

**Department of the Navy**  
**Naval Reserve Officers Training Corps**  
**Midshipman Battalion**  
**Tulane University of Louisiana**  
**6823 St. Charles Avenue**  
**New Orleans, Louisiana 70118-5698**

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Admin  
08 NOV 2017

From: Mardi Gras Drill Meet OIC  
To: Drill Team Advisors and Drill Team Commanders  
Via: Mardi Gras Drill Meet Coordinator

Subj: STANDARD OPERATING PROCEDURE (SOP) FOR THE 45<sup>th</sup> ANNUAL MARDI GRAS  
DRILL MEET

Ref: (a) Marine Corps Order P5060.20  
(b) FM 22-5

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 and Maps

1. Situation. To provide an SOP for the forty-fifth 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 and effective drill meet while providing the Midshipmen of Tulane NROTC with leadership opportunities vital to their future success in the Fleet. Special attention will be paid to ensuring an enjoyable experience for visiting Midshipmen and Cadets.

b. Concept of Operations. The OIC will delegate specific responsibilities to midshipmen who have both the capability to accomplish the task given, while developing necessary leadership traits for the fleet forces.

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 appropriate chain of command.

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

b. Reference (b) describes the purpose of drill as defined by the Department of the Army.

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 to enter the competition.

h. Enclosure (6) contains a copy of the Agreement of Indemnity that must be completed by all participants of a team using bayonets on their rifles.

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

j. Enclosure (8) Contains several specific directions on how to reach the Navy building from multiple directions.

#### 5. Command and Signal

a. Command. All personnel either 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 OIC at [jgibbon@tulane.edu](mailto:jgibbon@tulane.edu) or by phone at (310)-613-7120. Contact can be made with the Assistant Marine Officer Instructor at [bsmith35@tulane.edu](mailto:bsmith35@tulane.edu) or by phone at (504)-247-1602. The Marine Officer Instructor can be contacted at [dmeyer5@tulane.edu](mailto:dmeyer5@tulane.edu) or by phone at 1-800-800-NAVY Ext 2.

J. F. GIBBONS

## GENERAL INSTRUCTIONS

1. The forty-fifth Annual Mardi Gras Drill Meet will be held February 9<sup>th</sup>, 2018 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: Platoon Exhibition Drill
  - e. Event 5: Color Guard Competition
  - f. Event 6: Individual Exhibition Drill
3. Basic drill movements will be executed as prescribed by Marine Corps Order P5060.20, 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. Commanders are allowed leeway in determining how best to adapt the Marine Corps Order P5060.20 to Inspection Arms, but commanders should strive to remain close to the spirit of Marine Corps Order P5060.20 in adapting Inspection Arms to their specific weapons.
4. Units are limited to one team per event unless the school is extremely large and can field two teams per most events. Units who desire to submit two complete teams must contact the Drill Meet Coordinator 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 that intend to attach bayonets or use any other sharp devices for individual and platoon exhibition drill must have the enclosed indemnity form filled out by each participant and signed by both the Commanding Officer of the unit and the Drill Team Advisor. This form releases Tulane University NROTC Unit, Tulane University, and the United States Navy from all liability. This form must be turned in to the check-in desk upon arrival. (SEE PAGE 41).

7. The uniform for participating units shall consist of Service Dress Uniform. Uniform changes are allowed for the exhibition event and color guard competition.

8. Changing rooms will be provided for schools participating in personnel inspection only.

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 at all times.

10. Active duty personnel who are students in the ROTC program can participate but will not be authorized to be a unit leader for any of the events.

11. Each team is required to check in at the Navy Building no later than 0600 on the day of the Drill Meet or 3 hours prior to their first event. Failure to do so will result in a penalty as prescribed by the Drill Meet OIC. There will be a meeting held at 0600 that will inform teams of the current time matrix and the layout of the Drill Meet. This meeting is not mandatory but is highly encouraged

12. Each team will be assigned a Tulane NROTC Midshipman to serve as their guide. The guide will be the official point of contact for information concerning 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. Final payments and registration must be received by 20 JAN 2018. Entry forms received after 20 JAN 2018 will not be accepted and your entry fee will be mailed back to you.

15. There will be no refunds given after 22 JAN 2018. 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 Drill Meet OIC. Any team on the waiting list will receive full refunds 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. Platoon Exhibition Drill	20%
e. Color Guard Competition	20%

(1) Individual Exhibition does not count toward overall score. In the event of a tie, the overall 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. 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place trophies will be awarded for each of the six events, and overall winners. Teams wishing to participate in the awards ceremony must have one member in uniform.

18. The judges will be active duty Marines for all events.

19. The unit commander will not receive a drill card from the Senior Judge. The unit commander will be expected to have the drill card memorized or brought with them.

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 commander 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 drill meet coordinator within fifteen minutes of the incident. The Senior Judge must receive a written protest or appeal within thirty minutes of the incident. The decision of the Drill Meet OIC 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 briefing the morning of the Drill Meet for the judges of the Drill Meet and the drill team commanders given by the Drill Meet OIC. This meeting is limited to the judges, drill team commanders, and the drill team advisors due to space limitations. This meeting is mandatory and will cover:

a. A final review of the competition regulations.

b. A brief from the Mardi Gras Drill Meet Coordinator.

c. Notification of any last minute changes.

d. A question and answer period, teams should have questions prepared beforehand in order to keep the meeting as short as possible

27. If you have a question or comment that may affect other teams involved in this competition, please contact the Drill Meet Coordinator. He/She can therefore make any necessary corrections and

publish them for all participants.

28. Teams are responsible for coordinating their own billeting and transportation. Tulane NROTC will be unable to provide transportation of any kind.

29. For parade information, see the battalion website. Information will be posted as it becomes available.

30. If the Drill Team Commanders have any questions or problems, please contact the MGDm OIC by email at [jgibbon@tulane.edu](mailto:jgibbon@tulane.edu).

31. If the Drill Team Advisors have any questions or problems, please contact the Assistant Marine Officer Instructor at [bsmith35@tulane.edu](mailto:bsmith35@tulane.edu) or by phone at (504)-247-1602.

32. The Tulane Naval ROTC building on the campus map is for drop off only. Buses will not park there. When they arrive at the Navy Building, the buses will be given directions to their daytime parking area. There will be no parking on Tulane or Loyola Campuses. Parking will be at the 200 Broadway Street parking lot, indicated on the map located at the end of this document under "Daytime Parking Area".

## EVENT DESCRIPTIONS

### 1. Platoon Personnel Inspection

a. The platoon will consist of only seventeen (17) members, including the platoon commander 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. All members participating in this event shall participate in both inspection and platoon basic drill.

b. All members of the platoon except the platoon commander and guide will be armed with a rifle. The platoon guide will carry the guide-on. The Platoon Commander will be armed with a sword.

c. The uniform for this event will be the Service Dress Uniform. The term standard uniform includes all due ribbons and awards. No nametags are 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 nametags. 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.

d. At the scheduled time the Platoon Commander will have his/her platoon fall out and wait in the ready area just outside of the inspection area. Upon notification from the team guide, the Platoon Commander will march his/her "3-squad" platoon w/guide into the inspection area. The Platoon Commander 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 P5060.20.

e. When reporting in, the Platoon Commander will say, "Sir/Ma'am School name or Team name is formed for Personnel Inspection, Sir/Ma'am." The platoon commander 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 Platoon Commander will briefly receive comments from the senior inspector. The Platoon Commander will then close his platoon (i.e. Close Ranks), and march them out of the inspection area—ending the judging.

f. Weapons will be taken from the individual members of the platoon for the purpose of inspection. The inspector may touch individuals for the purpose of inspection.

g. Grooming and uniform inspection will be based on military standards and team uniformity.

h. The inspectors will ask three questions from the knowledge package; one question will pertain to the unit's branch of service, one question can come from any section of the knowledge package, and the

third question will cover current events. All questions will come from the knowledge package except for current events.

i. Evaluation of the Platoon

(1) The Senior Judge will evaluate the Platoon Commander, Guide, and 1<sup>st</sup> Squad. The two remaining judges will evaluate 2<sup>nd</sup> and 3<sup>rd</sup> Squad by using separate grade sheets.

j. Scoring Procedures.

(1) Platoon Personnel Inspection is worth 20% of the teams overall score.

(a) Total possible points - 724

(b) The Platoon Commander is graded out of 78 possible points (2 points per discrepancy).

(c) The Platoon Guide is graded out of 76 possible points (2 points per discrepancy).

(d) Each Squad is graded out of 190 possible points (1 point per discrepancy).

(e) 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 Platoon Commander's score.

2. Platoon Basic Drill

a. The size of the drill field will be 50x50 yards (see map for location of entrances). 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 Platoon commander 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 fifteen (15) members.

a. Drill Card #1 will be used for platoon basic drill.

c. The platoon commander must include commands that are obviously omitted from the drill card.

d. Forming the Platoon. At the scheduled time the Platoon Commander will have his/her platoon fall out and wait in the ready area just outside of the drill area. Upon notification from the team guide, the Platoon Commander will enter the drill area and approach the Senior Judge to receive the drill card. After any preliminary instructions from the Senior Judge, the Platoon Commander 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 Platoon Commander are gradable. Therefore, all movements from drawing of the sword to returning the sword to scabbard are gradable.



e. Form the Platoon (At Normal Interval or Close Interval, the procedures are the same). The procedures are as follows:

- (1) Fall In or At Close Interval, Fall In
- (2) Report
- (3) Inspection Arms
- (4) Port Arms
- (5) Order Arms

(a) The Platoon Commander then executes an About Face and Reports the platoon to the Senior Judge. When reporting to the Senior Judge, the unit commander will say, "Sir/Ma'am (School name or Team name) request permission to use your drill area Sir/Ma'am." Once the Senior Judge receives the report, cuts his/her salute, and steps off, the Platoon Commander will cut his/her salute and immediately assume the Senior Judges position by taking three (3) paces forward and executing an About Face. The Platoon Commander will execute all stationary drill movements from this position (6 paces and centered).

f. "Manual of Arms" (a movement appearing on the drill card) shall consist of the following movements and shall be executed in the order they are listed here (from Order Arms, from the halt).

- (1) Order Arms to Port Arms
- (2) Port Arms to Right Shoulder Arms
- (3) Right Shoulder Arms to Left Shoulder Arms
- (4) Left Shoulder Arms to Order Arms

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

h. "Marching Manual" (a movement appearing on the drill card) 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).

- (1) Right Shoulder Arms to Port Arms
- (2) Port Arms to Left Shoulder Arms
- (3) Left Shoulder Arms to Right Shoulder Arms

i. Commands While Marching. While the unit is marching, the Platoon Commander may give the commands at his own pace. This allows the Commander to "stack" commands, moving the platoon in and out of flanking movements or oblique's as quickly as he/she pleases. Once the

platoon is halted for any reason, the Platoon Commander will again wait for the signal from the senior evaluator.

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

k. 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 P5060.20.

l. Following the last command on the drill card the Platoon Commander 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.

m. Teams are given ten (10) minutes to complete the drill card and five (5) minutes to move to the next drill area.

n. Evaluation of the Commander. The Senior Judge will evaluate the Platoon Commander and 1st Squad. The Platoon Commander 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 P5060.20, and can only be challenged by reference to that manual.

o. Evaluation of the Platoon. The second judge will evaluate 2<sup>nd</sup> Squad and the third judge will evaluate 3<sup>rd</sup> Squad and the Platoon Guide by using separate evaluation forms. If the platoon fails to execute a command or the Platoon Commander fails to give one of the commands listed, the maximum number of discrepancies will be awarded.

p. Scoring Procedures. Platoon Basic Drill is worth 20% of the teams overall score.

(1) Card #1

(a) Total possible points - 760.

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

(c) The Platoon Commander is graded out of 30 possible points.

(d) The Platoon Guide is graded out of 10 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 Platoon Commander's score.

(2) Inclement Weather Card

(a) Total possible points - 635.

(b) Each squad is graded out of 200 possible points.

(c) The Platoon Commander is graded out of 25 possible points.

(d) The Platoon Guide is graded out of 10 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 Platoon Commander's score.

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

q. The following drill cards and evaluation sheets will be used during the competition.

3. Squad Basic Drill

a. The size of the drill field will be 40x40 yards (see map for entrance location). The squad will consist of seven (7) and no more than nine (9) members. All members, including the Squad Leader, will be armed with a rifle. The use of a guide-on is not required 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.

b. Drill Card #1 will be used for Squad Basic Drill.

c. The Squad Leader must include commands that are obviously omitted from the drill card.

d. Forming the Squad. At the scheduled time the Squad 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 Squad 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 Squad Leader will take a position in the drill area and command the platoon to fall in. On this command, all movements by the squad and commands by the Squad Leader are gradable.

e. Form the Platoon (At Normal Interval or Close Interval, the procedures are the same). The procedures are as follows:

(1) Fall In or At Close Interval, Fall In

(2) Report

- (3) Inspection Arms
- (4) Port Arms
- (5) Order Arms

(a) The Squad Leader then executes an About Face and Reports the squad to the Senior Judge. When reporting to the Senior Judge, the unit commander will say, "Sir/Ma'am School name or Team name request permission to use your drill area Sir/Ma'am." Once the Senior Judge receives the report, cuts his/her salute, and steps off, the Squad Leader will cut his/her salute and immediately execute an About Face. The Squad Leader will execute all stationary drill movements from this position (3 paces and centered).

f. "Manual of Arms" (a movement appearing on the drill card) shall consist of the following movements and shall be executed in the order they are listed here: (from Order Arms, from the halt).

- (1) Order Arms to Port Arms
- (2) Port Arms to Right Shoulder Arms
- (3) Right Shoulder Arms to Left Shoulder Arms
- (4) Left Shoulder Arms to Order Arms

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

h. "Marching Manual" (a movement appearing on the drill card) 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).

- (1) Right Shoulder Arms to Port Arms
- (2) Port Arms to Left Shoulder Arms
- (3) Left Shoulder Arms to Right Shoulder Arms

i. Commands While Marching. While the unit is marching, the Squad Leader may give the commands at his own pace. This allows the Leader to "stack" commands, moving the squad in and out of flanking movements or oblique's as quickly as he/she pleases. Once the squad is halted for any reason, the Squad Leader will again wait for the signal from the senior evaluator.

j. To use a free movement, the Squad 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. Squad Leaders are allowed three (3) free movements.

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

l. Following the last command on the drill card the Squad leader will return the drill card to the Senior Judge and join the Tulane guide for further instruction.

m. Teams are given ten (10) minutes to complete the drill card and five (5) minutes to move to the next drill area.

n. Evaluation of the Squad Leader. The Senior Judge will evaluate the Squad Leader and the squad. The Squad 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 P5060.20, and can only be challenged by reference to that manual.

o. Evaluation of the Squad. The second evaluator will evaluate the squad by using a separate evaluation forms. If the squad fails to execute a command or the Squad Leader fails to give one of the commands listed, the maximum number of discrepancies will be awarded.

p. Scoring Procedures. Platoon Basic Drill is worth 20% of the teams overall score.

(1) Card #1

(a) Total possible points - 485.

(b) The squad is graded out of 460 possible points.

(c) The Squad Leader is graded out of 25 possible points.

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

(e) If the tie is still unbroken the determining factor will be the Squad Leader's score.

(2) Inclement Weather Card

(a) Total possible points - 385.

(b) The squad is graded out of 360 points.

(c) The Squad Leader is graded out of 25 possible points.

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

(e) If the tie is still unbroken, the determining factor will be the Squad Leader's score.

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

q. The following drill cards and evaluation sheets will be used during the competition:

#### 4. Color Guard

a. The size of the field will be 30 x 30 yards (see map for entrance and review stand location). 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 suffer a 5-point penalty for each member missing.

b. All commands and movements are conducted in accordance with Chapter 7 of Marine Corps Order P5060.20 and FM 22-5 (paragraph 9-52, figure 9-22).

c. 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 P10520.3B

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

e. The Color Guard Commander must memorize the drill card.

f. Teams are given ten (10) minutes to complete the drill card and five (5) minutes to move to the next drill area.

g. 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 Tulane guide, 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 request permission to use your drill area Sir/Ma'am."

h. Upon completion of the performance, the Color Guard Commander must request permission to exit the drill area. When reporting out, the Color Guard Commander will say, "Sir/Ma'am School name or Team name request permission to exit your drill area Sir/Ma'am."

i. Evaluation of the Color Guard Commander. 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 FM 22-5 and the Marine Corps Order P5060.20. 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 by using a separate evaluation form. 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.

k. Scoring Procedures

(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.

1. The attached evaluation sheets will be used during the competition as per the appropriate sized team.

5. Platoon Exhibition Drill

a. The size of the field will be 50 x 50 yards (see map for entrance location). 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.

b. 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 Tulane guide, 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 request permission to use your drill area Sir/Ma'am." Timing will start when the Senior Judge drops his/her salute.

c. Time allotted for this event is a minimum of seven (7) minutes and a maximum of nine (9) minutes.

d. Upon completion of the routine, the unit must re-form and request permission to exit the drill area. When reporting out, the Platoon Exhibition Commander will say, "Sir/Ma'am School name or Team name request permission to exit your drill area." Timing will stop when the judge drops his/her salute.

e. The Unit will be evaluated on the following:

(1) Precision. The Platoon will be evaluated on precision. Members execute moves with snap and how "together" the team is.

(2) Difficulty. The difficulty of the movements

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

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

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

(6) Floor Coverage. The team use of the area should be complete.

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

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

f. Evaluation of the Platoon. 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. The second and third judge will evaluate the platoon by using a separate evaluation form.

g. Scoring Procedures.

(1) Total possible points - 270 points.

(2) The squad is graded out of 270 possible points.

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

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

h. The following evaluation sheets will be used during the competition.

## 6. Individual Exhibition Drill

a. The size of the field will be 10 x 10 yards (see map for entrance location). 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.

b. 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



request permission to use your drill area Sir/Ma'am." Timing will start when the Senior Judge drops his/her salute.

c. Time limits in this event are ninety (90) seconds minimum and one hundred eighty (180) seconds maximum.

d. Upon completion of the routine, the competitor must request permission to exit the drill area. When reporting out, the competitor will say, "Sir/Ma'am Your name request permission to exit your drill area Sir/Ma'am." Timing will stop when the Senior Judge drops his/her salute.

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

f. Individuals competing in this event are not required to compete in any other event.

g. The competitor will be evaluated on the following:

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

(2) Difficulty. The difficulty of the movements

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

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

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

(6) Floor Coverage. The use of the area should be complete.

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

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

h. Evaluation of Individual drill. Two judges will evaluate each competitor. Only the Senior Judge can penalize the competitor for time, boundary breaks, and dropped weapons. The second judge will evaluate the competitor by using a separate evaluation form.

i. Scoring Procedures

(1) Total possible points - 180 points.

(2) The squad is graded out of 180 possible points.

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

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

k. The following evaluation sheets will be used during the competition.

**PLATOON INSPECTION SHEET #1**

<b>SCHOOL NAME:</b>			<b>DEDUCTIONS:</b> _____ x 5 = (      )				
<b>TOTAL # OF MEMBERS:</b> (      )			<b>FIRST SQUAD</b>				
<b>2 PTS PER DISCREPANCY</b>			<b>1 POINT DISCREPANCY</b>				
	<b>PLTN CMDR</b>	<b>GUIDE</b>	<b>SL</b>	<b>SM</b>	<b>SM</b>	<b>SM</b>	<b>SM</b>
MANUAL OF ARMS							
COMMAND VOICE							
BEARING							
<b>WEAPONS</b>							
DIRTY							
COVER							
DIRTY							
IMPROPER FIT							
UNSERVICEABLE							
IRISH PENNANTS							
<b>COAT</b>							
DIRTY							
IMPROPER FIT							
UNSERVICEABLE							
WRINKLED							
IRISH PENNANTS							
RIBBONS ETC							
<b>SHIRT</b>							
DIRTY							
IMPROPER FIT							
UNSERVICEABLE							
WRINKLED							
IRISH PENNANTS							
RIBBONS ETC							
<b>BELT</b>							
DIRTY							
IRISH PENNANTS							
TARNISHED BRASS							
LENGTH							
<b>TROUSERS</b>							
DIRTY							
IMPROPER FIT							
UNSERVICEABLE							
WRINKLED							
IRISH PENNANTS							
<b>SHOES</b>							
SOLES							
UNSHINED/SCUFFED							
<b>HYGIENE</b>							
HAIR PROTRUDING							
HAIR CUT							
IMPROPER SHAVE							
FINGER NAILS							
<b>KNOWLEDGE</b>							
QUESTION #1							
QUESTION #2							
QUESTION #3							
<b>PTS DEDUCTED</b>							
<b>Judges Name:</b>							<b>TOTAL</b>
<b>Comments</b>							<b>Pts Deducted</b>

## PLATOON INSPECTION SHEET # 2

<b>SCHOOL NAME:</b>						<b>TOTAL Pts Deducted</b>
<b>TOTAL # OF MEMBERS:</b> (            )						
<b>DEDUCTIONS:</b> _____ x 5 = (            )						
<b>1 POINT DISCREPENCY</b>	<b>SECOND SQUAD</b>					
<b>WEAPONS</b>	<b>SL</b>	<b>SM</b>	<b>SM</b>	<b>SM</b>	<b>SM</b>	
DIRTY						
COVER						
DIRTY						
IMPROPER FIT						
UNSERVICEABLE						
IRISH PENNANTS						
<b>COAT</b>						
DIRTY						
IMPROPER FIT						
UNSERVICEABLE						
WRINKLED						
IRISH PENNANTS						
RIBBONS ETC						
<b>SHIRT</b>						
DIRTY						
IMPROPER FIT						
UNSERVICEABLE						
WRINKLED						
IRISH PENNANTS						
RIBBONS ETC						
<b>BELT</b>						
DIRTY						
IRISH PENNANTS						
TARNISHED BRASS						
LENGTH						
<b>TROUSERS</b>						
DIRTY						
IMPROPER FIT						
UNSERVICEABLE						
WRINKLED						
IRISH PENNANTS						
<b>SHOES</b>						
SOLES						
UNSHINED/SCUFFED						
<b>HYGIENE</b>						
HAIR PROTRUDING						
HAIR CUT						
IMPROPER SHAVE						
FINGER NAILS						
<b>KNOWLEDGE</b>						
QUESTION #1						
QUESTION #2						
QUESTION #3						
<b>PTS DEDUCTED</b>						
<b>Judges Name:</b>						
<b>Comments</b>						

**PLATOON INSPECTION SHEET # 3**

<b>SCHOOL NAME:</b>						
<b>TOTAL # OF MEMBERS:</b> (            )						
<b>DEDUCTIONS:</b> _____ x 5 = (            )						
<b>1 POINT DISCREPENCY</b>	<b>THIRD SQUAD</b>					
<b>WEAPONS</b>	<b>SL</b>	<b>SM</b>	<b>SM</b>	<b>SM</b>	<b>SM</b>	
DIRTY						
COVER						
DIRTY						
IMPROPER FIT						
UNSERVICEABLE						
IRISH PENNANTS						
<b>COAT</b>						
DIRTY						
IMPROPER FIT						
UNSERVICEABLE						
WRINKLED						
IRISH PENNANTS						
RIBBONS ETC						
<b>SHIRT</b>						
DIRTY						
IMPROPER FIT						
UNSERVICEABLE						
WRINKLED						
IRISH PENNANTS						
RIBBONS ETC						
<b>BELT</b>						
DIRTY						
IRISH PENNANTS						
TARNISHED BRASS						
LENGTH						
<b>TROUSERS</b>						
DIRTY						
IMPROPER FIT						
UNSERVICEABLE						
WRINKLED						
IRISH PENNANTS						
<b>SHOES</b>						
SOLES						
UNSHINED/SCUFFED						
<b>HYGIENE</b>						
HAIR PROTRUDING						
HAIR CUT						
IMPROPER SHAVE						
FINGER NAILS						
<b>KNOWLEDGE</b>						
QUESTION #1						
QUESTION #2						
QUESTION #3						
<b>PTS DEDUCTED</b>						
<b>Judges Name:</b>						
<b>Comments</b>						

**TOTAL  
Pts Deducted**

PLATOON BASIC CARD #1 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	
<b>MANUAL OF ARMS</b>					
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		
<b>MARCHING MANUAL</b>					
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		
				<b>SCORE</b>	
<b>UNIT LEADER</b>					
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				
				<b>SCORE</b>	
<b>PENALTIES</b>					
TOTAL # OF MEMBERS ( )	_____ x 5 = _____				
EXCESSIVE FREE MOVEMENT ALLOWED ( 3 )	_____ x 5 = _____				
				<b>SCORE</b>	
Judges Name:				<b>TOTAL SCORE</b>	
Comments:					

PLATOON BASIC CARD #1 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	
<b>MANUAL OF ARMS</b>					
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		
<b>MARCHING MANUAL</b>					
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		
				<b>SCORE</b>	
<b>PENALTIES</b>					
TOTAL # OF MEMBERS ( )	_____ x 5 = _____				
EXCESSIVE FREE MOVEMENT ALLOWED ( 3 )	_____ x 5 = _____				
				<b>SCORE</b>	
Judges Name:				<b>TOTAL SCORE</b>	
Comments:					

PLATOON BASIC CARD #1 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	
<b>MANUAL OF ARMS</b>					
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		
<b>MARCHING MANUAL</b>					
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		
				<b>SCORE</b>	
<b>PENALTIES</b>					
TOTAL # OF MEMBERS ( )	_____ x 5 = _____				
EXCESSIVE FREE MOVEMENT ALLOWED ( 3 )	_____ x 5 = _____				
				<b>SCORE</b>	
Judges Name:				<b>TOTAL SCORE</b>	
Comments:					



SQUAD BASIC CARD #1 SHEET #1					
SCHOOL NAME:					
	CORRECT EXECUTION	PRECISION	ALIGNMENT COVER	HAND-RIFLE-FOOT PLACEMENT	TOTAL POINTS
1. FORM THE SQUAD AT CLOSE INTERVAL	0 1 2 3 4		0 1 2 3 4	0 1 2	
2. EXTEND ON LINE	0 1 2 3 4		0 1 2 3	0 1 2 3	
3. LEFT/RIGHT FACE	0 1 2 3	0 1 2	0 1 2 3	0 1 2	
4. PARADE REST	0 1 2 3	0 1 2 3		0 1 2 3 4	
5. PRESENT 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. SLING ARMS	0 1 2 3	0 1 2 3		0 1 2 3 4	
8. TAKE INTERVAL	0 1 2 3		0 1 2 3 4	0 1 2 3	
9. ASSEMBLE	0 1 2 3		0 1 2 3 4	0 1 2 3	
10. UNSLING ARMS	0 1 2 3	0 1 2 3		0 1 2 3 4	
11. ADJUST SLINGS	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		
13. LEFT OBLIQUE / HALT IN PLACE	0 1 2 3	0 1 2 3	0 1 2 3 4		
14. COLUMN HALF-RIGHT (REPEATED)	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		
<b>MARCHING MANUAL</b>					
16. PORT ARMS	0 1 2 3	0 1 2 3		0 1 2 3 4	
17. LEFT SHOULDER ARMS	0 1 2 3	0 1 2 3		0 1 2 3 4	
18. RIGHT SHOULDER ARMS	0 1 2 3	0 1 2 3		0 1 2 3 4	
19. MARCH TO THE REAR (REPEAT)	0 1 2 3 4	0 1 2 3		0 1 2 3	
20. MARK TIME	0 1 2 3 4	0 1 2 3		0 1 2 3	
21. COLUMN OF TWOS TO THE LEFT	0 1 2 3 4	0 1 2 3	0 1 2 3		
22. REFORM COLUMN OF FILES	0 1 2 3 4	0 1 2 3	0 1 2 3		
23. DISMISS THE SQUAD	0 1 2 3 4	0 1 2 3	0 1 2 3		
				<b>SCORE</b>	
<b>UNIT LEADER</b>					
POSITION OF UNIT LEADER	1 2 3 4 5				
RIFLE 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				
				<b>SCORE</b>	
<b>PENALTIES</b>					
TOTAL # OF MEMBERS ( )	_____ x 5 = _____				
EXCESSIVE FREE MOVEMENT ALLOWED ( 3 )	_____ x 5 = _____				
				<b>SCORE</b>	
Judges Name:				<b>TOTAL SCORE</b>	
Comments:					

SQUAD BASIC CARD #1 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	
<b>MANUAL OF ARMS</b>					
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		
<b>MARCHING MANUAL</b>					
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		
				<b>SCORE</b>	
<b>PENALTIES</b>					
TOTAL # OF MEMBERS ( )	_____ x 5 = _____				
EXCESSIVE FREE MOVEMENT ALLOWED ( 3 )	_____ x 5 = _____				
				<b>SCORE</b>	
Judges Name:				<b>TOTAL SCORE</b>	
Comments:					

**COLOR GUARD SHEET #1**

**SCHOOL NAME:**

	<b>CORRECT EXECUTION</b>	<b>PRECISION</b>	<b>ALIGNMENT COVER</b>	<b>HAND-RIFLE-FOOT PLACEMENT</b>	<b>TOTAL POINTS</b>
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		
				<b>SCORE</b>	
<b>COLOR GUARD COMMANDER</b>					
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				
				<b>SCORE</b>	
Judges Name:				<b>TOTAL SCORE</b>	
Comments:					

**COLOR GUARD SHEET #2**

**SCHOOL NAME:**

	<b>CORRECT EXECUTION</b>	<b>PRECISION</b>	<b>ALIGNMENT COVER</b>	<b>HAND-RIFLE-FOOT PLACEMENT</b>	<b>TOTAL POINTS</b>
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:				<b>TOTAL SCORE</b>	
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	
<b>PENALTIES</b>												
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:												

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**

<b>SCHOOL NAME:</b>											
<b>DRILL TIME:</b>											
											<b>TOTAL POINTS</b>
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	
										<b>SCORE</b>	
Judges Name:										<b>TOTAL SCORE</b>	
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	
<b>PENALTIES</b>												
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:											
											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:											



**2017 Mardi Gras Drill Meet Drill Cards**  
Platoon Basic Drill Cards

Drill Card #1

1. FORM THE PLATOON
2. PORT ARMS
3. RIGHT SHOULDER ARMS
4. LEFT SHOULDER ARMS
5. ORDER ARMS
6. PRESENT ARMS
7. SIDE STEP (LEFT/RIGHT)
8. PARADE REST
9. OPEN RANKS
10. CLOSE RANKS
11. CLOSE INTERVAL (**COLUMN HALTED**)
12. COLUMN RIGHT (**HALTED**)
13. EXTEND WHILE MARCHING
14. RIGHT FLANK/RETURN TO COLUMN
15. COLUMN RIGHT
16. RIGHT OBLIQUE/PLATOON HALT
17. COLUMN RIGHT

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

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

Drill Card (Inclement Weather)

1. FORM THE PLATOON
2. OPEN RANKS MARCH
3. PORT ARMS
4. RIGHT SHOULDER ARMS
5. LEFT SHOULDER ARMS
6. ORDER ARMS
7. PRESENT ARMS
8. PARADE REST
9. CLOSE RANKS
10. SLING ARMS
11. TAKE INTERVAL
12. HAND SALUTE
13. ASSEMBLE
14. ADJUST SLINGS
15. LEFT/RIGHT FACE
16. ABOUT FACE (REPEAT)
17. TO THE REAR (REPEAT)

18. CLOSE AND EXTEND IN COLUMN
19. MARK TIME/CHANGE STEP

Squad Basic Drill Cards

Drill Card #1

1. FORM SQUAD AT CLOSE INTERVAL
2. EXTEND ON LINE
3. LEFT/RIGHT FACE
4. PARADE REST
5. PRESENT ARMS
6. ORDER ARMS
7. SLING ARMS
8. TAKE INTERVAL
9. ASSEMBLE

Inclement Weather Card

1. FORM THE SQUAD AT CLOSE INTERVAL
2. EXTEND ON LINE
3. LEFT/RIGHT FACE
4. ABOUT FACE (REPEAT)
5. PORT ARMS
6. RIGHT SHOULDER ARMS
7. LEFT SHOULDER ARMS
8. ORDER ARMS
9. PRESENT ARMS

10. UNSLING ARMS
11. ADJUST SLINGS
12. COLUMN RIGHT **(HALTED)**
13. LEFT OBLIQUE/HALT IN PLACE
14. COLUMN HALF RIGHT **(REPEATED)**
15. COLUMN RIGHT
16. PORT ARMS
17. LEFT SHOULDER ARMS
18. RIGHT SHOULDER ARMS
19. MARK TO THE REAR **(REPEATED)**
20. MARK TIME
21. COLUMN OF TWOS TO THE LEFT
22. REFORM COLUMN OF FILES
23. DISMISS THE SQUAD

10. PARADE REST
11. SIDE STEP (LEFT/RIGHT)
12. SLING ARMS
13. TAKE INTERVAL
14. ASSEMBLE
15. UNSLING ARMS
16. ADJUST SLINGS
17. MARK TIME/CHANGE STEP
18. DISMISS THE PLATOON

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

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.

The action of the indemnities in allowing the above named ROTC Unit to participate with attached bayonet and/or any other similar type of device in the Annual Mardi Gras Drill Meet and to use the facilities shall signify acceptance of the offer to indemnity.

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
Tomfort Lodge	1-504-486-5525
Webbers Motel	1-504-242-5150

**2. Also try [www.nola.com](http://www.nola.com), [www.yellowpages.com](http://www.yellowpages.com), and [www.insidenevolreans.com](http://www.insidenevolreans.com) these Internet sites can be very useful for finding specific hotels.**

**3. For your Information: Tulane University is located in Uptown New Orleans, between St.Charles and Claiborne Ave.**

**DIRECTIONS TO TULANE UNIVERSITY NROTC UNIT (NAY BUILDING)**

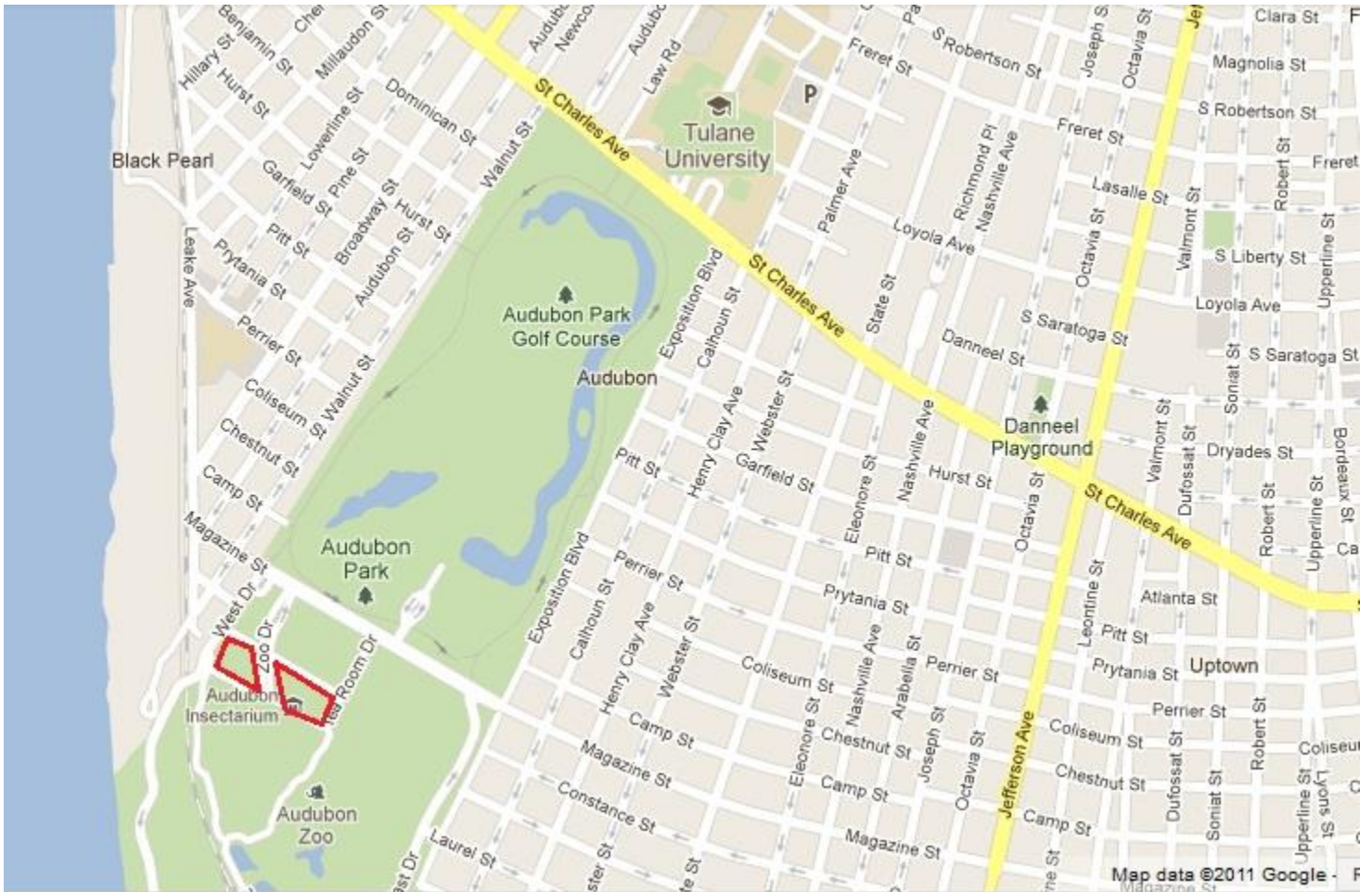
**If coming from the Westbank:** Exit on Earhart (following street through underpass), turn left at second stop light (S. Claiborne Ave.), proceed down S. Claiborne until you reach Broadway. Turn left on Broadway, proceed down Broadway until you reach Freret St. (2nd traffic light on Broadway). Turn 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 WWII 5" GUN ON THE FRONT LAWN.**

The point of contact at Tulane University is the AMOI at bsmith35@tulane.edu. A second point of contact is OIC MIDN 2/C Jones at djones21@tulane.edu.



Daytime Parking Area

**Note:** The parking area is indicated by the red outline. Parking at Audubon Zoo is free.

Address:  
6500 Magazine Street  
New Orleans, LA 70118

