

Chapter 1 – Individual Drill Movements

PO.1 – Close Order Drill

- EO.1 – Adopt the positions of attention, parade rest, at ease, and rest.
- EO.2 – Fall-in and fall-out of ranks.
- EO.3 – Execute dress right.
- EO.4 – Execute facing movements.
- EO.5 – March in quick time.
- EO.6 – Execute hand salute.

Drill Requirements and Expectations

One of the first things you, as a recruit, will learn in detail is Close Order Drill. Even as a Young Marine Private and Young Marine Private First Class, you will need to study this chapter well. Close Order Drill is used for a few different reasons. One is to move you as a group in sync from one place to another all at the same time and in step with each other. It is also used to instill discipline by having you move when you are directed to without having to think about it or ask questions.

There are two words of command that you will be given while conducting Close Order Drill. One is called the **preparatory command**, and the other is called the **command of execution**.

The **preparatory command** is the command that tells you to get ready to do something.

The **command of execution** is the command that tells you to do it.

Throughout this chapter, all preparatory commands will be in small letters, and the commands of execution will be in caps, or all big letters. Here is an example:

squad, ATTENTION. Squad is the preparatory command, and attention is the command of execution.

right, FACE. Right is the preparatory command, and face is the command of execution.

EO.1 Adopt the Position of Attention, Parade Rest, At Ease, and Rest

Attention - The command of attention will be given in the following ways:

squad, ATTENTION
platoon, ATTENTION

Upon hearing the command "ATTENTION", follow the steps below:

- Bring your left heel against the right heel sharply and quickly.
- Your toes should point away from each other at a 45-degree angle, keeping the heels touching.
- Keep your legs straight but not stiff. A little flex in the knees is good. If you lock your knees you will become dizzy and pass out.
- Keep your hips and your shoulders level and facing to the front. Lift your chest like you are taking a big breath. Don't forget to breathe.
- Let your arms hang naturally at your side. Make a loose fist with the fingers curled and your palms facing the side of your leg. Your thumbs are placed along the seam of your trousers.

- Keep your head and body straight and tall. Look straight ahead.
- Stand still and do not talk or look around. Keep your mouth closed and tuck your chin in just a little.

Parade Rest

Parade Rest is a way to relax from the position of attention while still keeping your head and eyes to the front. We call this the modified position of attention. You can stand this way longer than you can at Attention and still look sharp and uniform with everyone else. You can only go to Parade Rest from Attention.

The command will be given in the following way: **Parade, REST**

Upon hearing the command “parade, REST,” follow the steps below:

- At “parade,” shift the weight of your body to the right leg without noticeable movement.
- On “REST” and for the count of one, quickly move your left leg to the side so that your left heel is about 12 inches from your right heel.
- Keep your legs straight but not stiff, resting the body weight equally on both legs.
- Clasp the hands behind the back while moving the left foot.
- Place the left hand at the small of your back just below the belt and place the right hand inside the left.
- Grasp the thumb of the left hand lightly with the thumb of the right hand.
- Extend and join all the fingers with palms facing the rear. Align the elbows with the body.
- Hold your head and eyes in the same position as you would at Attention.

Note: The only command you may receive while at parade rest is back to the position of Attention. The command is “squad, ATTENTION.”

- On the command of execution, smartly bring the left heel against the right heel.
- At the same time, drop the arms to the sides and assume the position of Attention.

At Ease

At Ease is another way to relax from the position of Attention. It is almost like Parade Rest, except, you can move to make adjustments to your uniform and equipment as long as you keep your right foot in place. You cannot talk in this position.

There is no preparatory command for “AT EASE.” “At ease” is performed as follows:

- On “AT EASE” and for the count of one, keep your right foot in place. Step out with your left foot as in Parade Rest. Move about to adjust your uniform and equipment only.
- Maintain silence.
- Note: The only command you may receive while at ease is “ATTENTION.”



- When you hear “squad” or “platoon” assume the position of Parade Rest.
- On “ATTENTION,” quickly bring the left heel against the right heel and assume the position of Attention.

Rest

- Rest is another way to relax from the position of Attention. Just like “At Ease,” you keep your right foot in place and you can make adjustments to your uniform. You may speak in low conversational tones to the members directly next to you.
- Like the command AT EASE, there is no preparatory command.
- On “REST” and for the count of one, keep right foot in place. Step out with your left foot as in Parade Rest. Move about only to adjust equipment.

Note: The only command you may receive while at rest is the command “ATTENTION.”

- When you hear “squad” or “platoon” assume the position of Parade Rest.
- On “ATTENTION” quickly bring the left heel against the right heel and assume the position of Attention.

EO.2 – Fall In and Out of Ranks

The commands of “fall, IN” and “fall, OUT” are given to bring Young Marines together and to dismiss them from the group. Whenever these commands are given, you will do the following:

Fall In

- Quickly move to the designated area. (You will know this by the person who gave the command.) Get in your squad and adjust your spacing by raising your left arm straight out to your side with your fingers extended and joined. Once your fingers touch the shoulder of the person to your left, you have your proper distance and can drop your arm to your side and remain at Attention until given other orders.
- If you are the Squad Leader of a squad other than the first squad, when you fall in, raise your right arm out in front of you with your fingers extended and joined. Get your distance between you and the squad leader in front of you this way. The proper distance should be about 40 inches. Once you have this distance, drop your arm and remain at attention until given other orders.

Fall Out

- On “fall OUT” leave your position in ranks.
- Go to a pre-designated area or remain in the immediate vicinity.
-

Note: The only command you may receive from “fall OUT” is “fall IN.”

EO.3 – Execute Dress Right, Dress

Dress Right, Dress

This command is given when the squad or platoon have fallen in but are not properly in line with one another. In order to properly form the platoon, the command will be given with three separate commands:

“dress right, DRESS”
 ready, FRONT”
 “COVER”

Upon hearing the first command, follow the steps below:

- Raise your left arm shoulder height with hand and fingers joined and extended.
- At the same time, turn your head to the right.
- Move right or left until your right shoulder touches the extended arm of the person to your left. Move forward or backward until you are in line with the person to your right.
- On the command "ready, FRONT," drop your left arm to your side in the position of Attention and turn your head to the front.
- On the command "COVER," squad two and three align themselves with the Recruit in front of them. First Squad will stand fast.
- If you have someone to your front, align yourself directly behind the person in front of you. This is also done at the command of "COVER."

E0.4 – Execute Facing Movements

Facing movements are those individual movements that you perform either as one or as part of a squad or a platoon. Facing movements are done in one place and do not require movement from one place to another. There are three main facing movements:



1. Right Face tells you to turn to the right. The preparatory command is "right", and the command of execution is "FACE".
2. Left Face tells you to turn to the left. The preparatory command is "left", and the command of execution is "FACE".
3. About Face tells you to face in the opposite direction. The preparatory command is "about", and the command of execution is "FACE".

Note: If properly executed, the heels will be on line and touching when the movement is completed, and you will be facing in the opposite direction from where you were. Remain in this position until given another command.

right, FACE

The preparatory command "right" tells you the direction you are about to move in.

- On "FACE" and for the count of one, slightly lift the toe of the right foot and the heel of the left foot.
- Then face 90 degrees to the right by pivoting on the right heel assisted by slight pressure from the left toe.
- Hold the left leg straight without stiffness. Remember to keep your thumbs along the seams of the trousers.
- For the count of two, smartly bring the left heel against the right heel, assuming the position of attention.



- Remain in this position until given another command.

left, FACE

The preparatory command “left” tells you the direction you are about to move in.

- On “FACE” and for the count of one, slightly lift the toe or the left foot and the heel of the right foot.
- Then face 90 degrees to the left by pivoting on the left heel, assisted by slight pressure from the right toe.
- Hold the right leg straight without stiffness. Remember to keep your thumbs along the seams of the trousers.
- For the count of two, smartly bring the left heel against the right heel, assuming the position of attention.
- Remain in this position until given another command.

about, FACE

- At “about,” shift the weight of your body to the left leg without noticeable movement.
- On “FACE” and for the count of one, place the ball of the right foot in position, touching the deck at one-half of your foot’s length to the rear and slightly to the left of your left heel.
- Keep the right leg straight without stiffness. Rest the body weight on both legs.
- For the count of two, face to the rear by turning to the right.
- Pivot on the heel of the left foot and the ball of the right foot, assuming the position of Attention.

EO.5 – March in Quick Time

Quick Time is the term for marching at a regular pace. Cadence is the number of steps per minute or the “beat” you march to. Regular cadence in Quick Time is 120 steps or beats per minute. A regular Quick Time step is 30 inches for adults. In the Young Marines though, the Platoon Sergeant may adjust the length of the steps for shorter Young Marines.

In most cases, marching will begin from the halt – a stationary position – with Young Marines standing at Attention. The command will be given with the following phrase:

forward, MARCH – the preparatory command being “forward,” and the command of execution being “MARCH.”

Upon hearing the command, follow the steps below:

- At “forward,” shift the weight of your body to the right leg without noticeable movement.
- On “MARCH” smartly take a normal step to the front with the left foot.
- At the same time, begin to swing your arms in their natural arc, six inches to the front and three inches to the rear of your legs.
- Continue to march without stiffness or exaggeration of movement, swinging the arms as indicated above until given another command.



- Make sure you keep the same distance between you and the Young Marine in front and to the right of you. You should always be in line with the Young Marine to your right.

EO.6 – Execute the Hand Salute

The command for the Hand Salute will be given with the following two commands:

hand, SALUTE
and
ready, TWO

The Hand Salute is to be performed on command, rendered to Colors, and in the presence of Federally Commissioned Officers and the Unit Commander. The Hand Salute is accompanied with commands, without arms, and without commands.

Hand Salute on Command

Upon hearing the command, the steps are as follows:

- On “SALUTE” raise the right hand until the tip of the right forefinger touches the lower portion of the forehead above or slightly to the right of the right eye.
- Keep the wrists and forearm straight.
- Incline the forearm at a 45-degree angle.
- Keep the upper arm parallel to the deck and the elbow in line with the body.
- Extend and join the fingers with the thumb along the hand and the palm down. Ensure that you are able to see the entire palm when looking straight ahead.
- On “ready, TWO” smartly and in the most direct manner, return the right hand to the right side.
- Assume the position of Attention.
- Remain in position until another command is given.



Present Arms without Arms

The command will be given with the following two commands:

present, ARMS
and
order, ARMS

Upon hearing the command, the steps are as follows:

- On “ARMS” execute the Hand Salute.
- The next command will be “order, ARMS.” Smartly and in the most direct manner, return the right hand to the right side.
- Assume the position of Attention.
- Remain in position until another command is given.

Hand Salute Without Commands

A salute shall be rendered to Colors, all Federally Commissioned Officers, and the Unit Commander only. Render the salute when colors or the person to be saluted is at a six-pace distance or at the nearest point of approach if it is within six paces. Do not render the salute if the person to be saluted does not approach within 30 paces. When an officer comes within saluting distance:

- Execute a Hand Salute.

- At the same time, turn your head in the direction of the officer.
 - Offer an appropriate greeting while saluting the officer such as “Good Morning, sir or Ma’am.”
- When you are in a group but not in a formation, the entire group salutes at one time. When you are in a formation, the senior person calls the formation to Attention, if not already at Attention, and salutes for the unit.

Chapter 2- General Knowledge

The following chapter details information about the Young Marines program, military knowledge and customs, and important pieces of United States history that every Young Marine should know.

PO.2 – General Knowledge

EO.1 – Observe uniform and personal grooming regulations.

EO.2 – Identify and explain key features of the Young Marines program.

EO.1 – Observe Uniform and Personal Grooming Regulations

Young Marines are authorized to wear appropriately modified versions of the Marine Corps uniform. The National Executive Director issues the modifications designed to clearly identify the wearer as a member of the Young Marines. The Young Marine uniform is worn during Young Marine Drills (meetings) or other authorized Young Marine activities as determined by the Unit Commander. There are several types of uniforms you will be expected to wear and care for: the Young Marine uniform, a PT uniform, service uniforms, and travel attire.

- **The Young Marine Uniform:** The official uniform in the Young Marines Program is the woodland pattern camouflage blouse, trousers and khaki web belt, black boots, cover, and white t-shirt. The camouflage uniform can only be modified by substituting the red National t-shirt or the unit t-shirt for the white t-shirt. This is the only modification that can be made at the Unit Commander’s discretion. No other modifications or deviations are authorized such as shooting badges, scuba bubbles, jump wings, fourragiere, lanyards, or other uniforms such as the digital uniform.
- **PT Uniform:** Your unit may designate a Physical Training (PT) uniform consisting of shorts, a t-shirt, white socks, and athletic shoes. A sweatshirt and pants may be added for cold weather.
- **Service Uniforms:** The Service “A” (Alphas), Service “B” (Bravos), and Service “C” (Charlies) uniforms may be worn by Young Marines on special occasions such as parades and birthday balls. Service A, B, or C uniforms are gender specific. Collar devices for the Service A blouse are the Young Marines Disc Insignia collar devices. Rank insignia is to be worn on the khaki shirt. The Young Marines Disc Insignia is used on the cover for the service A and C uniforms only. The Service A, B, and C uniforms are optional uniforms. However, they may be required for selected National events.

Note: Females may wear either the trousers or the skirt with the Alpha, Bravo, and Charlie uniforms. Females shall wear black pumps of conservative cut with closed toes and heel without ornamental stitching or seams while wearing the service uniform skirt only; female black dress shoes, in accordance with the dress shoe regulations above, will be worn with the service uniform pants only. Heels will measure from 1-1/2 inches to 2-1/2 inches in height. The base of the heel will measure from 3/8 by 3/8 inch to 1-1/4 by 1-1/2 inches. Black pumps will be smooth leather or synthetic leather. Any elastic binding around the throat of the pump will match the color of the shoe.

- **Travel Attire:** Young Marines do not travel in any uniform. They should always travel in civilian attire with the red National t-shirt except for SLS and ALS Graduates, who may travel in appropriate civilian attire with red polo shirts.