



Parris Island

Where the Difference Begins



Parris Island History and Geography

- Enlisted male training began here in November 1915.
- Female enlisted training began here in February 1949.

The following statistics show the number of Marines trained on the Depot during each major conflict of the 20th century:

- WWI – 41,000 recruits
- WWII – 205,000 recruits
- Korean War – 138,000 recruits
- Vietnam War – 250,000 recruits

Parris Island, South Carolina consists of 8,095 acres, of which only 3,262 are habitable. The remaining acres are primarily salt marsh.



Training Recruits

Parris Island trains all females recruited from across the United States and all males east of the Mississippi River.

The following are training statistics from fiscal year 2006:

- Annual graduates: 17,075
- Average daily male population: 3,922
- Average daily female population: 616
- Average age of male recruits: 20
- Average age of female recruits: 21
- High school graduates: 99.7%
- Attrition rate: 10.67% males, 16.54% females
- Average cost to train a recruit: \$14,320



Recruiting and Recruit Training Objective

The Eastern Recruiting Region (ERR) consists of three districts and 24 Recruiting Stations. ERR covers 22 states, Puerto Rico and the U.S. Virgin Islands.

Recruiting requirements:

- Recruiters make an average of 200 contacts per recruit signed.
- \$11,000 to recruit one person

The recruit training objective is to instill self-discipline and confidence, high moral standards, warrior spirit, basic military knowledge and individual skills, physical fitness and wellness as a way of life, and pride, respect and love of Country and Corps.



Drill Instructor Training

- Drill Instructor School length: 11.2 weeks, 4 classes/year
- Average size of DI School classes: 55
- DI School attrition rate: 18.05% males, 37.73% females
- Average age of students: 26.5 years
- Average years of service: 8.4
- Percent of married students: 78%
- Average number of DI's on Parris Island: 510-525



Physical Training

Nearly 60 hours of instruction and practical application fall under the control of the training battalions and the regiment, including the following:

Initial Strength Test (IST): Used to evaluate the recruits' physical capabilities upon arrival to Parris Island. Recruits who fail to achieve minimum standards are sent to the Physical Conditioning Platoon (PCP) for remedial training.

Minimum requirements for IST:

	<u>Male</u>	<u>Female</u>
Pull ups/Flexed-arm hang	2	12 secs
Crunches	44	44
1.5-mile run	13:30	15:00

Physical Fitness Test (PFT): Recruits are tested for physical conditioning on training day 40. A maximum performance in each event provides 100 points, for a maximum possible score of 300 points. The lowest passing score is 135. Three events make up the Marine Corps PFT. Failure in a single event results in a failure of the PFT. Failure to pass the PFT results in assignment to PCP or recycling.

The events and their maximum/minimum requirements are:

	<u>Event</u>	<u>Max</u>	<u>Min</u>
Males	Pull ups	20	3
Males	Crunches	100	50
Males	3-mile run	18:00	28:00
Females	Flexed-arm hang	:70	:23
Females	Crunches	100	50
Females	3-mile run	21:00	31:00

Recruit Physical Fitness Test statistics are as follows:

Average score males: 229

Average score females: 272

Physical Conditioning Platoon statistics are as follows:

Recruits assigned to PCP: 150 males, 45 females

Average length of stay: 17 days for males and 22 days for females

Recruits returned to training: 96% of males and 94% of females

Medical Rehabilitation Platoon (MRP) provides medical supervision, physical rehabilitation and limited training for recruits who have been found to be temporarily incapable of participation in normal recruit training due to medical problems, while providing necessary guidance to maintain motivation to return to training.

Medical Rehabilitation Platoon statistics are as follows:

Recruits assigned to MRP: 1085 males and 299 females

Average length of stay: 49 days for males and 61 days for females

Recruits returned to training: 65% of males and 50% of females



“The Crucible”: A Rite of Passage for all Marines

The Crucible, created in 1996, is the 54-hour culmination to the transformation of recruit training. It is a physically and mentally challenging event that involves food and sleep deprivation and the completion of various obstacles for the potential Marine to negotiate.

Basic Facts

Recruits will travel 42 miles on foot during the event.

There are 29 problem-solving exercises during the Crucible.

It consists of 36 different stations.

The recruits will have three meals, ready-to-eat (MREs) during the 54 hours.

The recruits will be required to carry ammunition cans up to 50 pounds and dummies up to 100 pounds during the Crucible, in addition to 782 gear, uniform and M16 A2 service rifle weight.

Day One

Reveille (0200)

Night movement (0300)-Recruits conduct a 6-mile hike to the Crucible site.

Events 1-3 (0600-1800)

Event 1 – Day Movement resupply course- A one-hour event in which the teams resupply water, ammunition and MREs through a course which consists of trenches, wire fences and walls.

After the resupply course, teams negotiate the warrior stations below:

- (a) **Pfc Jenkins Pinnacle-** Teams cross two horizontal cable-supported logs.
- (b) **Pfc Garcia’s Engagement-** Individuals demonstrate their knowledge of hand-to-hand combat skills, and then participate in a warrior case study of Pfc. Garcia.
- (c) **Sgt. Basilone’s Challenge-** Teams of two climb over an eight-foot high horizontal log.

Event 2 – Leadership Reaction Course- A three-hour event in which the teams perform six reaction course problems which test their ability to work as a team to solve problems. Some of the problems include:

- (a) Using three wooden boards to cross a number of stumps without touching the ground.
- (b) Negotiating a water hole using the same wooden board concept to get from point A to point B.
- (c) Transporting a large container over a wall using the limited resources available.

Once completing the events, the teams of two face off in a pugil stick bout.

Event 3 – Core Event and Warrior Stations- A one-hour event which can hold a maximum of six teams working concurrently.

- (a) **Noonan’s Casualty Evacuation-** The team will recover a downed pilot and another recruit “shot” by a sniper and transport them over a mile of wooded terrain.
- (b) **Enhanced Obstacle Course-** the recruits carry a dummy casualty on a stretcher and ammunition cans from one end of a standard Marine Corps obstacle course to the other, going over all obstacles.
- (c) **NBC Trail-** The recruits move along a 500-meter trail increasing from MOPP 0 to MOPP 4.
- (d) **MCMAP Strikes Station-** Recruits are required to demonstrate and conduct five-minute MCMAP strikes.
- (e) **Core Values Station-** Recruits sit inside a hut and receive information on a particular core value from their drill instructor.

Night Events (1900-0000)- Night Combat Re-supply Course - Teams re-supply water, ammunition and MREs at night in a simulated combat environment. The teams take their ammunition cans, water cans and simulated MREs through the Combat Assault Course with the added obstacle of darkness. **Night Observation Course** - One hour course where recruits must observe and assess any enemy activity and report back their findings.
Sleep (0000-0400)

Day Two

Reveille (0400)

Events 4-6 (0600-1800)

Event 4 – Combat Assault Resupply- A one-hour event in which teams resupply water, ammunition and MREs through the Combat Assault Course.

Following the completion of the Combat Assault Resupply, recruits negotiate a bayonet assault course and the warrior stations below:

- (a) **Sgt. Gonzalez’s Crossing-** Teams cross a “contaminated area” by swinging on ropes from “safe spot” to “safe spot.”
- (b) **Pvt. Cecula’s Wall-** Teams climb a 10-foot wall and climb down the opposite side by a knotted rope.
- (c) **Land Navigation Station-** Basic map reading and grid coordinate plotting will be reviewed and evaluated.
- (d) **Core Values Station-** Recruits sit inside a hut and receive information on a particular core value from their drill instructor.

Event 5 – Enhanced Confidence Course- Teams have two hours to complete five events of a modified Confidence Course.

- (a) **The Sky Scraper-** The team retrieves a “wounded” dummy from the top of an 18-foot tower.
- (b) **Stairway to Heaven-** Team members move two ammunition cans over the top of a 36-foot ladder obstacle.
- (c) **Two-Line Bridge-** Team members cross two 52-foot long ropes with their hands and feet suspended two feet and 10 feet off the ground as they carry ammunition cans and water resupply cans.
- (d) **The Weaver-** Team members climb over and under 24 logs, 42 feet in length ascending to 14 feet as they carry ammunition and water resupply cans.

In addition to the Enhanced Confidence Course, teams go through a Combat Endurance Course. **Combat Endurance Course-** Teams conduct a simulated patrol, negotiate the obstacles and report the number and types of obstacles to intelligence sources.

Event 6 – Cpl. Day’s Defense (Unknown Distance Firing)- Teams of four fire two magazines of five rounds each from simulated building structures at unknown distance targets in a time limit of 70 seconds. The number of targets hit and number of unused ammunition is then recorded.

Following Day’s Defense, team members participate in a 250-meter casualty evacuation where members remove simulated casualties from a simulated danger area consisting of artillery simulators.

Night Events (1900-0000)- Night Combat Re-supply Course - Teams re-supply water, ammunition and MREs at night in a simulated combat environment. The teams take their ammunition cans, water cans and simulated MREs through the Combat Assault Course with the added obstacle of darkness. **Night Observation Course** - One hour course where recruits must observe and assess any enemy activity and report back their findings.

Sleep (0000-0300)

Day Three

Reveille (0300)

Nine-mile hike (0400-0745)- Recruits conduct a nine-mile hike from the Crucible site back to the battalion.

Warrior’s Breakfast- The recruits are treated to a breakfast fit for only true warriors. It consists of all-you-can-eat steak, eggs and potatoes.



Marine Corps Rank Structure



ENLISTED

OFFICER

E-1 (none) Private

O-1 Second Lieutenant (2nd Lt.)



E-2  Private First Class (Pfc)

O-2 First Lieutenant (1st Lt.)



E-3  Lance Corporal (Lance Cpl.)

O-3 Captain (Capt.)



E-4  Corporal (Cpl.)
2 stripes


O-4 Major (Maj.)



E-5  Sergeant (Sgt.)
3 stripes


O-5 Lieutenant Colonel (Lt. Col.)



E-6  Staff Sergeant (Staff Sgt.)
3 stripes up, 1 down


O-6 Colonel (Col.)



E-7  Gunnery Sergeant (Gunnery Sgt.)
3 stripes up, 2 down


O-7 Brigadier General (Brig. Gen.)



E-8  Master Sergeant (Master Sgt.)
3 stripes up, 3 down


O-8 Major General (Maj. Gen.)



E-8  First Sergeant (1st Sgt.)
3 stripes up, 3 down, diamond in center


O-9 Lieutenant General (Lt. Gen.)




E-9  Master Gunnery Sergeant (Master Gunnery Sgt.)
3 up, 4 down, bursting bomb in center

O-10 General (Gen.)



E-9  Sergeant Major (Sgt. Maj.)
3 up, 4 down, star in center

E-9  Sergeant Major of the Marine Corps
3 up, 4 down, emblem and 2 stars in center