

# CHOSEN INTERNATIONAL CAMPOREE

## DRILL TEAM INFORMATION

### Draft

#### Basic, Advanced, & Freestyle Teams

## SECTION 1: TEAM

**Drill Teams:** Drill Teams must consist of at least 4 members, this can include the Drill Instructor if necessary. A Drill Team is defined as a group of Pathfinders/TLT's aged 10 through 18 or MG Candidates up to 18. All team members must be registered members of the Pathfinder club they represent and must be in the 5<sup>th</sup> through 12<sup>th</sup> grades.

**Drill Instructors:** Drill Instructors can be any Pathfinder, TLT, or Staff Member. (Teams with Drill Instructors 18 or Under will receive a 5 point bonus)

**Team Categories:** (Each team may only enter ONE of the following categories)

**Basic**  
**Advanced**  
**Fancy - Freestyle**

**Additional Teams:** Pathfinder clubs having enough Pathfinders to form more than one Drill Team will only be allowed to enter a team in one category. Each team must consist of completely different members with exception to the Drill Team Leader, i.e. a Pathfinder in the Basic Team cannot be in the Advanced or Freestyle Team. A Drill Leader, however, can command drill for all teams or they could actually be the Drill Leader for one team and a team member of another team, i.e. The Drill Leader for the Advanced team could be a member of the Freestyle team which has a different Drill Leader. Drill Leaders from a more advanced team cannot be a member of a less advanced team. i.e. a Drill Leader for the Advanced Team cannot be a member of the Basic Team or a Drill Leader for the Fancy Team cannot be a member of the Advanced or Basic Team.

Clubs with more than one Team may only participate in each category once, i.e. a club could not enter two Basic Teams or two Advanced Teams or two Freestyle Teams but could enter a Basic and Advanced or Freestyle team with totally different Pathfinders in each with exception to the Drill Leader.

Teams must be from a club that is recognized by the conference they represent as an "official" Pathfinder club in that conference, however teams do not have to audition, be ranked, or seek permission by that conference to register as long as they are "officially recognized" in that conference.

## SECTION 2: UNIFORM

Drill Team members including the Drill Leader should ALL wear the NAD (North American Division) Class "A" Uniform consisting of the following:

Khaki Pathfinder Shirt, including Union (if required), Conference, and Club patches along with Class Insignia  
Black Pants or Skirt with belt loops for black Pathfinder belt (No Spandex, Cargo Pants, or Military style BDU's,)  
Black Pathfinder belt and Pathfinder Buckle  
Black Dress Shoes or Boots  
Yellow Neckerchief with Slide or Ascot (not both)  
**No Sash**

### **North American Division (NAD) Class "A" Uniform Detail**

As defined by the Uniform Addendum available at [pathfindersonline.org](http://pathfindersonline.org) and as follows:

Pins, chevrons, Union (if required), Conference, Club identification and other Pathfinder patches are required to be in it's designated place and in good order according to the afore mentioned Addendums. Black Pathfinder belt, and polishable dress shoes or boots are to be worn. (No sandals, tennis shoes, Velcro shoes, platform shoes or shoes/boots with heels in excess of **1 inch** will be allowed). **Accessories such as gloves, gauntlets, berets, ascots, spats, sunglasses, and cords may be added to the Class "A" uniform.** Pant legs **should not** be tucked or bloused inside the boots but left to hang naturally. The Pathfinder scarf **is not worn** when the ascot is used. **No additional uniform items such as capes or similar accessories will be allowed for the presentation.** Honor sashes are not to be worn. Uniform items that your team wears that are not listed above may not be recognized and points may be deducted unless a special exception is granted by the Event Coordinator. Exceptions may be granted if the item in question is presented to the Event Coordinator before the Registration Deadline.

**Note to teams from outside of the North American Division:** If teams outside the NAD participating in this event, they may wear the designated Class "A" uniform of their Division and will be judged accordingly. This **exception** is only for **Teams from outside of the North American Division.** Teams which reside within the North American Division are required to wear the uniform outlined above without exception.

## SECTION 3: UNIFORM INSPECTION PROCEDURE

The NAD Class "A" Pathfinder Uniform as specified in the uniform section is required. The Team Demonstrating must report to the staging area at least 15 minutes before their scheduled competition time. The Team Leader, when instructed, will command their team to "**Fall In**" and then to "**Open Ranks**", enabling the judge to effectively view the team's uniforms. **Teams must successfully demonstrate All Drill Commands asked to be demonstrated by the Judge!** If teams are unable to perform any commands given points may be deducted. Once the inspection is complete, the team leader calls their team to "Close Ranks" to prepare for the demonstration. The uniform inspection is not part of the timed event.

## SECTION 4: AREA

The planned area for the demonstration is on cement, black top, or brick pavers and will have a dimension of roughly 100 by 100 feet. However, teams should plan their routine in a smaller area in case space is not available as planned. There will be a space outside of this area for teams to line up for the uniform and equipment inspection. Please be aware that there will not be any covered areas for the teams to seek shelter during any inclement weather, bringing appropriate rain gear for the teams and any equipment is extremely important. Teams are responsible for their own equipment, please do not leave equipment unattended.

Note: **Freestyle Teams may be asked to demonstrate the required command portion of their demonstration in an alternate area apart from the main demonstration floor.** Teams greater than 25 members may elect a representative number of Pathfinders of 16-25 to demonstrate the required basic commands. The rest of the team should stand ready to join the team immediately after the demonstration of the basic commands.

## SECTION 5: MANUAL

The 1989 NAD edition of the Pathfinder Drill Manual is the official drill manual for this event with exception to the Oblique Movements detailed in this information packet.

**Note to Teams outside of the North American Division:** Those teams are welcome to participate in the Basic & Advanced categories but are encouraged to participate in the Freestyle category which will have more latitude to use familiar drill commands; however, teams will still be required to demonstrate the basic commands listed in the order given but will be judged according to the standard of their division's style of march.

## SECTION 6: DEMONSTRATION PROCEDURE

After the Uniform Inspection, the Drill Team will approach the entrance line to the demonstration area.

The **First Whistle** will blow to signal the Drill Team leader to enter the demonstration area smartly and with the most direct rout possible approach the Head Judge and assume the position of attention approximately two steps in front of the judge. The Drill Team leader will then perform the following:

Render a Hand Salute and state:

"Sir/Ma'am, the [Drill Team Name], from [Church Name] in the [Conference], in the [Union], requests permission to take the floor, Sir/Ma'am."

Render a Hand Salute and then execute an About FACE and prepare to command the team for the demonstration.

The Time will start when "Fall IN" is given by the Drill Leader.

A **Second Whistle/Warning** will sound indicating teams have 1 minute left before they exceed the allotted time and incur an overtime penalty.

The Time will stop when "Dismissed" is given by the Drill Leader and the team is **Completely** off the demonstration area.

No other whistles will sound, it is the responsibility of the team leader to be aware of their time and insure they are off the demonstration area to avoid an overtime penalty. Teams need to leave the demonstration area quickly and smartly in an orderly fashion. Any lingering or delay could still cause an overtime penalty.

**Note: The Drill Team may perform various movements. However, no sensual movements, sensual gyrations, or Greek stepping will be tolerated. Any team that exhibits any movements that would not Glorify HIS Name will be asked to leave the drill area immediately and will be disqualified!**

## SECTION 7: TIME

Basic Teams: 3 minutes to perform

Advanced Teams: 4 minutes to perform

Freestyle Teams: 8 minutes to perform.

Roughly 3min to demonstrate the Basic Commands in order & 5min for the Freestyle routine

**Time starts** when the command "Fall In" is given.

**Time stops** when the command "Dismissed" is given.

After "Dismissed" is given, leave the drill area immediately or an overtime penalty may still be assessed.

## SECTION 8: FLAGS, GUIDONS, & MUSIC

**Basic & Advanced & Freestyle Teams:** No Flags, Guidons, Banners, or Music will be allowed.

**Freestyle Teams:** Hand held sticks with ribbons or material are allowed. However, NOTHING should be used or carried that symbolizes a weapon. If there are any other special circumstances that are not covered here that might warrant an exception please make the Event Coordinator aware before the registration deadline for a possible exception.

## SECTION 9: POINTS

The following criteria will be used in the scoring process:

Uniform	Uniformity & Compliance with NAD Class A Uniform
Knowledge	There will be a knowledge component for team members. (see section 13)
Drill Captain	Command Voice & Ability to Command Team effectively
Creativity	Team's performance of commands in a smooth-flowing rhythmic manner
Precision	Team's ability to perform commands uniformly with precision & sharpness
Routine	Team's performance of commands, use of space, and timing of movements

<u>Bonus Points</u>	5 Points awarded to Drill Teams with a leader 18 & under
	2 Points awarded to Drill Teams that maintain their angle of march after the column half left i.e. they do not command column half right before the other commands in the list.
	2 Point awarded to Basic & Advanced Teams that complete their required commands "in order"

<u>Point Deductions</u>	10 Points deducted if Basic or Advanced teams demonstrate Freestyle movements
	5 Points deducted if Freestyle teams do not demonstrate the listed required commands in order
	5 Points deducted for every 1-30 seconds over the time limit
	1 Point deducted each time any member of the team leaves the demonstration area
	1 Point deducted for each piece of equipment or uniform item that falls or drops

Disqualification will occur if inappropriate movements are performed or inappropriate behavior is displayed by the **team, their club members, or family present !!**

## SECTION 10: SCORING

The scoring of the judges will be tallied and averaged to calculate the final score. All scoring and decisions by the judges are final and are not to be argued or debated. Inappropriate or unchristian like behavior directed toward the judges or staff will result in disqualification. This exhibition is a ministry of the Lord and all behavior should Glorify His Name.

Awards will be given to all teams that meet the standard of the following scoring brackets:

1 <sup>st</sup> Place	90-100	Points	90%	Receiving at least 90% of the total points available
2 <sup>nd</sup> Place	80-89	Points	80%	Receiving at least 80% of the total points available
3 <sup>rd</sup> Place	70-79	Points	70%	Receiving at least 70% of the total points available

## SECTION 11: SCHEDULE

The plan is to post a schedule on the camporee website and possibly in the camporee daily paper indicating the time of your performance once all registration forms are received and confirmed. Please be attentive to the Camporee Newsletter and Website for information about the performance schedule. Any team not present for their time slot **may** lose the opportunity to perform. Each team should be present in the staging area 15 minutes before their schedule performance time.

## SECTION 12: REQUIRED COMMANDS

The Basic & Advanced commands must follow the rules set forth by the 1989 NAD Pathfinder Club Drill Manual. The "Obliques" and related commands should follow the supporting documentation in this information packet.

**Basic:** Basic Teams demonstrate the Basic commands listed below in any effective order.

Fall In	Close Ranks March
Dress Right Dress/Ready Front	Count Off
Cover/Recover	Hand Salute
Open Ranks March	Forward March
Present Arms/Order Arms	Half Step March
By the Numbers	Column Half Left March
Left Face	Column Left March
Right Face	Column Right March
Without Numbers	Right Flank March
Parade Rest	Left Flank March
Stand At Ease	Rear March
At Ease	Mark Time March
Rest	Halt
Attention	Dismissed
About Face	

**Advanced:** Advanced Teams demonstrate the Basic and Advanced commands listed below in any effective order.

Fall In	Resume March
Close Interval Dress Rt Dress/Ready Front	Forward March
Dress Right Dress/Ready Front	Left Oblique March
Cover/Recover	Forward March
Open Ranks March	Close Interval March/Normal Interval March
Present Arms/Order Arms	Eyes Right/Ready Front
By the Numbers	Count Cadence Count
Left Face	Half Step March
Right Face	Column Half Left March
Without Numbers	Column Left March
Parade Rest	Column Right March
Stand At Ease	Right Flank March
At Ease	Left Flank March
Rest	Rear March
Attention	Incline Around Left/Right or "Incline to the L/R" March
About Face	Mark Time March
Close Ranks March	Backward March (Must be given from the Halt)
Count Off	Halt
Hand Salute	Left Step March
Forward March	Right Step March
Right Oblique	Dismissed
In Place Halt	

**Freestyle:** Freestyle Teams demonstrate all of the Basic commands **In the Order Listed** before the Freestyle routine. Attempting to demonstrate missed commands will incur an out of order penalty.

Fall In	Forward March
Dress Right Dress/Ready Front	Right Oblique
Cover/Recover	In Place Halt
Open Ranks March	Resume March
Present Arms/Order Arms	Forward March
By the Numbers	Left Oblique March
Left Face	Forward March
Right Face	Half Step March
Without Numbers	Column Half Left March
Parade Rest	Column Left March
Stand At Ease	Column Right March
At Ease	Right Flank March
Rest	Left Flank March
Attention	Rear March
About Face	Mark Time March
Close Ranks March	Halt
Count Off	+++ Freestyle Routine Starts Here +++
Hand Salute	Dismissed

## SECTION 13: REQUIRED KNOWLEDGE

During the Uniform inspection each Pathfinder "might" be asked a random question from the list below. If they are unable to answer the first question asked they may be asked a second question. It is our desire that every Drill Team member know this information from memory.

**Each Pathfinder is responsible for being able to answer any of the questions:**

**1. What is your favorite Bible verse (Please have them recite the verse?)**

**2. What are the 6 Class Levels (8 if that applies to your club)?**

Answer: Friend, Companion, Explorer, Ranger, Voyager, (Pioneer, Navigator,) Guide

**3. Be able recite the pledge:**

Answer: By the grace of God, I will pure, kind, and true. I will keep the Pathfinder Law. I will be a servant of God and a friend to man.

**4. Be able to state any of the Pathfinder Laws ("what is the 5th Law?") by number or recite the Pathfinder Law as a whole:**

Answer: The Pathfinder Law is for me to:

- 1) Keep the morning watch
- 2) Do my honest part
- 3) Care for my body
- 4) Keep a level eye
- 5) Be courteous and obedient
- 6) Walk softly in the sanctuary
- 7) Keep a song in my heart
- 8) Go on God's errands.

**5. Be able to recite the pledge of allegiance (rendering proper salute):**

Answer: 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.

**6. Be able to recite the words to the Pathfinder Song?**

Answer: Oh we are the Pathfinder strong  
The servants of God are we.  
Faithful as we march along,  
In truth and purity.  
A message to tell to the world,  
A truth that will set us free,  
King Jesus the Saviour's coming back  
for you and me.

**7. Be able to explain aspects of the Pathfinder Emblem such as Colors and Symbols.**

Answer: **Red:** Sacrifice that reminds us of Christ  
**White:** Purity and righteousness of Christ's life in our lives  
**Blue:** Loyalty to our God in heaven, Parents, and our Church  
**Gold:** Excellence which the Pathfinder Club has a high standard of to help build strong character

**3 Sides:** Completeness of the Godhead (Father, Son, Holy Spirit)  
Tripod of Education Mental, Physical, Spiritual

**Shield:** Protection "Fear not I am the shield"

**Sword:** Bible "The sword of the Spirit is the Word of God"

# SECTION 14: COMMAND DETAIL & CLARIFICATION

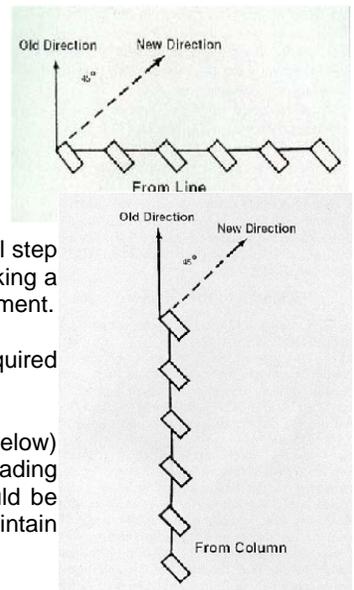
**Forward March vs Half Step March:** Recognizing that Pathfinders are not adults and their step length can be shorter either naturally or by design as the “style of march” of a particular drill team, teams must successfully demonstrate the difference between these two commands. If the step length in “Forward March” at quick time is so short that a differentiation between it and “Half Step March” cannot be determined teams will not receive credit for either command.

**Mark Time March:** Mark Time March is “not given when at halt nor at double time”

**Hand Salute:** “The hand salute is executed like Present ARMS and Order ARMS turning head and eyes toward the person addressed as you salute, and normally terminated upon acknowledgment without command” on a 2 count cadence. This command is normally executed automatically to render respect to a higher ranking officer. The “Hand Salute” is not normally commanded, however to have the Drill Team demonstrate its ability to execute this movement in unison with precision and sharpness, the command “hand Salute” is required for this competition.

**Guidons:** If Guidons are used by the Drill Team, all of the commands performed by the Guidon bearer should be performed automatically. For example: If “Present ARMS” is given, the correct movement for the Guidon should be executed. **If the Guidon Bearer does not execute the appropriate command and movement, points will not be awarded for that command as if the entire team did not execute the command.**

**Oblique:** The oblique command is a 45 degree flanking movement and its primary purpose is to change the line of march for a short distance but not the direction. The command is given **Right/Left Oblique, MARCH** where **Right** or **Left** is the preparatory command and **MARCH** is the command of execution. The command is given while marching at attention in **Any Formation; Close or Normal Interval;** in the **Cadence of Quick Time.**



**Right Oblique:** The command **Right Oblique, MARCH** is given while marching at quick time. The preparatory command and command of execution will be given as the right foot strikes the ground, as this involves a movement to the right. On the command of execution take an additional step with the left foot and then face 45 degrees to the right by pivoting on the ball of the left foot and taking a normal step with the right foot in the direction of the oblique in a similar fashion as a flanking movement.

**Left Oblique:** This movement is executed in the same manner to the left by switching the required foot assignments.

**Variation:** Drill Teams may choose to execute the oblique movement and forward march (see below) in a sharper manner by pivoting on the balls of both feet and stepping off in the oblique with the leading foot instead of the trailing foot. Uniformity between flanking movements and the oblique should be maintained, i.e. if a drill team steps off with the leading foot for a flanking movement to maintain sharpness they must also do the same with the oblique movement.

**Alignment:** To maintain alignment while in the Oblique, the base is the extreme right or left file designated by the command. Members of the formation will keep their shoulders parallel to the base and regulate their steps so that the ranks remain parallel to the original front.

**Other Commands:** These movements may be executed while in the Oblique as follows:

**In Place Halt:** The purpose of this command is to halt in the direction of the oblique and is given **In Place, HALT**, where “**In Place**” is the preparatory command and “**HALT**” is the command of execution. This command may be given as either foot strikes the ground. Execute this command as you would if marching forward except continue facing in the direction of the oblique. The only command that may be given from **In Place HALT** is **Resume MARCH**. On the command **MARCH**, step off with your left foot in the direction of the oblique.

**Halt:** The purpose of this command is to halt the unit facing forward. The command is given **HALT** as either the left foot or right foot strikes the ground depending on the direction of the oblique and is preceded by a preparatory command fitting the group that is being commanded such as “**Drill Team,**” or “**Pathfinders.**” If in the **Right Oblique** the preparatory and command of execution will be given as the **Left** foot strikes the ground and if in the **Left Oblique** both commands will be given as the **Right** foot strikes the ground. When the command of execution is given take one additional step and pivot on the ball of the leading foot turning in the original forward direction and bring the trailing foot along side smartly assuming attention.

**Forward March:** The purpose of this command given while in the oblique is to return the units direction of march to the original front. The command is given **Forward MARCH**, as either the left foot or the right foot strikes the ground depending on the direction of the oblique. If in the **Right Oblique** the preparatory and command of execution will be given as the **Left** foot strikes the ground and if in the **Left Oblique** both commands will be given as the **Right** foot strikes the ground. On the command of execution take one additional step in the oblique and then pivot on the ball of the leading foot turning 45 degrees toward the original forward direction allowing arms to swing naturally close to the body.

## SECTION 15: CONTACT INFORMATION

Contact the Event Coordinator for General, Registration or Scheduling questions as well for any questions related to the Drill Team rules or information packet.

Event Coordinator: Drill Team & Drum Corps

**Joel Hutchins**

[THSLDU@comcast.net](mailto:THSLDU@comcast.net)

301-802-4326

E-Mail

Cell Phone

## SECTION 16: REGISTRATION INFORMATION & DEADLINE

**Deadline: Friday May 30<sup>th</sup>, 2019**

All registration forms **Must Be Received** by the deadline

**Note:** All "Drill Team" registration forms must be completed and submitted online via the camporee website registration process found under the Drill Team Tab or the Registration Tab.

You will receive an automated confirmation e-mail that your Registration Form was received by Form Stack, however if you do not receive a confirmation of receipt from the Event Coordinator within a 2 weeks please contact Joel Hutchins via e-mail or phone to confirm receipt of registration