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Admin
10 NOV 2022

From: Midshipman Operations Officer (N-3)
To: Drill Team Advisors and Drill Team Commanders
Via: Assistant Marine Officer Instructor (AMOI)

Subj: STANDARD OPERATING PROCEDURE (SOP) FOR THE 49th ANNUAL MARDI GRAS
DRILL MEET

Ref: (a) Marine Corps Order 5060.20
(b) TC 3-21.5
(c) AFMAN 36-2203

Encl: (1) General Instructions
(2) Event Descriptions
(3) Score Cards
(4) Drill Cards
(5) Registration Form
(6) Indemnity Form
(7) Hotel List
(8) Directions to Tulane, Parking Areas and Maps
(9) Knowledge Packet

1. Situation. To provide an SOP for the forty-ninth annual Tulane Naval Reserve Officer Training Corps (NROTC) Mardi Gras Drill Meet (MGDM). This will effectively cancel all previous editions of this SOP.

2. Mission. The purpose of this SOP is to facilitate the fluid conduct of the competition. Additionally, this SOP is intended to ensure the following:

a. The competition is uniform and consistent on all levels of execution and with all participants, and follows as closely as possible normal drill and ceremony practices as outlined in the references.

b. The methods of administering the competition are standardized.

3. Execution

a. Commander's Intent. To execute a safe, effective and fun drill meet while providing the midshipmen of Tulane NROTC with leadership opportunities vital to their future success in the Fleet.

b. Concept of Operations. See Letter of Instruction for more details.

4. Administration and Logistics. Recommendations concerning the contents of this SOP are welcome and encouraged. Such recommendations should be forwarded to this command via the Assistant Marine Officer Instructor (POC information can be found in the Command and Signal paragraph on the following page).

a. Reference (a) details the Marine Corps Drill and Ceremonies Manual.

b. References (b) and (c) detail drill according to the Department of the Army and the Department of the Air Force. These manuals will be referenced solely for the conduct of the Color Guard competition. All other competitions will abide by reference (a).

c. Enclosure (1) details the general instructions for the conduct of the competition.

d. Enclosure (2) describes how each individual event will be conducted in accordance with the references.

e. Enclosure (3) contains the score sheets on how each event will be evaluated.

f. Enclosure (4) contains the drill cards on how each event should be performed and in what order.

g. Enclosure (5) contains the registration form that must be emailed or mailed to the specified address in order to enter the competition.

h. Enclosure (6) contains a copy of the Agreement of Indemnity that must be completed by all participants.

i. Enclosure (7) contains a list of hotels in the surrounding area and their contact information for schools to utilize.

j. Enclosure (8) contains directions on how to navigate to the Navy Building, authorized parking locations and a campus map.

k. Enclosure (9) contains the Knowledge Packet from which the questions for the Platoon Inspection will be drawn.

5. Command and Signal

a. Command. All personnel participating in the competition or acting as an advisor will read this SOP and familiarize themselves with its contents. All team members and active duty staff involved with the competition will comply with this SOP.

b. Signal. This order is effective the date signed. Contact can be made with the Assistant Marine Officer Instructor at cdoyon@tulane.edu or by phone at (504)-247-1602. The Marine Officer Instructor can be contacted at dpintos@tulane.edu or by phone at (504)-247-1606.

Jackson Swinkle

J. G. Swinkle

GENERAL INSTRUCTIONS

1. The forty-eighth Annual Mardi Gras Drill Meet will be held on February 17, 2023, on the Tulane University Campus. The competition will start at 0700. Advisors, unit commanders, and all participating team members are responsible for familiarizing themselves with the contents of this SOP.
2. The competition will consist of six events:
 - a. Event 1: Platoon Personnel Inspection
 - b. Event 2: Platoon Basic Drill
 - c. Event 3: Squad Basic Drill
 - d. Event 4: Color Guard Competition
 - e. Event 5: Platoon Exhibition Drill
 - f. Event 6: Individual Exhibition Drill
3. Basic drill movements will be executed as prescribed by Marine Corps Order 5060.20, Marine Corps Drill and Ceremony Manual. Essential modifications may be made to the manual of arms to account for the differences between the M16 and the older type weapons that are not covered in this manual. These modifications only apply to hand placement and counts. All units shall execute facing movements from trail arms. Inspection arms is the only drill movement that is weapon specific concerning this Drill Meet. Unit leaders are allowed leeway in determining how best to adapt the Marine Corps Order 5060.20 to Inspection Arms, but unit leaders should strive to remain close to the spirit of Marine Corps Order 5060.20 in adapting inspection arms to their specific weapons.
4. Units who desire to submit two complete teams must contact the Assistant Marine Officer Instructor for approval. If approved, the two teams must be identified with separate names (ex. Tulane Alpha/Tulane Bravo). Students may compete with only one team. Each school can have a maximum of two individuals competing in individual exhibition drill.
5. Teams must provide their own weapons. All weapons must be a standard service type rifle such as the Springfield 03, M1, M14, or M16. Plugged or welded weapons are allowed. Teams using weapons with non-operative bolts are required to go through the proper motions when executing inspection arms.
6. Units will not attach bayonets or use any other sharp devices for any drill event.
7. The uniform for participating units shall consist of Service Dress Uniform. Uniform changes are allowed for the exhibition event and color guard competition. Students are required to change into appropriate civilian attire upon completion of their events for force protection reasons. However, at least one member of each school must be in uniform to receive their trophy during the awards presentation.
8. Due to limited spacing, changing rooms can only be guaranteed for schools participating in platoon personnel inspection.

9. All members of competing teams will conduct themselves as officer candidates and will extend the proper respect and courtesies to other teams, judges, unit staff from other schools, and Tulane NROTC midshipmen staff and active duty staff at all times.

10. Active duty personnel who are students in the ROTC program can participate but cannot serve as a unit leader for any of the events.

11. Teams competing between 0700 and 1000 are required to check in at the Navy Building no later than 0600. Teams competing after 1000 are required to check in at the Navy Building at least 3 hours prior to their first event. Failure to do so will result in a penalty at the discretion of the AMOI.

12. Each team will be assigned a Tulane NROTC midshipman to serve as their guide for all communication prior to and on the day of the drill meet. The guide will be the official point of contact for information concerning the location of events and any other instruction necessary.

13. There will be no practicing in the competition area. If a team desires to practice, their assigned guide will take the team to a suitable location near the competition area.

14. Entry is based on a first-come, first-serve basis. Entry forms and initial payments received after 27 January 2023 will not be accepted and your entry fee will be mailed back to you. 50% of the total cost of registration fee is due by 27 January 2023. The remainder is due 17 February 2023 upon check-in at the Navy Building.

15. There will be no refunds given after 15 February 2023. For teams that have been guaranteed slots (i.e. not on a waiting list), refunds will not exceed 75% of the full payment and will be determined by the AMOI. Any team on the waiting list will receive a full refund if they have not been slotted. Withdrawal positions will be filled immediately with the next reserve team in line.

16. The following percentages will be used to determine overall scoring:

a. Platoon Personnel Inspection	20%
b. Platoon Basic Drill	20%
c. Squad Basic Drill	20%
d. Color Guard Competition	20%
e. Platoon Exhibition Drill	20%

***Individual Exhibition does not count toward overall score. In the event of a tie, the overall platoon inspection score will settle the winner.**

17. If a school elects not to participate in ANY event, their score for that event will be ZERO. 1st, 2nd and 3rd place trophies will be awarded for each of the six events, and to overall winners. Teams wishing to participate in the awards ceremony must have one member in uniform.

18. The judges will consist of active duty Marines and/or former drill instructors for all events.
19. The unit leader will receive the drill card from the Senior Judge for the platoon and squad drill events.
20. There will be no communication with the judges at any time by any team member. The only two times to confer with the Senior Judge are reporting in and out during the competition and 2-5 minutes prior to competition.
21. There will be no loud noises from spectators. Unsportsmanlike conduct will result in a point deduction at the discretion of the Senior Judge.
22. During the competition, the judges may move to any position which best allows them to observe the unit performing.
23. The unit leader may file a protest to appeal a decision or act believed to be unfair or in violation of the meet regulations. This must be voiced to the Senior Judge within fifteen minutes of the incident. The Senior Judge will notify the AMOI and the decision of the AMOI will be final.
24. Score sheets will be distributed following the Awards Ceremony.
25. All schools will be notified regarding updates to the SOP.
26. There will be a mandatory briefing for all judges at 0600 the morning of the drill meet in the Navy Building given by the AMOI.
27. If you have a question or comment that may affect other teams involved in this competition, please contact the Assistant Marine Officer Instructor.
28. Teams are responsible for coordinating their own billeting and transportation. **Tulane NROTC will be unable to provide billeting arrangements or transportation of any kind.**
29. For information on participating in Mardi Gras parades while visiting New Orleans, see the Tulane NROTC website:
(<https://nrotc.tulane.edu/content/mardi-gras-drill-meet>).
30. If the drill team advisors have any questions or problems, please contact the Assistant Marine Officer Instructor at cdoyon@tulane.edu or by phone at (504)-247-1602.
31. The Tulane Naval ROTC building on the campus map is for drop off only. Buses will not park there. There will be no parking on Loyola Campus. Authorized parking locations will be at the 200 Broadway Street parking lot, the Tulane Army ROTC building (off campus) or at Audubon Zoo, directly south of Tulane's campus (see enclosure (8)).

EVENT DESCRIPTIONS

1. Platoon Personnel Inspection

a. Conduct

(1) The platoon will consist of seventeen (17) members or more, including the unit leader and the platoon guide. The platoon will be formed into three squads. If a team has less than the minimum number of participants, they will suffer a 5-point penalty for each member missing. The minimum number of personnel needed to compete without disqualification is fourteen (14) members.

(2) All members of the platoon except the unit leader and guide will be armed with a rifle. The platoon guide will carry the guide-on. The unit leader will be armed with a sword.

(3) The uniform for this event will be the Service Dress Uniform, to include all due ribbons and awards. Name tags are not required. All uniforms will have military creases and be fitted properly. After the inspection phase is completed, the teams may choose to remove ribbons and name tags. However, the team must remain uniform, that is, either the entire team removes these items or the entire team continues to bear them. Uniformity is imperative.

(4) At the scheduled time, the unit leader will have his/her platoon fall out and wait in the ready area just outside of the inspection area. Upon notification from the Senior Judge, the unit leader will march his/her "3-squad" platoon with the platoon guide into the inspection area. The unit leader will immediately form the platoon for inspection (i.e. open ranks, etc). The judging of the personnel inspection begins when the unit enters the inspection area. Procedures for this formation are prescribed in Marine Corps Order 5060.20.

(5) When reporting in, the unit leader will say, "Sir/Ma'am, [school name or team name] is formed for personnel inspection, Sir/Ma'am." The unit leader will precede the Senior Judge through the inspection of the first squad, while the two other judges inspect the second and third squad simultaneously. Upon completion of inspection, the unit leader will briefly receive comments from the Senior Judge. The unit leader will then close his/her platoon (i.e. close ranks), and march them out of the inspection area, ending the judging.

(6) Weapons will be taken from the individual members of the platoon for the purpose of inspection. The inspector may touch uniforms of individuals for the purpose of inspection.

(7) Grooming and uniform inspection will be based on military standards and team uniformity.

(8) The inspectors will ask three questions from the knowledge packet (per enclosure (9)). One question will pertain to the unit's branch of service, one question can come from any section of the knowledge packet, and the third question will cover current events. All questions will come from the knowledge packet except for current events.

b. Evaluation

(1) The Senior Judge will evaluate the unit leader, guide, and 1st squad. The two remaining judges will evaluate 2nd and 3rd squad.

c. Scoring

(1) Platoon Personnel Inspection is worth 20% of the team's overall score.

(2) Total possible points - 724

(3) The unit leader is graded out of 78 possible points (2 points per discrepancy).

(4) The platoon guide is graded out of 76 possible points (2 points per discrepancy).

(5) Each squad is graded out of 190 possible points (1 point per discrepancy).

(6) In the event of a tie, the Senior Judge's score sheet will be used to determine the winner. If the tie is still unbroken the determining factor will be the unit leader's score.

2. Platoon Basic Drill

a. Conduct

(1) The size of the drill field will be 50 x 50 yards. The platoon will consist of seventeen (17) or more members formed into three (3) squads. All members will be armed with a rifle, with the exception of the unit leader who shall wear a sword, and the Guide who carries the guide-on. If a team has less than seventeen (17) participants, they will suffer a 5-point penalty for each member missing. The minimum number of personnel needed to compete without disqualification is fourteen (14) members.

(2) The unit leader must include commands that are obviously omitted (implied commands) from the drill card.

(3) Forming the Platoon. At the scheduled time the unit leader will have his/her platoon fall out and wait in the ready area just outside of the drill area. Upon notification from the Senior Judge, the unit leader will enter the drill area and approach the Senior Judge to receive the drill card. After any preliminary instructions from the Senior Judge, the unit leader will take a position in the drill area, draw his/her sword, and command the platoon to fall in. On this command, all movements by the platoon and commands by the unit leader are gradable. Therefore, all movements from drawing of the sword to returning the sword to scabbard are gradable. The procedures for forming the platoon are as follows:

- (a) Fall In or At Close Interval, Fall In
- (b) Report
- (c) Inspection Arms
- (d) Port Arms

(e) Order Arms

(4) The unit leader then executes an about face and reports the platoon to the Senior Judge. When reporting to the Senior Judge, the unit leader will say, "Sir/Ma'am [school name or team name] requests permission to use your drill area Sir/Ma'am." Once the Senior Judge receives the report, cuts his/her salute, and steps off, the unit leader will cut his/her salute and immediately assume the Senior Judge's position by taking three (3) paces forward and executing an about face. The unit leader will execute all stationary drill movements from this position (6 paces and centered).

(5) Manual of Arms shall consist of the following movements and shall be executed in the order they are listed here (from order arms, from the halt):

- (a) Order Arms to Port Arms
- (b) Port Arms to Right Shoulder Arms
- (c) Right Shoulder Arms to Left Shoulder Arms
- (d) Left Shoulder Arms to Order Arms

(6) Halted Movements. In order to ensure detailed evaluation of each movement, the unit leader will wait for the Senior Judge to give a verbal signal ("up") prior to giving the next command. If the unit leader fails to wait for the signal, he/she will not be corrected by the evaluator and all possible deductions will be made for the movement just executed.

(7) Marching Manual consists of the following movements while marching and will be executed in order as they are listed here (from right shoulder arms, on the march):

- (a) Right Shoulder Arms to Port Arms
- (b) Port Arms to Left Shoulder Arms
- (c) Left Shoulder Arms to Right Shoulder Arms

(8) Commands While Marching. While the unit is marching, the unit leader may give the commands at his/her own pace. This allows the unit leader to "stack" commands, moving the platoon in and out of flanking movements or obliques as quickly as he/she pleases. Once the platoon is halted for any reason, the unit leader will again wait for the signal from the senior evaluator.

(9) To use a free movement, the unit leader must clearly raise his/her left hand high above his/her head before and while executing the movement. If the hand is not raised, it will be considered an added movement and penalized as such. Unit leaders are allowed three (3) free movements.

(10) Upon receiving the command "Dismiss," all unit members shall disperse immediately without hesitation and without taking a step backwards or sounding off. The unit leader shall return his/her sword to scabbard in accordance with the Marine Corps Order 5060.20.

(11) Following the last command on the drill card the unit leader will return the sword to the scabbard, return the drill card to the Senior Judge, and join his/her respective Tulane guide for further instruction.

(12) Teams are given twenty (20) minutes to complete the drill card and five (5) minutes to move to the next drill area.

b. Evaluation

(1) The Senior Judge will evaluate the unit leader and 1st Squad. The unit leader will be evaluated on every command (implied or incidental), which is given during competition. Points will be deducted for improper commands, commands given on the wrong foot or in the wrong sequence, and failure to make obvious corrections. Each of these deductions will be made in accordance with Marine Corps Order 5060.20, and can only be challenged by reference to that manual.

(2) The second judge will evaluate 2nd squad and the third judge will evaluate 3rd squad and the platoon guide. If the platoon fails to execute a command or the unit leader fails to give one of the commands listed, the maximum number of points will be deducted.

c. Scoring

(1) Platoon Basic Drill is worth 20% of the team's overall score.

(2) Total possible points - 760.

(3) Each squad is graded out of 240 possible points.

(4) The unit leader is graded out of 30 possible points.

(5) The platoon guide is graded out of 10 possible points.

(6) In the event of a tie, the Senior Judge's score sheet will be used to determine the winner.

(7) If the tie is still unbroken, the determining factor will be the unit leader's score.

d. Inclement Weather Card

(1) This card will be used only in the event of inclement weather.

(2) Total possible points - 485.

(3) Each squad is graded out of 150 possible points.

(4) The unit leader is graded out of 25 possible points.

(5) The platoon guide is graded out of 10 possible points.

(5) In the event of a tie, the Senior Judge's score sheet will be used to determine the winner.

(6) If the tie is still unbroken, the determining factor will be the unit leader's score.

3. Squad Basic Drill

a. Conduct

(1) The size of the drill field will be 40 x 40 yards. The squad will consist of seven (7) and no more than nine (9) members. The unit leader shall wear a sword, and the squad members will be armed with a rifle. There is no guide-on for this event. If a team has less than seven (7) participants, they will suffer a 5-point penalty for each member missing. The minimum number of personnel needed to compete without disqualification is five (5) members.

(2) The unit leader must include commands that are obviously omitted from the drill card.

(3) Forming the Squad. At the scheduled time the unit leader will have his/her squad fall out and wait in the ready area just outside of the drill area. Upon notification from the team guide, the unit leader will enter the drill area and approach the Senior Judge to receive the drill card. After any preliminary instructions from the Senior Judge, the unit leader will take a position in the drill area and command the squad to fall in. On this command, all movements by the squad and commands by the unit leader are gradable. The procedures are as follows:

- (a) Fall In or At Close Interval, Fall In
- (b) Report
- (c) Inspection Arms
- (d) Port Arms
- (e) Order Arms

(4) The unit leader then executes an about face and reports the squad to the Senior Judge. When reporting to the Senior Judge, the unit leader will say, "Sir/Ma'am [school name or team name] requests permission to use your drill area Sir/Ma'am." Once the Senior Judge receives the report, cuts his/her salute, and steps off, the unit leader will cut his/her salute and immediately execute an About Face. The unit leader will execute all stationary drill movements from this position (3 paces and centered).

(5) Manual of Arms shall consist of the following movements and shall be executed in the order they are listed here (from order arms, from the halt):

- (a) Order Arms to Port Arms
- (b) Port Arms to Right Shoulder Arms
- (c) Right Shoulder Arms to Left Shoulder Arms
- (d) Left Shoulder Arms to Order Arms

(6) Halted Movements. In order to ensure detailed evaluation of each movement, the unit leader will wait for the Senior Judge to give a verbal signal ("up") prior to giving the next command. If the unit leader fails to

wait for the signal, he/she will not be corrected by the evaluator and all possible deductions will be made for the movement just executed.

(7) Marching Manual consists of the following movements while marching and will be executed in order as they are listed here (from Right Shoulder Arms, on the march):

- (a) Right Shoulder Arms to Port Arms
- (b) Port Arms to Left Shoulder Arms
- (c) Left Shoulder Arms to Right Shoulder Arms

(8) Commands While Marching. While the unit is marching, the unit leader may give the commands at his/her own pace. This allows the unit leader to "stack" commands, moving the squad in and out of flanking movements or obliques as quickly as he/she pleases. Once the squad is halted for any reason, the unit leader will again wait for the signal from the Senior Judge.

(9) To use a free movement, the unit leader must clearly raise his/her left hand high above his/her head before and while executing the movement. If the hand is not raised, it will be considered an added movement and penalized as such. Unit leaders are allowed three (3) free movements.

(10) Upon receiving the command "Dismiss," all unit members shall disperse immediately without hesitation and without taking a step backwards or sounding off.

(11) Following the last command on the drill card the unit leader will return the drill card to the Senior Judge and link up with the Tulane guide for further instruction.

(12) Teams are given twenty (20) minutes to complete the drill card and five (5) minutes to move to the next drill area.

b. Evaluation

(1) The Senior Judge will evaluate the unit leader and the squad. The unit leader will be evaluated on every command (implied or incidental), which is given during competition. Points will be deducted for improper commands, commands given on the wrong foot or in the wrong sequence, and failure to make obvious corrections. Each of these deductions will be made in accordance with Marine Corps Order 5060.20, and can only be challenged by reference to that manual.

(2) The second evaluator will evaluate the squad. If the squad fails to execute a command or the unit leader fails to give one of the commands listed, the maximum number of points will be deducted.

c. Scoring

- (1) Platoon Basic Drill is worth 20% of the teams overall score.
- (2) Total possible points - 505.
- (3) The squad is graded out of 480 possible points.

(4) The unit leader is graded out of 25 possible points.

(5) In the event of a tie, the Senior Judge's score sheet will be used to determine the winner.

(6) If the tie is still unbroken the determining factor will be the unit leader's score.

d. Inclement Weather Card

(a) This card will be used only in the event of inclement weather.

(b) Total possible points - 325.

(c) The squad is graded out of 300 points.

(d) The unit leader is graded out of 25 possible points.

(e) In the event of a tie, the Senior Judge's score sheet will be used to determine the winner.

(f) If the tie is still unbroken, the determining factor will be the unit leader's score.

4. Color Guard

a. Conduct

(1) The size of the field will be 30 x 30 yards. All NROTC unit color guards shall consist of five team members: three color bearers (National Colors, and Navy and Marine Corps Colors) and two rifle bearers. Army and Air Force ROTC units shall consist of four members: two color bearers and two rifle bearers. If a team has less than the minimum number of participants, they will be disqualified.

(2) All commands and movements are conducted in accordance with Marine Corps Order 5060.20 (Chapter 7), TC 3-21.5 (Chapter 15) and AFMAN 36-2203 (Section 7E).

(3) The Color Guard shall carry the proper flag staff (9 feet 6 inches) and colors (4.33 feet on the Hoist by 5.50 feet on the Fly) as outlined in the Flag Manual MCO 10520.3

(4) The Color Guard Commander will be the bearer of the National Colors and will give all commands.

(5) The Color Guard Commander must memorize the drill card.

(6) Teams are given twenty (20) minutes to complete the drill card and five (5) minutes to move out of the drill area.

(7) At the scheduled time the Color Guard Commander will have his/her color guard fall out and wait in the ready area just outside of the drill area. Upon notification from the Senior Judge, the Color Guard Commander will enter the drill area and approach the Senior Judge to receive any preliminary instructions. Next, the Color Guard Commander will move his/her color guard onto the drill field and report in to the Senior Judge. When reporting in,

the Color Guard Commander will say, "Sir/Ma'am [school name or team name] requests permission to use your drill area Sir/Ma'am."

b. Evaluation

(1) The Senior Judge will evaluate the Color Guard Commander and the color guard. The Color Guard Commander will be evaluated on every command (implied or incidental), which is given during the competition. Points will be deducted for improper commands and commands given on the wrong foot or in the wrong sequence. Each of these deductions will be made in accordance with TC 3-21.5, AFMAN 36-2203 and the Marine Corps Order 5060.20. The deductions can only be challenged by reference to these manuals.

j. Evaluation of the Color Guard. The second judge will also evaluate the color guard. If the color guard fails to execute a command or the Color Guard Commander fails to give one of the commands listed, the maximum number of discrepancies will be awarded. Penalties for boundary breaks, excessive movements, and communication will also be deducted.

c. Scoring

(1) Total possible points - 400.

(2) The color guard is graded out of 380 possible points.

(3) The Color Guard Commander is graded out of 20 possible points.

(4) In the event of a tie, the Senior Judge's score sheet will be used to determine the winner.

(5) If the tie is still unbroken, the determining factor will be the Senior Judge's overall impression score.

5. Platoon Exhibition Drill

a. Conduct

(1) The size of the field will be 50 x 50 yards. Platoons may be of any composition and will consist of eleven (11) or more members. All members will be armed. If a team has less than eleven (11) participants, they will suffer a 5-point penalty for each member missing. The minimum number of personnel needed to compete without disqualification is nine (9) members.

(2) At the scheduled time the Platoon Exhibition Commander will have his/her platoon fall out and wait in the ready area just outside of the drill area. Upon notification from the Senior Judge, the Platoon Exhibition Commander will enter the drill area and approach the Senior Judge to receive any preliminary instructions. Next, the Platoon Exhibition Commander will move his/her unit onto the drill field and report in to the Senior Judge. When reporting in, the Platoon Exhibition Commander will say, "Sir/Ma'am [school name or team name] requests permission to use your drill area Sir/Ma'am." Timing will start when the Senior Judge drops his/her salute.

(3) Time limit for this event is 10 minutes.

b. Evaluation

(1) The unit will be evaluated on the following:

(a) Precision. Members move with precision, executing sharp movements and in sync.

(b) Difficulty. The level of difficulty of the movements is factored into scoring.

(c) Military Bearing. Members control reactions physically and emotionally.

(d) Originality. This refers to how unique the routine is.

(e) Variety of Movements. The unit should not depend on repetition anywhere in the routine.

(f) Floor Coverage. The team use of the area is maximized.

(g) Flow of Routine. The routines ability to run smoothly between major changes in the unit's formation.

(h) Complexity. The complexity of the marching routine is factored into scoring.

b. Evaluation

(1) Three judges will evaluate the platoon. Only the Senior Judge can penalize the platoon for time, boundary breaks, dropped weapons, communication, and incorrect number of members.

c. Scoring

(1) Total possible points - 270 points.

(2) In the event of a tie, the Senior Judge's score sheet will be used to determine the winner.

(3) If the tie is still unbroken the determining factor will be the Senior Judge's overall impression score.

6. Individual Exhibition Drill

a. Conduct

(1) The size of the field will be 10 x 10 yards. Each school may have a maximum of two individuals compete in this event. Each individual will compete as an individual; there is no tandem competition. All individuals will be armed.

(2) At the scheduled time the competitor will wait in the ready area just outside of the drill area. Upon direction of the Senior Judge, each competitor will enter the drill area and approach the Senior Judge to receive any preliminary instructions. Next, the competitor will move to a position approximately six paces in front of the judge and report in. When reporting in, the individual will say, "Sir/Ma'am [your name] requests permission to use your drill area Sir/Ma'am." Timing will start when the Senior Judge drops his/her salute.

(3) Time limit for this event is 10 minutes.

(4) Competitors will report to the ready area at least ten minutes prior to their scheduled competition time.

(5) The competitor will be evaluated on the following:

(a) Precision. The participant will be evaluated on precision.

(b) Difficulty. The difficulty of the movements.

(c) Military Bearing. Participants control reactions physically and emotionally.

(d) Originality. This refers to how unique the routine is.

(e) Variety of Movements. The participant should not depend on repetition anywhere in the routine.

(f) Floor Coverage. The use of the area should be maximized.

(g) Flow of Routine. The ability to run smoothly between major changes in the routine.

(h) Complexity. The complexity of the marching routines and movements of the routine.

b.Evaluation

(1) Two judges will evaluate each competitor. Only the Senior Judge can penalize the competitor for time, boundary breaks, and dropped weapons.

c.Scoring

(1) Total possible points - 180 points.

(2) In the event of a tie, the Senior Judge's score sheet will be used to determine the winner.

(3) If the tie is still unbroken, the determining factor will be the Senior Judge's overall impression score.

PLATOON INSPECTION SHEET #1

SCHOOL NAME:			MISSING MEMBER DEDUCTIONS: _____ x 5 = ()				
TOTAL # OF MEMBERS: ()			FIRST SQUAD				
2 PTS PER DISCREPENCY			1 POINT DISCREPENCY				
	PLTN CMDR	GUIDE	SL	SM	SM	SM	SM
MANUAL OF ARMS							
COMMAND VOICE							
BEARING							
WEAPONS							
DIRTY							
COVER							
DIRTY							
IMPROPER FIT							
UNSERVICEABLE							
IRISH PENNANTS							
COAT							
DIRTY							
IMPROPER FIT							
UNSERVICEABLE							
WRINKLED							
IRISH PENNANTS							
RIBBONS ETC							
SHIRT							
DIRTY							
IMPROPER FIT							
UNSERVICEABLE							
WRINKLED							
IRISH PENNANTS							
RIBBONS ETC							
BELT							
DIRTY							
IRISH PENNANTS							
TARNISHED BRASS							
LENGTH							
TROUSERS							
DIRTY							
IMPROPER FIT							
UNSERVICEABLE							
WRINKLED							
IRISH PENNANTS							
SHOES							

PLATOON INSPECTION SHEET #2

SCHOOL NAME:		MISSING MEMBER DEDUCTIONS: _____ x 5 = ()			
TOTAL # OF MEMBERS: ()		SECOND SQUAD			
	1 POINT DISCREPENCY				
	SL	SM	SM	SM	SM
MANUAL OF ARMS					
COMMAND VOICE					
BEARING					
WEAPONS					
DIRTY					
COVER					
DIRTY					
IMPROPER FIT					
UNSERVICEABLE					
IRISH PENNANTS					
COAT					
DIRTY					
IMPROPER FIT					
UNSERVICEABLE					
WRINKLED					
IRISH PENNANTS					
RIBBONS ETC					
SHIRT					
DIRTY					
IMPROPER FIT					
UNSERVICEABLE					
WRINKLED					
IRISH PENNANTS					
RIBBONS ETC					
BELT					
DIRTY					
IRISH PENNANTS					
TARNISHED BRASS					
LENGTH					
TROUSERS					
DIRTY					
IMPROPER FIT					
UNSERVICEABLE					
WRINKLED					
IRISH PENNANTS					

SHOES						TOTAL Discrepancies
SOLES						
UNSHINED/SCUFFED						
HYGIENE						
HAIR PROTRUDING						
HAIR CUT						
IMPROPER SHAVE						
FINGER NAILS						
KNOWLEDGE						
QUESTION #1						
QUESTION #2						
QUESTION #3						
PTS DEDUCTED						
Judges Name:						
Comments						

PLATOON INSPECTION SHEET #3

SCHOOL NAME:		MISSING MEMBER DEDUCTIONS: _____ x 5 = ()				
TOTAL # OF MEMBERS: ()		THIRD SQUAD				
	1 POINT DISCREPENCY					
	SL	SM	SM	SM	SM	
MANUAL OF ARMS						
COMMAND VOICE						
BEARING						
WEAPONS						
DIRTY						
COVER						
DIRTY						
IMPROPER FIT						
UNSERVICEABLE						
IRISH PENNANTS						
COAT						
DIRTY						
IMPROPER FIT						
UNSERVICEABLE						
WRINKLED						
IRISH PENNANTS						
RIBBONS ETC						
SHIRT						
DIRTY						
IMPROPER FIT						
UNSERVICEABLE						
WRINKLED						
IRISH PENNANTS						
RIBBONS ETC						
BELT						
DIRTY						
IRISH PENNANTS						
TARNISHED BRASS						
LENGTH						
TROUSERS						
DIRTY						
IMPROPER FIT						
UNSERVICEABLE						
WRINKLED						
IRISH PENNANTS						

SHOES					
SOLES					
UNSHINED/SCUFFED					
HYGIENE					
HAIR PROTRUDING					
HAIR CUT					
IMPROPER SHAVE					
FINGER NAILS					
KNOWLEDGE					
QUESTION #1					
QUESTION #2					
QUESTION #3					
PTS DEDUCTED					
Judges Name:					TOTAL
					Discrepancies
Comments					

PLATOON BASIC CARD SHEET #1					
SCHOOL NAME:					
SQUAD: FIRST	CORRECT EXECUTION	PRECISION	ALIGNMENT COVER	HAND-RIFLE-FOOT PLACEMENT	TOTAL POINTS
1. FORM THE PLATOON	0 1 2 3 4		0 1 2 3 4	0 1 2	
MANUAL OF ARMS					
2. PORT ARMS	0 1 2 3	0 1 2 3		0 1 2 3 4	
3. RIGHT SHOULDER ARMS	0 1 2 3	0 1 2 3		0 1 2 3 4	
4. LEFT SHOUDLER ARMS	0 1 2 3	0 1 2 3		0 1 2 3 4	
5. ORDER ARMS	0 1 2 3	0 1 2 3		0 1 2 3 4	
6. PRESENT ARMS	0 1 2 3	0 1 2 3		0 1 2 3 4	
7. SIDE STEP (LEFT/RIGHT)	0 1 2 3	0 1 2	0 1 2 3	0 1 2	
8. PARADE REST	0 1 2 3	0 1 2 3		0 1 2 3 4	
9. OPEN RANKS	0 1 2 3	0 1 2 3	0 1 2 3 4		
10. CLOSE RANK	0 1 2 3	0 1 2 3	0 1 2 3 4		
11. CLOSE INTERVAL (COLUMN HALTED)	0 1 2 3	0 1 2 3	0 1 2 3 4		
12. COLUMN RIGHT (HALTED)	0 1 2 3 4	0 1 2 3	0 1 2 3		
13. EXTEND WHILE MARCHING	0 1 2 3	0 1 2 3	0 1 2 3 4		
14. RIGHT FLANK / RETURN TO COLUMN	0 1 2 3	0 1 2 3	0 1 2 3 4		
15. COLUMN RIGHT	0 1 2 3	0 1 2 3	0 1 2 3 4		
16. RIGHT OBLIQUE / PLATOON HALT	0 1 2 3	0 1 2 3	0 1 2 3 4		
17. COLUMN RIGHT	0 1 2 3	0 1 2 3	0 1 2 3 4		
MARCHING MANUAL					
18. PORT ARMS	0 1 2 3	0 1 2 3		0 1 2 3 4	
19. LEFT SHOULDER ARMS	0 1 2 3	0 1 2 3		0 1 2 3 4	
20. RIGHT SHOULDER ARMS	0 1 2 3	0 1 2 3		0 1 2 3 4	
21. COLUMN HALF-RIGHT (REPEAT)	0 1 2 3	0 1 2 3	0 1 2 3 4		
22. MARCH TO THE REAR (REPEAT)	0 1 2 3	0 1 2 3	0 1 2 3 4		
23. PASS IN REVIEW	0 1 2 3	0 1 2 3	0 1 2 3 4		
24. DISMISS PLATOON	0 1 2 3 4	0 1 2 3	0 1 2 3		
				SCORE	
UNIT LEADER					
POSITION OF UNIT LEADER	1 2 3 4 5				
SWORD MANUAL	1 2 3 4 5				
COMMAND VOICE	1 2 3 4 5				
COMMAND PRESENCE / BEARING	1 2 3 4 5				
PROPER COMMANDS	1 2 3 4 5				
EYES RIGHT	1 2 3 4 5				
				SCORE	
PENALTIES					
TOTAL # OF MEMBERS ()	x 5 =				
EXCESSIVE FREE MOVEMENT ALLOWED (3)	x 5 =				
				SCORE	
Judges Name:				TOTAL SCORE	
Comments:					

PLATOON BASIC CARD SHEET #2

SCHOOL NAME:

SQUAD: SECOND	CORRECT EXECUTION	PRECISION	ALIGNMENT COVER	HAND-RIFLE-FOOT PLACEMENT	TOTAL POINTS
1. FORM THE PLATOON	0 1 2 3 4		0 1 2 3 4	0 1 2	
MANUAL OF ARMS					
2. PORT ARMS	0 1 2 3	0 1 2 3		0 1 2 3 4	
3. RIGHT SHOULDER ARMS	0 1 2 3	0 1 2 3		0 1 2 3 4	
4. LEFT SHOUDLER ARMS	0 1 2 3	0 1 2 3		0 1 2 3 4	
5. ORDER ARMS	0 1 2 3	0 1 2 3		0 1 2 3 4	
6. PRESENT ARMS	0 1 2 3	0 1 2 3		0 1 2 3 4	
7. SIDE STEP (LEFT/RIGHT)	0 1 2 3	0 1 2	0 1 2 3	0 1 2	
8. PARADE REST	0 1 2 3	0 1 2 3		0 1 2 3 4	
9. OPEN RANKS	0 1 2 3	0 1 2 3	0 1 2 3 4		
10. CLOSE RANK	0 1 2 3	0 1 2 3	0 1 2 3 4		
11. CLOSE INTERVAL (COLUMN HALTED)	0 1 2 3	0 1 2 3	0 1 2 3 4		
12. COLUMN RIGHT (HALTED)	0 1 2 3 4	0 1 2 3	0 1 2 3		
13. EXTEND WHILE MARCHING	0 1 2 3	0 1 2 3	0 1 2 3 4		
14. RIGHT FLANK / RETURN TO COLUMN	0 1 2 3	0 1 2 3	0 1 2 3 4		
15. COLUMN RIGHT	0 1 2 3	0 1 2 3	0 1 2 3 4		
16. RIGHT OBLIQUE / PLATOON HALT	0 1 2 3	0 1 2 3	0 1 2 3 4		
17. COLUMN RIGHT	0 1 2 3	0 1 2 3	0 1 2 3 4		
MARCHING MANUAL					
18. PORT ARMS	0 1 2 3	0 1 2 3		0 1 2 3 4	
19. LEFT SHOULDER ARMS	0 1 2 3	0 1 2 3		0 1 2 3 4	
20. RIGHT SHOULDER ARMS	0 1 2 3	0 1 2 3		0 1 2 3 4	
21. COLUMN HALF-RIGHT (REPEAT)	0 1 2 3	0 1 2 3	0 1 2 3 4		
22. MARCH TO THE REAR (REPEAT)	0 1 2 3	0 1 2 3	0 1 2 3 4		
23. PASS IN REVIEW	0 1 2 3	0 1 2 3	0 1 2 3 4		
24. DISMISS PLATOON	0 1 2 3 4	0 1 2 3	0 1 2 3		
				SCORE	
PENALTIES					
TOTAL # OF MEMBERS ()	_____ x 5 = _____				
EXCESSIVE FREE MOVEMENT ALLOWED (3)	_____ x 5 = _____				
				SCORE	
Judges Name:	TOTAL SCORE				
Comments:					

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PLATOON BASIC CARD SHEET #3

SCHOOL NAME:

SQUAD: THIRD	CORRECT EXECUTION	PRECISION	ALIGNMENT COVER	HAND-RIFLE-FOOT PLACEMENT	TOTAL POINTS
1. FORM THE PLATOON	0 1 2 3 4		0 1 2 3 4	0 1 2	
MANUAL OF ARMS					
2. PORT ARMS	0 1 2 3	0 1 2 3		0 1 2 3 4	
3. RIGHT SHOULDER ARMS	0 1 2 3	0 1 2 3		0 1 2 3 4	
4. LEFT SHOUDLER ARMS	0 1 2 3	0 1 2 3		0 1 2 3 4	
5. ORDER ARMS	0 1 2 3	0 1 2 3		0 1 2 3 4	
6. PRESENT ARMS	0 1 2 3	0 1 2 3		0 1 2 3 4	
7. SIDE STEP (LEFT/RIGHT)	0 1 2 3	0 1 2	0 1 2 3	0 1 2	
8. PARADE REST	0 1 2 3	0 1 2 3		0 1 2 3 4	
9. OPEN RANKS	0 1 2 3	0 1 2 3	0 1 2 3 4		
10. CLOSE RANK	0 1 2 3	0 1 2 3	0 1 2 3 4		
11. CLOSE INTERVAL (COLUMN HALTED)	0 1 2 3	0 1 2 3	0 1 2 3 4		
12. COLUMN RIGHT (HALTED)	0 1 2 3 4	0 1 2 3	0 1 2 3		
13. EXTEND WHILE MARCHING	0 1 2 3	0 1 2 3	0 1 2 3 4		
14. RIGHT FLANK / RETURN TO COLUMN	0 1 2 3	0 1 2 3	0 1 2 3 4		
15. COLUMN RIGHT	0 1 2 3	0 1 2 3	0 1 2 3 4		
16. RIGHT OBLIQUE / PLATOON HALT	0 1 2 3	0 1 2 3	0 1 2 3 4		
17. COLUMN RIGHT	0 1 2 3	0 1 2 3	0 1 2 3 4		
MARCHING MANUAL					
18. PORT ARMS	0 1 2 3	0 1 2 3		0 1 2 3 4	
19. LEFT SHOULDER ARMS	0 1 2 3	0 1 2 3		0 1 2 3 4	
20. RIGHT SHOULDER ARMS	0 1 2 3	0 1 2 3		0 1 2 3 4	
21. COLUMN HALF-RIGHT (REPEAT)	0 1 2 3	0 1 2 3	0 1 2 3 4		
22. MARCH TO THE REAR (REPEAT)	0 1 2 3	0 1 2 3	0 1 2 3 4		
23. PASS IN REVIEW	0 1 2 3	0 1 2 3	0 1 2 3 4		
24. DISMISS PLATOON	0 1 2 3 4	0 1 2 3	0 1 2 3		
				SCORE	
GUIDE					
POSITION OF GUIDE	1 2 3 4 5				
EYES RIGHT	1 2 3 4 5				
				SCORE	
PENALTIES					
TOTAL # OF MEMBERS ()	x 5 =				
EXCESSIVE FREE MOVEMENT ALLOWED (3)	x 5 =				
				SCORE	
Judges Name:				TOTAL SCORE	
Comments:					

PLATOON BASIC INCLEMENT WEATHER CARD SHEET #1

SCHOOL NAME:

SQUAD: FIRST	CORRECT EXECUTION	PRECISION	ALIGNMENT COVER	HAND-RIFLE-FOOT PLACEMENT	TOTAL POINTS
1. FORM THE PLATOON	0 1 2 3 4		0 1 2 3 4	0 1 2	
MANUAL OF ARMS					
2. OPEN RANKS	0 1 2 3	0 1 2 3	0 1 2 3 4		
3. PORT ARMS	0 1 2 3	0 1 2 3		0 1 2 3 4	
4. RIGHT SHOULDER ARMS	0 1 2 3	0 1 2 3		0 1 2 3 4	
5. LEFT SHOUDLER ARMS	0 1 2 3	0 1 2 3		0 1 2 3 4	
6. ORDER ARMS	0 1 2 3	0 1 2 3		0 1 2 3 4	
7. PRESENT ARMS	0 1 2 3	0 1 2 3		0 1 2 3 4	
8. PARADE REST	0 1 2 3	0 1 2 3		0 1 2 3 4	
9. CLOSE RANK	0 1 2 3	0 1 2 3	0 1 2 3 4		
10. SLING ARMS	0 1 2 3 4	0 1 2 3		0 1 2 3	
11. TAKE INTERVAL	0 1 2 3	0 1 2	0 1 2	0 1 2 3	
12. HAND SALUTE	0 1 2 3 4	0 1 2	0 1	0 1 2 3	
13. ASSEMBLE	0 1 2 3	0 1 2 3	0 1 2 3 4		
14. ADJUST SLINGS	0 1 2 3 4	0 1 2 3		0 1 2 3	
15. DISMISS PLATOON	0 1 2 3 4	0 1 2 3	0 1 2 3		
				SCORE	
UNIT LEADER					
POSITION OF UNIT LEADER	1 2 3 4 5				
SWORD MANUAL	1 2 3 4 5				
COMMAND VOICE	1 2 3 4 5				
COMMAND PRESENCE / BEARING	1 2 3 4 5				
PROPER COMMANDS	1 2 3 4 5				
				SCORE	
PENALTIES					
TOTAL # OF MEMBERS ()	_____ x 5 = _____				
EXCESSIVE FREE MOVEMENT ALLOWED (3)	_____ x 5 = _____				
				SCORE	
Judges Name:				TOTAL SCORE	
Comments:					

PLATOON BASIC INCLEMENT WEATHER CARD SHEET #2

SCHOOL NAME:

SQUAD: SECOND

	CORRECT EXECUTION	PRECISION	ALIGNMENT COVER	HAND-RIFLE-FOOT PLACEMENT	TO PO
1. FORM THE PLATOON	0 1 2 3 4		0 1 2 3 4	0 1 2	
MANUAL OF ARMS					
2. OPEN RANKS	0 1 2 3	0 1 2 3	0 1 2 3 4		
3. PORT ARMS	0 1 2 3	0 1 2 3		0 1 2 3 4	
4. RIGHT SHOULDER ARMS	0 1 2 3	0 1 2 3		0 1 2 3 4	
5. LEFT SHOUDLER ARMS	0 1 2 3	0 1 2 3		0 1 2 3 4	
6. ORDER ARMS	0 1 2 3	0 1 2 3		0 1 2 3 4	
7. PRESENT ARMS	0 1 2 3	0 1 2 3		0 1 2 3 4	
8. PARADE REST	0 1 2 3	0 1 2 3		0 1 2 3 4	
9. CLOSE RANK	0 1 2 3	0 1 2 3	0 1 2 3 4		
10. SLING ARMS	0 1 2 3 4	0 1 2 3		0 1 2 3	
11. TAKE INTERVAL	0 1 2 3	0 1 2	0 1 2	0 1 2 3	
12. HAND SALUTE	0 1 2 3 4	0 1 2	0 1	0 1 2 3	
13. ASSEMBLE	0 1 2 3	0 1 2 3	0 1 2 3 4		
14. ADJUST SLINGS	0 1 2 3 4	0 1 2 3		0 1 2 3	
15. DISMISS PLATOON	0 1 2 3 4	0 1 2 3	0 1 2 3		
				SCORE	
PENALTIES					
TOTAL # OF MEMBERS ()	_____ x 5 = _____				
EXCESSIVE FREE MOVEMENT ALLOWED (3)	_____ x 5 = _____				
				SCORE	
Judges Name:				TOTAL SCORE	

PLATOON BASIC INCLEMENT WEATHER CARD SHEET #3

SCHOOL NAME:

SQUAD: THIRD	CORRECT EXECUTION	PRECISION	ALIGNMENT COVER	HAND-RIFLE-FOOT PLACEMENT	TOTAL POINTS
1. FORM THE PLATOON	0 1 2 3 4		0 1 2 3 4	0 1 2	
MANUAL OF ARMS					
2. OPEN RANKS	0 1 2 3	0 1 2 3	0 1 2 3 4		
3. PORT ARMS	0 1 2 3	0 1 2 3		0 1 2 3 4	
4. RIGHT SHOULDER ARMS	0 1 2 3	0 1 2 3		0 1 2 3 4	
5. LEFT SHOUDLER ARMS	0 1 2 3	0 1 2 3		0 1 2 3 4	
6. ORDER ARMS	0 1 2 3	0 1 2 3		0 1 2 3 4	
7. PRESENT ARMS	0 1 2 3	0 1 2 3		0 1 2 3 4	
8. PARADE REST	0 1 2 3	0 1 2 3		0 1 2 3 4	
9. CLOSE RANK	0 1 2 3	0 1 2 3	0 1 2 3 4		
10. SLING ARMS	0 1 2 3 4	0 1 2 3		0 1 2 3	
11. TAKE INTERVAL	0 1 2 3	0 1 2	0 1 2	0 1 2 3	
12. HAND SALUTE	0 1 2 3 4	0 1 2	0 1	0 1 2 3	
13. ASSEMBLE	0 1 2 3	0 1 2 3	0 1 2 3 4		
14. ADJUST SLINGS	0 1 2 3 4	0 1 2 3		0 1 2 3	
15. DISMISS PLATOON	0 1 2 3 4	0 1 2 3	0 1 2 3		

SCORE

GUIDE

POSITION OF GUIDE	1 2 3 4 5	
COMMAND PRESENCE / BEARING	1 2 3 4 5	

SCORE

PENALTIES

TOTAL # OF MEMBERS ()	_____ x 5 = _____	
EXCESSIVE FREE MOVEMENT ALLOWED (3)	_____ x 5 = _____	

SCORE

Judges Name: **TOTAL SCORE**

Comments:

SQUAD BASIC CARD SHEET #1					
SCHOOL NAME:					
SQUAD: FIRST	CORRECT EXECUTION	PRECISION	ALIGNMENT COVER	HAND-RIFLE-FOOT PLACEMENT	TOTAL POINTS
1. FORM THE PLATOON AT CLOSE INTERVAL	0 1 2 3 4		0 1 2 3 4	0 1 2	
MANUAL OF ARMS					
2. EXTEND ON LINE	0 1 2 3	0 1 2 3		0 1 2 3 4	
3. LEFT/RIGHT FACE	0 1 2 3	0 1 2 3	0 1 2	0 1 2	
4. PORT ARMS	0 1 2 3 4	0 1 2 3		0 1 2 3	
5. RIGHT SHOULDER ARMS	0 1 2 3 4	0 1 2 3		0 1 2 3	
6. LEFT SHOULDER ARMS	0 1 2 3 4	0 1 2 3		0 1 2 3	
7. ORDER ARMS	0 1 2 3 4	0 1 2 3		0 1 2 3	
8. ABOUT FACE (REPEAT)	0 1 2 3	0 1 2 3		0 1 2 3 4	
9. PRESENT ARMS	0 1 2 3	0 1 2 3		0 1 2 3 4	
10. SIDE STEP (LEFT/RIGHT)	0 1 2	0 1 2	0 1 2 3 4	0 1 2	
11. PARADE REST	0 1 2 3	0 1 2 3		0 1 2 3 4	
12. TAKE INTERVAL	0 1 2 3 4	0 1 2 3	0 1 2 3		
13. ASSEMBLE	0 1 2 3	0 1 2 3	0 1 2 3 4		
14. COLUMN RIGHT (HALTED)	0 1 2 3	0 1 2 3	0 1 2 3 4		
15. RIGHT FLANK / RETURN TO COLUMN	0 1 2 3	0 1 2 3	0 1 2 3 4		
16. COLUMN RIGHT	0 1 2 3	0 1 2 3	0 1 2 3 4		
17. RIGHT OBLIQUE / IN PLACE HALT	0 1 2 3	0 1 2 3	0 1 2 3 4		
18. COLUMN RIGHT	0 1 2 3	0 1 2 3	0 1 2 3 4		
MARCHING MANUAL					
19. PORT ARMS	0 1 2 3	0 1 2 3		0 1 2 3 4	
20. LEFT SHOULDER ARMS	0 1 2 3	0 1 2 3		0 1 2 3 4	
21. RIGHT SHOULDER ARMS	0 1 2 3	0 1 2 3		0 1 2 3 4	
22. COLUMN HALF-RIGHT (REPEAT)	0 1 2 3	0 1 2 3	0 1 2 3 4		
23. MARCH TO THE REAR (REPEAT)	0 1 2 3	0 1 2 3	0 1 2 3 4		
24. DISMISS THE SQUAD	0 1 2 3 4	0 1 2 3		0 1 2 3	
				SCORE	
UNIT LEADER					
POSITION OF UNIT LEADER	1 1 2 3 4 5				
SWORD MANUAL	1 2 3 4 5				
COMMAND VOICE	1 2 3 4 5				
COMMAND PRESENCE / BEARING	1 2 3 4 5				
PROPER COMMANDS	1 2 3 4 5				
				SCORE	
PENALTIES					
TOTAL # OF MEMBERS ()	_____ x 5 = _____				
EXCESSIVE FREE MOVEMENT ALLOWED (3)	_____ x 5 = _____				
				SCORE	
Judges Name:				TOTAL SCORE	
Comments:					

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SQUAD BASIC CARD SHEET #2

SCHOOL NAME: _____

SQUAD: FIRST	EXECUTION	PRECISION	ALIGNMENT	HAND-RIFLE-FOOT PLACEMENT	TOTAL POINTS
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1. FORM THE PLATOON AT CLOSE INTERVAL	0 1 2 3 4		0 1 2 3 4	0 1 2	
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MANUAL OF ARMS

2. EXTEND ON LINE	0 1 2 3	0 1 2 3		0 1 2 3 4	
3. LEFT/RIGHT FACE	0 1 2 3	0 1 2 3	0 1 2	0 1 2	
4. PORT ARMS	0 1 2 3 4	0 1 2 3		0 1 2 3	
5. RIGHT SHOULDER ARMS	0 1 2 3 4	0 1 2 3		0 1 2 3	
6. LEFT SHOULDER ARMS	0 1 2 3 4	0 1 2 3		0 1 2 3	
7. ORDER ARMS	0 1 2 3 4	0 1 2 3		0 1 2 3	
8. ABOUT FACE (REPEAT)	0 1 2 3	0 1 2 3		0 1 2 3 4	
9. PRESENT ARMS	0 1 2 3	0 1 2 3		0 1 2 3 4	
10. SIDE STEP (LEFT/RIGHT)	0 1 2	0 1 2	0 1 2 3 4	0 1 2	
11. PARADE REST	0 1 2 3	0 1 2 3		0 1 2 3 4	
12. TAKE INTERVAL	0 1 2 3 4	0 1 2 3	0 1 2 3		
13. ASSEMBLE	0 1 2 3	0 1 2 3	0 1 2 3 4		
14. COLUMN RIGHT (HALTED)	0 1 2 3	0 1 2 3	0 1 2 3 4		
15. RIGHT FLANK / RETURN TO COLUMN	0 1 2 3	0 1 2 3	0 1 2 3 4		
16. COLUMN RIGHT	0 1 2 3	0 1 2 3	0 1 2 3 4		
17. RIGHT OBLIQUE / IN PLACE HALT	0 1 2 3	0 1 2 3	0 1 2 3 4		
18. COLUMN RIGHT	0 1 2 3	0 1 2 3	0 1 2 3 4		

MARCHING MANUAL

19. PORT ARMS	0 1 2 3	0 1 2 3		0 1 2 3 4	
20. LEFT SHOULDER ARMS	0 1 2 3	0 1 2 3		0 1 2 3 4	
21. RIGHT SHOULDER ARMS	0 1 2 3	0 1 2 3		0 1 2 3 4	
22. COLUMN HALF-RIGHT (REPEAT)	0 1 2 3	0 1 2 3	0 1 2 3 4		
23. MARCH TO THE REAR (REPEAT)	0 1 2 3	0 1 2 3	0 1 2 3 4		
24. DISMISS THE SQUAD	0 1 2 3 4	0 1 2 3		0 1 2 3	

				SCORE	
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PENALTIES

TOTAL # OF MEMBERS ()		x 5 =			
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EXCESSIVE FREE MOVEMENT ALLOWED (3)		x 5 =			
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				SCORE	
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Judges Name: _____ TOTAL SCORE

Comments:

SQUAD BASIC INCLEMENT WEATHER CARD SHEET #1					
SCHOOL NAME:					
SQUAD: FIRST	CORRECT EXECUTION	PRECISION	ALIGNMENT COVER	HAND-RIFLE-FOOT PLACEMENT	TOTAL POINTS
1. FORM THE PLATOON AT CLOSE INTERVAL	0 1 2 3 4		0 1 2 3 4	0 1 2	
MANUAL OF ARMS					
2. EXTEND ON LINE	0 1 2 3	0 1 2 3		0 1 2 3 4	
3. LEFT/RIGHT FACE	0 1 2 3	0 1 2 3	0 1 2	0 1 2	
4. PORT ARMS	0 1 2 3 4	0 1 2 3		0 1 2 3	
5. RIGHT SHOULDER ARMS	0 1 2 3 4	0 1 2 3		0 1 2 3	
6. LEFT SHOULDER ARMS	0 1 2 3 4	0 1 2 3		0 1 2 3	
7. ORDER ARMS	0 1 2 3 4	0 1 2 3		0 1 2 3	
8. ABOUT FACE (REPEAT)	0 1 2 3	0 1 2 3		0 1 2 3 4	
9. PRESENT ARMS	0 1 2 3	0 1 2 3		0 1 2 3 4	
10. SIDE STEP (LEFT/RIGHT)	0 1 2	0 1 2	0 1 2 3 4	0 1 2	
11. PARADE REST	0 1 2 3	0 1 2 3		0 1 2 3 4	
12. TAKE INTERVAL	0 1 2 3 4	0 1 2 3	0 1 2 3		
13. ASSEMBLE	0 1 2 3	0 1 2 3	0 1 2 3 4		
14. MARCH TO THE REAR (REPEAT)	0 1 2 3	0 1 2 3	0 1 2 3 4		
15. DISMISS THE SQUAD	0 1 2 3 4	0 1 2 3		0 1 2 3	
				SCORE	
UNIT LEADER					
POSITION OF UNIT LEADER	1 2 3 4 5				
SWORD MANUAL	1 2 3 4 5				
COMMAND VOICE	1 2 3 4 5				
COMMAND PRESENCE / BEARING	1 2 3 4 5				
PROPER COMMANDS	1 2 3 4 5				
				SCORE	
PENALTIES					
TOTAL # OF MEMBERS ()	x 5 =				
EXCESSIVE FREE MOVEMENT ALLOWED (3)	x 5 =				
				SCORE	
Judges Name:				TOTAL SCORE	
Comments:					

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SQUAD BASIC INCLEMENT WEATHER CARD SHEET #2

SCHOOL NAME:

SQUAD: FIRST	CORRECT EXECUTION	PRECISION	ALIGNMENT COVER	HAND-RIFLE-FOOT PLACEMENT
1. FORM THE PLATOON AT CLOSE INTERVAL	0 1 2 3 4		0 1 2 3 4	0 1 2
MANUAL OF ARMS				
2. EXTEND ON LINE	0 1 2 3	0 1 2 3		0 1 2 3 4
3. LEFT/RIGHT FACE	0 1 2 3	0 1 2 3	0 1 2	0 1 2
4. PORT ARMS	0 1 2 3 4	0 1 2 3		0 1 2 3
5. RIGHT SHOULDER ARMS	0 1 2 3 4	0 1 2 3		0 1 2 3
6. LEFT SHOULDER ARMS	0 1 2 3 4	0 1 2 3		0 1 2 3
7. ORDER ARMS	0 1 2 3 4	0 1 2 3		0 1 2 3
8. ABOUT FACE (REPEAT)	0 1 2 3	0 1 2 3		0 1 2 3 4
9. PRESENT ARMS	0 1 2 3	0 1 2 3		0 1 2 3 4
10. SIDE STEP (LEFT/RIGHT)	0 1 2	0 1 2	0 1 2 3 4	0 1 2
11. PARADE REST	0 1 2 3	0 1 2 3		0 1 2 3 4
12. TAKE INTERVAL	0 1 2 3 4	0 1 2 3	0 1 2 3	
13. ASSEMBLE	0 1 2 3	0 1 2 3	0 1 2 3 4	
14. MARCH TO THE REAR (REPEAT)	0 1 2 3	0 1 2 3	0 1 2 3 4	
15. DISMISS THE SQUAD	0 1 2 3 4	0 1 2 3		0 1 2 3

SCORE

PENALTIES

TOTAL # OF MEMBERS ()	_____ x 5 = _____
EXCESSIVE FREE MOVEMENT ALLOWED (3)	_____ x 5 = _____

SCORE

Judges Name:

TOTAL SCORE

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4-MAN COLOR GUARD SHEET #1

SCHOOL NAME:

	CORRECT EXECUTION	PRECISION	ALIGNMENT COVER	HAND-RIFLE-FOOT PLACEMENT	TOTAL POINTS
1. PRESENT COLORS	0 1 2 3	0 1 2	0 1 2 3	0 1 2	
2. ORDER COLORS	0 1 2 3	0 1 2	0 1 2 3	0 1 2	
3. PARADE REST	0 1 2 3	0 1 2	0 1 2 3	0 1 2	
4. CARRY COLORS	0 1 2 3	0 1 2	0 1 2 3	0 1 2	
5. COUNTER MARCH	0 1 2 3 4	0 1 2 3	0 1 2 3		
6. FORWARD MARCH	0 1 2 3 4	0 1 2 3	0 1 2 3		
7. LEFT TURN x2	0 1 2 3 4	0 1 2 3	0 1 2 3		
8. FORWARD MARCH	0 1 2 3 4	0 1 2 3	0 1 2 3		
9. EYES LEFT	0 1 2 3 4	0 1 2 3	0 1 2 3		
10. COUNTER MARCH	0 1 2 3 4	0 1 2 3	0 1 2 3		
11. FORWARD MARCH	0 1 2 3 4	0 1 2 3	0 1 2 3		
12. EYES RIGHT	0 1 2 3 4	0 1 2 3	0 1 2 3		
13. RIGHT TURN x2	0 1 2 3 4	0 1 2 3	0 1 2 3		
14. FORWARD MARCH	0 1 2 3 4	0 1 2 3	0 1 2 3		
15. COLOR HALT	0 1 2 3	0 1 2	0 1 2 3	0 1 2	
16. ORDER COLORS	0 1 2 3	0 1 2	0 1 2 3	0 1 2	
17. CARRY COLORS	0 1 2 3	0 1 2	0 1 2 3	0 1 2	
18. PRESENT COLORS	0 1 2 3	0 1 2	0 1 2 3	0 1 2	
OVERALL IMPRESSION	1 2 3 4 5 6 7 8 9 10				
				SCORE	
COLOR GUARD COMMANDER					
COMMAND VOICE	1 2 3 4 5				
COMMAND PRESENCE / BEARING	1 2 3 4 5				
PROPER COMMANDS	1 2 3 4 5				
EYES RIGHT	1 2 3 4 5				
				SCORE	
Judges Name:				TOTAL SCORE	
Comments:					

4-MAN COLOR GUARD SHEET #2

SCHOOL NAME:

	CORRECT EXECUTION	PRECISION	ALIGNMENT COVER	HAND-RIFLE-FOOT PLACEMENT	TOTAL POINTS
1. PRESENT COLORS	0 1 2 3	0 1 2	0 1 2 3	0 1 2	
2. ORDER COLORS	0 1 2 3	0 1 2	0 1 2 3	0 1 2	
3. PARADE REST	0 1 2 3	0 1 2	0 1 2 3	0 1 2	
4. CARRY COLORS	0 1 2 3	0 1 2	0 1 2 3	0 1 2	
5. COUNTER MARCH	0 1 2 3 4	0 1 2 3	0 1 2 3		
6. FORWARD MARCH	0 1 2 3 4	0 1 2 3	0 1 2 3		
7. LEFT TURN x2	0 1 2 3 4	0 1 2 3	0 1 2 3		
8. FORWARD MARCH	0 1 2 3 4	0 1 2 3	0 1 2 3		
9. EYES LEFT	0 1 2 3 4	0 1 2 3	0 1 2 3		
10. COUNTER MARCH	0 1 2 3 4	0 1 2 3	0 1 2 3		
11. FORWARD MARCH	0 1 2 3 4	0 1 2 3	0 1 2 3		
12. EYES RIGHT	0 1 2 3 4	0 1 2 3	0 1 2 3		
13. RIGHT TURN x2	0 1 2 3 4	0 1 2 3	0 1 2 3		
14. FORWARD MARCH	0 1 2 3 4	0 1 2 3	0 1 2 3		
15. COLOR HALT	0 1 2 3	0 1 2	0 1 2 3	0 1 2	
16. ORDER COLORS	0 1 2 3	0 1 2	0 1 2 3	0 1 2	
17. CARRY COLORS	0 1 2 3	0 1 2	0 1 2 3	0 1 2	
18. PRESENT COLORS	0 1 2 3	0 1 2	0 1 2 3	0 1 2	
OVERALL IMPRESSION	1 2 3 4 5 6 7 8 9 10				
Judges Name:				TOTAL SCORE	

5-MAN COLOR GUARD SHEET #1

SCHOOL NAME:

	CORRECT EXECUTION	PRECISION	ALIGNMENT COVER	HAND-RIFLE-FOOT PLACEMENT	TOTAL POINTS
1. PRESENT COLORS	0 1 2 3	0 1 2	0 1 2 3	0 1 2	
2. ORDER COLORS	0 1 2 3	0 1 2	0 1 2 3	0 1 2	
3. PARADE REST	0 1 2 3	0 1 2	0 1 2 3	0 1 2	
4. CARRY COLORS	0 1 2 3	0 1 2	0 1 2 3	0 1 2	
5. LEFT ABOUT	0 1 2 3 4	0 1 2 3	0 1 2 3		
6. FORWARD MARCH	0 1 2 3 4	0 1 2 3	0 1 2 3		
7. LEFT WHEEL x2	0 1 2 3 4	0 1 2 3	0 1 2 3		
8. FORWARD MARCH	0 1 2 3 4	0 1 2 3	0 1 2 3		
9. EYES LEFT	0 1 2 3 4	0 1 2 3	0 1 2 3		
10. LEFT ABOUT	0 1 2 3 4	0 1 2 3	0 1 2 3		
11. FORWARD MARCH	0 1 2 3 4	0 1 2 3	0 1 2 3		
12. EYES RIGHT	0 1 2 3 4	0 1 2 3	0 1 2 3		
13. RIGHT WHEEL x2	0 1 2 3 4	0 1 2 3	0 1 2 3		
14. FORWARD MARCH	0 1 2 3 4	0 1 2 3	0 1 2 3		
15. COLOR HALT	0 1 2 3	0 1 2	0 1 2 3	0 1 2	
16. ORDER COLORS	0 1 2 3	0 1 2	0 1 2 3	0 1 2	
17. CARRY COLORS	0 1 2 3	0 1 2	0 1 2 3	0 1 2	
18. PRESENT COLORS	0 1 2 3	0 1 2	0 1 2 3	0 1 2	
OVERALL IMPRESSION	1 2 3 4 5 6 7 8 9 10				
				SCORE	
COLOR GUARD COMMANDER					
COMMAND VOICE	1 2 3 4 5				
COMMAND PRESENCE / BEARING	1 2 3 4 5				
PROPER COMMANDS	1 2 3 4 5				
EYES RIGHT	1 2 3 4 5				
				SCORE	
Judges Name:				TOTAL SCORE	
Comments:					

5-MAN COLOR GUARD SHEET #2

SCHOOL NAME:

	CORRECT EXECUTION	PRECISION	ALIGNMENT COVER	HAND-RIFLE-FOOT PLACEMENT	TOTAL POINTS
1. PRESENT COLORS	0 1 2 3	0 1 2	0 1 2 3	0 1 2	
2. ORDER COLORS	0 1 2 3	0 1 2	0 1 2 3	0 1 2	
3. PARADE REST	0 1 2 3	0 1 2	0 1 2 3	0 1 2	
4. CARRY COLORS	0 1 2 3	0 1 2	0 1 2 3	0 1 2	
5. LEFT ABOUT	0 1 2 3 4	0 1 2 3	0 1 2 3		
6. FORWARD MARCH	0 1 2 3 4	0 1 2 3	0 1 2 3		
7. LEFT WHEEL x2	0 1 2 3 4	0 1 2 3	0 1 2 3		
8. FORWARD MARCH	0 1 2 3 4	0 1 2 3	0 1 2 3		
9. EYES LEFT	0 1 2 3 4	0 1 2 3	0 1 2 3		
10. LEFT ABOUT	0 1 2 3 4	0 1 2 3	0 1 2 3		
11. FORWARD MARCH	0 1 2 3 4	0 1 2 3	0 1 2 3		
12. EYES RIGHT	0 1 2 3 4	0 1 2 3	0 1 2 3		
13. RIGHT WHEEL x2	0 1 2 3 4	0 1 2 3	0 1 2 3		
14. FORWARD MARCH	0 1 2 3 4	0 1 2 3	0 1 2 3		
15. COLOR HALT	0 1 2 3	0 1 2	0 1 2 3	0 1 2	
16. ORDER COLORS	0 1 2 3	0 1 2	0 1 2 3	0 1 2	
17. CARRY COLORS	0 1 2 3	0 1 2	0 1 2 3	0 1 2	
18. PRESENT COLORS	0 1 2 3	0 1 2	0 1 2 3	0 1 2	
OVERALL IMPRESSION	1 2 3 4 5 6 7 8 9 10				
Judges Name:				TOTAL SCORE	
Comments:					

PLATOON EXHIBITION SHEET #1											
SCHOOL NAME:											
DRILL TIME:											
											TOTAL POINTS
1. PRECISION	1	2	3	4	5	6	7	8	9	10	
2. DIFFICULTY	1	2	3	4	5	6	7	8	9	10	
3. MILITARY BEARING	1	2	3	4	5	6	7	8	9	10	
4. ORIGINALITY	1	2	3	4	5	6	7	8	9	10	
5. VARIETY	1	2	3	4	5	6	7	8	9	10	
6. FLOOR COVERAGE	1	2	3	4	5	6	7	8	9	10	
7. FLOW OF ROUTINE	1	2	3	4	5	6	7	8	9	10	
8. COMPLEXITY	1	2	3	4	5	6	7	8	9	10	
OVERALL IMPRESSION	1	2	3	4	5	6	7	8	9	10	
											SCORE
PENALTIES											
TIME OVER 10 MINUTES	-5										-
BOUNDARY BREAK	_____ x 5 = _____										-
DROPPED WEAPONS	_____ x 5 = _____										-
COMMUNICATION	_____ x 5 = _____										-
INCORRECT # OF MEMBERS	_____ x 5 = _____										-
											SCORE
Judges Name:											TOTAL SCORE
Comments:											

PLATOON EXHIBITION SHEET #2											
SCHOOL NAME:											
DRILL TIME:											
											TOTAL POINTS
1. PRECISION	1	2	3	4	5	6	7	8	9	10	
2. DIFFICULTY	1	2	3	4	5	6	7	8	9	10	
3. MILITARY BEARING	1	2	3	4	5	6	7	8	9	10	
4. ORIGINALITY	1	2	3	4	5	6	7	8	9	10	
5. VARIETY	1	2	3	4	5	6	7	8	9	10	
6. FLOOR COVERAGE	1	2	3	4	5	6	7	8	9	10	
7. FLOW OF ROUTINE	1	2	3	4	5	6	7	8	9	10	
8. COMPLEXITY	1	2	3	4	5	6	7	8	9	10	
OVERALL IMPRESSION	1	2	3	4	5	6	7	8	9	10	
											SCORE
Judges Name:											TOTAL SCORE
Comments:											

PLATOON EXHIBITION SHEET #3											
SCHOOL NAME:											
DRILL TIME:											
											TOTAL POINTS
1. PRECISION	1	2	3	4	5	6	7	8	9	10	
2. DIFFICULTY	1	2	3	4	5	6	7	8	9	10	
3. MILITARY BEARING	1	2	3	4	5	6	7	8	9	10	
4. ORIGINALITY	1	2	3	4	5	6	7	8	9	10	
5. VARIETY	1	2	3	4	5	6	7	8	9	10	
6. FLOOR COVERAGE	1	2	3	4	5	6	7	8	9	10	
7. FLOW OF ROUTINE	1	2	3	4	5	6	7	8	9	10	
8. COMPLEXITY	1	2	3	4	5	6	7	8	9	10	
OVERALL IMPRESSION	1	2	3	4	5	6	7	8	9	10	
											SCORE
Judges Name:											TOTAL SCORE
Comments:											

INDIVIDUAL EXHIBITION SHEET #1											
SCHOOL NAME:											
PARTICIPANT NAME:											
DRILL TIME:											
											TOTAL POINTS
1. PRECISION	1	2	3	4	5	6	7	8	9	10	
2. DIFFICULTY	1	2	3	4	5	6	7	8	9	10	
3. MILITARY BEARING	1	2	3	4	5	6	7	8	9	10	
4. ORIGINALITY	1	2	3	4	5	6	7	8	9	10	
5. VARIETY	1	2	3	4	5	6	7	8	9	10	
6. FLOOR COVERAGE	1	2	3	4	5	6	7	8	9	10	
7. FLOW OF ROUTINE	1	2	3	4	5	6	7	8	9	10	
8. COMPLEXITY	1	2	3	4	5	6	7	8	9	10	
OVERALL IMPRESSION	1	2	3	4	5	6	7	8	9	10	
											SCORE
PENALTIES											
TIME OVER 10 MINUTES	-5										-
BOUNDARY BREAK	_____ x 5 = _____										-
DROPPED WEAPONS	_____ x 5 = _____										-
COMMUNICATION	_____ x 5 = _____										-
INCORRECT # OF MEMBERS	_____ x 5 = _____										-
											SCORE
Judges Name:											TOTAL SCORE
Comments:											

INDIVIDUAL EXHIBITION SHEET #2											
SCHOOL NAME:											
PARTICIPANT NAME:											
DRILL TIME:											
											TOTAL POINTS
1. PRECISION	1	2	3	4	5	6	7	8	9	10	
2. DIFFICULTY	1	2	3	4	5	6	7	8	9	10	
3. MILITARY BEARING	1	2	3	4	5	6	7	8	9	10	
4. ORIGINALITY	1	2	3	4	5	6	7	8	9	10	
5. VARIETY	1	2	3	4	5	6	7	8	9	10	
6. FLOOR COVERAGE	1	2	3	4	5	6	7	8	9	10	
7. FLOW OF ROUTINE	1	2	3	4	5	6	7	8	9	10	
8. COMPLEXITY	1	2	3	4	5	6	7	8	9	10	
OVERALL IMPRESSION	1	2	3	4	5	6	7	8	9	10	
											SCORE
Judges Name:											TOTAL SCORE
Comments:											

2023 Mardi Gras Drill Meet Drill Cards

Platoon Basic Drill Cards

Drill Card Inclement Weather

- | | |
|---|-------------------------|
| 1. FORM THE PLATOON | 1. FORM THE PLATOON |
| 2. PORT ARMS | 2. OPEN RANKS |
| 3. RIGHT SHOULDER ARMS | 3. PORT ARMS |
| 4. LEFT SHOULDER ARMS | 4. RIGHT SHOULDER ARMS |
| 5. ORDER ARMS | 5. LEFT SHOULDER ARMS |
| 6. PRESENT ARMS | 6. ORDER ARMS |
| 7. SIDE STEP (LEFT/RIGHT) | 7. PRESENT ARMS |
| 8. PARADE REST | 8. PARADE REST |
| 9. OPEN RANKS | 9. CLOSE RANKS |
| 10. CLOSE RANKS | 10. SLING ARMS |
| 11. CLOSE INTERVAL (COLUMN HALTED) | 11. TAKE INTERVAL |
| 12. COLUMN RIGHT (HALTED) | 12. HAND SALUTE |
| 13. EXTEND WHILE MARCHING | 13. ASSEMBLE |
| 14. RIGHT FLANK/RETURN TO COLUMN | 14. ADJUST SLINGS |
| 15. COLUMN RIGHT | 15. DISMISS THE PLATOON |
| 16. RIGHT OBLIQUE/PLATOON HALT | |
| 17. COLUMN RIGHT | |
| 18. PORT ARMS | |
| 19. LEFT SHOULDER ARMS | |
| 20. RIGHT SHOULDER ARMS | |
| 21. COLUMN HALF RIGHT (REPEAT) | |
| 22. MARCH TO THE REAR (REPEAT) | |
| 23. PASS IN REVIEW | |
| 24. DISMISS THE PLATOON | |

*Note- The following movements on Drill Card #1, 18-20, are part of the Marching Manual and should be executed as appropriate.

Squad Basic Drill Cards

Drill Card

1. FORM SQUAD AT CLOSE INTERVAL
2. EXTEND ON LINE
3. LEFT/RIGHT FACE
4. PORT ARMS
5. RIGHT SHOULDER ARMS
6. LEFT SHOULDER ARMS
7. ORDER ARMS
8. ABOUT FACE (REPEAT)
9. PRESENT ARMS
10. SIDE STEP (LEFT/RIGHT)
11. PARADE REST
12. TAKE INTERVAL
13. ASSEMBLE
14. COLUMN RIGHT (HALTED)
15. RIGHT FLANK/RETURN TO COLUMN
16. COLUMN RIGHT
17. RIGHT OBLIQUE/IN PLACE HALT
18. COLUMN RIGHT
19. PORT ARMS
20. LEFT SHOULDER ARMS
21. RIGHT SHOULDER ARMS
22. COLUMN HALF-RIGHT (REPEAT)
23. MARCH TO THE REAR (REPEAT)
24. DISMISS THE SQUAD

Inclement Weather

1. FORM SQUAD AT CLOSE INTERVAL
2. EXTEND ON LINE
3. LEFT/RIGHT FACE
4. PORT ARMS
5. RIGHT SHOULDER ARMS
6. LEFT SHOULDER ARMS
7. ORDER ARMS
8. ABOUT FACE (REPEAT)
9. PRESENT ARMS
10. SIDE STEP (LEFT/RIGHT)
11. PARADE REST
12. TAKE INTERVAL
13. ASSEMBLE
14. MARK TIME/CHANGE STEP
15. DISMISS THE SQUAD

*Note- The following movements on Drill Card #1, 19-21, are part of the Marching Manual and should be executed as appropriate.

Color Guard Drill Cards

4 Man Drill Card #1

1. Present Colors (REPORT TO SENIOR JUDGE)
2. Order Colors
3. Parade Rest
4. Carry Colors
5. Counter March
6. Forward March
7. Left Turn x2
8. Forward March
9. Eyes Left
10. Counter March
11. Forward March
12. Eyes Right
13. Right Turn x2
14. Forward March
15. Color Halt
16. Order Colors
17. Carry Colors
18. Present Colors

5 Man Drill Card #1

1. Present Colors (REPORT TO SENIOR JUDGE)
2. Order Colors
3. Parade Rest
4. Carry Colors
5. Left About
6. Forward March
7. Left Wheel x2
8. Forward March
9. Eyes Left
10. Left About
11. Forward March
12. Eyes Right
13. Right Wheel x2
14. Forward March
15. Color Halt
16. Order Colors
17. Carry Colors
18. Present Colors



2023 Mardi Gras Drill Meet

Friday, 17 February 2023

Registration Form

The following is a list of each event with its corresponding fee.

Please indicate which events in which your school will be participating. The fee of each event is **per team**. Please note registration is first come, first serve.

School/Organization: _____

Contact Info:

Name:

Email:

Phone:

Name of Event	No. of Teams	Fee
1. Platoon Inspection	_____	\$100
2. Platoon Armed Basic Drill	_____	\$100
3. Squad Armed Basic Drill _____	_____	\$75
4. Platoon Armed Exhibition	_____	\$80
5. Color Guard	_____	\$70
6. Individual Armed Exhibition	_____	\$40

(See website for minimum personnel required per event)

Total Cost: _____

Signature: _____



XAVIER
UNIVERSITY of LOUISIANA



THE UNIVERSITY of
NEW ORLEANS



DILLARD
UNIVERSITY



Travel Plans

Please indicate your travel plans below:

Flying _____ Driving _____

Staying in New Orleans the night prior to 17 Feb. _____

Arriving on 17 Feb. _____

The Tulane NROTC unit cannot provide lodging for any team but there are lodging suggestions on our website at <https://nrotc.tulane.edu/> under "Events" -> "Mardi Gras Drill Meet."

Terms and Conditions

One representative from each team **MUST attend** the morning brief, at 0600, on the day of the drill meet (**Friday, 17 February 2023**). By submitting the registration form, your team is agreeing to follow the scheduled sequence of events in the appropriate time slots. The finalized schedule will be posted no later than two weeks prior to the Drill Meet.

Submission

- Email completed form to TulaneNavyROTC@gmail.com by 27 January, 2023.
- Your registration will not be solidified until you submit at least 50% down payment for registration -- also by 27 January, 2023. The rest of payment is due by the date of the drill meet: 17 February, 2023.
- Payment can be made via check made out to Tulane University NROTC and mailed to Tulane University NROTC 6823 St. Charles Ave. New Orleans, LA 70118

OR

- Payment can be made to the Tulane NROTC Midshipman Fund Venmo account @TUNROTC_Midshipman_Fund
- You will receive an email confirmation within 24 hours of receipt of your completed entry form.

AGREEMENT OF INDEMNITY

WHEREAS the Tulane NROTC Unit, Tulane University, and the United States Navy, hereinafter called indemnities, have agreed to sponsor the Annual Mardi Gras Drill Meet to be held on [date removed for security reasons] at Tulane University and permit

Printed Name of Competing Unit

to participate in the said Drill Meet, and to use various buildings, messing facilities, transportation equipment, athletic fields, gymnasiums, health and physical fitness facilities, and training devices, etc. at Tulane University

Printed Name of Drill Team Advisor

Printed Name of Commanding Officer

is desirous of holding indemnities free from any and all claims whatsoever arising out of the above detailed facilities, events, or any other facilities at Tulane University.

Now, therefore, in consideration of the aforementioned action by Indemnities, the Tulane NROTC Unit indemnifies Indemnities and holds them, their agents, and instrumentalities, employees and successors harmless from any and all sorts of claims, or liability, arising in connection with the said facilities or events from any loss, damage, injury, or any other casualty, whatsoever to the above named ROTC Unit or to any other party, person or property, caused or occasioned by the use of any such facilities, whether due to imperfection in said facilities or equipment, negligence of Indemnity, or other person or party, or for any other causes.

It is also certifies that the above mentioned team member is fully covered by a valid school insurance program for any and all injuries which could result from these activities and these events of this Drill Meet.

Drill Team Advisor Signature

Commanding Officer Signature

Hotel List

1. List of Hotels in New Orleans Area

Marriot Hotels	1-800-228-9290, 1-800-331-3131	www.marriot.com
Oasis Motel	1-504-366-3456	
Omni Hotels	1-800-843-6664	
Quality Inn Midtown	1-504-486-5541	
Quality Inn Westbank	1-504-486-5541	
Radisson Hotel	1-800-333-3333	
Ramada	1-800-228-2828	
Rose Inn	1-504-484-7611	
St Charles Inn	1-800-489-9908	
Sheraton	1-504-525-2500	
Siesta Motel	1-504-341-2216	
Best Western Downtown	1-504-822-0200	
Days Inn (New Orleans)	1-504-586-0110	
Days Inn (Kenner)	1-504-469-2531	
Comfort Suites	1-504-524-1140	
Sleep Nationwide	1-800-753-3746	
Travelodge	1-504-733-1550	
Sunset West Inn	1-504-347-1502	
Hotel Reservations (National)	1-800-964-6835	
Hilton	1-800-445-8667	
Holiday Inn (French Quarter)	1-504-581-1303, 1-504-529-7211	
Holiday Inn (Downtown)	1-504-252-9444, 1-504-581-1600	
Holiday Inn	1-504-244-9115	
Holiday Inn	1-504-467-5611, 1-800-887-7371	
Holiday Inn	1-504-254-1881	
Howard Johnson	1-800-446-4656	
Hyatt	1-800-233-1234	
Inter-Continental	1-504-525-5566	
La Quinta	1-800-687-6667	
Landmark	1-504-888-9500	
Lucky Inn	1-504-821-1200	
Fairmont	1-800-527-4727	
Gladstone	1-897-0668	
Rodeway Inn	1-800-228-2000	
Best Western	www.bestwestern.com	
Holiday Inn Express	1-800-244-9115	
Inn Motel	1-504-838-9442	
Super 8	1-800-800-8000	
Sweet's Inn	1-504-482-3923	
Trade Winds	1-504-835-4221	
Travelodge NO	1-504-366-5311	
Travelodge Gretna	1-504-733-1550	
Comfort Lodge	1-504-486-5525	
Webbers Motel	1-504-242-5150	

2. Also try third party websites such as travelocity.com, expedia.com, orbitz.com, priceline.com, www.nola.com, www.yellowpages.com, and www.insidenewolreans.com. These Internet sites can be very useful for finding hotels.

3. For planning purposes, Tulane University is located in Uptown New Orleans, between St. Charles Ave and Claiborne Ave.

DIRECTIONS TO TULANE UNIVERSITY NROTC UNIT (NAVY BUILDING)

If you have google maps installed on your phone, simply type in "Tulane NROTC" and this will lead you directly to our building on Tulane University Campus. We are located right next to the Tulane Law School building.

If coming from the Westbank: Exit on Earhart (following street through underpass), turn left at second stop light (S. Claiborne Ave.), proceed down S. Claiborne until you reach Broadway. Turn left on Broadway, proceed down Broadway until you reach Freret St. (2nd traffic light on Broadway). Turn left on Freret St. and proceed to McAlister (1st traffic light on Freret). Turn left on McAlister; Tulane NROTC Bldg. is on the corner of Freret and McAlister (right side of street).

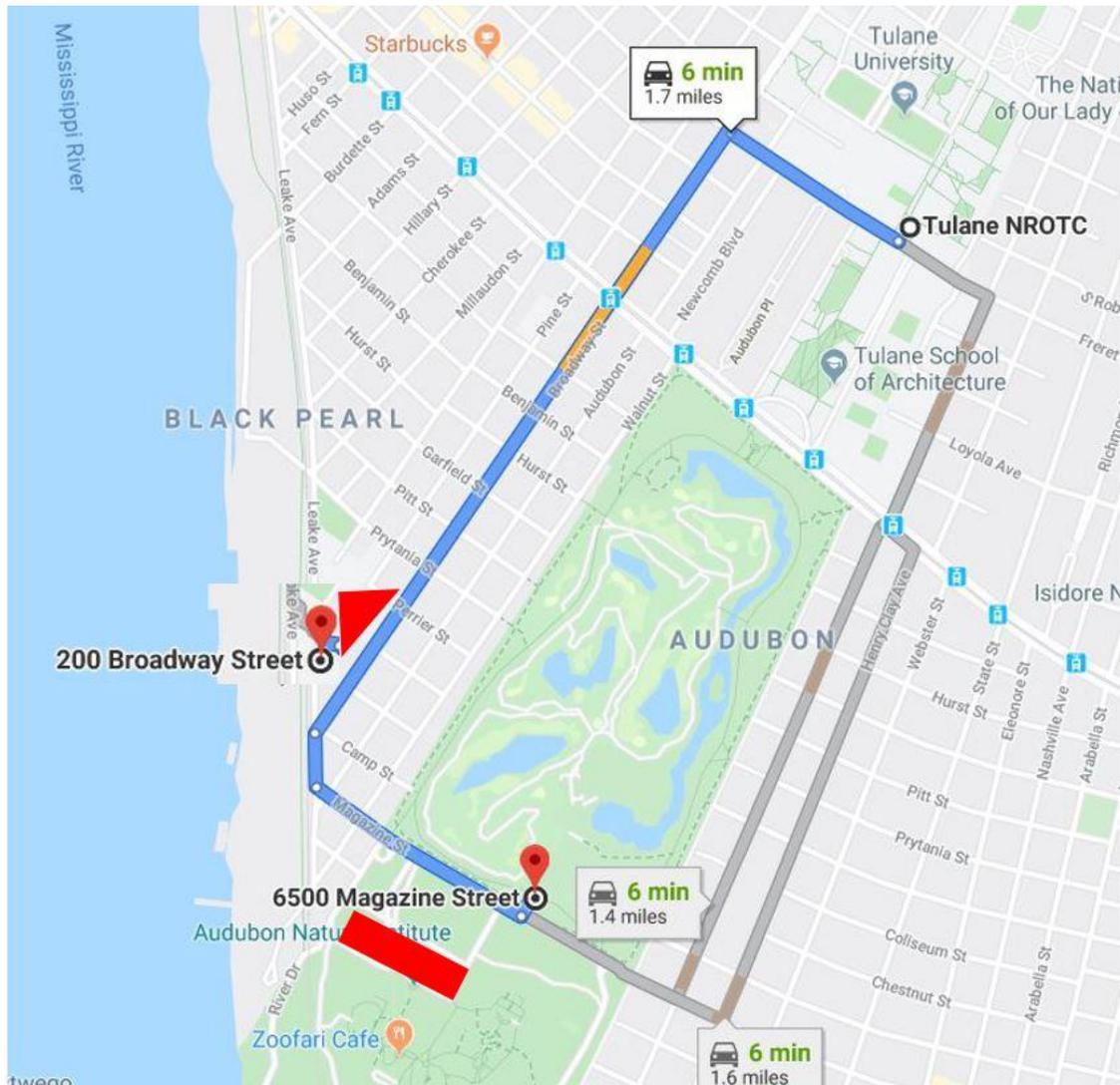
If coming from New Orleans East: Proceed down 10West until reaching the Superdome; veer left toward 90West (Westbank). Immediately get in right lane and exit on S. Claiborne. Proceed down S. Claiborne until you reach Broadway. Turn left on Broadway, proceed down Broadway until you reach Freret St. (2nd traffic light on Broadway). Turn left on Freret St. and proceed to McAlister (1st traffic light on Freret). Turn left on McAlister; Tulane NROTC Bldg. is on the corner of Freret St. and McAlister (right side of street).

If coming from New Orleans West: Proceed down 10East until reaching New Orleans, exit on Claiborne Ave (90 West); you will see sign reading Tulane University. S. Claiborne splits left and right, exit to your right. Proceed down S. Claiborne until you reach Broadway. Turn left on Broadway, proceed down Broadway until you reach Freret St. (1st traffic light on Broadway following the Stop Sign). Turn left on Freret St. and proceed to McAlister (1st traffic light on Freret). Turn left on McAlister; Tulane NROTC Bldg. is on the corner of Freret St. and McAlister (right side of street).

NOTE: THE NAVY BUILDING HAS A WORLD WAR II 5" GUN ON THE FRONT LAWN AND A FLAGPOLE FOR EASY IDENTIFICATION.

For assistance with directions, you can contact your assigned guide. A second point of contact is MIDN 1/C Hughes who can be reached at 615-962-1556.

Authorized Parking Areas



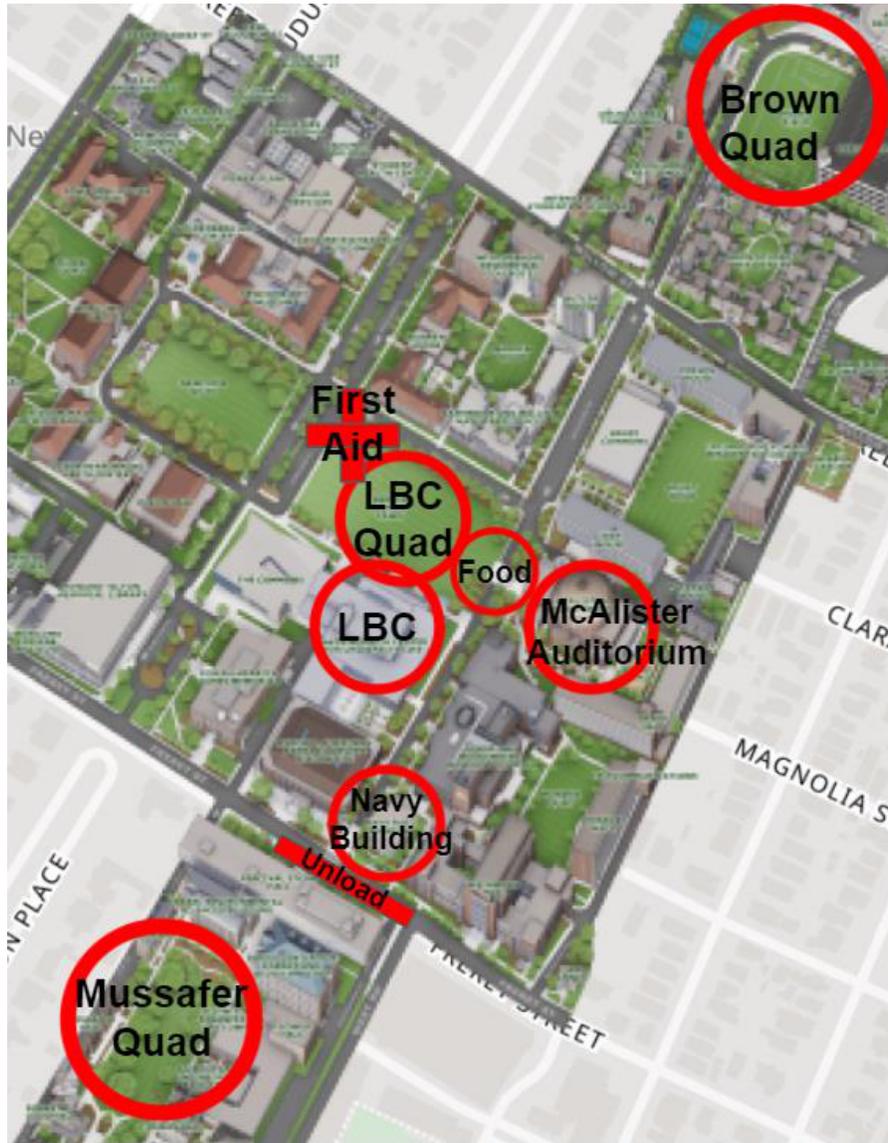
Note: The parking areas are indicated by the red outlines. Parking at Audubon Zoo is free. Parking is also allowed at 200 Broadway St. (Tulane Army ROTC Building).

Address:
Audubon Zoo
Magazine Street
Orleans, LA 70118

or
—

Army ROTC Parking 6500
200 Broadway Street New
New Orleans, LA 70118

Campus Map



Knowledge Packet

Chain of Command

President, Commander in Chief	The Honorable Joseph R. Biden Jr.
Vice President	The Honorable Kamala Harris
Secretary of Defense	The Honorable Lloyd J. Austin III
Secretary of State	The Honorable Antony Blinken
Secretary of the Navy	The Honorable Carlos del Toro
Chief of Naval Operations (CNO)	Admiral Michael Gilday
Commandant of the Marine Corps	General David Berger
Chief of Naval Education and Training Command (NETC)	Rear Admiral Peter Garvin Chief
of Naval Service Training Command (NSTC)	Rear Admiral Jennifer Couture
Master Chief Petty Officer of the Navy	Master Chief Russell Smith
Sergeant Major of the Marine Corps	Sergeant Major Troy Black

United States National Ensign

National Colors (Ensign)	Red -- blood shed in defense of our nation White -- purity of our nation Blue -- pride in our nation 13 stripes 7 red, 6 white: represent the original 13 states 50 stars--there are 5 rows of 6 stars, and 4 rows of 5 stars
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The Eleven General Orders of a Sentry

1. To take charge of this post and all government property in view.
2. To walk my post in a military manner, keeping always on the alert a observing everything that takes place within sight or hearing.
3. To report all violations of orders I am instructed to enforce.
4. To repeat all calls from posts more distant from the guardhouse than my own.
5. To quit my post only when properly relieved.
6. To receive, obey, and pass on to the sentry who relieves me all orders from the commanding officer, officer of the day, and officers and noncommissioned officers of the guard only.
7. To talk to no one except in the line of duty.
8. To give the alarm in case of fire or disorder.
9. To call the corporal of the guard in any case not covered by instructions.
10. To salute all officers, colors, and standards not cased. 11. To be especially watchful at night and during the time for challenging to challenge all persons on or near my post, and to allow no one to pass without proper authority.