UNIVERSITY OF SOUTH CAROLINA NROTC

GAMECOCK DRILL MEET STANDARD OPERATING PROCEDURES

SECTION 1: GENERAL INFO
SECTION 2: PERSONNEL INSPECTION
SECTION 3: PLATOON BASIC DRILL
SECTION 4: SQUAD BASIC DRILL
SECTION 5: COLOR GUARD
SECTION 6: INDIVIDUAL EXHIBITION DRILL
SECTION 7: DUAL EXHIBITION DRILL
SECTION 8: SAILING REGATTA
SECTION 9: ENDURANCE CHALLENGE
SECTION 1: GENERAL INFORMATION

The 1st Annual Gamecock Drill Meet will be held on 15 November 2014, at the University of South Carolina ROTC Center. Advisors, unit commanders, and all participating team members are responsible for familiarizing themselves with the contents of this SOP. (The planned timeline for 15 November 2014 is):

- 0600: Check-in begins
- 0630: Judges/OIC Brief
- 0700: Drill Meet begins
- 1600: Awards Ceremony

AMOI’s are encouraged to contact Gunnery Sergeant Schoot at schoot@mailbox.sc.edu, or at (803) 777-4162 with any questions pertaining to the drill meet. Drill team commanders can contact MIDN 1/c Olszewski at olszewse@email.sc.edu. Event captains will be provided during the drill meet to assist in the smooth execution. All questions during the drill meet should be addressed through the event captain.

All documents needed for the drill meet will be provided on the University of South Carolina website: http://www.sc.edu/nrotc no later than 10 September 2014.

The competition will consist of eight events:

- Platoon Personnel Inspection
- Platoon Basic Drill
- Squad Basic Drill
- Color Guard Competition
- Individual Exhibition Drill
- Dual Exhibition Drill
- Sailing Regatta
- Endurance Challenge

Basic drill movements will be executed as prescribed by Marine Corps Order (MCO) 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. 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 MCO P5060.20 while executing their drill routine.

Units are not limited to a certain number of teams per event. Units who desire to submit more than one team need to register every team individually. All teams must be identified with separate names (ex. Gamecock Bn A/Gamecock Bn B). Only the top scoring team will be computed into overall standings.

Teams are expected to provide their own weapons. If this is an issue, contact the AMOI, GySgt Schoot, about using USC weapons for your events. 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.

No bayonets will be authorized for the single or dual exhibition competition. If there are any questions pertaining to this matter, contact the AMOI.

Every member participating in the drill meet must fill out a Hold Harmless Agreement. These forms will be collected at registration along with a unit roster. USC staff will verify that every participant has a form turned in prior to the start of the drill meet. This form releases the University of South Carolina NROTC Unit from all liability on case of an injury during the competition. The form is provided on the University of South Carolina NROTC website.

The uniform for participating units shall consist of Service Khaki uniform. Active duty Marines participating are required to wear the Service “C” uniform. Uniform changes are allowed for the exhibition event and color guard competition.

Changing rooms will be provided for schools participating in the drill meet. Storage will not be provided due to space limitations. All units must keep their gear on them at all times.

All drill events will take place at the Solomom Blatt Physical Education Center, 1300 Wheat Street, Columbia, SC. The endurance challenge will begin and end in the unit parking lot at 5213 Pickens Street. The sailing regatta will be held at Lake Murray.

In the event of inclement weather, all drill events will be moved to the Strom Thurmond Wellness and Fitness Center, 1000 Blossom Street, Columbia, SC. Decisions on the endurance challenge and sailing regatta will be made dependent on weather.

There will be no practicing in the competition area during the drill meet. If a team desires to practice, their assigned guide will take the team to a suitable location. Weapons cannot be transported throughout the university campus. All weapons shall remain at the ROTC Center or Blatt Field.
All drill meet costs will be covered by registration fees. There will be no refunds given to teams withdrawing within 30 days prior to the competition.

The following percentages will be used to determine overall scoring:

- Platoon Personnel Inspection 12.5%
- Platoon Basic Drill 12.5%
- Squad Basic Drill 12.5%
- Single Exhibition Drill 12.5%
- Dual Exhibition Drill 12.5%
- Color Guard Competition 12.5%
- Sailing Regatta 12.5%
- Endurance Challenge 12.5%

If a school elects not to participate in ANY event, their score for that event will be ZERO. Trophies will be awarded for each of the eight events, and overall winners. In the event a unit places in one or more spots in the top three (ex. 1st and 2nd) no second place point will be awarded to any school. All drill events will be based on a scale of 100 total possible points. Teams wishing to participate in the awards ceremony will be in uniform or unit polos.

The evaluators will be active duty Marines/Sailors for all events. Evaluators have the final say on all matters pertaining to the scoring of their event. There will be no challenging the scores received from the evaluators. During the competition, evaluators may move to any position that allows them to observe the unit performing.

Teams are responsible for coordinating their own billeting and transportation. If lodging is an issue for your unit, contact the AMOI for additional options.

The University of South Carolina ROTC Center does not have enough space for parking during the drill meet. Additional options will be available for vans. Directions will be provided for any buses on where to park. Drop off only is authorized at the unit. If needed, a shuttle will be provided for personnel requiring transportation back to the unit.
SECTION 2: PERSONNEL INSPECTION

The platoon will consist of a minimum 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.

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 Platoon Commander will be armed with a sword. Sword manual will also be graded in accordance with the Marine Corps Drill and Ceremonies Manual.

The uniform for this event will be the Service Khaki Uniform. Ribbons, awards, and nametags are included in the uniform. All uniforms must present a neat military appearance. After the inspection phase is completed, the teams may choose to remove ribbons and nametags. However, team uniformity is paramount.

At the scheduled time the unit leader will have his/her platoon waiting in the ready area just outside of the inspection area. Unit leader will then check in with the evaluators and receive any additional instructions. After checking in with the evaluators, the evaluation will begin. The unit leader will form his/her platoon into the inspection area. The unit leader will immediately form the platoon for inspection. Unit leader will use the following verbiage for reporting procedures:

"Good morning/afternoon Gunnery Sergeant, University of South Carolina Gamecock Battalion is formed for the conduct of inspection".

The report must be tailored to fit the unit, time of day, and appropriate rank. 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 the inspection, the Platoon Commander will briefly receive comments from the senior inspector. The Platoon Commander will then close the platoon and march them out of the inspection area.

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.

Proper grooming and uniform standards will be based on military standards and team uniformity. The inspectors are permitted to ask one to two questions per MIDN.

Platoon Personnel Inspection is worth 12.5% of the team’s overall score. Every MIDN will be inspected on a scale of 100 points with each discrepancy deducting one point. The overall score will be divided by the number of MIDN in the platoon in order to receive the overall platoon score. Total possible score for the platoon is 100.
SECTION 3: PLATOON BASIC DRILL

The platoon will consist of a minimum of seventeen (17) members formed into three 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 guidon. If a team has less than seventeen (17) participants, they will suffer a 5-point penalty for each member missing.

Active duty personnel may participate within the platoon, but are not permitted to be the unit leader.

The drill pad will be a 50x50 yd area. There will be scoring deductions for loss of control for unit leaders who cannot stay in the boundaries. Two free movements will be allowed per drill card as long as the unit leader requests them by raising the drill card. If the unit leader fails to request a free movement, loss of control will be deducted from the unit leader score.

Every team will use the drill card provided in the SOP for competition. Unit leaders must include commands that are obviously omitted from the drill card.

At the scheduled time the unit leader will have his/her platoon waiting in the ready area just outside of the inspection area. The Unit leader will then check in with the evaluators and receive any instruction. The drill card will be given to the unit leader at this time. After checking in with the evaluators, the evaluation will begin. The unit leader will take a position in the drill area, draw his/her sword, and command the platoon to fall in. Unit leaders are reminded to use PRIFO as the fall in sequence. Once the platoon is formed, Unit leader will use the following verbiage for reporting procedures:

"Good morning/afternoon Gunnery Sergeant, University of South Carolina Gamecock Battalion is formed for the conduct of drill".

Platoons will march at Left Shoulder Arms for the drill evaluation. At any time the unit leader is authorized to give commands in order to set up the manual of arms. The “Manual of Arms” (a movement appearing on the drill card) consists of the following movements and shall be executed in the order they are listed here:

- Right Shoulder Arms
- Port Arms
- Left Shoulder Arms
- Right Shoulder Arms

On halted movements, the unit leader must obey commands to wait from the evaluator in order to ensure detailed evaluation of each movement. The evaluator will give a verbal signal (“hold them up” or “go ahead”) during the movement. 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.

While the unit is marching, the unit leader may give the commands at his/her own pace. This allows the unit leader to move the platoon in
and out of movements while maintaining control of the platoon. Once the platoon is halted for any reason, the Platoon Commander will again wait for the signal from the senior evaluator.

Following the last command on the drill card the unit leader will return the sword to the scabbard, return the drill card to the evaluator and stand by for a debrief.

Platoon Basic Drill is worth 12.5% of the team’s overall score. Each squad will be inspected on a scale of 100 points. The overall score will be divided by the number of score sheets for the platoon in order to receive the overall platoon score. Total possible score for the platoon is 100.

In the event of inclement weather, the same drill card will be used. No modifications are necessary as space will be available.

If there is a tie, the unit leader score will be used to determine the winner.
Platoon Basic Drill Card

1. FORM THE PLATOON (CLOSE INTERVAL)
2. EXTEND INTERVAL IN LINE
3. OPEN RANKS
4. PORT ARMS
5. RIGHT SHOULDER ARMS
6. LEFT SHOULDER ARMS
7. ORDER ARMS
8. PRESENT ARMS
9. PARADE REST
10. SIDE STEP (LEFT/RIGHT)
11. CLOSE RANKS
12. CLOSE INTERVAL (COLUMN HALTED)
13. COLUMN RIGHT (HALTED)
14. EXTEND INTERVAL (MARCHING)
15. RIGHT FLANK/RETURN TO COLUMN
16. COLUMN LEFT
17. RIGHT OBLIQUE/MARK TIME
18. MARCH TO THR REAR (REPEAT)
19. LEFT FLANK/RETURN TO COLUMN
20. COLUMN HALF LEFT (REPEAT)
21. MARCHING MANUAL
22. COLUMN LEFT
23. EYES, RIGHT
24. FALLOUT
25. PLATOON APPEARANCE

PLATOON BASIC DRILL CARD LAYOUT
## Platoon Basic Evaluation Score Sheet

**PLATOON BASIC EVALUATION SCORE SHEET**

### Unit
**Unit Cod**

### Unit Leader Score

### Plt Score

<table>
<thead>
<tr>
<th>Movement</th>
<th>Remarks</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>1. Form the Platoon</strong></td>
<td>Execution, Dist, Align, Report, Cover, Sizing, Wpn Placement</td>
</tr>
<tr>
<td><strong>2. Extend Int In Line</strong></td>
<td>Execution, Interval, T-Arms, Align, Cover, Armswing, Guide, 30” Step, Fingertips</td>
</tr>
<tr>
<td><strong>3. Open Ranks</strong></td>
<td>Execution, T-Arms, Align, Cover, Distance, #Steps, Finger Tips</td>
</tr>
<tr>
<td><strong>4. Port Arms</strong></td>
<td>Execution, Wpn Carriage, Wpn Angle, Wrist, Forearm Heels Visible, Uniform Cadence</td>
</tr>
<tr>
<td><strong>5. Right Shoulder Arms</strong></td>
<td>Execution, Wpn Carriage, Wpn Angle, Wrist, Forearm, Heels Visible, Uniform Cadence</td>
</tr>
<tr>
<td><strong>6. Left Shoulder Arms</strong></td>
<td>Execution, L-Upper Arm, L-Wrist, L-Forearm, R-Wrist, R-Hand Placement</td>
</tr>
<tr>
<td><strong>7. Order Arms</strong></td>
<td>Execution, 3 Inches, T-Seam, Toe To Toe, Uniform Cadence</td>
</tr>
<tr>
<td><strong>8. Present Arms</strong></td>
<td>Execution, L-Upper Arm, L-Wrist, L-Forearm, R-Wrist, R-Hand Placement</td>
</tr>
<tr>
<td><strong>9. Parade Rest</strong></td>
<td>Execution, L-Hand Place, 12 Inches, Heels On Line, Wpn Placement</td>
</tr>
<tr>
<td><strong>10. Side Step (Right/Left)</strong></td>
<td>Execution, 12 Inch Step, Trail Arms, Cover, Align</td>
</tr>
<tr>
<td><strong>11. Close Ranks</strong></td>
<td>Execution, T-Arms, # Steps, Align, Armswing, Cover, Distance</td>
</tr>
<tr>
<td><strong>12. Close Interval (Column Halted)</strong></td>
<td>Execution, # Steps, T-Arms, Weapons Grasp, Align, Cover</td>
</tr>
<tr>
<td><strong>13. Column Right (Halted)</strong></td>
<td>Execution, Atb, Cover, 30” Step, 1/2 Steps, Interval</td>
</tr>
<tr>
<td><strong>14. Extend Interval (Marching)</strong></td>
<td>Execution, # Steps, Cover, Int, Align, 15”-30”, 1/2 Steps</td>
</tr>
<tr>
<td><strong>15. Right Flank/Return To Column</strong></td>
<td>Execution, Alignment, Cover, 1/2 Steps, 30” Step, Interval</td>
</tr>
<tr>
<td><strong>16. Column Left</strong></td>
<td>Execution, Atb, Cover, 30” Step, 1/2 Steps, Int</td>
</tr>
<tr>
<td><strong>17. Right Oblique/Mark Time</strong></td>
<td>Execution, 45 Deg, Cover, Align, Interval, 2”-4”</td>
</tr>
<tr>
<td><strong>18. March To The Rear (Repeat)</strong></td>
<td>Execution, 15”Step, Int, Align, Cover</td>
</tr>
<tr>
<td><strong>19. Left Flank/Return To Column</strong></td>
<td>Execution, Distance, Cover, Align, 30” Step, Int</td>
</tr>
<tr>
<td><strong>20. Column Half Left (Repeat)</strong></td>
<td>Execution, Atb, 30” Step, 1/2 Steps, Int</td>
</tr>
<tr>
<td><strong>22. Column Left</strong></td>
<td>Execution, Atb, Cover, 30” Step, 1/2 Steps, Int</td>
</tr>
<tr>
<td><strong>23. Eyes, Right</strong></td>
<td>Execution, Heads, Align, Wpns Angle, Armswing, Distance, Cover</td>
</tr>
<tr>
<td><strong>24. Fallout</strong></td>
<td>Hesitation, Weapons, Disperse</td>
</tr>
<tr>
<td><strong>25. Platoon Appearance</strong></td>
<td>Uniform, Weapons, Bearing, 30 Inch Step</td>
</tr>
</tbody>
</table>

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***ALL MOVEMENTS WORTH A TOTAL OF 4 POINTS***

EVALUATOR (PRINT/SIGN)__________________________
SECTION 4: SQUAD BASIC DRILL

The squad will consist of a minimum of seven (7) members and no more than nine (9). All members will be armed with a rifle including the unit leader. If a team has less than seven (7) participants, they will suffer a 5-point penalty for each member missing.

Active duty personnel may participate within the squad, but are not permitted to be the unit leader.

The drill pad will be a 50x50 yd area. There will be scoring deductions for loss of control for unit leaders who cannot stay in the boundaries. Two free movements will be allowed per drill card as long as the unit leader requests them by raising the drill card. If the unit leader fails to request a free movement, loss of control will be deducted from the unit leader score.

Every team will use the drill card provided in the SOP for competition. Unit leaders must include commands that are obviously omitted from the drill card.

At the scheduled time the unit leader will have his/her squad waiting in the ready area just outside of the inspection area. The Unit leader will then check in with the evaluators and receive any additional instructions. The drill card will be given to the unit leader at this time. After checking in with the evaluators, the evaluation will begin. The unit leader will take a position in the drill area and command the squad to fall in. Unit leaders are reminded to use FRIFO as the fall in sequence. Once the platoon is formed, Unit leader will use the following verbiage for reporting procedures:

"Good morning/afternoon Gunnery Sergeant, University of South Carolina Gamecock Battalion is formed for the conduct of drill".

Squads will march at Left Shoulder Arms for the drill evaluation. At any time the unit leader is authorized to give commands in order to set up the manual of arms. The “Manual of Arms” (a movement appearing on the drill card) consists of the following movements and shall be executed in the order they are listed here:

- Right Shoulder Arms
- Port Arms
- Left Shoulder Arms
- Right Shoulder Arms

On halted movements, the unit leader must obey commands to wait from the evaluator in order to ensure detailed evaluation of each movement. The evaluator will give a verbal signal (“hold them up” or “go ahead”) during the movement. 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.

While the unit is marching, the unit leader may give the commands at his/her own pace. This allows the unit leader to move the platoon in and out of movements while maintaining control of the platoon. Once
the platoon is halted for any reason, the unit leader will again wait for the signal from the senior evaluator.

Following the last command on the drill card the unit leader will execute and about face and wait for a debrief from the evaluator.

Squad Basic Drill is worth 12.5% of the team’s overall score. Each squad will be inspected on a scale of 100 points. The overall score will be divided by the number of score sheets for the platoon in order to receive the overall platoon score. Total possible score for the platoon is 100.

In the event of inclement weather, the same drill card will be used. No modifications are necessary as space will be available.

If there is a tie, the unit leader score will be used to determine the winner.
Squad Basic Drill Card

1. FORM SQUAD AT CLOSE INTERVAL
2. EXTEND ON LINE
3. LEFT FACE
4. RIGHT FACE
5. PARADE REST
6. LEFT SHOULDER ARMS
7. PORT ARMS
8. RIGHT SHOULDER ARMS
9. RIFLE SALUTE
10. ORDER ARMS
11. PRESENT ARMS
12. COLUMN RIGHT (HALTED)
13. CHANGE STEP
14. RIGHT OBLIQUE/HALF STEP
15. COLUMN RIGHT
16. LEFT FLANK/RETURN TO COLUMN
17. TO THE REAR (REPEAT)
18. COLUMN RIGHT
19. LEFT OBLIQUE/HALT IN PLACE
20. COLUMN HALF RIGHT (REPEAT)
21. MARCHING MANUAL
22. MARK TIME
23. COLUMN OF TWOS TO THE LEFT
24. REFORM COLUMN OF FILES
25. DISMISS THE SQUAD
26. SQUAD APPEARANCE

SQUAD BASIC DRILL CARD LAYOUT
**SQUAD BASIC EVALUATION SCORE SHEET**

<table>
<thead>
<tr>
<th>UNIT</th>
<th>CODE</th>
<th>UNIT LEADER SCORE</th>
<th>SQD SCORE</th>
<th>REMARKS</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. FORM THE PLATOON (CLOSE INTERVAL)</td>
<td></td>
<td></td>
<td></td>
<td>EXECUTION, DIST, ALIGN, REPORT, COVER, SIZING, WPN PLACEMENT</td>
</tr>
<tr>
<td>2. EXTEND INT IN LINE</td>
<td></td>
<td></td>
<td></td>
<td>EXECUTION, INTERVAL, T-ARMS, ALIGN, COVER, ARMSWING, GUIDE, 30”STEP, FINGERTIPS</td>
</tr>
<tr>
<td>3. LEFT FACE</td>
<td></td>
<td></td>
<td></td>
<td>EXECUTION, STRAIGHT LEG, T-ARMS, L-HAND PLACE, HEELS ON LINE</td>
</tr>
<tr>
<td>4. RIGHT FACE</td>
<td></td>
<td></td>
<td></td>
<td>EXECUTION, STRAIGHT LEG, T-ARMS, L-HAND PLACE, HEELS ON LINE</td>
</tr>
<tr>
<td>5. PARADE REST</td>
<td></td>
<td></td>
<td></td>
<td>EXECUTION, L-HAND PLACE, 12 INCHES, HEELS ON LINE, WPN PLACEMENT</td>
</tr>
<tr>
<td>6. LEFT SHOULDER ARMS</td>
<td></td>
<td></td>
<td></td>
<td>EXECUTION, L-UPPER ARM, L-WRIST, L-FOREARM, R-WRIST, R-HAND PLACEMENT</td>
</tr>
<tr>
<td>7. PORT ARMS</td>
<td></td>
<td></td>
<td></td>
<td>EXECUTION, WPN CARRIAGE, WPN ANGLE, WRIST, FOREARM HEELS VISIBLE, UNIFORM CADENCE</td>
</tr>
<tr>
<td>8. RIGHT SHOULDER ARMS</td>
<td></td>
<td></td>
<td></td>
<td>EXECUTION, WPN CARRIAGE, WPN ANGLE, WRIST, FOREARM, HEELS VISIBLE, UNIFORM CADENCE</td>
</tr>
<tr>
<td>9. RIFLE SALUTE</td>
<td></td>
<td></td>
<td></td>
<td>EXECUTION, WRIST, FOREARMS, PALM, 1ST JOINT</td>
</tr>
<tr>
<td>10. ORDER ARMS</td>
<td></td>
<td></td>
<td></td>
<td>EXECUTION, 3 INCHES, T-SEAM, TOE TO TOE, UNIFORM CADENCE</td>
</tr>
<tr>
<td>11. PRESENT ARMS</td>
<td></td>
<td></td>
<td></td>
<td>EXECUTION, L-UPPER ARM, L-WRIST, L-FOREARM, R-WRIST, R-HAND PLACEMENT</td>
</tr>
<tr>
<td>12. CHANGE STEP</td>
<td></td>
<td></td>
<td></td>
<td>EXECUTION, R-FOOT PLACEMENT, SKIP, DRAG, ARMSWING</td>
</tr>
<tr>
<td>13. RIGHT OBLIQUE/HALF STEP</td>
<td></td>
<td></td>
<td></td>
<td>EXECUTION, 45 DEGREE, COVER, ALIGN, 15”STEP, 15”-30” STEP</td>
</tr>
<tr>
<td>14. COLUMN RIGHT</td>
<td></td>
<td></td>
<td></td>
<td>EXECUTION, ATB, COVER, 30” STEP, 1/2 STEPS, INT</td>
</tr>
<tr>
<td>15. LEFT FLANK/RETURN TO COLUMN</td>
<td></td>
<td></td>
<td></td>
<td>EXECUTION, ALIGNMENT, COVER, 1/2 STEPS, 30” STEP, INTERVAL</td>
</tr>
<tr>
<td>16. TO THE REAR (REPEAT)</td>
<td></td>
<td></td>
<td></td>
<td>EXECUTION, 15”STEP, INT, ALIGN, COVER</td>
</tr>
<tr>
<td>17. COLUMN RIGHT</td>
<td></td>
<td></td>
<td></td>
<td>EXECUTION, ATB, COVER, 30” STEP, 1/2 STEPS, INT</td>
</tr>
<tr>
<td>18. LEFT OBLIQUE/IN PLACE HALT</td>
<td></td>
<td></td>
<td></td>
<td>EXECUTION, 45 DEGREE, COVER, ALIGN, INTERVAL, DIST, HALT</td>
</tr>
<tr>
<td>19. COLUMN HALF RIGHT (REPEAT)</td>
<td></td>
<td></td>
<td></td>
<td>EXECUTION, ATB, COVER, 30” STEP, 1/2 STEPS, INT</td>
</tr>
<tr>
<td>20. MARCHING MANUAL</td>
<td></td>
<td></td>
<td></td>
<td>EXECUTION, HEADS, ARMSWING, SLIDING, WEAPONS ANGLE, UNIFORM CADENCE</td>
</tr>
<tr>
<td>21. MARK TIME</td>
<td></td>
<td></td>
<td></td>
<td>EXECUTION, 2”-4”, COVER, ALIGN, INTERVAL(0.5), ARMSWING</td>
</tr>
<tr>
<td>22. COLUMN OF TWO TO THE LEFT</td>
<td></td>
<td></td>
<td></td>
<td>EXECUTION, SQD LDR, DISTANCE, # STEPS, COVER, 45 DEG ANGLES, ALIGNMENT</td>
</tr>
<tr>
<td>23. REFORM COLUMN OF FILES</td>
<td></td>
<td></td>
<td></td>
<td>EXECUTION, SQD LDR, DISTANCE, # STEPS, COVER, 34 DEG ANGLES</td>
</tr>
<tr>
<td>24. DISMISS</td>
<td></td>
<td></td>
<td></td>
<td>HESITATION, DROP IN PLACE, DISPERSE, INSPECT ARMS</td>
</tr>
<tr>
<td>25. PLATOON APPEARANCE</td>
<td></td>
<td></td>
<td></td>
<td>UNIFORM, WEAPONS, BEARING, 30 INCH STEP</td>
</tr>
</tbody>
</table>

***ALL MOVEMENTS WORTH A TOTAL OF 4 POINTS***

EVALUATOR (PRINT/SIGN) ________________________________
SECTION 5: COLOR GUARD

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.

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).

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.

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

The Color Guard Commander must memorize the drill card.

At the scheduled time the Color Guard Commander will have his/her color guard waiting in the ready area just outside of the inspection area. The Color Guard Commander will then checks in with the evaluators and receive any instruction. The drill card will be given to the unit leader at this time to review. The card must be memorized for competition and will be returned to the evaluator after review is complete. After checking in with the evaluators, the evaluation will begin. The Color Guard Commander will take a position with the color guard and march into the drill area immediately executing the card. The Color Guard Commander will use the following verbiage for reporting procedures:

"Good morning/afternoon Gunnery Sergeant, University of South Carolina Gamecock Battalion is formed for the conduct of color guard evaluation".

At the completion of the card, the Color Guard Commander will give the command “Fall Out” and remain in position for a debrief from the evaluator.

Color Guard Drill is worth 12.5% of the team’s overall score. Each color guard will be inspected on a scale of 100 points. The overall score will be divided by the number of score sheets for the platoon in order to receive the overall platoon score. Total possible score for the platoon is 100.

In the event of inclement weather, the same drill card will be used. No modifications are necessary as space will be available.

If there is a tie, the overall impression score will be used to determine the winner.
Color Guard Drill Card

1. Present Colors  
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
### COLOR GUARD EVALUATION SHEET

<table>
<thead>
<tr>
<th>UNIT NAME</th>
<th>MOVEMENT</th>
<th>CORRECT EXECUTION</th>
<th>ALIGNMENT &amp; COVER</th>
<th>SCORE</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Present Colors (REPORT TO SENIOR JUDGE)</td>
<td>0 1 2</td>
<td>0 1 2</td>
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<tr>
<td>2. Order Colors</td>
<td>0 1 2</td>
<td>0 1 2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3. Parade Rest</td>
<td>0 1 2</td>
<td>0 1 2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>4. Carry Colors</td>
<td>0 1 2</td>
<td>0 1 2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>5. Left About</td>
<td>0 1 2</td>
<td>0 1 2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>6. Forward March</td>
<td>0 1 2</td>
<td>0 1 2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>7. Left Wheel x2</td>
<td>0 1 2</td>
<td>0 1 2</td>
<td></td>
<td></td>
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<td>8. Forward March</td>
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<td>0 1 2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>9. Eyes Left</td>
<td>0 1 2</td>
<td>0 1 2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>10. Left About</td>
<td>0 1 2</td>
<td>0 1 2</td>
<td></td>
<td></td>
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<tr>
<td>11. Forward March</td>
<td>0 1 2</td>
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<td></td>
<td></td>
</tr>
<tr>
<td>12. Eyes Right</td>
<td>0 1 2</td>
<td>0 1 2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>13. Right Wheel x2</td>
<td>0 1 2</td>
<td>0 1 2</td>
<td></td>
<td></td>
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<tr>
<td>14. Forward March</td>
<td>0 1 2</td>
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</tr>
<tr>
<td>15. Color Halt</td>
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<td>0 1 2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>16. Order Colors</td>
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<td></td>
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</tr>
<tr>
<td>17. Carry Colors</td>
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</tr>
<tr>
<td>18. Present Colors</td>
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### COLOR GUARD COMMANDER EVALUATION

<table>
<thead>
<tr>
<th>CATEGORY</th>
<th>POINTS AVAILABLE</th>
<th>SCORE</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. COMMAND PRESENCE</td>
<td>0 1 2 3 4</td>
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</tr>
<tr>
<td>2. COMMAND VOICE</td>
<td>0 1 2 3 4</td>
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</tr>
<tr>
<td>3. PROPER COMMANDS</td>
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<tr>
<td>4. EYES RIGHT</td>
<td>0 1 2 3 4</td>
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</tbody>
</table>

PENALTY POINTS _______  OVERALL TOTAL _______

EVALUATOR (PRINT/SIGN) ________________________________________________
SECTION 6: INDIVIDUAL EXHIBITION DRILL

The size of the field will be 10 x 10 yards. Each individual will compete as an individual. All individuals will be armed. No bayonets will be authorized for this competition.

At the scheduled time the individual competing will check in with the evaluators and receive any additional instructions. After checking in with the evaluators, the evaluation will begin. Individuals competing must position themselves in the drill area and begin their routine. The following verbiage for reporting procedures will be used:

"Good morning/afternoon Gunnery Sergeant, University of South Carolina Gamecock Battalion is formed for the conduct of exhibition drill".

At the completion of the card, individuals competing will remain in position for a debrief from the evaluator.

Time limits in this event are two (2) minutes minimum and four (4) minutes maximum.

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

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.

Individual exhibition is worth 12.5% of the team’s overall score. competitor will be evaluated on a scale of 100 points.

In the event of inclement weather, the same drill card will be used. No modifications are necessary as space will be available.

If there is a tie, the originality score will be used to determine the winner.
# INDIVIDUAL EXHIBITION EVALUATION SHEET

**UNIT NAME**  
**PARTICIPANT NAME**  

<table>
<thead>
<tr>
<th>CATEGORY</th>
<th>POINTS AVAILABLE</th>
<th>SCORE</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. PRECISION</td>
<td>1 2 3 4 5 6 7 8 9 10</td>
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</tr>
<tr>
<td>2. DIFFICULTY</td>
<td>1 2 3 4 5 6 7 8 9 10</td>
<td></td>
</tr>
<tr>
<td>3. COMPLEXITY</td>
<td>1 2 3 4 5 6 7 8 9 10</td>
<td></td>
</tr>
<tr>
<td>4. MILITARY BEARING</td>
<td>1 2 3 4 5 6 7 8 9 10</td>
<td></td>
</tr>
<tr>
<td>5. MOVEMENT VARIETY</td>
<td>1 2 3 4 5 6 7 8 9 10</td>
<td></td>
</tr>
<tr>
<td>6. DRILL PAD COVERAGE</td>
<td>1 2 3 4 5 6 7 8 9 10</td>
<td></td>
</tr>
<tr>
<td>7. FLOW OF ROUTINE</td>
<td>1 2 3 4 5 6 7 8 9 10</td>
<td></td>
</tr>
<tr>
<td>8. ORIGINALITY</td>
<td>1 2 3 4 5 6 7 8 9 10</td>
<td></td>
</tr>
<tr>
<td>9. COMMAND PRESENCE</td>
<td>1 2 3 4 5 6 7 8 9 10</td>
<td></td>
</tr>
<tr>
<td>10. OVERALL IMPRESSION</td>
<td>1 2 3 4 5 6 7 8 9 10</td>
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</tbody>
</table>

**PENALTIES**

<table>
<thead>
<tr>
<th>CATEGORY</th>
<th>QTY OF PENALTY (x5)</th>
<th>TOTAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>TIME UNDER 2 MIN</td>
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</tr>
<tr>
<td>TIME OVER 4 MIN</td>
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<td></td>
</tr>
<tr>
<td>BOUNDIRES</td>
<td></td>
<td></td>
</tr>
<tr>
<td>DROPPED WEAPON</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

***EACH PENALTY WILL BE A 5 POINT DEDUCTION***

**OVERALL TOTAL ________**

EVALUATOR (PRINT/SIGN) ___________________________________________
SECTION 7: DUAL EXHIBITION DRILL

The size of the field will be 10 x 10 yards. All individuals will be armed. No bayonets will be authorized for this competition.

At the scheduled time both members of the team competing will check in with the evaluators and receive any additional instructions. After checking in with the evaluators, the evaluation will begin. Individuals competing must position themselves in the drill area and begin their routine. The following verbiage for reporting procedures will be used:

"Good morning/afternoon Gunnery Sergeant, University of South Carolina Gamecock Battalion is formed for the conduct of exhibition drill".

At the completion of the card, individuals competing will remain in position for a debrief from the evaluator.

Time limits in this event are two (2) minutes minimum and four (4) minutes maximum.

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

The team 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.

Dual exhibition is worth 12.5% of the team’s overall score. Competitors will be evaluated on a scale of 100 points.

In the event of inclement weather, the same drill card will be used. No modifications are necessary as space will be available.

If there is a tie, the originality score will be used to determine the winner.
# Dual Exhibition Evaluation Sheet

## Unit Name

## Participant Names

<table>
<thead>
<tr>
<th>Category</th>
<th>Points Available</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Precision</td>
<td>1 2 3 4 5 6 7 8 9 10</td>
<td></td>
</tr>
<tr>
<td>2. Difficulty</td>
<td>1 2 3 4 5 6 7 8 9 10</td>
<td></td>
</tr>
<tr>
<td>3. Complexity</td>
<td>1 2 3 4 5 6 7 8 9 10</td>
<td></td>
</tr>
<tr>
<td>4. Military Bearing</td>
<td>1 2 3 4 5 6 7 8 9 10</td>
<td></td>
</tr>
<tr>
<td>5. Movement Variety</td>
<td>1 2 3 4 5 6 7 8 9 10</td>
<td></td>
</tr>
<tr>
<td>6. Drill Pad Coverage</td>
<td>1 2 3 4 5 6 7 8 9 10</td>
<td></td>
</tr>
<tr>
<td>7. Flow of Routine</td>
<td>1 2 3 4 5 6 7 8 9 10</td>
<td></td>
</tr>
<tr>
<td>8. Originality</td>
<td>1 2 3 4 5 6 7 8 9 10</td>
<td></td>
</tr>
<tr>
<td>9. Command Presence</td>
<td>1 2 3 4 5 6 7 8 9 10</td>
<td></td>
</tr>
<tr>
<td>10. Overall Impression</td>
<td>1 2 3 4 5 6 7 8 9 10</td>
<td></td>
</tr>
</tbody>
</table>

## Penalties

<table>
<thead>
<tr>
<th>Category</th>
<th>Qty of Penalty (x5)</th>
<th>Total</th>
</tr>
</thead>
<tbody>
<tr>
<td>Time Under 2 Min</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Time Over 4 Min</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Boundires</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Dropped Weapon</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

***Each penalty will be a 5 point deduction***

## Overall Total

Evaluator (Print/Sign) ________________________________________________
SECTION 8: SAILING REGATTA

The regatta will be governed by the rules as defined in The Racing Rules of Sailing (RRS) as amended by Appendix D to the RRS – Team Racing Rules.

The race is under the management of Lake Murray Sail Club (LMSC). The University of South Carolina NROTC has a limited number of Lasers available (10). Schools with the ability to bring their own boats are encouraged to do so; if you are willing to let other universities use those boats please contact LT Custer or ENS McKellips. Standing rigging shall not be adjusted, except by direction of the organizing authority.

Each competing team shall consist of 2 skippers for one boat and 1-2 alternates. There is no weight limit at this event.

The regatta is classified as a Category “A” Event in accordance with ISAF Regulation 20 – Advertising Code.

Racing is open to Midshipmen, OCs and MECEPs who are Navy "Skipper B" qualified.

Transportation to and from the Sailing Regatta is the responsibility of the individual unit.

Timeline:
- 0800 Skippers Meeting @ Lake Murray
- 0830 Races will begin

The racing area will be at Lake Murray. The race will occur in the vicinity of the Lake Murray Sail Club.

The racing format will consist of four races, each with two heats. Each team will have a competitor race two consecutive heats. After two heats, each competitor will switch out of their boat with their next teammate. Every team will be in every race.

Sailing instructions will be available at each Skipper’s Meeting.

Courses will be diagrammed in the Sailing Instructions.

Scoring will be in accordance with Appendix D of the RSS, except as modified by the Sailing Instructions.

Every competitor shall wear a U.S. Coast Guard-approved Type III PFD at all times while on the water, except while actively adding or removing clothing. USC NROTC will provide some PFDs, but encourage each team to bring their own (if possible).

Principal Race Officer: LT Kenneth M. Custer, custerk@mailbox.sc.edu or (803) 777-3453

Assistant Race Officer: ENS Andrew McKellips, mckellia@email.sc.edu or (571) 201-5825
DIRECTIONS TO LAKE MURRAY

The Lake Murray Sail Club is located at 235 Old Forge Rd, Chapin SC.

From USC NROTC Unit:

1. USC NROTC Unit – Start at 513 PICKENS ST, COLUMBIA going toward PARK CIR
2. Turn Left on BLOSSOM ST(US-21-CONN S) - go 0.5 mi
3. Turn Right on ASSEMBLY ST(SC-48 N) - go 1.5 mi
4. Turn Right on ELMWOOD AVE(US-21 N)
5. Make a U-Turn at ASSEMBLY ST onto ELMWOOD AVE(US-21 S) - go 0.5 mi
6. Continue on I-126 W - go 3.8 mi
7. Continue on I-26 W - go 10.9 mi
8. Take exit #97/PEAK - go 0.3 mi
9. Continue on a local road - go 0.1 mi
10. Make a Sharp Left Turn on BROAD RIVER RD(US-176) toward BALLENTINE/WHITE ROCK - 0.3 mi
11. Turn Right on a local road - go 0.1 mi
12. Turn Left on RAUCH-METZ RD - go 1.2 mi
13. Turn Right on DUTCH FORK RD(US-76) - go 3.3 mi
14. Turn Left on WESSINGER RD - go 1.9 mi
15. Turn Left on OLD LEXINGTON HWY - go 0.7 mi
16. Bear Left on PEBBLEBRANCH DR - go 0.4 mi
17. Bear Right on HILL HAVEN RD - go 0.4 mi
18. Turn Left on JAKE MEETZE RD - go 0.8 mi
19. Turn Left on OLD FORGE RD - go 0.5 mi
20. Arrive at 235 OLD FORGE RD, CHAPIN, on the Right

Lake Murray Sailing Club Phone: (803) 345-0073
SECTION 9: ENDURANCE CHALLENGE

The endurance challenge will begin in the back parking lot of the ROTC Center after the Judges/OIC brief at approximately 0700. There is no limit on the amount of teams entered by any unit.

Teams will consist of four (4) members and may be coed. There will not be a separate gender specific race.

Uniform for the endurance challenge will be service specific physical training attire. The use of a unit PT shirt is encouraged during the race.

Each team will be assigned a guide for the race. The guide will be responsible for ensuring the rules are adhered to, route is understood by every team, and for timing any traffic delays (if required) encountered by the team. It is imperative that the team guide’s instructions be followed at all times.

Water will be provided along the course. Teams are authorized to carry a camelback or canteen if they desire.

The only foreseeable weather issues that will impact this race is thunderstorms; any necessary decisions will be made by the USC staff on race day. The race will be conducted in the rain.

A running clock will be kept at the start/finish line of the race. Time deductions will be made for the staggered start of all teams.

Teams are required to stay together throughout the race. No separations will be authorized. Teams will be stopped to regroup as a team if this happens. Time will remain running for the duration of the race.

The event will consist of a 4-5 mile course throughout the campus. The route will include hills, parking garages, and exercise stations that will be placed throughout the course for the teams to execute. Safety is paramount around campus. The course is designed to minimize crossing high-traffic roads.

Each team will be required to carry an alice pack weighted at 45 lbs. The pack must be carried for the duration of the entire race except while at an exercise station. Teams are required to bring their own pack.

The race will begin with a workout consisting of (reps completed as a team):

- 30 Front Squat (165 lbs)
- 30 Bench Press (165 lbs)
- 30 Deadlift (185 lbs)
- 30 Dead Hang Pull Ups
- 1000m Row

After the beginning workout, there will be a route around campus (including hills and parking garages) with exercise stations consisting of:
- Walking Lunges w/ Log
- Burpees
- Ammo Can Thrusters
- Flutter Kicks
- Team Push Ups

Once back at the unit, there will be another workout with time stopping as the last team member finishes assigned reps (reps completed in chain order as individual):

- 10 Bar over Burpees
- 10 Wall Ball shots (10 lb)
- 10 Box Jumps (24 in)
- 5 Tire Flips

***Team member 1 will execute bar over burpees and move to wall ball, then team member 2 will start bar over burpees. This will continue until all team members have completed the reps. Time will stop when team member 4 has completed tire flips.***