



Midshipman Battalion

Tulane University
Naval Reserve Officer Training Corps
6823 ST. Charles AVE BLDG 31
New Orleans, Louisiana 70118

IN REPLY REFER TO

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14 JAN 26

From: Tulane University NROTC Unit
To: Drill Team Advisors and Drill Team Commanders
Via: Assistant Marine Officer Instructor (AMOI)

Subj: STANDARD OPERATING PROCEDURE (SOP) FOR THE 52nd 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 and Drill Cards
(4) Registration Form
(5) Information Regarding Social Event
(6) Hotel List
(7) Directions to Tulane, Parking Areas, and Maps
(8) Knowledge Packet

1. Situation. To provide an SOP for the fifty-second 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.
 - (1) Purpose: Execute a safe, effective, and fun drill meet to foster new relationships and community amongst units.

- (2) Method: Midshipmen and cadets will participate in six (6) different competitions: Platoon Inspection, Platoon Armed Basic Drill, Squad Armed Basic Drill, Color Guard Competition, Platoon Armed Exhibition Drill, and Individual Armed Exhibition Drill.
- (3) Endstate: Units achieve an increased level of camaraderie while providing Tulane NROTC midshipmen with leadership opportunities vital to their future success in the Fleet.
- b. Concept of Operations. See GENERAL INSTRUCTIONS 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 and drill cards on how each event will be evaluated.
 - f. Enclosure (4) contains the registration form that must be emailed or mailed to the specified address in order to enter the competition.
 - g. Enclosure (5) contains information pertaining to the MGDM Social Event occurring on February 12th, 2026.
 - h. Enclosure (6) contains a list of hotels in the surrounding area and their contact information for schools to utilize.
 - i. Enclosure (7) contains directions on how to navigate to the Navy Building, authorized parking locations and a map.
 - j. Enclosure (8) 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 on the date signed. Contact can be made with the Assistant Marine Officer Instructor, SSgt Laughlin at tlaughlin@tulane.edu or by phone at (504)-247-1602. The Marine Officer Instructor, Capt Shellman can be contacted at tshellman@tulane.edu or by phone at (504)-247-1606.



O.J. Yeomans

GENERAL INSTRUCTIONS

1. The fifty-second Annual Mardi Gras Drill Meet will be held on February 13, 2026, 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 Inspection
 - b. Event 2: Platoon Armed Basic Drill
 - c. Event 3: Squad Armed Basic Drill
 - d. Event 4: Color Guard Competition
 - e. Event 5: Platoon Armed Exhibition Drill
 - f. Event 6: Individual Armed Exhibition Drill
3. Basic drill movements will be executed as prescribed by Marine Corps Order 5060.20, Marine Corps Drill and Ceremony Manual, TC 3-21.5, and AFMAN 36-2203. 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, TC 3-21.5, and AFMAN 36-2203 to Inspection Arms, but unit leaders should strive to remain close to the spirit of these manuals in adapting inspection arms to their specific weapons.
4. Units who desire to submit more than one complete team must contact the Assistant Marine Officer Instructor for approval. If approved, the 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 four individuals competing in individual exhibition drill.
5. Multiple drill pads may be utilized to ensure the event concludes in a timely manner. Clear expectations will be provided to judges to ensure fair scoring across drill pads.
6. **Teams must provide their own weapons.** All weapons must be a standard service type rifle such as the Springfield 1903, M1 Garand, 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.
7. Units will not attach bayonets or use any other sharp devices for any drill event.
8. 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.

9. Due to limited spacing, changing rooms can only be guaranteed for schools participating in platoon personnel inspection.
10. 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.
11. Active duty personnel who are students in the ROTC program can participate but cannot serve as a unit leader for any of the events.
12. Teams are required to check in at the entrance of Yulman Stadium at least 1 hour prior to their first event. Failure to do so will result in a penalty at the discretion of the AMOI.
13. 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.
14. There will be no practice 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.
15. Entry is based on a first-come, first-served basis. Entry forms and initial payments received after 1 February 2026 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 1 February 2026. The remainder is due 13 February 2026 upon check-in at the entrance of Yulman Stadium.
16. There will be no refunds given after 11 February 2026. 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. **If a unit is unable to participate due to stipulations of the government shutdown, they will be refunded in full.**
17. The following percentages will be used to determine overall scoring:
 - a. Platoon Inspection 20%
 - b. Platoon Armed Basic Drill 20%
 - c. Squad Armed Basic Drill 20%
 - d. Color Guard Competition 20%
 - e. Platoon Armed Exhibition Drill 20%
18. **Individual Armed Exhibition does not count toward overall score. In the event of a tie, the overall platoon inspection score will settle the winner.**
19. 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.

20. The judges will consist of active duty Marines and/or former drill instructors for all events.
21. The unit leader will receive the drill card from the Senior Judge for the platoon and squad drill events.
22. 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.
23. There will be no loud noises from spectators. Unsportsmanlike conduct will result in a point deduction at the discretion of the Senior Judge. During the competition, the judges may move to any position which best allows them to observe the unit performing.
24. 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.
25. A Commander's Zoom Call will be hosted on 02 and 11 February, 2026 for competing teams to ask questions and resolve any outstanding issues.
26. Score sheets will be distributed following the Awards Ceremony. All schools will be notified regarding updates to Event Descriptions.

EVENT DESCRIPTIONS

1. Platoon 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 guidon. 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 (8)). 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 the 2nd and 3rd squad.

c. Scoring

- (1) Platoon Inspection is worth 20% of the team's overall score.
Total possible points - 724
- (2) The unit leader is graded out of 78 possible points (2 points per discrepancy).
- (3) The platoon guide is graded out of 76 possible points (2 points per discrepancy).
- (4) Each squad is graded out of 190 possible points (1 point per discrepancy).
- (5) 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 Armed Basic Drill

a. Conduct

- (1) The size of the drill field will be 40 x 40 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, TC 3-21.5, or AFMAN 36-2203.
- (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 the 2nd squad and the third judge will evaluate the 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 Armed Basic Drill is worth 20% of the team's overall score. Total possible points - 760.
- (2) Each squad is graded out of 240 possible points.
- (3) The unit leader is graded out of 30 possible points.
- (4) 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.

d. Inclement Weather Card

- (1) This card will be used only in the event of inclement weather. Total possible points - 485.
- (2) Each squad is graded out of 150 possible points.
- (3) The unit leader is graded out of 25 possible points.
- (4) 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 Armed Basic Drill

a. Conduct

- (1) The size of the drill field will be 30 x 35 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 Armed Basic Drill is worth 20% of the team's overall score. Total possible points - 505.
- (2) The squad is graded out of 480 possible points.
- (3) The unit leader is graded out of 25 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 unit leader's score.

d. Inclement Weather Card

- (1) This card will be used only in the event of inclement weather. Total possible points - 325.
- (2) The squad is graded out of 300 points.
- (3) The unit leader is graded out of 25 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 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 flagstaff (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.
- (2) 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 Armed Exhibition Drill

a. Conduct

- (1) The size of the field will be 40 x 40 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 Armed 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 Armed Exhibition Commander will enter the drill area and approach the Senior Judge to receive any preliminary instructions. Next, the Platoon Armed Exhibition Commander will move his/her unit onto the drill field and report in to the Senior Judge. When reporting in, the Platoon Armed 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.

- (2) 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 Armed 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 DISCREPANCY		1 POINT DISCREPANCY			
PLTN CMDR GUIDE		SL	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:					
Comments					
TOTAL Discrepancies					

PLATOON INSPECTION SHEET #2

SCHOOL NAME:	MISSING MEMBER DEDUCTIONS:					x 5 = ()
TOTAL # OF MEMBERS: ()	SECOND SQUAD					
1 POINT DISCREPANCY						
	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						TOTAL Discrepancie s
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
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				
			TOTAL	
			Discrepancies	

Judges Name:

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 SHOULDER 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 4	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 4	
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				

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

PENALTY

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

Judges Name:

SCORE

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 MANUAL OF ARMS	0 1 2 3 4		0 1 2 3 4	0 1 2	
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 SHOULDER 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	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 MARCHING MANUAL	0 1 2 3	0 1 2 3	0 1 2 3 4		
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:					

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 SHOULDER 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 3 4	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 4		
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					
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			
GUIDE					
POSITION OF GUIDE EYES	1 2 3 4 5				
RIGHT	1 2 3 4 5				
SCORE					
TOTAL # OF MEMBERS ()	ES				
EXCESSIVE FREE MOVEMENT ALLOWED (3)	x 5 =				
	x 5 =			SCORE	
Judges Name:			TOTAL		
Comments:			SCORE		

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		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 SHOULDER 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			
9. CLOSE RANK	0 1 2 3	0 1 2 3	0 1 2 3 4	0 1 2 3	
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		
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	1 2 3 4 5
LEADER 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 ()
EXCESSIVE FREE MOVEMENT
ALLOWED (3)

x 5 =
x 5 =

SCORE
TOTAL SCORE

Judges Name:
Comments:

PLATOON BASIC INCLEMENT WEATHER CARD SHEET #2

SCHOOL NAME:					
SQUAD: SECOND	CORRECT EXECUTION	PRECISION	ALIGNMENT COVER	HAND-RIFLE-FOOT PLACEMENT	TOTAL POINTS
1. FORM THE PLATOON MANUAL OF ARMS	0 1 2 3 4		0 1 2 3 4	0 1 2	
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 SHOULDER 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 ()	x 5 =				
SCORE					
Judges Name:					TOTAL SCORE
Comments:					

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	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 SHOULDER 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			
8. PARADE REST	0 1 2 3	0 1 2 3		0 1 2 3	0 1 2 3
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			
11. TAKE INTERVAL	0 1 2 3	0 1 2	0 1 2		
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 ()					
EXCESSIVE FREE MOVEMENT ALLOWED (3)	x 5 =				
					SCORE
					TOTAL SCORE
Judges Name: Comments:					

SQUAD BASIC CARD SHEET #1								
SCHOOL NAME:	CORRECT EXECUTION		PRECISION	ALIGNMENT COVER	HAND-RIFLE-FOOT PLACEMENT	TOTAL POINTS		
SQUAD: FIRST								
1. FORM THE PLATOON AT CLOSE INTERVAL	0 1 2 3 4			0 1 2 3 4	0 1 2			
MANUAL OF ARMS	0 1 2 3		0 1 2 3		0 1 2 3 4			
2. EXTEND ON LINE								
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. COLUMN RIGHT (HALTED)	0 1 2 3		0 1 2 3					
13. RIGHT FLANK / RETURN TO COLUMN	0 1 2 3		0 1 2 3	0 1 2 3 4				
14. COLUMN RIGHT	0 1 2 3		0 1 2 3	0 1 2 3 4				
15. RIGHT OBLIQUE / IN PLACE HALT	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				
	0 1 2 3		0 1 2 3	0 1 2 3 4				
MARCHING MANUAL								
17. PORT ARMS	0 1 2 3		0 1 2 3		0 1 2 3 4			
18. LEFT SHOULDER ARMS	0 1 2 3		0 1 2 3		0 1 2 3 4			
19. RIGHT SHOULDER ARMS	0 1 2 3		0 1 2 3		0 1 2 3 4			
20. COLUMN HALF-RIGHT (REPEAT)	0 1 2 3		0 1 2 3	0 1 2 3 4				
21. MARCH TO THE REAR (REPEAT)	0 1 2 3		0 1 2 3	0 1 2 3 4				
22. 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 =					

Judges Name:

Comments:

SCORE

TOTAL

SCORE

SQUAD BASIC CARD SHEET #2

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	0 1 2 3	0 1 2 3		0 1 2 3 4	
2. EXTEND ON LINE					
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. COLUMN RIGHT (HALTED)	0 1 2 3	0 1 2 3	0 1 2 3 4		
13. RIGHT FLANK / RETURN TO COLUMN	0 1 2 3	0 1 2 3	0 1 2 3 4		
14. COLUMN RIGHT	0 1 2 3	0 1 2 3	0 1 2 3 4		
15. RIGHT OBLIQUE / IN PLACE HALT	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		
	0 1 2 3	0 1 2 3	0 1 2 3 4		
MARCHING MANUAL					
17. PORT ARMS	0 1 2 3	0 1 2 3		0 1 2 3 4	
18. LEFT SHOULDER ARMS	0 1 2 3	0 1 2 3		0 1 2 3 4	
19. RIGHT SHOULDER ARMS	0 1 2 3	0 1 2 3		0 1 2 3 4	
20. COLUMN HALF-RIGHT (REPEAT)	0 1 2 3	0 1 2 3	0 1 2 3 4		
21. MARCH TO THE REAR (REPEAT)	0 1 2 3	0 1 2 3	0 1 2 3 4		
22. 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 = _____

SCORE

Judges Name:

TOTAL

Comments:

SCORE

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 MANUAL OF ARMS	0 1 2 3 4		0 1 2 3 4	0 1 2	0 1 2 3 4	
2. EXTEND ON LINE	0 1 2 3	0 1 2 3		0 1 2	0 1 2 3 4	
3. LEFT/RIGHT FACE	0 1 2 3	0 1 2 3	0 1 2	0 1 2	0 1 2 3 4	
4. PORT ARMS	0 1 2 3 4	0 1 2 3		0 1 2 3	0 1 2 3 4	
5. RIGHT SHOULDER ARMS	0 1 2 3 4	0 1 2 3		0 1 2 3	0 1 2 3 4	
6. LEFT SHOULDER ARMS	0 1 2 3 4	0 1 2 3		0 1 2 3	0 1 2 3 4	
7. ORDER ARMS	0 1 2 3 4	0 1 2 3		0 1 2 3	0 1 2 3 4	
8. ABOUT FACE (REPEAT)	0 1 2 3	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	0 1 2 3 4	
10. SIDE STEP (LEFT/RIGHT)	0 1 2	0 1 2	0 1 2 3 4	0 1 2	0 1 2 3 4	
11. PARADE REST	0 1 2 3	0 1 2 3		0 1 2 3	0 1 2 3 4	
12. MARCH TO THE REAR (REPEAT)	0 1 2 3	0 1 2 3	0 1 2 3 4	0 1 2 3	0 1 2 3 4	
13. DISMISS THE SQUAD	0 1 2 3 4	0 1 2 3		0 1 2 3	0 1 2 3 4	
						SCORE
UNIT LEADER						
POSITION OF UNIT	1 2 3 4 5					
LEADER SWORD	1 2 3 4 5					
MANUAL COMMAND	1 2 3 4 5					
VOICE	1 2 3 4 5					
COMMAND PRESENCE / BEARING	1 2 3 4 5					
PROPER COMMANDS						SCORE
PENALTIES						
TOTAL # OF MEMBERS ()	x 5 = _____					
EXCESSIVE FREE MOVEMENT ALLOWED (3)	x 5 = _____					
						SCORE
Judges Name:						TOTAL SCORE
Comments:						

SQUAD BASIC INCLEMENT WEATHER CARD SHEET #2								
SCHOOL NAME:								
SQUAD: FIRST	CORRECT EXECUTION		PRECISION		ALIGNMENT COVER		HAND-RIFLE-FOOT PLACEMENT	TOTAL POINTS
1. FORM THE PLATOON AT CLOSE INTERVAL MANUAL OF ARMS	0 1 2 3 4		0 1 2 3 4		0 1 2 3 4		0 1 2	
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	
14. MARCH TO THE REAR (REPEAT)	0 1 2 3		0 1 2 3		0 1 2 3 4		0 1 2 3	
15. DISMISS THE SQUAD	0 1 2 3 4		0 1 2 3					SCORE
PENALTIES								
TOTAL # OF MEMBERS ()			x 5 = _____					
EXCESSIVE FREE MOVEMENT ALLOWED (3)			x 5 = _____					
Judges Name:						SCORE		
Comments:						TOTAL SCORE		

4-MAN COLOR GUARD SHEET #1

SCHOOL NAME:

	CORRECT EXECUTION	PRECISION	ALIGNMENT COVER	HAND-RIFLE-FOOT	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	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

Comments:

5-MAN COLOR GUARD SHEET #1

SCHOOL NAME:

	CORRECT EXECUTION	PRECISION	ALIGNMENT COVER	HAND-RIFLE-FOOT	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 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	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 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	1 0

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 UNDER 7 MINUTES	-5	-
TIME OVER 9 MINUTES	-5	-
BOUNDARY BREAK	x 5 =	-
DROPPED WEAPONS	x 5 =	-
COMMUNICATION	x 5 =	-
INCORRECT # OF MEMBERS	x 5 =	-

SCORE

-

Judges Name:	TOTAL SCORE
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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 UNDER 7 MINUTES	-5	-
TIME OVER 9 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:



2026 Mardi Gras Drill Meet

Friday, 13 February 2026

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 served.

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 Event Descriptions for minimum personnel required per event)

Total Cost: _____

Signature: _____



Travel Plans

Please indicate your travel plans below:

Flying _____ Driving _____

Please indicate how many individuals you plan to bring below:

MIDN/Cadets _____ Active-Duty Staff _____ Spectators _____

Please indicate how many vehicles you plan to bring below:

POV _____ Rental Vans/Govt. vehicles _____ Buses _____

Attending Social Event on 12 Feb. **Yes / No**

Choose one of the following:

Staying in the local area the night prior to 13 Feb. _____

Arriving on 13 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

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 1 February, 2026.
- Your registration will not be solidified until you submit at least 50% down payment for registration -- also by 1 February, 2026. The remaining payment is due by the date of the drill meet: 13 February, 2026.
- 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.

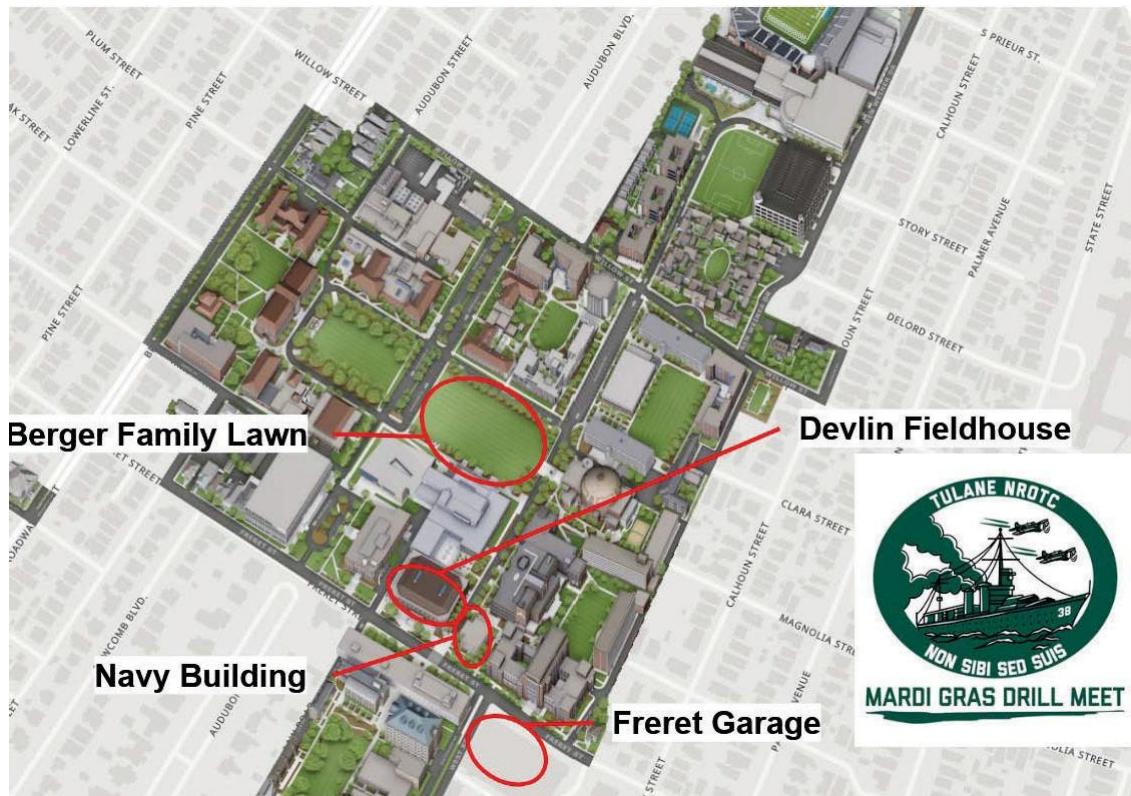
Social Event Information

On Thursday, February 12th 2026, Tulane University will hold the Mardi Gras Drill Meet Social in order to build camaraderie between units and facilitate early check-in. The social will be hosted at the Tulane University Navy Building on Freret street. The UOD will be Unit Polos.

At 1725, doors will open at the Tulane University Navy Building to begin the social. Refreshments will be provided, as well as games and activities in order to establish an environment for socializing and networking with Midshipmen from competing units. Additionally, merchandise will be available for purchase and early check-in will be provided for those in attendance. No alcohol will be served, and the social is set to conclude at 1830.

Prior to the social, an optional practice period will be available at Berger Family Lawn from 1600 to 1830 for teams wishing to practice before the drill meet the following day.

Schools will be required to indicate their interest in attending the social event with the email containing their registration form.



Hotel List

1. List of Hotels in New Orleans Area

Marriott 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.insideneutralreans.com. These Internet sites can be very useful for finding hotels. For planning purposes, Tulane University is located in Uptown New Orleans, between St. Charles Ave and Claiborne Ave.

DIRECTIONS TO TULANE UNIVERSITY YULMAN STADIUM

If you have Google maps installed on your phone, simply type in "Tulane University Yulman Stadium" and this will lead you directly to our parking lot and check-in location just outside of the Tulane University football stadium. The parking lot is located right next to the baseball stadium (see map below for further details).

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. Make a U-turn at the intersection S. Claiborne and Broadway, proceed back down S. Claiborne until you reach Ben Weiner Dr. Turn right onto Ben Weiner Dr. and drive into/past the parking lot by the baseball stadium to drop off MIDN/Cadets and equipment.

If coming from New Orleans East: Proceed down 10 West until reaching the Superdome; veer left toward 90 West (Westbank). Immediately get in the right lane and exit on S. Claiborne. Proceed down S. Claiborne until you reach Broadway. Make a U-turn at the intersection S. Claiborne and Broadway, proceed back down S. Claiborne until you reach Ben Weiner Dr. Turn right onto Ben Weiner Dr. and drive into/past the parking lot by the baseball stadium to drop off MIDN/Cadets and equipment.

If coming from New Orleans West: Proceed down 10 East until reaching New Orleans, exit on Claiborne Ave (90 West); you will see a sign reading Tulane University. S. Claiborne splits left and right, exit to your right. Proceed down S. Claiborne until you reach Broadway. Make a U-turn at the intersection S. Claiborne and Broadway, proceed back down S. Claiborne until you reach Ben Weiner Dr. Turn right onto Ben Weiner Dr. and drive into/past the parking lot by the baseball stadium to drop off MIDN/Cadets and equipment.

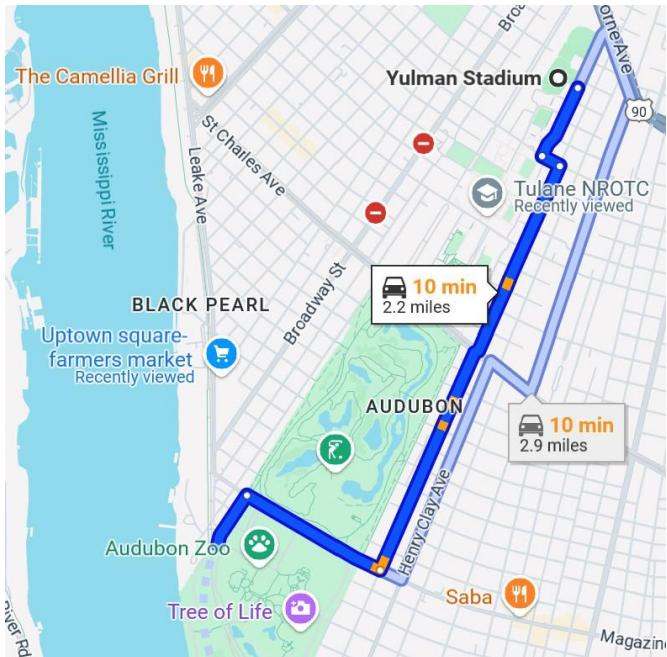
NOTE: THE NAVY BUILDING HAS A WORLD WAR II 5" GUN ON THE FRONT LAWN AND A FLAGPOLE FOR EASY IDENTIFICATION.

For assistance with directions, you can contact your assigned guide. A second point of contact is MIDN 2/C Lamb who can be reached at (561) 797-5889.

Authorized Parking Areas

Note: Parking for competing teams and judges is free. Parking for competing teams will be at the Audubon Riverview Park. Parking for judges will be at the Tulane Claiborne lot. Additional parking is available at the Broadway Street Lot. Spectators are expected to coordinate their own parking.

Address of the Audubon Riverview Park:
6500 Magazine St, New Orleans, LA 70118



Yulman Stadium

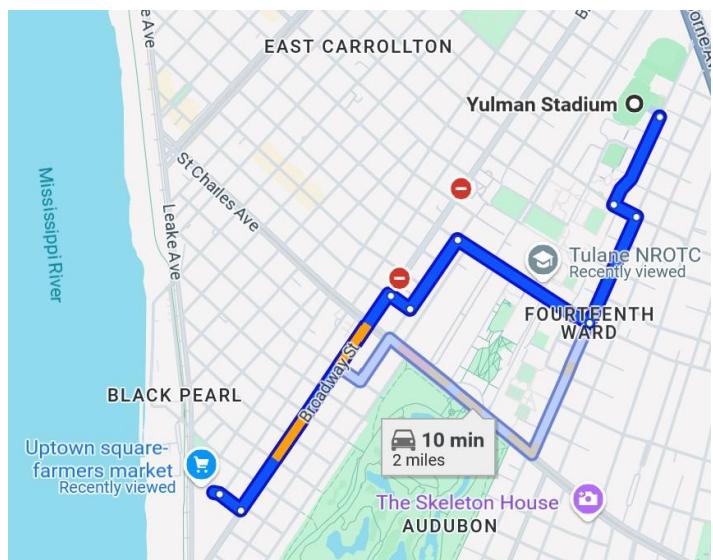
2900 Ben Weiner Dr, New Orleans, LA 70118

- ↑ Head southwest on Ben Weiner Dr toward Janet Yulman Way
0.2 mi
- ;left Turn left onto Willow St
312 ft
- Turn right onto Calhoun St
1.3 mi
- Turn right onto Magazine St
0.4 mi
- ← Turn left onto Riverview Dr
0.2 mi

Audubon Riverview Park

6500 Magazine St, New Orleans, LA 70118

Address of the Broadway Street Lot:
200 Broadway St, New Orleans, LA 70118



Knowledge Packet

Chain of Command

Know the names of the following:

President, Commander in Chief

Vice President

Secretary of Defense

Secretary of State

Secretary of the Navy

Chief of Naval Operations (CNO)

Commandant of the Marine Corps

Chief of Naval Education and Training Command (NETC)

Chief of Naval Service Training Command (NSTC)

Master Chief Petty Officer of the Navy

Sergeant Major of the Marine Corps

United States National Ensign

National Colors:

Red -- valor and bravery.

White -- purity and innocence.

Blue -- vigilance, perseverance, and justice.

13 Stripes:

There are 7 red and 6 white stripes. The stripes represent the original 13 colonies.

50 stars:

There are 5 rows of 6 stars, and 4 rows of 5 stars. The stars represent the 50 states. A star is added to the flag when a new state joins the Union. The flag was last modified on July 4, 1960, when Hawaii was incorporated as a state.

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 and 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 and all 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 allow no one to pass without proper authority.