

UNITED STATES MARINE CORPS
Marine Corps University
Corporals Noncommissioned Officers Program

CPL 0102
Jan 99

STUDENT HANDOUT

Drill

LEARNING OBJECTIVES:

- a. TERMINAL LEARNING OBJECTIVE: Given a training site, a group of armed or unarmed Marines, and with the aid of references, drill a squad-size unit in selected movements per the references. (CPL 3.2)
- b. ENABLING LEARNING OBJECTIVES (CE): Without the aid of but per the references, identify the following:
- (1) The purpose of close order drill. (CPL 3.2a)
 - (2) The definitions of key drill terms. (CPL 3.2b)
 - (3) The characteristics of command voice. (CPL 3.2c)
 - (4) The types of drill commands. (CPL 3.2d)
 - (5) The general guidelines of drill. (CPL 3.2e)
- c. ENABLING LEARNING OBJECTIVES (PE): Given a training site, a group of armed or unarmed Marines, a Marine NCO sword, and without the aid of but per the references, execute the following movements:
- (1) Form the squad. (CPL 3.2g)
 - (2) Halted movements. (CPL 3.2h)
 - (3) Change the direction of march. (CPL 3.2i)
 - (4) March in the oblique. (CPL 3.2j)
 - (5) March to the flank. (CPL 3.2k)
 - (6) March to the rear. (CPL 3.2l)
 - (7) Fall out/dismiss the squad. (CPL 3.2m)

OUTLINE

1. PURPOSE OF CLOSE ORDER DRILL: The purpose of close order drill is to enable a commander to:

- * Move his unit from one place to another in a standard, orderly manner, while maintaining the best appearance possible.
- * Provide simple formations from which combat formations may be readily assumed.

- * Teach discipline by instilling habits of precision and automatic response to orders.
- * Increase the confidence of his junior officers and of his noncommissioned officers through the exercise of command, by giving the proper commands and the control of drilling troops.
- * Give Marines an opportunity to handle individual weapons.

2. DRILL TERMS: You must thoroughly acquaint yourself with common drill terms and their meanings, as well as present this information to your Marines in their phases of drill instruction.

a. Element: An individual, squad, section, platoon, company, or other unit which is part of a larger unit.

b. Formation: An arrangement of elements on line, in column, or in any other prescribed manner.

c. Line: A formation in which the elements are abreast, except that a section or platoon is in line when its squads are in line and one behind the other.

d. Rank: A line of Marines or vehicles placed side by side.

e. Column: A formation in which elements are placed one behind the other, except that a section or platoon is in column when its squads are in column and abreast of each other.

f. File: A single column of Marines or vehicles one behind the other.

g. Flank: The right or left extremity of a unit either on line or in column. The element on the extreme right or left of the line. A direction at a right angle to the direction an element of a formation is facing.

h. Depth: The space from head to rear of an element or a formation. The depth of a man is considered to be 12 inches.

i. Front: The space occupied by an element or a formation, measured from one flank to the other. The front of a man is considered to be 22 inches.

j. Distance: Space between elements in the direction of depth. Between individuals, the space between your chest and back of the person in front of you. Between vehicles, the space between the front end of a vehicle and the rear of the vehicle to its front. Between troops in formation, (either on foot, mounted, or in vehicles), the space from the front of the rear unit to the rear of the unit in front. Platoon commanders, guides, and others whose position in formation is 40 inches from a rank are, themselves, considered a rank. Otherwise, commanders and guides are not considered in measuring distance between units. The color guard is not considered in measuring distance between subdivisions of the unit with which it is posted. In troop formations the distance between ranks is 40 inches.

k. Interval: The lateral space between elements on the same line. Interval is measured between individuals from shoulder to shoulder. It is measured between elements rather than individuals and between formations from flank to flank. Unit commanders and those with them are not considered in measuring interval between elements of the unit with which it is posted.

(1) Normal Interval: Normal interval between individuals is one arm's length.

(2) Close Interval: Close interval is the horizontal distance between shoulder and elbow when the left hand is placed on the left hip.

l. Alignment: The dressing of several elements on a straight line.

m. Base: The element on which a movement is regulated.

n. Guide: The individual (base) upon whom a formation, or other elements, thereof, regulates its march. "To guide" means to regulate the interval, direction, alignment and cadence on a base file (right, left, or center).

o. Point of Dress: The point toward which all elements of a unit establish their dress or alignment.

p. Center: The middle element of a formation within an odd number of elements or the left center element of a formation with an even number of elements. Remember the guide will be included in the count.

q. Head: The leading element of a column.

r. Pace: The length of a full step at quick time, which is 30 inches and is measured from the back of one heel to the back of the other heel.

s. Step: The distance from heel to heel between the feet of a marching man. The half step and back step are 15 inches. The right and left steps are 12 inches. The steps in quick and double time are 30 and 36 inches respectively.

t. Cadence: A rhythmic rate of march at a uniform step.

(1) Slow Time: Cadence at 60 steps per minute. This is used for funerals only.

(2) Quick Time: Cadence at 120 steps (12, 15, or 30 inches in length) per minute. It is the normal cadence for drill and ceremonies.

(3) Double Time: Cadence at 180 steps (36 inches in length) per minute.

u. Left (Right): Extreme left (right) element or edge of a body of troops.

v. Mass Formation: The formation of a company or larger unit in which the major elements are in column at close interval and abreast at close interval.

w. Parade Sling: The rifle will have a parade sling for all movements except for stack arms and sling arms. The rifle sling will be as tight as possible on the left hand side of the pistol grip. The upper sling keeper/m-buckle positioned so the sling does not dangle.

x. Extended Mass Formation: The formation of a company or larger unit which the major elements are in column at close or normal interval and abreast at specific interval greater than normal interval.

y. Piece: An individual firearm such as a rifle, carbine, or automatic rifle.

z. Snap: In commands or signals, the quality that inspires immediate response. In drill, immediate and smart execution of a movement.

3. CHARACTERISTICS OF COMMAND VOICE:

a. Voice Control: The voice is controlled by opening the throat, using the mouth to shape the words, and using the diaphragm to control the volume.

(1) The loudness of a command is adjusted to the number of men in the unit.

(2) The only position for giving commands is at the position of attention. Here is a point in leadership. If you demonstrate military bearing, so will your men. If you slouch, your men will have a tendency to do likewise.

(3) The most important muscle used in breathing is the diaphragm. This is the large muscle that separates the chest cavity from the abdominal cavity.

(4) The cavities of the throat, mouth, and nose act as amplifiers and help to give fullness and projection to the voice.

b. Distinctness: All commands can be pronounced correctly without loss of effect.

(1) Distinctness depends on the correct use of your tongue, lips, and teeth which form the separate sounds of a word.

(2) To develop the ability to give clear, distinct commands, practice giving commands slowly and carefully, prolonging the syllables. Gradually increase your rate of delivery until you develop the proper cadence, while continuing to enunciate each syllable distinctly.

c. Inflection: Inflection is the rise and fall in pitch and tone in the voice.

d. Cadence: Cadence when speaking in regards to commands means a uniform and rhythmic flow in words. The interval between commands is generally of uniform length for any given troop

unit. This is necessary so that everyone in the unit will be able to understand the preparatory command and will know when to expect the command of execution. Except when supplementary commands need to be given, the best interval of time for the squad or platoon on the march is that which allows one step to be taken between the preparatory command and the command of execution.

4. TYPES OF DRILL COMMANDS: Technically there are only two types of commands, a preparatory command and a command of execution; however, there are five different ways of identifying them.

a. Preparatory Command: The preparatory command is the command which indicates the movement to be executed.

(1) Beginning Pitch: Normal speaking voice.

(2) Inflection: Rising inflection.

b. Command of Execution: The command of execution is the command which indicates when a movement is to be executed.

(1) Beginning Pitch: Higher than the last pitch of the preparatory command.

(2) Inflection: None.

(3) Snap: Given sharply and succinctly.

c. Supplementary Command: A supplementary command is given when an element of a larger unit is acting separately. An example would be, CONTINUE TO MARCH, given by the second platoon commander when the company is in column and a column movement is ordered.

(1) Pitch and Inflection: The pitch and inflection are normally the same as for the type of command that it replaces.

(a) CONTINUE TO MARCH is both the preparatory and the command of execution. It is given in a flat pitch.

(b) FORWARD is a preparatory command and is given in a speaking voice with rising inflection.

(2) Cadence: Normally the same as for the type of command that it replaces.

d. Combined Command: Commands in which the preparatory command and the command of execution are combined.

(1) Inflection: Delivered without inflection.

(2) Loudness: Given with the same loudness of the command of execution.

EXAMPLE: FALL IN, FALL OUT, DISMISS.

e. Commands to Subordinate Leaders: This command is not for execution by the Marine in ranks. It is given to the subordinate leaders and they in turn will give the command to be executed to the elements of their unit. An example of this type of command would be PASS IN REVIEW as given by the CO of Troops of a parade. This command is given to the CO's of the subordinate units (company commanders in the example of a battalion sized parade) who then give the proper commands to their units to execute the pass in review.

(1) Pitch: It begins at a pitch higher than the normal speaking voice.

(2) Inflection: It has downward inflection (grounding the command).

5. GENERAL GUIDELINES OF DRILL:

a. The command AS YOU WERE cancels a movement or order started but not completed. At this command, troops should resume their former positions.

b. Marines in a squad are numbered from right to left in line, as the troops face, and from front to rear in column.

c. Posting: Changes of post are made by the most direct route, except where other routes are prescribed. The movement is made as soon as possible after the command of execution. Military bearing must be maintained when moving from one post to another or when aligning units. All necessary facings and changes of direction must be made as drilling.

d. All officers or noncommissioned officers commanding armed troops will be armed. When giving commands, drilling troops, or making reports, the rifle will be carried at the right shoulder arms, the sword will be carried at the carry sword position, and the pistol will be carried in the holster. Facing movements by commander of armed troops may be executed while at right shoulder arms.

e. Whenever drill movements are executed while troops are marching, the command of execution is given as the left foot strikes the deck if the movement is to the left, and as the right foot strikes the deck if the movement is to the right. During most other movements where a change of direction does not occur (such as HALT, MARK TIME, HALF STEP, etc.) the command of execution may be given as either foot strikes the deck. The only exception to this is CHANGE STEP which is given as the right foot strikes the deck.

f. The cadence of commands should be that of quick time, even though no marching is involved.

g. The normal position for the unit commander that is marching his platoon is in the rear 1/3 of the unit. It is from this point that he can best control his unit.

6. FORM THE SQUAD: At the beginning of each movement, we will discuss the PCWC or the PFWC for that movement:

a. PCWC: The PCWC tells you the basic things that you need to know about the movement:

- (P) stands for Purpose.
- (C) stands for Count.
- (W) stands for When.
- (C) stands for Commands.

b. PFWC: The PFWC is similar to the PCWC.

- (P) stands for Purpose.
- (F) stands for Formation.
- (W) stands for When.
- (C) stands for Commands.

EXAMPLE: (P) To form the squad into the basic drill formation.
(F) Squad in line.
(W) Forming the squad.
(C) FALL IN, (AT CLOSE INTERVAL FALL IN).

a. The right flank Marine (the first fireteam leader) is the base of this movement. The squad leader takes post 3 paces in front of the point where the center of the squad will be, faces that point, draws sword (if so armed), and commands FALL IN or AT CLOSE INTERVAL FALL IN. At this command, the first fireteam leader takes post so the squad, when aligned, will be centered and 3 paces from the squad leader. The squad falls in at normal (close) interval to the left of the first fireteam leader.

(1) Normal Interval: The squad forms in line at normal interval on the command FALL IN. Each member of the squad, including the first fireteam leader but excluding the left flank individual, raises the left arm shoulder high in line with the body. Fingers are extended and joined, palm down. Each Marine except the first fireteam leader turns the head and looks to the right. To obtain a normal interval, each Marine places himself in line so his right shoulder touches the fingertips of the Marine on the right. As soon as each Marine is in line with the Marine on the right, and the Marine on the left has obtained normal interval, turn smartly and quickly to the position of attention.

(2) Close Interval: To form at close interval, the command is AT CLOSE INTERVAL FALL IN, in which case the squad forms in line, but with close interval (4 inches) between Marines. The movement is executed as described above except that each member of the squad, except the left flank individual, places the left hand on the hip, elbow in line the body, fingers extended and joined, and heel of the palm on the hip with fingers extended and joined and pointing down. Each Marine except the first fireteam leader turns his head and looks to the right. To obtain close interval, place yourself in line so the right arm touches the elbow of the Marine on the right. As

soon as each Marine is in line with the Marine on the right, and the Marine on the left has obtained close interval, turn the head smartly to the front and quickly assume the position of attention.

b. When a report is appropriate, after all personnel are formed, the squad leader commands REPORT. Remaining in position (at order arms or right shoulder arms if armed with a rifle), the fireteam leaders, in succession from right to left, salute and report, "All present", or "Private _____ absent." The squad leader then commands INSPECTION ARMS, PORT ARMS, ORDER ARMS, if troops are armed with the rifle.

7. HALTED MOVEMENTS:

a. Facing Movements:

- (P) To face a unit to the right, left or about.
- (C) Two counts.
- (W) Halted at the position of attention.
- (C) RIGHT FACE, LEFT FACE, ABOUT FACE.

The unit commander (the Marine giving the commands) remains facing the squad during the execution of these movements.

b. Side Steps:

- (P) To move a unit a short distance to the right or left.
- (C) No counts; however, there is a count cadence of one - two.
- (W) Halted at the position of attention.
- (C) RIGHT STEP MARCH, LEFT STEP MARCH.

The only command you may give while in the side step is HALT. HALT is preceded by a preparatory command which is determined by the size of the unit, for example, SQUAD. Both the preparatory command and the command of execution are given as the feet are together. While executing this movement, the unit commander may side step with the unit or he may face to the left or right as in marching and center himself on the squad after he has given them HALT.

c. Back Step:

- (P) To march a unit backwards a short distance.
- (C) No counts.
- (W) Halted at the position of attention.
- (C) BACKWARD MARCH.

The only command you may give while in the back step is HALT. HALT is preceded by a preparatory command which is determined by the size of the unit, for example, SQUAD. The command of execution may be given as either foot strikes the deck. The unit commander may execute half steps while the squad is back stepping or he may reposition himself after he has given them HALT.

d. Rests:

- (P) To give the troops rest from the position of attention.
- (C) Parade Rest has one count. At Ease, Rest, and Fall Out are non-precision movements and have no counts.
- (W) Halted at attention.
- (C) PARADE, REST; AT EASE; REST; FALL OUT.

When executing fall out, the Marines in your unit do not have to execute inspection arms if they are armed with weapons since fall out requires them to remain in the immediate vicinity or to go to some predesignated location. The commands to terminate these movements are ATTENTION and FALL IN. ATTENTION is preceded by a preparatory command predetermined by the size of the unit.

e. Hand Salute:

- (P) To render honors.
- (C) One count.
- (W) Halted at the position of attention.
- (C) HAND SALUTE.

This movement is terminated by the command READY TO.

f. Alignments:

- (P) To align the platoon.
- (F) Squad in line (or in column during parades).
- (W) Halted at the position of attention.
- (C) DRESS RIGHT (LEFT) DRESS, AT CLOSE INTERVAL DRESS RIGHT (LEFT) DRESS.

(1) The first fireteam leader is the base of this movement. At the command of execution, DRESS, all Marines, except the first fireteam leader (or the left flank Marine in the squad if executing dress left dress), smartly turn their heads, look, and align themselves to the right (left). At the same time, all Marines except the left (right) flank smartly extend their left arms shoulder high (or if at close interval, place their left hands on their hips.) All Marines except the first fireteam leader position themselves using short steps until the right shoulder touches the fingertips of the Marine on the right (or right arm touches the elbow of the Marine on the right.) The first fireteam leader raises the left arm to obtain proper interval and looks to the front (to the left).

(2) The unit commander, with the command of execution DRESS, faces half left (right), as in marching, and proceeds in the most direct route until positioned on line with the front rank and one pace from the extreme right (left) flank Marine. When in position, the commander executes a halt, facing to the rear, and then executes a right (left) face facing down the line. The unit commander aligns the squad by commanding those Marines in advance or rear of the line to

move forward or backward until in line. These Marines are designated by name or number. Those commanded to move will continue to move until receiving the command STEADY. The unit commander executes a series of short side steps to the right or left to check the squad's alignment. The commander must be in line with the rank when commanding a Marine to move. After verifying the alignment of the squad, he faces to the right (left) in marching, marches straight to a point 3 paces beyond the squad, halts, faces to the left (right). This will place him three steps in front of and one step to the right of the first fireteam leader. From this position he commands READY FRONT, COVER. Immediately after commanding COVER, the unit commander marches by the most direct route and takes post 3 paces front and center of the squad.

(3) When aligning a platoon of well-drilled Marines or when there is insufficient time to verify alignment, the squad leader may command READY, FRONT; COVER without verifying alignment.

(4) When marching in column, the squad is aligned by the command COVER. At that command, Marines in the squad move as necessary to place themselves directly behind the Marine in front, while still maintaining 40-inch distance.

g. Close and Extend in Line:

(P) To obtain close interval and extend to normal interval.

(F) Squad in line.

(W) Halted at the position of attention.

(C) EXTEND MARCH, CLOSE MARCH.

(1) Extend March: This movement is given when halted at close interval. The 1st fireteam leader is the base of this movement. In other words, the rest of the squad, aligns on him. The command is EXTEND MARCH. At the command of execution, MARCH, the 1st fireteam leader extends his left arm at shoulder height to provide interval to the Marine to his left. All remaining Marines face to the left as in marching, march forward until approximate normal interval has been obtained, halt, and face to the right. They form at normal interval by extending the left arm at shoulder height and dressing to the right. The Marines on the far left flank of each squad do not extend their arms as there is no one for them to provide interval to. When the person on the left has obtained proper interval, smartly lower the left arm to the side and turn the head to the front. This is not a precision movement.

(2) Close March: This movement is given when halted at normal interval. The 1st fireteam leader is the base of this movement. The command is CLOSE, MARCH. At the command of execution, MARCH, the 1st squad leader places his left hand on his hip to provide interval to the Marine to his left. All remaining Marines face to the right in marching, march forward until approximately a 4-inch interval has been obtained, halt, and face to the left. Then they form at close interval by placing the left hand on the hip and dressing to the right. When the person on the left has obtained the proper interval, smartly lower the left hand to the side, and turn the head to the front. This is not a precision movement.

(3) Unit Commander: During the execution of these two movements, the unit commander may move simultaneously with the unit to keep himself centered or he may wait until the unit has completed the movement to reposition himself.

h. Double-Arm Interval in Line:

- (P) To increase the interval between men in ranks to double arm interval.
- (F) Squad in line.
- (W) Halted at the position of attention (if armed with rifles, the rifles will be at sling arms).
- (C) TAKE INTERVAL TO THE LEFT (RIGHT) MARCH, ASSEMBLE TO THE RIGHT (LEFT) MARCH.

(1) Take Interval to the Left (Right): The 1st fireteam leader is the base of take interval to the left and assemble to the right, while the left flank Marine in the 1st squad is the base of take interval to the right and assemble to the left. From either close or normal interval, the command is TAKE INTERVAL TO THE LEFT (RIGHT) MARCH. At the command of execution, MARCH, move as when extending, except that the double-arm interval is obtained by each Marine raising both arms (the right flank Marine of each squad raises only the left arm and the left flank Marine of each squad raises only the right arm) touching the fingertips of the person on the right. Each Marine smartly lowers the right arm when at proper interval, the left arm when the person on the left lowers the right arm. Each Marine smartly turns the head and looks to the front as the right arm is lowered. Armed troops are given this command only when at sling arms. This is not a precision movement.

(2) Reform: To obtain normal interval from double-arm interval, the command is ASSEMBLE TO THE RIGHT (LEFT) MARCH. Execute this movement similar to closing, except form at normal interval. This is not a precision movement.

(3) Unit Commander: During the execution of these two movements, the unit commander may move simultaneously with the unit to keep himself centered or he may wait until the unit has completed the movement to reposition himself.

8. STEPS AND MARCHING:

a. Quick Time:

- (P) To march forward, taking 120, 30- inch steps per minute.
- (C) No counts.
- (W) Halted at attention, marching at half step, marking time, or marching forward at double time or route step.
- (C) FORWARD MARCH, RESUME MARCH, QUICK TIME MARCH, ATTENTION.

When marching forward (in the half step for example), this command may be given as either foot strikes the deck; however, most Marines are used to receiving the command of execution as the left foot strikes the deck. When halted in the oblique, the command to resume quick time is RESUME

MARCH. When marching at the double time, the command is QUICK TIME MARCH. When marching at the route step, the command is ATTENTION.

b. Mark Time:

- (P) To march in place at quick time cadence.
- (C) No counts.
- (W) Halted at attention, marching at quick time, half step, or double timing in place.
- (C) MARK TIME MARCH.

When marching forward, this command may be given as either foot strikes the deck; however, most Marines are used to receiving the command of execution as the right foot strikes the deck.

c. Half Step:

- (P) To march forward at 120, 15-inch steps per minute.
- (C) No counts.
- (W) Halted at attention or marching forward at quick time.
- (C) HALF STEP MARCH, RESUME MARCH.

When marching forward, this command may be given as either foot strikes the deck. When half stepping in the oblique, the command to return to the quick time is RESUME MARCH which may be given as either foot strikes the deck.

d. Change Step:

- (P) To change the cadence count but not the rhythm.
- (C) No counts.
- (W) Marching at quick time, double time, mark time, or double timing in place.
- (C) CHANGE STEP, MARCH.

This command will be given as the right foot strikes the deck.

9. CHANGE OF DIRECTION:

- (P) To change the direction of march of a column.
- (F) Squad in column.
- (W) Halted or marching at quick time.
- (C) COLUMN RIGHT (LEFT) MARCH, COLUMN HALF RIGHT (LEFT) MARCH, INCLINE TO THE RIGHT (LEFT).

a. The pivot Marine for the movement is the first Marine in the squad.

b. When marching forward, the command of execution is given on the foot in the direction of the movement. On the command of execution, the pivot Marine takes one more step forward and pivots on the ball of his foot to put him in the new direction of march. At the same time, all other

Marines in the squad continue to march forward until they reach the point on the ground where the pivot Marine pivoted. When they reach this point, they execute their pivot in the same manner as the pivot Marine. Since there is only one rank, no one half steps during any portion of this movement.

c. When halted, at the command of execution, MARCH, the pivot Marine faces to the right (left) by turning to the right (left) on the right toe and steps one full step with the left foot in the new direction. At the same time, all other Marines march forward and execute the movements as when marching.

d. For slight changes of direction, the command is INCLINE TO THE RIGHT (LEFT). At the command, the guide changes direction as commanded. This is not a precision movement. It is executed only while marching.

10. MARCH IN THE OBLIQUE:

(P) To change the line of march for a short distance but not the direction.

(F) Any formation.

(W) Marching at quick time cadence.

(C) RIGHT (LEFT) OBLIQUE MARCH.

a. When marching in any formation, the command is RIGHT (LEFT) OBLIQUE MARCH.

NOTE: To teach Marines to march to the oblique, the instructor aligns the unit and has each Marine execute a half right (left) face. The instructor points out each Marine's position and explains that each is to keep this position while marching.

b. At the command of execution, MARCH, each Marine takes one more full step forward, faces half right (left) in marching, and steps off at a 45-degree angle from the original direction of march.

c. The command FORWARD MARCH must be given in order to resume the original direction of march. It is given as the foot toward the original front strikes the deck. At the command of execution, MARCH, each Marine takes one more full step in the oblique, faces half left (right) in marching and steps off to the front.

d. This movement cannot be executed from the halt.

e. Other commands that may be received while in the oblique are mark time, half step, in place halt (where the formation halts while still facing in the oblique), and halt. For all of the above movements except halt, the command to resume marching forward in the oblique at quick time is RESUME MARCH. This command may be given as either foot strikes the deck. For the command halt while in the oblique, the unit will halt facing back to the original front. As such, the command of execution will be given on the foot toward the original front.

11. FLANKS:

- (P) To march to the right or left flank for a short distance.
- (F) Squad in column, squad in line at normal interval.
- (W) Marching at quick time
- (C) BY THE RIGHT (LEFT) FLANK MARCH.

a. This movement may be given from any marching formation. It should not be given at a halt. The command of execution is given as the foot in the direction of the turn strikes the deck.

b. On the command of execution, each Marine takes one more full step forward, faces right (left) in marching, and steps off at a 90-degree angle from the original direction of march.

12. MARCH TO THE REAR:

- (P) To march to the rear for a short distance.
- (C) No counts.
- (W) Marching at quick time, double time, or from the halt.
- (C) TO THE REAR MARCH.

a. The command of execution is given as the right foot strikes the deck.

b. The unit commander has two options. He could continue to march in the original direction of march until he is at the rear 1/3 of the unit at which time he executes a to the rear or he could halt, face the formation until he gives a second to the rear at which time he will face to the left as in marching when he is again at the rear 1/3 of his formation.

13. DISMISS THE SQUAD:

- (P) To dismiss the squad.
- (F) Squad in line at normal or close interval.
- (W) Halted at attention.
- (C) DISMISSED.

a. The squad is dismissed only from a line with Marines at attention.

b. Armed troops are dismissed with the commands INSPECTION ARMS, PORT ARMS, DISMISSED.

c. Unarmed troops are dismissed with the command DISMISSED.

REFERENCE: NAVMC 2691, Marine Corps Drill and Ceremonies Manual

APPENDIX A

UNITED STATES MARINE CORPS
Marine Corps University
Corporals Course

CPL 0102
Sept 98

DRILL CARD NUMBER 1

PERFORMANCE EVALUATION CHECKLIST

NAME: _____ RANK: _____ DATE: _____

SQUAD: _____ CLASS: _____ EVALUATOR: _____

COMMANDS	A	B	C	D	E	SCORE	COMMENTS
FORM UNIT AT NORMAL INTERVAL							
CLOSE AND EXTEND ON LINE							
FACING MOVEMENTS							
PARADE REST							
ALIGN UNIT FROM RIGHT							
RIGHT OBLIQUE/IN PLACE HALT							
HALF STEP							
COLUMN LEFT							
MARCH TO THE REAR							
FALL OUT							
CONTROL (4 PTS)							
BEARING (4 PTS)							
COMMAND VOICE (4 PTS)							

FINAL SCORE _____

- CODE: A - IMPROPER COMMAND (2 PTS)
 B - COMMAND ON WRONG FOOT (2 PTS)
 C - MISSED MOVEMENT OR IMPROPER SEQUENCE (2 PTS)
 D - IMPROPER MOVEMENT/POSITION OF UNIT LEADER (2 PTS)
 E - CORRECTIONS (2 PTS)

NOTE: The only part of this PE that may be given partial value is for control, bearing, and command voice. All other scores are all or nothing.

APPENDIX A

UNITED STATES MARINE CORPS
Marine Corps University
Corporals Course

CPL 0102
Sept 98

DRILL CARD NUMBER 2

PERFORMANCE EVALUATION CHECKLIST

NAME: _____ RANK: _____ DATE: _____

SQUAD: _____ CLASS: _____ EVALUATOR: _____

COMMANDS	A	B	C	D	E	SCORE	COMMENTS
FORM UNIT AT NORMAL INTERVAL							
SIDE STEP							
FACING MOVEMENTS							
TAKE INTERVAL TO THE LEFT							
ALIGN UNIT FROM RIGHT							
LEFT OBLIQUE/SQUAD HALT							
MARK TIME							
COLUMN RIGHT							
MARCH TO THE REAR							
FALL OUT							
CONTROL (4 PTS)							
BEARING (4 PTS)							
COMMAND VOICE (4 PTS)							

FINAL SCORE _____

- CODE: A - IMPROPER COMMAND (2 PTS)
 B - COMMAND ON WRONG FOOT (2 PTS)
 C - MISSED MOVEMENT OR IMPROPER SEQUENCE (2 PTS)
 D - IMPROPER MOVEMENT/POSITION OF UNIT LEADER (2 PTS)
 E - CORRECTIONS (2 PTS)

NOTE: The only part of this PE that may be given partial value is for control, bearing, and command voice. All other scores are all or nothing.

APPENDIX A

UNITED STATES MARINE CORPS
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DRILL CARD NUMBER 3

PERFORMANCE EVALUATION CHECKLIST

NAME: _____ RANK: _____ DATE: _____

SQUAD: _____ CLASS: _____ EVALUATOR: _____

COMMANDS	A	B	C	D	E	SCORE	COMMENTS
FORM UNIT AT CLOSE INTERVAL							
BACK STEP							
FACING MOVEMENTS							
REST							
ALIGN UNIT FROM RIGHT							
FLANKING MOVEMENTS							
HALF STEP							
COLUMN HALF RIGHT (X2)							
MARCH TO THE REAR							
DISMISSED							
CONTROL (4 PTS)							
BEARING (4 PTS)							
COMMAND VOICE (4 PTS)							

FINAL SCORE _____

- CODE: A - IMPROPER COMMAND (2 PTS)
 B - COMMAND ON WRONG FOOT (2 PTS)
 C - MISSED MOVEMENT OR IMPROPER SEQUENCE (2 PTS)
 D - IMPROPER MOVEMENT/POSITION OF UNIT LEADER (2 PTS)
 E - CORRECTIONS (2 PTS)

NOTE: The only part of this PE that may be given partial value is for control, bearing, and command voice. All other scores are all or nothing.

APPENDIX A

UNITED STATES MARINE CORPS
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CPL 0102
Sept 98

DRILL CARD NUMBER 4

PERFORMANCE EVALUATION CHECKLIST

NAME: _____ RANK: _____ DATE: _____

SQUAD: _____ CLASS: _____ EVALUATOR: _____

COMMANDS	A	B	C	D	E	SCORE	COMMENTS
FORM UNIT AT CLOSE INTERVAL							
BACK STEP							
FACING MOVEMENTS							
AT EASE							
ALIGN UNIT FROM RIGHT							
FLANKING MOVEMENTS							
MARK TIME							
COLUMN HALF LEFT (X2)							
MARCH TO THE REAR							
FALL OUT							
CONTROL (4 PTS)							
BEARING (4 PTS)							
COMMAND VOICE (4 PTS)							

FINAL SCORE _____

- CODE: A - IMPROPER COMMAND (2 PTS)
 B - COMMAND ON WRONG FOOT (2 PTS)
 C - MISSED MOVEMENT OR IMPROPER SEQUENCE (2 PTS)
 D - IMPROPER MOVEMENT/POSITION OF UNIT LEADER (2 PTS)
 E - CORRECTIONS (2 PTS)

NOTE: The only part of this PE that may be given partial value is for control, bearing, and command voice. All other scores are all or nothing.