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This study guide will assist you as a quick reference during your time as a Young Marine Recruit. It is <u>not</u> meant to replace the Recruit Guidebook and should be used in addition to the guidebook. Everything you do in the Young Marines is based on what you'll learn during recruit training. Take your training seriously and you will become an exceptional Young Marine.

As you go through your guidebook, fill in the blank areas in this study guide.

Recrui	it Name:	
PO1	CLOSE ORDER DRILL	
		hat you will be given while conducting Close Order Drill. One d, and the other is called the <b>command of execution</b> .
		command that tells you to
regard	ing close order drill. These be and in the everyday movement	will need to perform 12 basic movements and these 2 topics basic movements will be used throughout your Young Marine ents from one location to another. Practice and review these at
1	ATTENTION	Feet are at a degree angle are touching.  Legs are but not stiff. Hips and shoulders are facing to the Don't forget to Make a loose fist with the fingers curled and palms facing Thumbs are placed
2	parade, REST	This is a way to relax from the position of  On "parade" shift the weight of your body to the leg. On "REST" move your leg to the side so your heels are about inches apart. Clasp your hands while moving the foot. Hands should be at the small of your back just below the Palms should be facing the The only command you can receive while in this position is
3	AT EASE	This position is a way to relax from the position of attention. It is like parade rest except you can  You must maintain
4	REST	Rest is another way to relax from the position of attention. You can make adjustments to your You may speak in to Young Marines next to you.

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5	fall, IN	When you hear "fall, IN" you will want to quickly move to the Get into your and adjust your by raising your arm straight out to your side with your fingers touching the shoulder of the person next to you. Once your fingers touch the shoulder of the person on your, you have proper distance and can drop your arm. Remain at the position of
6	fall, OUT	"fall, OUT" means to  Remain in the
7	dress right, DRESS	This command is given when the squad or platoon has fallen in but are not in line with one another. There are 3 commands: On the command arm shoulder height and turn your head to the, drop your left arm to your side and stand in the position of On the command, squad & align themselves with the recruit in front of them. First squad doesn't move.
8	right, FACE	"right, FACE" tells you to turn to the The preparatory command is, and the command of execution is
9	left, FACE	"left, FACE" tells you to turn to the The preparatory command is, and the command of execution is
10	about, FACE	"about, FACE" tells you to turn in the and face to the The preparatory command is, and the command of execution is
11	Quick Time	Quick Time is the term for marching at a The command is Always step off with your foot. Swing your arms in a natural arc.

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		You should always be in line with the Young Marine to your
12	hand, SALUTE	On the command "SALUTE", raise yourhand until the tip of your forefinger (or your index finge or pointer finger) touches the lower portion of you cover; sightly to the right of your eye. Wrist and forearm are Forearm is at angle. On the command "ready two", return hand to the right side and assume the position of
1	Explain how to march in quick time.	At the command "forward," shift the weight of your body to the leg. On the command o "MARCH" take a normal step to the front with the foot. Swing your arms in their natural arc inches to the front and inches to the rea of your legs. Make sure you keep the same distance between you and the Young Marine in and to the of you. You should always be in line with the Young Marine to your
2	Explain when to render a hand salute.	A salute shall be rendered to, al, and the, and the only. Salute when colors or the person to be saluted is a a distance or at the nearest point of approach if it is within six paces.

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### PO2 | GENERAL KNOWLEDGE

To graduate recruit training, you will need to know and understand these 12 topics regarding general Young Marine knowledge. Understanding these practices will help you remember these basic uniform regulations; key features of the program and military terms and jargon used every day in the program. Practice and review these at home.

1	Wear all uniforms correctly.	There are 4 types of uniforms a Young Marine can wear:	
2	Unit Commander can make these modifications to the uniform.	The camouflage uniform can only be modified by substituting the or the This is the only modification that can be made at the Unit Commander's discretion.	
3	Accessories worn with the uniform.	An nametape is worn centered over the pocket. Ribbons are positioned so the lowest row of ribbons is inch above breast pocket patch. Chevrons are worn on collars. They're placed pointing and centered with the point of the collar or socks are worn with your boots.	
4	Correctly marking uniform items.	All uniform items and items used during Young Marine activities must be marked with the Young Marine name and initial with a permaner black laundry marker. See page 9 of the guidebook of where to mark each piece.	
5	Regulation hairstyles.	Male hair will be and Beards are Female hair may not fall the collar's lower edge.	
6	Permitted jewelry.	The only jewelry permitted are,	

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7	Displaying clean and pressed uniforms.			ine meetings and events uniform
8	Young Marines birthday.		,	·
9	Where and when Young Marines was founded.	In	_ in	, Connecticut.
10	Young Marines Obligation.	will set an ex I shall ne the respect in a m	ample for ever do anything upor and its flag, These	, I
11	Young Marine ranks.	<b>^</b>		(YM /)
				(YM/)

cruit ]	Name:		
			(YM /
			(YM /)
			(YM /)
			(YM / )
12	Military terms and jargon.	As you were	
		Bulkhead	
		Chow	
		Deck	
		Evening Colors	
		Fire Watch	
		Gear	

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Gung Ho	
Head	
Mess Hall	
Overhead Pipe Down	
Police	
PT	
Scuttlebutt	
Semper Fidelis	
Square Away	
Starboard	
Swab	
Uncover	

## PO3 | FIELD SKILLS

To graduate recruit training, you will need to know and understand these 7 topics regarding field skills. Having an understanding of these practices will help you during encampments and trips to stay safe and to help others stay safe. Practice and review these at home.

1	Importance of personal hygiene.	High standards of personal hygiene are important because they help and others from and
2	Maintaining personal hygiene in the field.	Wash yourself as completely as possible with and Wash your with biodegradable soap after dirty work or and Keep your hair and wash with soap or shampoo at least a week while in the field. Brush your teeth and use floss at least a day. Always treat injuries properly and
3	Understanding deep water rules.	Do not go into water without supervision and an  Water currents can be unknown and unexpected. You should treat all bodies of water as and proceed with caution and supervision.
4	Demonstrating proper behavior before leaving a campsite.	Inform your before leaving the campsite and
5	Meaning of C.O.L.D.	C = O = L = D =
6	Personal equipment items to carry in your pockets.	

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	7	Packing for a daytime and overnight encampment.	important to consider and	oor activities of any kind, it is such as before selecting You also need to consider how could affect your choices.

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## PO4 | NAVIGATION

To graduate recruit training, you will need to know and understand these 5 topics regarding navigation. Having an understanding of navigation and its importance will help, not only on an encampment, but in your everyday life. Practice and review these at home.

1	Basic colors on a topographical map.	
2	Contour lines on a map.	A contour line is a line on the map joining points of equal elevation Contour lines are used on maps to
3	Depressions on a map.	A depression is a or in the ground surrounded by Circles of contour lines are also used to show depressions, but they will have on them as well, similar to cliffs that point into the lower ground.
4	Date of the map.	Dates on the map can help indicate since the map has been printed. This information is printed in the bottom and corners.
5	Legends on the map.	Legends help you to on the map. This can be found both in the of the map.

PO5 | DRUG RESISTANCE

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To graduate recruit training, you will need to know and understand the negative effects of common gateway drugs. Resisting the need or want to do drugs because of peer pressure or general inquiry will keep you on the path to a happy and productive lifestyle. Practice and review these at home.				
1	Identify the negative effects of common gateway drugs.			

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PO6   <b>P</b>	PO6   PUBLIC SPEAKING		
To graduate recruit training, you will need to know and understand the importance of public speaking. Public speaking will be used in school, at work and in the Young Marines program. Practicing at home in front of a mirror, parents or siblings will help you gain confidence to stand in front of a larger group and speak. Practice and review these at home.			
1	Describe the focus and pillars of the Young Marines Program in a 30 second speech.	Make sure to cover the following points in your speech.  - Veteran appreciation  - Living a healthy drug free lifestyle  - Leadership, discipline & teamwork	

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### PO7 | LEADERSHIP

To graduate recruit training, you will need to know and understand these 8 topics regarding leadership. Having a good leadership style will help with your success in and out of the Young Marines Program. Practice and review these at home.

1	Comply with rules and orders.	Demonstrate this by listening to what is told to you and following orders.
2	Responsible decisions for personal safety.	Demonstrate this by making good decisions during the day, watching out for your safety and for those Young Marines around you.
3	Positive words and encouragement.	Demonstrate this by using positive words of encouragement towards other Young Marines.
4	Cooperating with others and working as a team.	Demonstrate this by working well with others.
5	Accepting constructive criticism.	Demonstrate this by accepting constructive criticism and understand there may be a better way of doing something.
6	Taking care of personal and group equipment.	Repair or report items of and when they break or become damaged.
7	Encouraging teammates.	Demonstrate this by encouraging other Young Marines to do their best.
8	Reciting the 7 Young Marine General Orders (YMGO).	YMGO #1 – I will take charge of this and all Young Marines' in view.  YMGO #2 – I will walk my post in an, everything that takes place within sight or hearing, and any unauthorized personnel.  YMGO #3 – I will all violations of orders and instructions I have been given.  YMGO #4 – I quit my post until properly

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	relieved.
	YMGO #5 – I will speak to except those who are also in the line of duty.
	YMGO #6 – I will sound the in case of
	YMGO #7 – I will call an or if any event occurs that
	has not been covered by instructions.

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## PO8 | US HISTORY & CITIZENSHIP

To graduate recruit training, you will need to know and understand these 4 topics regarding US history and citizenship. Practice and review these at home.

1	Recite or sing the National Anthem.	Oh, say can you see, by the dawn's early light.  What so proudly we hailed, at the twilight's last gleaming?  Whose broad stripes and bright stars, through the perilous fight.  O'er the ramparts we watched, were so gallantly streaming.  And the rocket's red glare.  The bombs bursting in air.  Gave proof through the night, that our flag was still there.  Oh say does that star spangled banner yet wave.  For the land of the free, and the home of the brave.
2	Who wrote the National Anthem?	
3	Recite the Pledge of Allegiance.	I pledge allegiance to the flag of the United States of America.  And to the republic for which it stands, one nation under God, indivisible, with liberty and justice for all.
4	Who wrote the Pledge of Allegiance?	

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### PO9 | FITNESS, HEALTH & FIRST AID

To graduate recruit training, you will need to know and understand these 9 topics regarding your fitness, health and first aid. Practicing these things will keep you in peak shape and healthy. Practice and review these at home.

1	Physical fitness.	The ability to perform daily tasks and, with energy left over for enjoying leisure-time and meeting It is the ability to, to, to, to, to, to, to, and in circumstances where an unfit person could not continue, and is a major basis for and
2	Importance of good physical fitness.	Physical fitness involves the performance of the,, and the of the body. Since what we do with our bodies also affects what we can do with our, fitness influences, to some degree, qualities such as and
3	Components of physical fitness.	CE MS ME F
4	Fitness goals based on PFT scores.	Take a look at your last PFT scores. What are some goals to work towards your next test to improve your scores? You can ask a senior Young Marine to assist you with setting goals.
5	Passing and continually improving your PFT.	Are you continually improving your PFT scores?  [ ] Yes - awesome job!  [ ] No - seek assistance from a senior Young Marine.

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6	Creating fitness goals that lead to improved scores.	S =
7	First Aid.	Immediate care given to an until or can arrive.
8	Importance of knowing basic first aid.	First Aid training is an important piece of being a In the event of a major catastrophe or emergency, medical and hospital services may be unavailable. Citizens must rely on caring for injuries as well as
9	Who should be first aid certified in the Young Marines Program.	In the Young Marines, each member, whether or, should be first aid trained