

4th Infantry Division Tryout Guide

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This document should be only used in-ground unit tryouts if you get caught leaking it or using it for another thing you will be punished

Section I - Introduction

"Welcome to your 4th Infantry Division tryout, I am your host [RANK], [NAME]."

"Before we start our tryout, there are some rules you will have to follow. Failure to do so will result in you being removed from this division tryout."

- 1. You must ask for permission to speak.
- 2. You must ask for Permission to go AFK. You can only go AFK for a Maximum of 120 seconds.
- 3. You must always use grammar. It is mandatory in this division and the entire of Force Command. You will have 3 Grammar Strikes. If you get a 3rd strike you will be dismissed from the event.
- 4. Follow all orders from the host and the people helping run the tryout.
- 5. You must ask before falling out.

Section II - Physical

"Welcome to the first part of this tryout. The physical section. You will have to complete an amount of Jumping jacks, Grammar jacks, and Hell jacks."

"If you begin the jacks before you're told to begin, more jacks will be added on and you will be striked."

"Let's start with 120 jumping jacks."

"If you make any mistakes on a jack. Redo it from where you made the mistake. Skipping Jacks or ignoring mistakes you make will result in immediate dismissal."

"Begin!"

Any error should be punished in this tryout make sure they spell everything correct during the jacks

"Well done, you will now complete 90 grammar jacks."

"Any mistakes you make, you must correct and continue. Ignoring mistakes or skipping jacks will result in dismissal or punishment."

"Begin!"

Any error should be punished in this tryout make sure they spell everything correct during the jacks

"Well done."

"Finally, you will complete 25 hell jacks."

"You may ignore chat lag. If you make a mistake, correct it. If you're caught skipping jacks you will be punished. We can check.

"Begin!"

Any error should be punished in this tryout make sure they spell everything correct during the jacks

Section III - Obstacle Course

Take the attendee's to the Obstacle course, make sure they fall out correctly and SFL correctly.

"Welcome to Section 2 of this Division Tryout. The Obstacle Course. Here are the rules of this section:"

Rules;

- 1. Follow all rules within this tryout already.
- 2. No skipping any part of the course.
- 3. Do not utilize any tools during this course.
- **4.** Teamwork will anyways be used in this course so wait for your partner. (Applys where there 2+)

"You will have 150 seconds to complete the course. If you fail this course you will be doing 120 jjs as a punishment."

Section IV - Classroom:

Take the Attendee's to the classroom. Make sure they follow all drill procedures to the classroom.

"Welcome to the Classroom Section, here we will explain the Chain of Command within the 4ID and the duties of this division."

"Please take notes, you will be tested at the end of this event. If you do not listen or take notes you will risk failing this event."

Chain of Command:

RCO - The RCO is tasked with running the unit, overseeing the entire division operations and staff to ensure it runs smoothly.

RXO - The RXO is tasked with overseeing the squadron within the division and assisting the RCO with any issues within the division.

Squadron Commanding Officer-Squadron Commanding Officer are tasked with running the Squadron assigned to them. They are to ensure they have Squadron staff and members to assist with the smooth operation of the entire division.

Squadron Executive Officer - Squadron Executive Officer's are tasked with recruitment and assisting the Squadron Commanding Officer with any issues within the Squadron as well as ensuring activity is maintained.

Units

3rd Armored Brigade Combat Team
1st Stryker Combat Team
2nd Stryker Combat Team
224th Combat Aviation Brigade
39th Infantry Regiment

Motto

Steadfast and Loyal

Section V - Graduation.

Take the attendee's to the Parade grounds at the front of the HQ. Have them fall into STS.

"Congratulations on completing your 4ID tryout. There is one more section that lies in your way of becoming a 4th Infantry Member."

"I am going to ask you 4 questions. If you get any of these questions wrong you will do 30 Hell jacks."

"If you get more than 2 Questions wrong you will be made to sit the Classroom Section again. If you then fail this section a second time you will be dismissed."

Question 1 - What does the RCO do?

Question 2 - What is the role of the SCO?

Question 3 - What is the role of the SXO?

Question 4 - What is the 4ID Motto?

Once you have completed the questions, have the attendee(s) wedge on you and take a picture. This should be used as evidence if any issues arise in the future.

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