

2017 Black and Gold
DESCRIPTION OF EVENTS

1. Platoon Armed or Unarmed Basic and Exhibition Drill

a. The size of the drill deck will be 80 x 80 ft. The platoon will consist of 14 or more members, formed into three squads. All squad leaders and squad members will be armed with a rifle (if applicable), the guide will carry a guidon, and the platoon commander shall be armed with a sword or rifle. If the platoon commander is armed with a rifle, they may execute the card at sling arms or right shoulder arms. If a platoon has less than 14 members, there will be a penalty for each member missing.

b. Exhibition drill will consist of 13 or more members. All members will be armed with a rifle, excluding the unit leader who may be armed with either a sword or rifle. If a platoon has less than 13 members, there will be a penalty for each member missing. Teams are given 6-9 minutes to complete the routine, timing begins from the time the first person steps onto the deck to the time the last person steps off the deck.

c. Drill cards can be found in enclosure (4). Scoring procedures are listed on the drill cards.

d. Each member shall be in the uniform of the day. Nametags are not required, but units must look uniform. Uniforms shall be properly fitted and creased.

e. The following outlines the procedures for Drill: The unit leader shall have his/her team wait in the ready area at prescribed time. The Head Judge will approach the unit leader when all judges are ready to evaluate. He will ask the unit leader if there are any questions, and answer the questions. When all questions are answered, the unit leader will move to the appropriate location to execute the conduct of drill. The unit leader shall then draw sword (if armed with a sword), and move the platoon on to the drill deck. The unit may enter the drill deck from any direction, as long as it does not interfere with any other ongoing evaluation. Unit leader shall then give the report to the Head Judge: "Sir, _____ (school name) requests permission to use the drill deck, sir." When finished with the entire card, the Unit Leader will report out to the Head Judge: "Sir, _____ (school name) requests permission to exit the drill deck, sir." The Head Judge will move to where unit leader specifies for report in and report out.

f. For platoon drill, all commands while halted will be given by the unit leader at 6 paces & centered. For squad drill, all commands while halted will be given at 3 paces & centered.

g. Head judge will grade unit leader, cadence, assess penalties and grade first squad, the second judge will grade second squad, and the third judge will grade third squad. The judges will use Navy Nationals SOP Sect 8.2.B (<http://www.thenationals.net/nn-sop.doc>) as a guideline for their evaluation. For exhibition drill, Navy Nationals Sect 8.3.B will be used as the guideline for evaluation.

h. Points will be deducted for improper movement, improper commands, commands given on the wrong foot, commands given on the wrong sequence, failure to make obvious corrections by the unit leader, and movements not in compliance with MCO P5060.20.

2. Squad Armed Basic or Exhibition Drill

a. The size of the drill deck will be 80 x 70 ft. The squad will consist of 7 or more members, formed into a single squad. All squad members will be armed with a rifle, a guide is not necessary, and the squad leader shall be armed with a sword or rifle. If the squad leader is armed with a rifle, they may execute the card at sling arms or right shoulder arms. If a squad has less than 7 members, there will be a penalty for each member missing.

b. Exhibition drill will consist of 6 or more members. All members will be armed with a rifle, excluding the unit leader who may be armed with either a sword or rifle. If a squad has less than 6 members, there will be a penalty for each member missing. Teams are given 6-9 minutes to complete the routine, timing begins from the time the first person steps onto the deck to the time the last person steps off the deck.

c. Drill cards can be found in enclosure (4). Scoring procedures are listed on the drill cards.

d. Each member shall be in the uniform of the day. Nametags are not required, but units must look uniform. Uniforms shall be properly fitted and creased.

e. The following outlines the procedures for Drill: The unit leader shall have his/her team wait in the ready area at prescribed time. The Head Judge will approach the unit leader when all judges are ready to evaluate. He will ask the unit leader if there are any questions, and answer the questions. When all questions are answered, the unit leader will move to the appropriate location to execute the conduct of drill. The unit leader shall then draw sword (if armed with a sword), and move the platoon on to the drill deck. The unit may enter the drill deck from any direction, as long as it does not interfere with any other ongoing evaluation. Unit leader shall then give the report to the Head Judge: "Sir, _____ (school name) requests permission to use the drill deck, sir." When finished with the entire card, the Unit Leader will report out to the Head Judge: "Sir, _____ (school name) requests permission to exit the drill deck, sir." The Head Judge will move to where unit leader specifies for report in and report out.

f. For squad basic drill, all commands while halted will be given by the unit leader at 6 paces & centered. For squad drill, all commands while halted will be given at 3 paces & centered.

g. Head judge will grade unit leader, cadence, assess penalties and grade first squad, the second judge will grade second squad, and the third judge will grade third squad. The judges will use Navy Nationals SOP Sect 8.2.B (<http://www.thenationals.net/nn-sop.doc>) as a guideline for their evaluation. For exhibition drill, Navy Nationals Sect 8.3.B will be used as the guideline for evaluation.

h. Points will be deducted for improper movement, improper commands, commands given on the wrong foot, commands given on the wrong sequence, failure to make obvious corrections by the unit leader, and movements not in compliance with MCO P5060.20.

3. Color Guard

- a. The size of the drill deck will be 75 x 50 ft. The Color Guard will consist of 4 members. It will have a National Colors Bearer, a Marine Corps Color Bearer or a Navy Colors Bearer and two rifle bearers. (If you do not have a service flag, a state flag may be substituted.)
- b. Drill cards can be found in enclosure (4). Scoring procedures are listed on the drill cards.
- c. Each member shall be in the uniform of the day. Nametags are not required. Ribbons may be removed.
- d. The following outlines the procedures for Drill:
 - i. Senior Color Bearer shall have their Color Guard wait in the ready area at prescribed time. The Head Judge will approach the Senior Color Bearer when all judges are ready to evaluate. He will ask him/her if they have any questions, and answer their questions.
 - ii. Immediately following, the Senior Color Bearer shall begin the routine. The Color Guard may enter the drill deck from any direction, as long as it does not interfere with any other ongoing evaluation.
 - iii. The Senior Color Bearer shall then give the report to the Head Judge: "Sir, _____ (school name) requests permission to use the drill deck, sir." When finished with the routine, the Senior Color Bearer will report out to the Head Judge: "Sir, _____ (school name) requests permission to exit the drill deck, sir." Judge will move to where Senior Color Bearer specifies for report in and report out.
- e. Points will be deducted for improper movement, improper commands, any commands given on the wrong foot, commands given on the wrong sequence, boundary infractions, and movements not in compliance with MCO P5060.20. The judges will use Navy Nationals SOP Sect 8.4 for their evaluation.

IDR Knockout

- a. IDR Knockout will not impact overall score. This competition is meant to provide a means to distinguish those with the best attention to detail in matters of drill.
- b. **This is an armed competition.** All participants shall be armed with a service rifle outlined in the General Instructions.
- c. Personnel shall be "knocked out" based on the discretion of the graders. All decisions are final. Judges will use Navy Nationals SOP Sect 8.5 for their evaluation.
- d. Those participating will form up when time is called and fall in a mass formation. Caller will give two commands to familiarize the participants with his voice. After that, all commands unless otherwise specified, will be graded.

Personnel Inspection

- a. Personnel inspection will consist of a platoon. The platoon will consist of 15 members, formed into three squads with one unit leader.
- b. Personnel inspection will impact overall score. This competition is meant to provide a means to distinguish those units with the best attention to detail in matters of uniform preparation, bearing, and general knowledge.
- c. All personnel are required to wear ribbons and nametags for this event. This is an unarmed competition; no members of the platoon will be armed with a rifle or sword. Each individual will be asked 3 questions. These questions will come from several areas: chain of command, rank structure (Navy and Marine Corps), general Navy & Marine Corps history, Code of Conduct, General Orders.
- d. Those participating will form for inspection when the judges are ready. The unit leader will report that the platoon is formed and ready for inspection. Evaluation begins at that time and continues until the entire platoon has been evaluated. The judges will use Navy Nationals SOP Sect 9 for their evaluation.