

John J. Pershing Memorial Drill Competition SOP

National Society of Pershing Rifles

STANDARD OPERATING PROCEDURES

PR FORM 330

DECEMBER 2010
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NATIONAL SOCIETY OF PERSHING RIFLES



National Headquarters
National Society of Pershing Rifles
Approved: December 2009

2010 John J. Pershing Memorial Drill Competition

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John J. Pershing Memorial Drill Competition

Date and Location

Date: 20 March 2010
Location: Florida State University, Tallahassee, FL

Command and Signal

Primary communication during event will be conducted through Motorola radios.

Memorial Drill Competition (MDC) Staff
Officer In Charge (OIC):

P/R 2nd Lieutenant (2LT) MiMi Jones

Non-Commissioned Officer In Charge (NCOIC):

P/R Corporal (CPL) Betsy Helman

Registration

Mail-In Registration contained within the National Convention Registration Packet (PRF 331).

Eligibility

- I. All units participating in the MDC are required to be present at the National Legislative Meeting held on 19 March 2010. Any unit not represented will not be eligible to participate in the MDC without excusal from the event OIC.
- II. Any active Pershing Rifles Unit in good standing with the National Headquarters may register one or more teams as participants in the MDC in accordance with (IAW) this SOP.

- III. All registered teams must consist entirely of Pershing Riflemen holding active status within their respective Chartered Units and listed on the unit's official PRF 101 (UTO). Specifically, no pledges or members placed on probation or inactive status are allowed to compete. Teams found in violation of this rule will be disqualified from the competition.
- IV. All registered teams must consist of Riflemen from the same Chartered Unit.
- V. Under no circumstances may any Rifleman participate on more than one (1) more team in the same category.
- VI. A single active Chartered Unit may not field more than two (2) teams in any event with the exception of Individual and Duet Exhibition Drill where the maximum is three (3).

Conduct of the Competition

Uniforms

- I. Uniforms worn by any competitor will be IAW the SOP of the Chartered Unit represented by the Rifleman.
- II. All active Pershing Riflemen not involved in the MDC shall wear Business Casual dress at a minimum. Business Casual is defined as a pair of khaki pants or slacks with a button down dress shirt for men and a pair of slacks or skirt with appropriate blouse for women, *at a minimum*. ACUs, BDUs, Class "A" Uniforms, or Service Dress Equivalent are preferable. Jeans, T-Shirts, and Sneakers are not acceptable. Slacks and khaki pants that are frayed, torn, or improperly worn are also not acceptable.
- III. Any violation of this section shall be subject to administrative disciplinary action by the MDC OIC. The decision of the OIC is final.

Formations

- I. The MDC will commence with a formation of all participating teams, organized by Company. Only Riflemen participating in the MDC are required to attend the first formation, however all active Pershing Riflemen are welcome.
- II. The MDC will conclude with a final formation of all active Pershing Riflemen in attendance. An Honorary Judge will present competition awards during the final formation while the National Commander presents all other (Society) awards.
- III. All formations will be conducted IAW Annex I of this document. All Drill Platoon Commanders are expected to ensure that their teams are aware of the regulations and policies outlined in Annex I prior to arrival.

Events

- I. The MDC will consist of nine (9) events. Participating units may enter any or all of the events below IAW this SOP. Requirements for each event are outlined in the various annexes to this document.
 - a. Platoon Exhibition Drill
 - b. Squad Exhibition Drill
 - c. Team Exhibition Drill
 - d. Duet Exhibition Drill
 - e. Individual Exhibition Drill
 - f. Platoon Regulation Drill
 - g. Squad Regulation Drill
 - h. Color Guard Drill
 - i. Individual Regulation Drill (Knockout)

Judging

- I. Judges for the MDC are NCOs from the local National Guard Unit in Tallahassee.
- II. One (1) Head Judge and two (2) Judges will be utilized for evaluation of all platoon and squad events.
- III. Two (2) Judges will be utilized for evaluation of all team, individual and duet exhibition events.
- IV. All Judges in attendance will be utilized for evaluation of Individual Regulation Drill (Knockout).
- V. To avoid confusion, all commands shall be executed IAW FM 3-21.5, the U.S. Army Drill and Ceremonies Field Manual.

Scoring

- I. Scoring for all events will begin when the first competitor crosses the ready line, and end when the last competitor crosses the ready line.
- II. The score given by an individual judge will stand as final. Appeals will only be considered in the event that a decision is in direct contradiction to this document. Final authority rests with the event OIC.
- III. At no time should any attendee of the MDC approach any judge or MDC staff member in reference to scoring. All questions concerning scoring should be directed to the MDC OIC or AOIC. If an individual is found in violation of this section, the team associated with the individual shall be disqualified from competition. The decision of the AOIC is final, second only to that of the OIC.
- IV. Tied scores will be broken in the following manner:
 - a. For all events, the individual or team with the highest score from the Head Judge will be considered the winner.

Time

- I. Timing for all events will begin when the first competitor crosses the ready line, and end when the last competitor crosses the ready line.
- II. An official timer will keep the time for each event.
- III. A penalty of two (2) points for each second over the maximum or under the minimum time will be assessed to the total score of the team violating the limitations.

Entrance and Exit from the Drill Area

- I. Each unit will be placed on the ready line by an official starter or Head Judge, and will enter the floor upon notification.
- II. All units are required, after they have entered the drill floor, to present arms to the Head Judge and verbally request permission to enter the competition except where otherwise noted in this document. Upon completion of the unit's routine, the unit will again present arms and verbally report out.

Penalty Points

- I. Penalty points or Company disqualification may be assessed at any time during the meet that a team or individual is found to have committed a grave misuse of the facilities provided.
- II. Any witnessed abuse of team's members or any conduct found to be unbecoming of an officer and a gentleman or lady at anytime during the competition, on or off the field of competition, may be reprimanded with penalty points, revocation of awards, disqualification and/or termination from the MDC. The final authority for events of this nature rests with the event OIC.
- III. The Head Judge for a drill area is responsible for all penalty assessments within their respective areas.

Special Equipment Rules

- I. Unless otherwise noted, all weapons carried by team members will be complete rifles, weighing approximately ten pounds each. A complete rifle is composed of a trigger, bolt, and other functional mechanisms. The weapon must be capable of completing an "Inspection Arms" and "Ready Port Arms" upon command. Acceptable drill weapons include the M1903 Springfield (all models), M1 Garand, and the M14 Rifle. The use of any other weapon will result in automatic disqualification. M-16's, M-60's, etc are not acceptable drill weapons.
- II. Original unmodified Daisy brand Springfield 1903 and Glendale brand M1 Garand "clone" drill weapons shall be permitted in competition, without a functioning trigger assembly.
- III. Any other weapon used by a unit must be prior approved by MDC OIC before being entered into competition.
- IV. The use of bayonets on any weapon is **NOT** authorized. Team found using bayonets will automatically be disqualified from the competition.
- V. Commanders must be armed with a rifle, saber, pistol or sword during any event in which the unit is armed. In events in which the unit is unarmed the commander may be armed with said weapons at his or her discretion.
- VI. The use of taps on the bottom of the competitors' shoes is strictly prohibited. However side taps that do not touch the floor are allowed.

- VII. Lights, fireworks, or other pyrotechnics are not allowed in any event. No loudspeakers, music, or other means of keeping cadence besides the Commander's voice will be allowed.
- VIII. Commanders must memorize all commands. Use of drill sheets will result in disqualification.
- IX. Any exception to the section "Special Equipment Rules" may be submitted to the MDC OIC for approval prior to the event. The decision of the OIC is final.

Honor Company Competition

- I. Honor Company will be awarded to the best overall Company. Competition for Honor Company will be based on a point system. The competition will consist of the total number of points awarded (and penalized) by all judges in the listed events. (PLEASE NOTE: Points accrued from the team, individual and duet events will not be counted towards Honor Company). These events are as follows:

a. Platoon Exhibition Drill	900 possible points (3 judges X 300 pts.)
b. Squad Exhibition Drill	900 possible points (3 judges X 300 pts.)
c. Platoon Regulation Drill	900 possible points (3 judges X 300 pts.)
d. Squad Regulation Drill	1000 possible points (3 judges X 300 pts. +100 pts inspection)
e. Color Guard Drill	600 possible points (3 judges X 200 pts.)
f. Team Exhibition Drill	200 possible points (2 judges X 100 pts.)

4500 Total points possible

- II. The Company receiving the highest number of points will be awarded Honor Company.
- III. Best Commander and Best Inspection awards will not be used to calculate the Honor Unit. However, points are awarded in other events for inspection and command.
- IV. Companies may enter up to two teams in all events, IAW this document. The score entered for Honor Company will be an average of the scores of all teams competing in the same event. As stated, no rifleman may compete on two separate teams in the same event.
- V. The purpose of the Honor Company Competition is to recognize the most outstanding and well rounded Company in Drill and Ceremonies. The achievement of this award is an indication of the overall outstanding effort and level of excellence of this Company.
- VI. In addition to the Honor Company trophy, the winning Company will also earn the title of "Varsity Rifles" for the year following the 2010 John J. Pershing Memorial Drill Competition. This unit will be authorized to wear the Varsity Rifles unit Citation for the duration of the title year. The Varsity Rifles unit citation is a white ribbon bearing a gold "V" device, framed by an Army regulation gilt citation frame.

Photographers

- I. No photographers will be allowed on the drill floor unless authorized by the MDC OIC.

- II. There will be no restrictions on the use of cameras (flash, movie, etc) operated from the spectator seating area.

Awards

The Awards Ceremony will take place IAW the Awards SOP as listed in Annex I of this document.

- I. The following MDC awards will be presented at the final formation:
 - a. Platoon Exhibition Drill
 - i. First Place Trophy
 - ii. Second Place Trophy
 - iii. Third Place Trophy
 - b. Squad Exhibition Drill
 - i. First Place Trophy
 - ii. Second Place Trophy
 - iii. Third Place Trophy
 - c. Team Exhibition Drill
 - i. First Place Trophy
 - ii. Second Place Trophy
 - iii. Third Place Trophy
 - d. Duet Exhibition Drill
 - i. First Place Trophy
 - ii. Second Place Trophy
 - iii. Third Place Trophy
 - e. Individual Exhibition Drill
 - i. First Place Trophy
 - ii. Second Place Trophy
 - iii. Third Place Trophy
 - f. Platoon Regulation Drill
 - i. First Place Trophy
 - ii. Second Place Trophy
 - iii. Third Place Trophy
 - g. Squad Regulation Drill
 - i. First Place Trophy
 - ii. Second Place Trophy
 - iii. Third Place Trophy
 - h. Individual Regulation Drill (Knockout)
 - i. First Place Plaque and Medal
 - ii. Second Place Medal
 - iii. Third Place Medal
 - iv. Forth Place Medal
 - v. Fifth Place Medal

- i. Color Guard Drill
 - i. First Place Trophy
 - ii. Second Place Trophy
 - iii. Third Place Trophy
 - j. Miscellaneous Awards
 - i. Best Commander Trophy
 - ii. Best Inspection Trophy
- II. In addition to the awards listed above, guidon and/or color streamers will be presented to Companies receiving the following honors, at the discretion of the National Commander. In addition, the National Commander may present any Society awards at this time.
- a. Honor Company (Streamer: "Varsity Rifles")
 - b. Best Regiment (Streamer: "Best Regiment 2010")
 - c. Most Improved Regiment (Streamer: "Most Improved Regiment 2010")
 - d. Best Company (Streamer: "Best Company 2010")
 - e. Most Improved Company (Streamer: "Most Improved Company 2010")

Command and Signal

- I. This command will maintain a Head Table in close proximity to the drill areas. It will be manned by the MDC OIC and/or AOIC as well as any other selected staff at all times.
- II. When positioned at the Head Table, the MDC OIC and/or AOIC will be in charge of all activities on the drill floor.
- III. The MDC OIC will have final authority in any dispute.
- IV. Company Commanders and Drill Platoon / Team Commanders are responsible for the following at all times:
 - a. Conduct of their Personnel
 - b. Knowledge of Competition Times for their Teams
 - c. Providing proper representation in the event they have to leave the drill floor
- V. Throughout the competition, the Chain of Command will be utilized. If at any time during the competition a problem arises, Riflemen are required to first address the problem with their Company Commander. In the event the Company Commander cannot resolve the problem, then and only then will the event OIC (or AOIC) be consulted.

Concept of Operations

I. Movement

The MDC OIC, AOIC, and event Support Staff will arrive at Florida State University no later than (NLT) 0600 on 20 March 2010 to begin final preparations. Competitors will arrive at the determined location NLT 0700. Transportation assistance from the event hotel to the event location will not be provided by the National Headquarters, unless it is arranged by the Company Commander prior to this event.

II. Pre-Competition Preparations

At 0730, the MDC OIC will meet with the supporting personnel for the Judges Meeting. Rules and regulations for the event will be reviewed, and all judges will be given their assignments.

At 0745, the MDC OIC will meet with all Drill Platoon / Team and Company Commanders in a Commander's Call. At the meeting, the timeline for the event will be reviewed, and Commanders will be given an opportunity to address any concerns or questions they may have to the event OIC.

During this time, members of the Support Staff will continue any final preparations for the event.

III. First Formation

The First Formation will be conducted NLT 0830. The guidelines for each formation are outlined in Annex I of this document.

IV. Drill Competition

The MDC will commence at the conclusion of the First Formation. A final schedule of events will be distributed to the Society at registration on 17 March 2010 at the event hotel. Any deviation from the final schedule of events will be announced over a loud speaker during the competition by the Head Table. The competition will conclude NLT 1600. Upon conclusion, all active Pershing Riflemen should make their way to the drill floor to prepare for the Final Formation and Awards Ceremony.

V. Final Formation

The Final Formation will be conducted NLT 1600 and will conclude NLT 1700. The guidelines for each formation are outlined in Annex I of this document.

VI. Movement

All attendees will move from the determined location to the event hotel NLT 1730. Transportation from the determined location to the event hotel will be coordinated as stated above in Section I.

Annex A: Exhibition Platoon and Squad Requirements

General

- I. Each Exhibition Platoon Element will consist of not less than twelve (12) Pershing Riflemen and not more than twenty-one (21) Pershing Riflemen, excluding the Platoon Leader.
- II. Each Exhibition Squad Element will consist of not less than six (6) Pershing Riflemen and not more than ten (10) Pershing Riflemen, excluding the Squad Leader.
- III. For Platoon and Squad elements, the unit commander will carry a weapon as stated previously in this document.
- IV. Guidon bearers will be authorized, but not required in the Platoon Exhibition Routines. If a Guidon bearer is used, they will carry the guidon in a military manner. No spinning of the guidon is allowed.

Concept of Operations

- I. Exhibition Platoon and Squad Elements are limited only by the creativity and ingenuity of the unit.
- II. Each element will begin their sequence centered on the Head Judge and verbally request permission to enter the competition, with an appropriate present arms movement.
- III. The minimum time limit for all elements is six (6) minutes, and the maximum time is ten (10) minutes.

Scoring

- I. Three (3) Judges will score Exhibition Platoon and Squad Elements. Each Judge will have a maximum of three hundred (300) points to award.
- II. All scoring and timing will begin when the first competitor crosses the ready line, and will end when the last competitor crosses the ready line.
- III. The judging criteria will be as follows:

Criteria	Explanation	Points
Precision	Overall Exactness of Movements	50
Transition	Flow and Movement of Sequence	30
Difficulty	Intricacies of Sequence and Difficulty of Movements	50
Variety	Encourages a Mixture of Movement Styles	30
Originality	New or Unusual Types of Movements	50
Appearance	Uniform Sharpness and Military Style	10
Floor Coverage	Encourages the Use of the Whole Drill Area	20
Command	Commander's Actions, Bearing, and Command Voice	10
Military Bearing	Sense of Military Bearing Throughout the Routine	50

2010 John J. Pershing Memorial Drill Competition

Date: 20 March 2010
Location: Florida State University



Platoon and Squad Exhibition Drill Score Card

Company Designation: _____

Circle One: Platoon #1 #2 Squad #1 #2

_____ (50 Points) **PRECISION:** The overall exactness that a movement should possess. This includes the dress and cover of a unit while marching as well as at the halt.

_____ (30 Points) **TRANSITION:** The flow of the drill routine. Does it flow smoothly or is it choppy and awkward?

_____ (50 Points) **DIFFICULTY:** The intricacies of the sequence. This includes the number of members in the unit, the type of weapon used, and the difficulty of the movements used in the sequence.

_____ (30 Points) **VARIETY:** Does the sequence become repetitious? Does the element use a variety of movements, both stationary and moving?

_____ (50 Points) **ORIGINALITY:** Movements not often seen by the judge; new and unusual movements or formations will be considered favorably. The Judge will consider each element as if it were the first on the floor.

_____ (10 Points) **APPEARANCE:** How is the unit dressed? Is the uniform consistent throughout the element? Are the uniforms sharp and attractive? Any uniform is allowed so long as it is of a military nature.

_____ (20 Points) **FLOOR COVERAGE:** Does the sequence involve coverage of large parts of the drill area? This is meant to discourage stationary sequences and simple marching up and down the floor.

_____ (10 Points) **COMMAND:** How the Commander reports to the Head Judge, and how his or her actions portray a Command Presence on the floor. This score should include the Commander's Military Bearing and Command Voice.

_____ (50 Points) **MILITARY BEARING:** How well an individual or the element as a whole recovers from mistakes, as well as overall Military Bearing throughout the routine.

JUDGE'S COMMENTS:

TOTAL SCORE: _____ / 300

SIGNATURE OF JUDGE _____

Annex B: Exhibition Team, Duet and Individual Requirements

General

- I. Each Exhibition Team Element will consist of four (4) Pershing Riflemen.
- II. Each Exhibition Duet Element will consist of two (2) Pershing Riflemen.
- III. Each Exhibition Individual Element will consist of one (1) Pershing Rifleman.

Concept of Operations

- IV. Exhibition Team, Duet and Individual Elements are limited only by the creativity and ingenuity of the unit.
- V. Each element will begin their sequence centered on the Head Judge and verbally request permission to enter the competition, with an appropriate present arms movement.
- VI. The minimum time for Team Exhibition Elements is five (5) minutes, and the maximum is eight (8) minutes.
- VII. The minimum time limit for Exhibition Duet Elements is five (5) minutes, and the maximum time is eight (8) minutes.
- VIII. The minimum time limit for Exhibition Individual Elements is three (3) minutes, and the maximum time is five (5) minutes.

Scoring

- IX. Two (2) Judges will score Exhibition team, Duet and Individual Elements. Each Judge will have a maximum of two hundred (200) points to award.
- X. All scoring and timing will begin when the first competitor crosses the ready line, and will end when the last competitor crosses the ready line.
- XI. The judging criteria will be as follows:

Criteria	Explanation	Points
Precision	Overall Exactness of Movements	30
Transition	Flow and Movement of Sequence	30
Difficulty	Intricacies of Sequence and Difficulty of Movements	30
Variety	Encourages a Mixture of Movement Styles	20
Originality	New or Unusual Types of Movements	30
Appearance	Uniform Sharpness and Military Style	20
Floor Coverage	Encourages the Use of the Whole Drill Area	10
Military Bearing	Sense of Military Bearing Throughout the Routine	30

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Date: 20 March 2010
Location: Florida State University



Duet and Individual Exhibition Drill Score Card

Company Designation: _____

Circle One:	Team	#1	#2	Duet	#1	#2	#3
	Individual	#1	#2	#3			

_____ (30 Points) **PRECISION:** The overall exactness that a movement should possess. This includes the dress and cover of a unit while marching as well as at the halt.

_____ (30 Points) **TRANSITION:** The flow of the drill routine. Does it flow smoothly or is it choppy and awkward?

_____ (30 Points) **DIFFICULTY:** The intricacies of the sequence. This includes the number of members in the unit, the type of weapon used, and the difficulty of the movements used in the sequence.

_____ (20 Points) **VARIETY:** Does the sequence become repetitious? Does the element use a variety of movements, both stationary and moving?

_____ (30 Points) **ORIGINALITY:** Movements not often seen by the judge. New and unusual movements or formations will be considered favorably. The Judge will consider each element as if it were the first on the floor.

_____ (20 Points) **APPEARANCE:** How is the unit dressed? Is the uniform consistent throughout the element? Are the uniforms sharp and attractive? Any uniform is allowed so long as it is of a military nature.

_____ (10 Points) **FLOOR COVERAGE:** Does the sequence involve coverage of large parts of the drill area? This is meant to discourage stationary sequences and simple marching up and down the floor.

_____ (30 Points) **MILITARY BEARING:** How well an individual or the element as a whole recovers from mistakes, as well as overall Military Bearing throughout the routine.

JUDGE'S COMMENTS:

TOTAL SCORE: _____ / 200

SIGNATURE OF JUDGE _____

Annex C: Regulation Platoon and Squad Requirements

General

- I. Each Regulation Platoon Element will consist of not less than twelve (12) Pershing Riflemen and not more than twenty-one (21) Pershing Riflemen, excluding the Platoon Leader.
- II. Each Regulation Squad Element will consist of not less than six (6) Pershing Riflemen and not more than ten (10) Pershing Riflemen, excluding the Squad Leader.
- III. All formations and the movements of such shall be IAW FM 3-21.5.
- IV. For Platoon and Squad elements, the unit commander shall carry an approved weapon. This weapon shall be utilized properly IAW FM 3-21.5.
- V. Guidon bearers shall be authorized, but not required in the Platoon Regulation Routines, and all movements shall be IAW FM 3-21.5.

Scoring

- I. All drill movements will be IAW FM 3-21.5. All commands must be stated exactly as written on the score sheets to eliminate any confusion on the part of the judges.
- II. Platoon and Squad Elements will have ten (10) minutes to complete the sequence, and may be awarded as many as three hundred (300) points for Platoon and three hundred (300) points for Squad by each judge. Three judges will evaluate each element.
Note: **The sequences for Platoon and Squad are not the same.**
- III. Each Squad Element will be awarded a maximum of one hundred (100) points for inspection. The inspection will be graded by the Head Judge only, however other Judges may move freely about the drill area, with the permission of the Head Judge.
 - A. The inspection will be conducted immediately prior to the team commencing Squad Regulation drill.
 - B. Inspection knowledge required can be found in Annex H.
- IV. The total number of points that an element can earn for Platoon or Squad Basic is nine hundred (900) for Platoon and one thousand (1000) for Squad (900 performance+ 100 inspection).
- V. Any movements without an accompanying grading scale will be performed, but not graded. Penalty points will be deducted for extra movements as noted below.

Penalty Points

- I. Omission of required movements will result in a score of zero (0) for that movement.
- II. All added movements will result in a penalty of five (5) points per movement.
- III. Any movements executed out of sequence will be counted as added movements, and will result in a penalty of five (5) points per movement.
- IV. Marking time, or executing half steps out of sequence, or any other slowing down of normal marching cadence in order to complete a required movement is not allowed. The Head Judge may deduct up to thirty (30) points from the element's final score for not maintaining a proper cadence or length of step during the Regulation phase of the competition

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Date: 20 March 2010
 Location: Florida State University



Platoon Regulation Drill Score Card

Company Designation: _____ #1 #2

Each command from the sequence will be ranked 0 – 5, with 5 being the best. The Commander will be rated individually for three areas listed below. The Commander will be rated individually for four areas listed below. Note: All penalty points will be noted on the Head Judge’s Penalty sheet.

Commander

Military Bearing (0 – 10) _____
 Command Voice (0 – 10) _____
 Reporting Procedures (0 – 20) _____
 Total for Commander: _____

Please circle the determined score for each command.

- | | |
|---|--|
| <p>0 1 2 3 4 5 1. Present/Order Arms (Report)</p> <p>0 1 2 3 4 5 2. Inspection Arms</p> <p>0 1 2 3 4 5 3. Ready Port Arms</p> <p>0 1 2 3 4 5 4. Order Arms</p> <p>0 1 2 3 4 5 5. Dress Right Dress</p> <p>0 1 2 3 4 5 6. Ready Front</p> <p>0 1 2 3 4 5 7. Parade Rest</p> <p>0 1 2 3 4 5 8. Platoon Attention</p> <p>0 1 2 3 4 5 9. 15-Count Manual of Arms</p> <p>0 1 2 3 4 5 10. Count Off</p> <p>0 1 2 3 4 5 11. Open Ranks March</p> <p>0 1 2 3 4 5 12. Close Ranks March</p> <p>0 1 2 3 4 5 13. Left Step March</p> <p>0 1 2 3 4 5 14. Platoon Halt</p> <p>0 1 2 3 4 5 15. Left Face</p> <p>0 1 2 3 4 5 16. Right Step March</p> <p>0 1 2 3 4 5 17. Platoon Halt</p> <p>0 1 2 3 4 5 18. About Face</p> <p>0 1 2 3 4 5 19. Right Shoulder Arms</p> <p>0 1 2 3 4 5 20. Forward March</p> <p>0 1 2 3 4 5 21. Column Right March</p> <p>0 1 2 3 4 5 22. Column Right March</p> <p>0 1 2 3 4 5 23. Right Flank March</p> <p>0 1 2 3 4 5 24. Left Flank March</p> <p>0 1 2 3 4 5 25. Column Right March</p> <p>0 1 2 3 4 5 26. Left Shoulder Arms</p> | <p>0 1 2 3 4 5 27. Counter Column March</p> <p>0 1 2 3 4 5 28. Rear March</p> <p>0 1 2 3 4 5 29. Rear March</p> <p>0 1 2 3 4 5 30. Platoon Halt</p> <p>0 1 2 3 4 5 31. File from the Right March</p> <p>0 1 2 3 4 5 32. Platoon Halt</p> <p>0 1 2 3 4 5 33. Column of threes to the Left March</p> <p>0 1 2 3 4 5 34. Port Arms</p> <p>0 1 2 3 4 5 35. Column Left March</p> <p>0 1 2 3 4 5 36. Column Left March</p> <p>0 1 2 3 4 5 37. Left Shoulder Arms</p> <p>0 1 2 3 4 5 38. Platoon Halt</p> <p>0 1 2 3 4 5 39. Column Half Left March</p> <p>0 1 2 3 4 5 40. Column Half Left March</p> <p>0 1 2 3 4 5 41. Rear March</p> <p>0 1 2 3 4 5 42. Rear March</p> <p>0 1 2 3 4 5 43. Eyes Right</p> <p>0 1 2 3 4 5 44. Ready Front</p> <p>0 1 2 3 4 5 45. Column Left March</p> <p>0 1 2 3 4 5 46. Port Arms</p> <p>0 1 2 3 4 5 47. Right Shoulder Arms</p> <p>0 1 2 3 4 5 48. Column Left March</p> <p>0 1 2 3 4 5 49. Left Flank March</p> <p>0 1 2 3 4 5 50. Change Step March</p> <p>0 1 2 3 4 5 51. Platoon Halt</p> <p>0 1 2 3 4 5 52. Present Arms (Report Out)</p> |
|---|--|

Comments:

Judge’s Signature: _____

TOTAL _____ / 300

2010 John J. Pershing Memorial Drill Competition

Date: 20 March 2010
 Location: Florida State University



Squad Regulation Drill Score Card

Company Designation: _____ #1 #2

Each command from the sequence will be ranked 0 – 5, with 5 being the best. The Commander will be rated individually for four areas listed below. Note: All penalty points will be noted on the Head Judge’s Penalty sheet.

Commander

Military Bearing (0 – 10) _____
 Command Voice (0 – 10) _____
 Reporting Procedures (0 – 20) _____

Total for Commander: _____

Enter Drill Area, Halt before Head Judge

- | | | | |
|-------------|---|-------------|------------------------------|
| 0 1 2 3 4 5 | 1. Present Arms (Report In) | 0 1 2 3 4 5 | 28. Right Shoulder Arms |
| 0 1 2 3 4 5 | 2. Order Arms | 0 1 2 3 4 5 | 29. Column Right March |
| 0 1 2 3 4 5 | 3. Inspection Arms | 0 1 2 3 4 5 | 30. Port Arms |
| 0 1 2 3 4 5 | 4. Ready Port Arms | 0 1 2 3 4 5 | 31. Right Flank March |
| 0 1 2 3 4 5 | 5. Order Arms | 0 1 2 3 4 5 | 32. Left Shoulder Arms |
| 0 1 2 3 4 5 | 6. Backward March | 0 1 2 3 4 5 | 33. Port Arms |
| 0 1 2 3 4 5 | 7. Squad Halt | 0 1 2 3 4 5 | 34. Right Shoulder Arms |
| 0 1 2 3 4 5 | 8. Dress Right Dress | 0 1 2 3 4 5 | 35. Rear March |
| 0 1 2 3 4 5 | 9. Ready Front | 0 1 2 3 4 5 | 36. Change Step March |
| 0 1 2 3 4 5 | 10. Right Face | 0 1 2 3 4 5 | 37. Right Flank March |
| 0 1 2 3 4 5 | 11. Port Arms | 0 1 2 3 4 5 | 38. Column Right March |
| 0 1 2 3 4 5 | 12. Forward March | 0 1 2 3 4 5 | 39. Column Left March |
| 0 1 2 3 4 5 | 13. Left Flank March | 0 1 2 3 4 5 | 40. Column Right March |
| 0 1 2 3 4 5 | 14. Right Flank March | 0 1 2 3 4 5 | 41. Column Right March |
| 0 1 2 3 4 5 | 15. Right Shoulder Arms | 0 1 2 3 4 5 | 42. Left Flank March |
| 0 1 2 3 4 5 | 16. Squad Halt | 0 1 2 3 4 5 | 43. Mark Time March |
| 0 1 2 3 4 5 | 17. Column of Twos to the
Left March | 0 1 2 3 4 5 | 44. Squad Halt |
| 0 1 2 3 4 5 | 18. Forward March | 0 1 2 3 4 5 | 45. Order Arms |
| 0 1 2 3 4 5 | 19. Rear March | 0 1 2 3 4 5 | 46. About Face |
| 0 1 2 3 4 5 | 20. Rear March | 0 1 2 3 4 5 | 47. About Face |
| 0 1 2 3 4 5 | 21. Left Flank March | 0 1 2 3 4 5 | 48. Dress Right Dress |
| 0 1 2 3 4 5 | 22. Right Flank March | 0 1 2 3 4 5 | 49. Ready Front |
| 0 1 2 3 4 5 | 23. Squad Halt | 0 1 2 3 4 5 | 50. Parade Rest |
| 0 1 2 3 4 5 | 24. File from the Right,
Column Right, March | 0 1 2 3 4 5 | 51. Squad Attention |
| 0 1 2 3 4 5 | 25. Column Right March | 0 1 2 3 4 5 | 52. 15-Count Manual of Arms |
| 0 1 2 3 4 5 | 26. Left Shoulder Arms | 0 1 2 3 4 5 | 53. Present Arms(Report Out) |
| 0 1 2 3 4 5 | 27. Port Arms | 0 1 2 3 4 5 | 54. Order Arms |

Exit Drill Area

Judge’s Signature: _____

TOTAL _____ / 300

2010 John J. Pershing Memorial Drill Competition

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Inspection Score Card

Company Designation: _____ #1 #2

Inspection Assessment:

- _____ (5 Points) ENTRANCE: The overall assessment of the element's entrance onto the Inspection Floor. Include reporting procedures.
- _____ (20 Points) MILITARY BEARING: The overall assessment of the element's Military Bearing.
- _____ (10 Points) UNIFORM: Is the uniform consistent throughout the element? Are the uniforms sharp and attractive? Any uniform is allowed so long as it is of a military nature.
- _____ (10 Points) GROOMING: Is the element properly groomed?
- _____ (10 Points) KNOWLEDGE: How familiar is the element with basic military knowledge? (Avoid branch specific questions.)
- _____ (10 Points) CONFIDENCE: How confident if the element?
- _____ (10 Points) WEAPON: How well does the element know the manual of arms for the weapon carried? How well does the element know specific details about the weapon carried (i.e. Serial Number)?
- _____ (20 Points) COMMANDER: Overall assessment of the element's commander. Include bearing, knowledge, uniform, etc.
- _____ (5 Points) EXIT: The overall assessment of the element's exit off of the Inspection Floor. Include reporting procedures.

JUDGE'S COMMENTS:

Judge's Signature: _____

TOTAL _____ / 100

Annex D: Regulation Individual "Knockout" Requirements

General

- I. The "Knockout" Competition will be conducted in one mass formation of all competing Pershing Riflemen. Each Company may enter as many Riflemen as they desire in this event.
- II. All commands must be executed IAW FM 3-21.5.
- III. At various times throughout the event, the judge calling commands may order the element to cover down in order to reduce massive gaps between competitors, and to maintain the formation's integrity.
- IV. The competition will be conducted under arms. Rifles are the only authorized arms to be carried in knockout competition. No sabers, swords, pistols, etc.
- V. Awards will be presented to the final five (5) finishers. In the event that a certain number of Riflemen are eliminated resulting in less than five (5) contestants, the Riflemen eliminated will return to the drill floor until exactly five (5) remain. The same procedure will be used to determine individual placements. (Once there are only five (5) contestants remaining, they must be removed one (1) by one (1).)

Procedure

- I. All available judges will be utilized for the "Knockout" Competition. The Head Judge for the event will call commands from the front of the formation.
- II. The competition will be of a single elimination drill-off. The decision made by any judge is final. No exceptions will be made to this rule. Judges will not inform all Riflemen removed from the competition of the reason why they were removed. Judges will not be approached for any reason concerning the knockout competition. All complaints concerning the procedure of the competition should be brought to the attention of the MDC OIC. Any argument on the reason or basis of a judge's decision will result in the disqualification of the contestant in question. The decision of the OIC is final.
- III. Improper commands, such as "Right Shoulder, ARMS" from the position of "Present, ARMS", may be given. Trick commands such as "Present, HANDS" will not be given.
- IV. Once the element is of squad size, the Head Judge may call marching commands. Until then, all commands will be stationary.
- V. The Head Judge shall be in full control of the event during competition, and may suspend the rules as he sees fit.

Annex E: Color Guard Requirements

General

- I. Each Color Guard Element will consist of either four (4) or five (5) Pershing Riflemen. The size of the element will not affect the judges' scoring.
- II. All Color Guard Elements will be armed with complete, full-weight, authorized rifles only.
- III. The competition will begin with the command "Mark Time March" performed within the drill area, past the ready line – and end with the command "Forward March" also performed within the drill area, before re-crossing the ready line.
- IV. Timing will begin when the element crosses the ready line, and end when the element crosses the ready line.
- V. Commands must be given IAW FM 3-21.5.

Scoring

- I. All drill movements will be IAW FM 3-21.5. All commands must be stated exactly as written on the score sheets to eliminate any confusion on the part of the judges.
- II. Color Guard elements will have ten (10) minutes to complete the sequence, and may be awarded as many as two hundred (200) points by each judge. Two (2) judges will evaluate each element.
- III. The total number of points that an element can earn is four hundred (400).
- IV. Any movements without an accompanying grading scale will be performed, but not graded. Penalty points will be assessed for added movements as noted below.

Penalty Points

- I. Omission of required movements will result in a score of zero (0) for that movement.
- II. All added movements will result in a penalty of five (5) points per movement.
- III. Any movements executed out of sequence will be counted as added movements, and will result in a penalty of five (5) points per movement.
- IV. Marking time, or executing half steps out of sequence, or any other slowing down of normal marching cadence in order to complete a required movement is not allowed. The Head Judge may deduct up to thirty (30) points from the element's final score for not maintaining a proper cadence or length of step during the Regulation phase of the competition.
- V. Any movement executed in such a manner as to disgrace the U.S. Flag (such as dipping, dropping, etc.) shall result in a score of zero (0) for the **event**. This rule shall apply on and off the field of competition. The decision of the Head Judge of the color guard drill area shall be final during performance. The decision of the MDC OIC shall be final for discrepancies outside the color guard drill area.

2010 John J. Pershing Memorial Drill Competition

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Location: Florida State University



Color Guard Score Card

Company Designation: _____ #1 #2

Each command from the sequence will be ranked 0 – 5, with 5 being the best. Commands without a scoring reference are to be performed outside of the drill area and will not be graded. Note: There will be no Report In for this event. The Head Judge will notify the Team when to begin.

Guard Attention

Carry Colors

Forward March (cross ready line)

- | | | | |
|-------------|--------------------------|-------------|--------------------------|
| 0 1 2 3 4 5 | 1. Mark Time March | 0 1 2 3 4 5 | 21. Right Wheel March |
| 0 1 2 3 4 5 | 2. Guard Halt | 0 1 2 3 4 5 | 22. Forward March |
| 0 1 2 3 4 5 | 3. Sling Arms | 0 1 2 3 4 5 | 23. Colors Reverse March |
| 0 1 2 3 4 5 | 4. Post | | (Forward March) |
| 0 1 2 3 4 5 | 5. Uncase the Colors | 0 1 2 3 4 5 | 24. Eyes Right |
| 0 1 2 3 4 5 | 6. Present Arms | 0 1 2 3 4 5 | 25. Ready Front |
| 0 1 2 3 4 5 | 7. Order Arms | 0 1 2 3 4 5 | 26. Left Wheel March |
| 0 1 2 3 4 5 | 8. Post | 0 1 2 3 4 5 | 27. Forward March |
| 0 1 2 3 4 5 | 9. Colors Reverse March | 0 1 2 3 4 5 | 28. Left Wheel March |
| 0 1 2 3 4 5 | 10. Left Wheel March | 0 1 2 3 4 5 | 29. Forward March |
| 0 1 2 3 4 5 | 11. Forward March | 0 1 2 3 4 5 | 30. Left Wheel March |
| 0 1 2 3 4 5 | 12. Colors Reverse March | 0 1 2 3 4 5 | 31. Forward March |
| | (Forward March) | 0 1 2 3 4 5 | 32. Guard Halt |
| 0 1 2 3 4 5 | 13. Guard Halt | 0 1 2 3 4 5 | 33. Sling Arms |
| 0 1 2 3 4 5 | 14. Order Colors | 0 1 2 3 4 5 | 34. Post |
| 0 1 2 3 4 5 | 15. Parade Rest | 0 1 2 3 4 5 | 35. Present Arms |
| 0 1 2 3 4 5 | 16. Guard Attention | 0 1 2 3 4 5 | 36. Order Arms |
| 0 1 2 3 4 5 | 17. Carry Colors | 0 1 2 3 4 5 | 37. Case the Colors |
| 0 1 2 3 4 5 | 18. Forward March | 0 1 2 3 4 5 | 38. Post |
| 0 1 2 3 4 5 | 19. Right Wheel March | 0 1 2 3 4 5 | 39. Mark Time March |
| 0 1 2 3 4 5 | 20. Forward March | 0 1 2 3 4 5 | 40. Forward March |

(Cross ready line)
Guard Halt
Order Colors
Fall Out

Signature of Judge _____

TOTAL _____ / **200**

Annex F: Head Judge and Score Room Sheet

General

- I. The following sheet will be used by the Head Judge to record the time, and assess penalties for all drill elements.
- II. The Head Judge is responsible for assessing all penalties for an element conducting a routine or sequence within his or her drill area.
- III. Penalty assessments are final. Exceptions are made only in the event that a penalty assessment is in direct contradiction to this document. Final decision rests with the MDC OIC.

2010 John J. Pershing Memorial Drill Competition

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Location: Florida State University



Head Judge Penalty Sheet

Company Designation:

Event Category (Check One):

- _____ Platoon Exhibition (Max: 10 Minutes – Min: 6 Minutes)
- _____ Squad Exhibition (Max: 10 Minutes – Min: 6 Minutes)
- _____ Team Exhibition (Max: 8 Minutes – Min: 5 Minutes)
- _____ Duet Exhibition (Max: 8 Minutes – Min: 5 Minutes)
- _____ Individual Exhibition (Max: 5 Minutes – Min: 3 Minutes)
- _____ Platoon Regulation (Max: 10 Minutes)
- _____ Squad Regulation (Max: 10 Minutes)
- _____ Color Guard (Max: 10 Minutes)

Actual Time:

Penalty Points Assessed for Time:
(2 Points per sec over or under)

Penalty Points Assessed for Drill:
(Improper Cadence - 30 Points Max)
(Platoon / Squad Regulation and Color Guard only)

Improper Commands:
(5 Points per Missing or Added Command)

Other Penalty Assessed:
(Please Note Reason)

Total Penalty Assessed:

SIGNATURE OF JUDGE _____

Score Room ONLY

Head Judge Score:

Judge 1 Score:

Judge 2 Score:

Inspection Score:
If appropriate

Total Penalty Assessed:

FINAL SCORE:

SIGNATURE OF MDC OIC or AOIC _____

Annex G: Drill Area

General

- I. The following dimensions will be used to conduct the MDC:
 - a. Platoon Exhibition Drill: 90' x 90'
 - b. Squad Exhibition Drill: 90' x 90'
 - c. Team Exhibition Drill: 75' x 75'
 - d. Duet Exhibition Drill: 50' x 50'
 - e. Individual Exhibition Drill: 30' x 30'
 - f. Platoon Regulation Drill: 90' x 90'
 - g. Squad Regulation Drill: 90' x 90'
 - h. Color Guard Drill: 75' x 75'

- II. The Head Judge will verbally instruct each element when it is time for the element to enter the drill floor. This procedure must be followed exactly to insure that the floor judges have completed their scoring from the previous competitor.

- III. Once given permission, an element may enter the drill floor from any direction, but must center itself on the Head Judge and report in.

- IV. Once an element has reported in, judges are free to roam the drill area to properly inspect the competition.

- V. Upon completion of the routine or sequence, the element will request permission from the Head Judge to leave the drill area.

- VI. The Head Judge shall have ultimate control and authority over his or her drill area. The decision of the Head Judge is final.

- VII. The Drill Areas and surrounding areas shall be considered a no salute area from 0700 on 20 March 2010 until 1600 on 20 March 2010. Personnel are not required to salute, but are encouraged to observe other customs and courtesies.

- VIII. Units are to observe uniform regulations concerning proper wear. Gross discrepancies are subject to administrative disciplinary action by the MDC OIC.

Annex H: Knowledge

The following is the required knowledge for the Inspection phase of the Squad Regulation Drill portion of the MDC.

1. Chain of Command
 - i. President of the United States
 - ii. Vice President of the United States
 - iii. Secretary of Defense
 - iv. Secretary of State
 - v. Chairman, Joint Chiefs of Staff
 - vi. Pershing Rifles National Commander
 - vii. Pershing Rifles Deputy National Commander
 - viii. Pershing Rifles Non-Commissioned Officer in Charge
2. Code of Conduct – 6 Articles
3. Leadership Traits
 - i. Justice
 - ii. Judgment
 - iii. Dependability
 - iv. Integrity
 - v. Decisiveness
 - vi. Tact
 - vii. Initiative
 - viii. Endurance
 - ix. Bearing
 - x. Unselfishness
 - xi. Courage
 - xii. Knowledge
 - xiii. Loyalty
 - xiv. Enthusiasm
4. United States National Ensign
 - i. National Colors
 - a. Red--blood shed in defense of our nation
 - b. White--purity of our nation
 - c. Blue--pride in our nation
 - ii. 13 stripes
 - a. 7 red, 6 white represent the original 13 states
 - iii. 50 stars
 - a. There are 5 rows of 6 stars each, and 4 rows of 5 stars each
5. Pershing Rifles Knowledge
 - i. Symbols of the Society
 - a. Crest
 - b. Flower
 - c. Membership Ribbon
 - d. Colors
 - ii. History
 - a. Company A founding year
 - b. Varsity Rifles founding year
 - c. Pershing Rifles founding year
 - d. First outside company chartered and year
 - e. General Pershing's Birthday
 - f. Year General Pershing became Chief of Staff
 - g. Year General Pershing retired
 - h. General Pershing's date of death

Annex I: Formations

Purpose

- I. Formations will be held at the beginning and end of the MDC to disseminate information as well as provide a ceremonial start and end to the event.
- II. Formations are also an ideal way of demonstrating the pride, professionalism, and esprit de corps of the Society to distinguished visitors.

First Formation

- I. Only teams participating in the MDC must participate in the First Formation. Companies and members not competing may also participate in the First Formation, but attendance is not required for these personnel.
- II. Teams will arrange themselves, by Company, on the drill floor as instructed by the MDC OIC at the Commander's Call. Space will be reserved in the middle of the formation so that the Color Guard may advance, and post the colors.
- III. Commanders will post three 30-inch steps to the front of and centered on their Company.
- IV. Company Guidon Bearers will post one 30-inch step to the rear and one 30-inch step to the left of the Commander.
- V. Regimental Commanders will post six 30-inch steps to the front of and centered on their Regiment.
- VI. Regimental Color Bearers will be post one 30-inch step to the rear and one 30-inch step to the left of the Regimental Commander.
- VII. Regimental Staff Officers will not be part of this formation unless competing, at which point they will fall in with their respective Companies.

Final Formation

- I. All active Riflemen in attendance will participate in the Final Formation.
- II. Riflemen will arrange themselves by Company and then Regiment, on the drill floor as instructed by the MDC OIC at the Commander's Call.
- III. Commands will post three 30-inch steps to the front of and centered on their Company.
- IV. Company Guidon Bearers will post one 30-inch step to the rear and one 30-inch step to the left of the Company Commander.
- V. Regimental Commanders will post six 30-inch steps to the front of and centered on their Regiment.
- VI. Regimental Color Bearers will be post one 30-inch step to the rear and one 30-inch step to the left of the Regimental Commander.

- VII. Regimental Staff Officers (not assistants) will post three 30-inch steps to the rear of the formation and centered on the Regimental Commander.

Military Bearing and Conduct

- I. The MDC will be attended by a number of high-ranking military and civilian officials. As such, it is imperative that all Riflemen act professionally during formations, and at all times during the MDC.
- a. Cheering for awardees, etc. is welcomed.
 - b. Booing, heckling, or rude comments / gestures are unacceptable.
 - c. All Riflemen will move to and from their position in the formations with speed and efficiency. Delaying the formations for any reason will not be tolerated.

Acceptance of Awards

- I. When a Riflemen is presented with an award or other recognition, he or she will execute the following steps to receive said award:
- a. Walk briskly from his or her position in the formation to the location of the individual presenting the item, utilizing the most direct path.
 - b. Stop several paces in front of the presenter, and face the presenter.
 - c. Render a proper salute.
 - d. Step forward and receive the award, shaking hands if appropriate.
 - e. Step backwards and render a proper salute.
 - f. Execute an about face, and walk briskly to his or her place in the formation, utilizing the more direct path.
- II. Riflemen should salute only the presenter of the item.
- III. Trophies or other items that cannot be held on the awardees person shall be placed in front of the awardees Company upon their return to their place in the formation.
- IV. In the event that a Team, Company, or Regiment is awarded, the Commander of that unit or their designee will accept the award on behalf of the whole unit.

NOTE: ALL FORMATIONS WILL BE CONDUCTED WITHOUT ARMS!!!

Annex J: Miscellaneous Awards

General

- I. The following awards shall be given to individuals and teams to recognize outstanding achievement in the area awarded.
 - i. Best Commander
 - ii. Best Inspection

- II. Scores for these awards will not be added to a unit’s overall score to determine Honor Company. However, scores used to determine Best Commander and Best Inspection will be taken from scores earned in competition, which will calculate into the Honor Company award. Points will not be counted double for Honor Company for units also receiving Best Commander or Best Inspection.

Best Commander

- I. Best Commander shall be awarded to the commander from the team that achieves the highest individual score under the “Commander” section of the Platoon or Squad Regulation score sheet.

- II. Scores from events shall not be combined, in the event the same commander competes in more than one event scored.

- III. Teams will be scored by three (3) Judges for a maximum score of one hundred twenty (120) points. Each Judge will award a maximum of forty (40) points for “Commander” for both the Platoon and Squad Regulation events. Points awarded in this manner will also be used to calculate the overall scores for the Platoon and Squad events, as well as Honor Unit. Extra points will not be awarded to units for receiving the Best Commander Award.

Judge #1 Commander Section Score=	40
Judge #2 Commander Section Score=	40
+Judge #3 Commander Section Score=	<u>40</u>
Total points possible=	120

- IV. In the event of a tie, the Head Judges of Platoon and Squad Regulation events and the MDC OIC will come to a decision. The decision of the OIC is final.

Best Inspection

- I. Best Inspection shall be awarded to the team that achieves the highest individual score under for “Inspection” of the Squad Regulation score sheet.

- II. Teams will be scored by the Squad Regulation Head Judge for a maximum score of one hundred (100) points. Points awarded in this manner will also be used to calculate the overall scores for the Squad Regulation event, as well as Honor Unit. Extra points toward Honor Company will not be awarded to companies for receiving the Best Inspection Award.

Annex K: Reference

General

- I. It is the objective of the 2010 National Society of Pershing Rifles John J. Pershing Memorial Drill Competition to provide fair, unbiased, and most importantly enjoyable military drill competition to all members of the organization. This document is the culmination of numerous recent MDC Standard Operating Procedures, and is designed to provide healthy competition within the ranks of Pershing Rifles. National Headquarters realizes that this document may not be perfect, but outlines the best possible method for competition at the 2010 MDC.

Materials

- I. The US Army Field Manual, FM 3-21.5: *Drill and Ceremonies*, is the governing document for all drill maneuvers within the MDC.
- II. FM 3-21.5 may be found online in digital Adobe Acrobat 7.0 format at Army Knowledge Online (AKO), <www.us.army.mil>, or at the General Dennis J. Reimer Training and Doctrine Digital Library at <www.train.army.mil>.
- III. Digital copies of FM 3-21.5 or the 2010 MDC SOP (this document) may be requested from the MDC OIC, via the contact information listed below.
- IV. Hard (paper) copies of FM 3-21.5 or the 2010 MDC SOP (this document) may also be requested from the MDC OIC, via the contact information listed below. All postage and supply cost will be paid by the requestor in advance.
- V. Any questions regarding wording, special permissions, or clarification of information contained within this document may be requested from the MDC OIC, via the contact information listed below.

Credits

- I. This document was originally authored by PR/MG Christopher Scheuermann, OIC, 2006 JJP MDC.
- II. This document was adapted for current use and edited by P/R CPT Nathan Jurgens, AOIC, 2010 JJP MDC.

Contact Information

- I. All requests and questions should be forwarded to the MDC OIC at the address below. Please include name, duty title, and company designation with all correspondence.

P/R 2LT MiMi Jones
2010 MDC OIC
Email: NatconAdmin@PershngRiflesSociety.org

2010 John J. Pershing Memorial Drill Competition SOP
PRF 330
06 December 2009

By Order of the National Commander:



Tom Carlsen
Major General, Pershing Rifles
National Commander

Official:

///SIGNED///
Nathan Jurgens
Captain, Pershing Rifles
Assistant Officer in Charge
National Convention

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