



“BEALE STREET DRILL MEET”

**THE UNIVERSITY OF MEMPHIS NAVAL ROTC
INVITATIONAL DRILL COMPETITION**

TABLE OF CONTENTS

Table of Contents.....	1
General Information.....	2
Directions.....	3
Inspection.....	4
Inspection Results.....	5
Platoon Basic Competition.....	6
Platoon Basic Drill Card.....	7
Squad Basic Competition.....	8
Squad Basic Drill Card.....	9
Color Guard.....	10
Exhibition Drill.....	12
Exhibition Drill (cont.).....	13
Overall Competition.....	14



“BEALE STREET DRILL MEET”

The University of Memphis Naval ROTC Unit Annual Invitational Drill Competition

1. The 1st Annual University of Memphis Naval ROTC Invitational Drill Competition is scheduled for 12 April 2008. Commander’s call will be held at 0600. At this meeting final scheduling will be announced. The tentative schedule of events is as follows:

0700 - 0830 Platoon Inspection
0720 - 0940 Platoon Basic Drill Competition
0740 - 0940 Squad Basic Drill Competition
0940 - 1040 Color Guard
1040 - 1140 Platoon Exhibition
1000 - 1050 Squad Exhibition
1050 - 1140 Two Member and Individual Exhibition
1200 - 1230 Award Presentations

2. Billeting. The Memphis NROTC Unit classrooms and gymnasiums can provide limited “sleeping bag” billeting. Also, there are locker and shower facilities available within these locations. If you plan to utilize this billeting, call us (901) 678-4350 with the male/female breakdown. Local Motels within five miles of the competition area are listed below.

The University of Memphis Holiday Inn (On Campus)	(901) 678-8200
Holiday Inn Express	(901) 369-8005
Marriott Hotels and Resorts	(901) 362-6200
Hampton Inn	(901) 683-8500

3. Awards. The winners of events of this competition will be awarded trophies as outlined below.

- a) Platoon Basic
 - i) 1st Place Winner
- b) Squad Basic
 - i) 1st Place Winner
- c) Color Guard
 - i) 1st Place
- d) Platoon Exhibition
 - i) 1st Place Winner
- e) Squad Exhibition
 - i) 1st Place Winner
- f) Two-Member Exhibition
 - i) 1st Place Winner
- g) Individual Exhibition
 - i) 1st Place Winner
- h) Overall Winner
 - i) 1st Place Overall
 - ii) 2nd Place Overall
 - iii) 3rd Place Overall



“BEALE STREET DRILL MEET”

4. Point of Contact. If there are any questions that we can answer for you, please feel free to call GySgt Osburn at (858) 349-8441, Sgt Stephen Howell (760) 500-4377, or Midshipman Thomas Jackson (901) 488-2462.

DIRECTIONS

1. The University of Memphis is located in the city of Memphis, Tennessee. Interstate 240 runs completely around Memphis. From I240N exit Highland Blvd. Take a left onto Central Ave which runs directly in front of the University. Take a Left on Zach Curlin, the Naval ROTC is located beside the track on Zach Curlin.



“BEALE STREET DRILL MEET”

The University of Memphis Naval ROTC Unit Annual Invitational Drill Competition

INSPECTION

1. General. The first phase of the Memphis Invitational Drill Competition will be the inspection of the teams. Although there will be no award for this event, the results of unit inspections will be used to break any ties in all other competition.
2. Time. All units will be inspected starting at 0700. Positions for formations will be identified at Commander's Call. AMOIs that do not have schools competing in the competition will be grading each event. These AMOIs will be attending the competition with the sole responsibility of judging each event.
3. Inspection Checklist. To ensure consistency in this inspection a very specific inspection checklist has been developed. Each individual will be inspected using a checklist identical to the Inspection Checklist enclosed in this instruction. No more than one point may be deducted in any of the discrepancy blocks on the checklist.
4. Inspection Procedure. The drill team commander will form the drill team for inspection and be prepared to report to the Senior Inspector. The Team Commander's report will consist of no more or less than the following: "Sir, (or appropriate rank) TEAM NAME of UNIVERSITY NAME is formed for inspection." The inspector will begin with the inspection of the Team Commander, after which the Team Commander will precede the Senior Inspector.
5. Scoring Process. Unit inspection results and standing will be computed immediately after the inspection is completed. Ties will be broken by comparison first of inspection results of the Team Commander, then Guide, and Squad Leaders (in numerical sequence).



“BEALE STREET DRILL MEET”

UNIT INSPECTION RESULTS

TEAM NAME _____ NAME _____

UNIT _____

TOTAL UNIT DISCREPANCIES _____

TOTAL DISCREPANCIES DIVIDED BY THE TOTAL NUMBER OF MEMBERS
INSPECTED. SUBTRACT RESULTS FROM 100.

UNIT SCORE _____

TEAM COMMANDER/DISCREPANCIES _____

GUIDE DISCREPANCIES _____

SQUAD LEADER DISCREPANCIES

1ST SQUAD _____

2ND SQUAD _____

3RD SQUAD _____

PLACE _____

Signature



“BEALE STREET DRILL MEET”

PLATOON BASIC COMPETITION

1. **Team Size and Organization.** The size of the platoon for platoon basic shall be not less than 14 members including the Team Commander. The team will be organized into three squads with each member armed with a rifle. Authorized rifles for this competition must be standard military type such as the M1, M14, M16, or Springfield 1903. A **Platoon Guide** is required and this individual must carry a guidon on the standard eight-foot staff. The team commander may carry a **sword or be armed with a rifle.**
2. **Drill Area.** The drill area for Platoon Basic Drill Competition will be 70 yards by 60 yards on hard surface marked at the corners by cones.
3. **Drill Cards.** The Team Commander may carry drill cards. However, These drill cards must be the ones issued by The University of Memphis Naval ROTC the day of the competition. The drill card does not contain all individual commands required for accomplishment of the movements. The Team Commander must include commands obviously omitted from the drill card. It is the responsibility of the drill Team Commander to know and issue all commands required for an individual movement, including those incidental commands required for the next movement.
4. **Forming the Platoon for Basic Competition.** At the scheduled time the Platoon Commander will cause his platoon to fall out and wait in the area just outside of the drill area. The Platoon Commander will enter the drill area and after any preliminary instructions from the evaluator, will take a position in the drill area, draw sword (if so armed) and command his platoon to fall in. On this command, evaluation of the platoon will commence. Once the Platoon is formed and the commander has received the report and conducted inspection arms, the commander will give a report to the senior evaluator. The content of this report will be no more and no less than the following: “Sir, (or appropriate rank) Team Name, of University Name is formed for conduct of drill.” Any additional information may result in deduction of a point.
5. **Evaluation.** All basic drill in this competition will is conducted in accordance with **MCO P5060.20**. There will be a total of 100 points possible in platoon basic.
 - a. **Halted Movements.** In order to ensure detailed evaluation of each platoon, all halted movements will be given at a pace established by the evaluator. The Platoon Commander will wait for the senior evaluator to give a signal prior to giving the next command. If the Commander fails to wait for the signal, the evaluator will not correct him and all possible deductions are made.
 - b. **Commands While Marching.** While the unit is marching, the Team 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 before the unit has lost too much alignment. Once the platoon is halted for any reason, the Commander will again wait for the signal from the evaluator.
 - c. **Evaluation of the Commander.** The senior evaluator will evaluate the Team Commander, along with the Guide and first squad. The commander will be evaluated on every command (implied or incidental), which



“BEALE STREET DRILL MEET”

is given during competition. Points will be deducted for improper commands, commands given on the wrong foot or in the wrong sequence, failure to make obvious corrections, and the Commander's position when giving commands. Each of these deductions will be made in accordance with **MCO P5060.20** and can only be challenged by reference to those manuals.

d. Evaluation of the Platoon. The second and third evaluator will be evaluating 2nd and 3rd squad by using a separate form identical to the Evaluation Form (Platoon Evaluation). If the unit fails to execute a command or the Commander fails to give one of the commands listed, the maximum number of discrepancies will be awarded.

6. Determination of Final Score. Each squad can earn up to 100 points. All three squads' scores will be added and divided by three for the platoon's final score. In addition, the Unit Commander can earn or lose a possible 10 points that can be added or subtracted from the platoon's final score. Also, the Guide can earn or lose a possible 5 points that can be added or subtracted from the platoon's final score. In summary, the final score for platoon basic will be computed by adding each squad's score, dividing it by three and then adding the Platoon Commander's and Guide's score to the platoon's final score.

PLATOON BASIC DRILL CARD

1. FALL IN AT CLOSE INTERVAL
2. REPORT
3. INSPECTION ARMS
4. EXTEND ON LINE
5. PARADE REST
6. PORT ARMS
7. RIGHT SHOULDER ARMS
8. RIFLE SALTUE
9. ORDER ARMS
10. FORM FOR INSPECTION
11. CLOSE RANKS
12. RIGHT FACE
13. MARK TIME
14. CLOSE IN COLUMN, HALTED
15. COLUMN RIGHT FROM THE HALT
16. EXTEND WHILE MARCHING
17. RIGHT FLANK/RETURN TO COLUMN
18. LEFT OBLIQUE/IN PLACE HALT
19. MARCH TO THE REAR (REPEAT)
20. COLUMN HALF RIGHT (REPEAT)
21. COLUMN RIGHT
22. MARCHING MANUAL
23. COLUMN RIGHT
24. EYES RIGHT
25. DISMISS

Note: For inclement weather movement #1-14 and 25 will be used.



“BEALE STREET DRILL MEET”

SQUAD BASIC COMPETITION

1. **Team Size and Organization.** The size of the squad for Squad Basic Drill Competition shall not be less than seven members including the Squad Leader. Each member (**including the Squad Leader**) carries a rifle. Authorized rifles for this competition must be standard military type such as the M1, M14, M16, or Springfield M1903.
2. **Drill Area.** The Drill area for Squad Basic Competition will be a hard top surface 50 yards by 50 yards. The corners of the drill area are marked with cones.
3. **Drill Cards.** The Squad Leader can carry a drill card for the competition. This card, however, must be the card issued here. The drill card does not contain all of the individual commands required for accomplishment of the movements. The card consists of a list of movements. It is the responsibility of the Squad Leader to know and issue all commands for a movement, including those incidental commands preparing the squad for the next movement.
4. **Forming the Squad for Basic Competition.** Before scheduled competition, the Squad Leader will cause the squad to fall out and wait just outside the drill area. Once the squad leader has received initial instructions from the evaluator, he will take a position inside the drill area and command his squad to fall in. After forming the squad and conducting Inspection Arms, the Squad Leader will report to the senior evaluator. The content of this report will be no more and no less than the following; “Sir, (or appropriate rank) Team Name, of University Name, is formed for conduct of drill.” Any additional information may result in deduction of a point.
5. **Evaluation.** All basic drill in this competition is conducted according to **MCO P5060.20**.
 - a. **Halted Movements.** In order to ensure detailed evaluation of each squad in the competition, all halted movements are given at a pace established by the evaluator. The Squad Leader, after giving a command, will wait for the signal from the senior evaluator before giving the next command. If the Squad Leader fails to wait for the signal, he will not be corrected, and all possible deductions on the Squad Evaluation Form for that movement are made.
 - b. **Commands While Marching.** While the squad is marching, the squad leader may give the commands at his own pace. This allows the squad leader to "stack" commands, moving the squad in and out of flanking and oblique movements before the squad has lost too much alignment. Once the squad halts, the squad leader will wait for the signal from the evaluators.
 - c. **Evaluation of the Squad Leader.** The Squad Leader is evaluated on every command given during competition. Points are deducted for improper commands, commands given on the wrong foot or wrong sequence, and position of Unit Leader.
 - d. **Evaluation of the Squad Members.** The second evaluator evaluates the squad using a form identical to the Evaluation Form.
6. **Determination of final Score.** The squad can earn a possible 100 points. The squad's final score is



“BEALE STREET DRILL MEET”

decided by adding both evaluators score and dividing by two. Also, the Squad Leader can earn or lose a maximum of 10 points. The Squad Leader's score is added to the squad's final score.

SQUAD BASIC DRILL CARD

1. FALL IN AT CLOSE INTERVAL
2. REPORT
3. EXTEND ON LINE
4. PARADE REST
5. ABOUT FACE X2
6. PRESENT ARMS/ ORDER ARMS
7. SLING ARMS
8. TAKE INTERVAL TO THE LEFT
9. ASSEMBLE TO THE RIGHT
10. UNSLING ARMS
11. ADJUST SLINGS
12. COLUMN OF TWOS TO THE LEFT
13. REFORM COLUMN OF FILES
14. COLUMN RIGHT
15. COLUMN RIGHT
16. LEFT OBLIQUE /IN PLACE HALT
17. RIGHT FLANK/LEFT FLANK
18. COLUMN LEFT
19. COLUMN LEFT
20. MARK TIME/CHANGE STEP
21. COLUMN LEFT
22. LEFT SHOULDER ARMS
23. RIGHT SHOULDER ARMS
24. DISMISS

Note: For inclement weather movements #1-13 and 24 will be used.



“BEALE STREET DRILL MEET”

COLOR GUARD

1. Team size and organization. All NROTC color guards shall consist of five team members: three color bearers (National Ensign and Navy and Marine Corps colors) and two riflemen. Army and Air Force ROTC color guards shall consist of four members: two color bearers and two riflemen.
2. Drill Area. The field size will be 30 yards x 30 yards.
3. All commands and movements are conducted in accordance with MCO P5060.20.
4. The color guard shall carry the proper flag staff (9 feet 6 inches) and colors (4.33 feet on the hoist by 5.5 feet on the fly) as outlined in the Flag manual MCO P5060.20.
5. The color guard commander will bear the National Ensign and will give all commands and must memorize the drill card.
6. At the scheduled time the color guard commander will cause the color guard to fallout and wait in the ready area just outside of the drill deck. Upon notification from the Senior Judge, the color guard commander will enter the drill area and approach the Senior Grader to receive any preliminary instructions. The commander will then move the color guard onto the drill deck and report in to the Senior Judge. When reporting in, the commander will say, "Sir, (or appropriate rank) (School or Team name) request permission to use your drill area."
7. Upon completion of the performance, the color guard commander must request permission to exit the drill area. When reporting out, the commander will say, "Sir, (or appropriate rank) (School or Team name) request permission to exit your drill area."
8. 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, commands given on the wrong foot or in the wrong sequence. Each of these deductions will be made in accordance with **MCO P5060.20**. The deductions can only be challenged by reference to that manual.
9. 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 violations, excessive movements, and communication will also be deducted.



“BEALE STREET DRILL MEET”

COLOR GUARD DRILL CARD

1. PRESENT COLORS
2. ORDER COLORS
3. PARADE REST
4. CARRY COLORS
5. LEFT WHEEL MARCH
6. FORWARD MARCH
7. LEFT WHEEL MARCH
8. FORWARD MARCH
9. LEFT WHEEL MARCH
10. FORWARD MARCH
11. EYES LEFT
12. LEFT ABOUT MARCH
13. FORWARD MARCH
14. EYES RIGHT
15. RIGHT WHEEL MARCH
16. FORWARD MARCH
17. RIGHT WHEEL MARCH
18. FORWARD MARCH
19. COLORS HALT
20. ORDER COLORS
21. CARRY COLORS
22. PRESENT COLORS



“BEALE STREET DRILL MEET”

EXHIBITION DRILL

1. The Memphis NROTC Drill Competition provides for competition in exhibition drill in four different categories. The categories are Platoon, Squad, Two Member, and Individual. Regardless of the category in which participants compete, the following rules apply.

a. Weapons. All participants **except the Team Commander** are armed with rifles. Authorized rifles for this competition will be standard military type such as the M1, M14, M16, or Springfield 1903. No bayonets are used for this competition. Dropped weapons, during the competition, will result in penalty points awarded by the senior evaluator. The penalty is 10 points for each weapon dropped. For Individual and Two Member competitors, 15 penalty points will be awarded.

b. Time Limits. The senior evaluator will be timing the performance. The time will commence when the Unit Leader ends his salute on reporting to the senior evaluator. For each second over or under the time limit, there will be a two-point penalty awarded. Time limits are as follow:

- | | |
|---------------------------|------------------|
| (1) Platoon Exhibition | 7 Min. to 9 Min. |
| (2) Squad Exhibition | 6 Min. to 8 Min. |
| (3) Two Member Exhibition | 2 Min. to 4 Min. |
| (4) Individual Exhibition | 90 Sec to 2 Min. |

c. Boundaries. The drill areas for exhibition competition are marked with cones. Any time that a competitor crosses a boundary there will be a 10-point deduction. Sizes of the Drill Area for each of the Exhibition Events are as follow:

- | | |
|---------------------------|----------------------|
| (1) Platoon Exhibition | 70 Yards by 60 Yards |
| (2) Squad Exhibition | 50 Yards by 50 Yards |
| (3) Two Member Exhibition | 20 Yards by 20 Yards |
| (4) Individual Exhibition | 10 Yards by 10 Yards |

d. Unprofessional Conduct. Competitors must conduct themselves in a professional manner. If at any time during competition, a competitor losses this professional attitude, the senior evaluator will award penalties of 50 points for each incident.

2. Evaluation of Exhibition Competition. Because of the unrestricted nature of exhibition drill, competitors should be aware that evaluation, although conducted by impartial judges, is highly subjective.



“BEALE STREET DRILL MEET”

a. Platoon and Squad Exhibition. The senior evaluator will use a form identical to the Team Commander/Squad Leader Form enclosed in this instruction. The senior evaluator will take the report of the Commander/Squad Leader and will keep time of the routine.

(1) Evaluation of the Team Commander.

(a) Military Bearing. The commander is scored on professional appearance, posture, and performance.

(b) Reporting Procedure. Reporting procedure to be used in the exhibition drill is the same as that required for basic drill. Any more or less will result in reduction in score.

(c) Control of the Team. At some point in the routine the team must respond to commands from the commander.

(d) Contribution to Sequence. The Commander should, at some point in the routine, participate in the sequence.

(2) Unit Evaluation

(a) Precision. The platoon or squad will be evaluated on precision. The evaluators are going to be looking for how together the team is.

(b) Difficulty. Difficulty in the evaluation of exhibition drill is referring to difficulty of the movement.

(c) Complexity. Complexities of the marching formations of the routine are evaluated.

(d) Military Bearing. Teams will be evaluated on their military bearing.

(e) Variety of Movements. The routine should not depend on repetition to meet the minimum time limit.

(f) Flow of the Routine. The routine should flow smoothly without uncomfortable breaks in the routine between movements.

(g) Use of the Drill Area. The drill team should work with the area that they have and the routine should fit the area.

(h) Overall Impression of the Routine. The last area in which the team is evaluated is the overall impression of the evaluator on the team's performance.

b. Two-Member/Individual Exhibition. The individual or senior member of the two-member team will report to the senior evaluator. The senior evaluator will be responsible for timing the routine and awarding of penalty points as well as evaluation of the routine. The other evaluator will be responsible only for evaluation of the routine. These two events are not used for overall winner.

3. **Determination of Final Standing.** Both evaluators' scores are added and divided by two, and then any



“BEALE STREET DRILL MEET”

penalties are subtracted from the score. This gives the final score.

OVERALL COMPETITION

1. The winner of overall competition will be determined by ranking of all place standings in each of the team events. Participation in all events is not required to be eligible for the Competition Overall Trophy. Our intention in developing this method is to provide those smaller teams who cannot participate in Platoon sized events with an equal opportunity for winning. The winner of Overall Competition Champion will be determined by unit totals according to the following point assignment.

- a. First Place
 - Color Guard 10 points
 - Platoon Basic 10 points
 - Squad Basic 10 points
 - Platoon Exhibition 10 points
 - Squad Exhibition 10 points

- b. Second Place
 - Color Guard 06 points
 - Platoon Basic 06 points
 - Squad Basic 06 points
 - Platoon Exhibition 06 points
 - Squad Exhibition 06 points

- c. Third Place
 - Color Guard 03 points
 - Platoon Basic 03 points
 - Squad Basic 03 points

 - Platoon Exhibition 03 point
 - Squad Exhibition 03 point

- d. Any other place 00 points

- e. Did not participate 00 points

2. Inspection results will be used to break a tie.