander to salute judge) Open order for inspection (Inspection) Close order after inspection Stand at ease Section 2 Attention Left close (6 paces) Step forward (4 paces) Quick mark time (at least 10 paces) Forward About turn (end of hall) About turn (end of hall) Halt (ASAP)	Pts 10 2 4 4 2 2 3 3 3 2	Section 4 Attention Left incline (judging the time) Quick march Right incline (near side of hall) About turn (near end of hall) About turn (near end of hall) Halt (ASAP) Right dress Right form (halt to halt, slow march) Left form (halt to halt, slow march) (Squad commander to salute judge) March off	Pts 2 3 4 3 2 4 5
Salute to the front (judging the time) Stand at ease Section 3 Stand easy Attention Left turn (judging the time) Quick march Right wheel (side of hall) Right wheel (end of hall) Right wheel (side of hall) Form squad (on the right, move to halt, near end of hall) About turn (judging the time)	3 2 2 2 3 3 3 3 5	Note: It is implied that forms that are 'halt to move' or 'move to move' will result in the squad marking time, following which	

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the 'Forward' command should be given.

Stand at ease