

# DRILL & DRUM



## EXHIBITIONS



UNION PATHFINDER  
CAMPOREE

**OCTOBER 28-31, 2021**

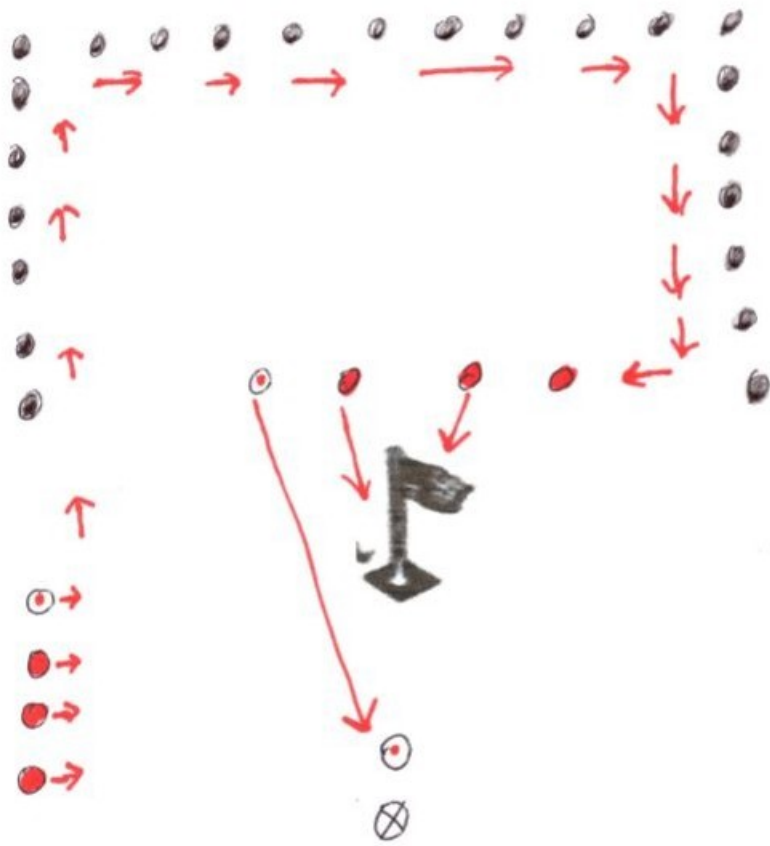
**SOUTHWESTERN UNION CONFERENCE**

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# UNION PATHFINDER CAMPOREE

## FLAG RAISE (LOWER) CEREMONY



- PATHFINDER
- CAPTAIN
- ⊗ FLAG HOLDER
- COLOR GUARDS

## PATHFINDER CLUB FLAG CEREMONY AT FIXED POLE

- A. The director then directs **PREPARE TO RAISE (LOWER) THE FLAG.**
- B. The director commands **PARADE, REST** to the clubs.
- C. The captain in charge of the unit **calls his/her unit to attention, brings them forward one step, then marches them into position at the flag-pole. It is suggested that the unit be marched around the perimeter of the flag square and then to the pole rather than by the shortest route.**
- D. The captain designates **two Pathfinders to proceed to the flagpole to help at the lanyard.**
- E. **The captain then marches to a place two steps in front of the director (or the one with the flag), salutes, and steps forward to receive the flag. Upon receiving the flag, he puts it, apex downward, under his left forearm, grasping it by his left hand, steps back, salutes, executes an about face, and proceeds to the flagpole by the most direct route.**
- F. **When the captain and his helpers have the flag ready to raise, the counselor notifies the director. The director then calls the Pathfinder Clubs to attention and commands PRESENT, ARMS. The captain and his helpers then quickly raise the flag to the peak of the pole (If there is a bugler present, he plays "TO the Color" at the command PRESENT, ARMS.) When the flag reaches the peak of the pole (or at the conclusion of "TO the Color") the director commands ORDER, ARMS. The Pathfinder engaged in raising (lowering) the flag secures the lanyard without command. They do not salute.**
- G. **The captain then marches his unit back to their place in the line.**
- H. The director has the pledge of allegiance repeated after the flag has reached the peak of the pole and before the command **ORDER, ARMS** is given.
- I. **In lowering the flag, the procedure of delivering the flag to the director is reversed. One member of the unit should be designated to secure the lanyard to the pole while the captain and his helpers fold the flag.**
- J. **The flag should be lowered slowly. (If present, the bugler plays "Retreat" while the Pathfinders stand at parade rest, and then "To the Color" at the command PRESENT, ARMS.)**

NOTE. —all commands may be given by the director instead of the counselor, if desired; or the captain of the unit, if he is trained, may give certain of the marching orders to get the unit in position.

Please return the form below by email to [mmauk@swuc.org](mailto:mmauk@swuc.org) .

This form must be turned in by **OCTOBER 15, 2021**

**DRILL DEMONSTRATION SIGN UP FORM**

**Write Your PATHFINDER CLUB NAME Here.**

PATHFINDER NAMES	BASIC DRILL	ADVANCED DRILL	FREESTYLE DRILL
<b>Example - Sara Jones</b>		<b>X</b>	
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			
17			
18			
19			
20			
21			
22			
23			
24			
25			
26			
27			
28			
29			
30			

Please return the form below by email to [mmauk@swuc.org](mailto:mmauk@swuc.org) .

This form must be turned in prior to **OCTOBER 15, 2021**

## DRUM CORPS DEMOSTRATION SIGN UP FORM

**Write Your PATHFINDER CLUB NAME Here.**

PATHFINDER NAMES	SNARE DRUMMER		CYMBALS	BASS DRUMMER	
Example - Sara Jones	X				
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					
17					
18					
19					
20					
PATHFINDER NAMES	QUADS/QUINTS		TENOR DRUMMER		
21					
22					
23					
24					
PATHFINDER NAMES	DRUM CORPS LEADER(s)				
25					
26					
27					

Please return the form below by email to [mmauk@swuc.org](mailto:mmauk@swuc.org) .

This form must be turned in prior to **October 15, 2021**. **Only 2 Pathfinders per club for each agegroup.**

### DRILL DOWN SIGN UP FORM

**Write Your PATHFINDER CLUB NAME Here.**

PATHFINDER NAMES	JUNIORS 10-12	TEENS 13-15	TLTS 16-18
<b>Example - Sara Jones</b>			<b>X</b>
1			
2			
3			
4			
5			
6			

Please return the form below by email to <a href="mailto:mmauk@swuc.org">mmauk@swuc.org</a> .	
This form must be turned in prior to <b>OCTOBER 15, 2021</b> . May judge as many events as desire.	
<b>JUDGING DRILL &amp; DRUM EXHIBITION SIGN UP FORM</b>	
<b>Write Your PATHFINDER CLUB NAME Here.</b>	
<b>NAMES</b>	<b>UNIFORM INSPECTION</b>
1	
2	
<b>NAMES</b>	<b>BASIC DRILL</b>
1	
2	
<b>NAMES</b>	<b>ADVANCED DRILL</b>
1	
2	
<b>NAMES</b>	<b>FREESTYLE DRILL</b>
1	
2	
<b>NAMES</b>	<b>DRILL DOWN</b>
1	
2	
<b>NAMES</b>	<b>DRUM CORPS DEMONSTRATIONS</b>
1	
2	



## Judging Qualifications for UNION CAMPOREE 2021

Below are the requirements for being a judge during the **drill or drum** exhibitions:

- 1**     **Ages 18 - 40**
- 2        Must wear a Class A uniform that will pass uniform inspection
- 3        Must have the **paperback** NAD Pathfinder Drill Manual 1989  
(no electronic manuals)
- 4        Must have a working knowledge of the Pathfinder Drill Manual 1989
- 5        Must recognize proper demonstration of drill commands.
- 6        Must participate in the Judges Preparation Meeting that will take place Saturday Night **immediately after service:**
  - a.        Usually last 3 hours.
  - b.        Bring your **paperback NAD Pathfinder Drill Manual 1989** to **this meeting. (no electronic manuals)****

**Go to page 6 and sign up to be a judge for the drill & drum exhibitions. Submit the signup form to the youth dept. by **October 15, 2021****

## UNIFORM INSPECTION (Prior to Drill & Drum Exhibitions) 2021

1. There will be a uniform inspection prior to entering the field for drill exhibitions. Drill Team members should ALL wear the NAD (North American Division) Class “A” Uniform consisting of the following:
  - a. Khaki Pathfinder Shirt, including Union Conference patch, Club patches along with Class Insignia.
  - b. Black Slacks or Skirt with Belt loops for black Pathfinder Belt. (No Spandex, Cargo Pants, or Military style BDU’s)
  - c. Black Pathfinder belt and Pathfinder Buckle
  - d. Polishable Black dress Shoes or Black Boots
  - e. Black Socks (males) or Black Hosiery (females)
  - f. Yellow Neckerchief with Slide
  - g. Sash
  
2. Accessories such as gloves, gauntlets, berets, ascots, spats, sunglasses, and cords may be added to the Class “A” uniform for the **Freestyle Drill**.
  - a. Accessories or optional. You may use some of the accessories or all of them.
  - b. If you choose not to use accessories, then the Class A Uniform will be worn during Freestyle Drill.
  
3. Uniform items that your team wears that are not listed above will not be recognized so please refrain from wearing that item for this exhibition as points may be deducted.

<b>UNIFORM SCORE CARD</b>				NOTES
<b>CLUB NAME</b>				
<b>CLUB DIRECTOR</b>				
<b>JUDGE</b>				
<b>BASIC</b>		<b>ADVANCED</b>		
<b>UNIFORM</b>	<b>Points Available</b>	<b>Points Deducted</b>		
<b>Khaki Pathfinder Shirt,</b>	1			
<b>Union Conference patch</b>	1			
<b>Club Patches</b>	1			
<b>Class Insignia</b>	1			
<b>Black Slacks / Skirt with Belt loops</b>	1			
<b>Pathfinder Belt &amp; Buckle</b>	1			
<b>Black Dress Shoes or Black Boots</b>	1			
<b>Black Socks / Black Hosiery</b>	1			
<b>Sash</b>	1			
<b>Neckerchief &amp; Slide</b>	1			
<b>Total Points Possible</b>	<b>10</b>			
<b>TOTAL POINTS EARNED _____</b>				

<b>UNIFORM SCORE CARD</b>				<b>NOTES</b>
<b>CLUB NAME</b>				
<b>CLUB DIRECTOR</b>				
<b>JUDGE</b>				
<b>FREESTYLE &amp; DRUM CORPS</b>				
<b>UNIFORM</b>	<b>Points Available</b>	<b>Points Deducted</b>		
Khaki Pathfinder Shirt,	2			
Black Slacks or Skirt with Belt loops	2			
Ascots or Neckerchief & Slide	2			
Accessories	4			
<b>Total Points Possible</b>	<b>10</b>			
<b>TOTAL POINTS EARNED _____</b>				

# BASIC DRILL 2021



**Pathfinder Skill:** Drilling and Marching is one of the fundamental activities of Pathfinding.

**Participants:** Drill Team must consist of at least 4 members. Drill Team must consist of at least 4 members. Participants are to execute the commands in accordance with instructions contained in the NAD Pathfinder Drill Manual 1989

**Allotted time:** 3 Minutes

**Penalty:** 5 Points deducted for every 1-30 seconds over the time limit.

**Points Possible:** 100

**Procedure:** The Drill Team Leader will come from the starting line to the judges stand to receive permission to use the floor. After receiving permission to use the floor the drill team will come onto the floor. Time will begin when the first member of the team crosses the starting line. The Basic teams must demonstrate the Basic Drill & Marching commands **listed in any effective order** before the judges.

Fall in	Stand at ease	Column half left march
Dress right dress / ready front	At ease	Column left march
Cover / recover	Rest	Column right march
Open ranks march	Attention	Right flank march
Present arms / order arms	Close Ranks march	Left flank march
Left face	Count off	Rear march
Right face	Hand salute	Mark time march
Parade rest	Forward march	Halt
	Half step march	Dismissed

# ADVANCED DRILL 2021



**Pathfinder Skill:** Drilling and Marching is one of the fundamental activities of Pathfinding.

**Participants:** Drill Team must consist of at least 4 members. Drill Team must consist of at least 4 members. Participants are to execute the commands in accordance with instructions contained in the NAD Pathfinder Drill Manual 1989

**Allotted time:** 4 Minutes

**Penalty:** 5 Points deducted for every 1-30 seconds over the time limit.

**Points Possible:** 100

**Procedure:** The Drill Team Leader will come from the starting line to the judges stand to receive permission to use the floor. After receiving permission to use the floor the drill team will come onto the floor. Time will begin when the first member of the team crosses the starting line. The Advanced Teams must demonstrate the Basic and Advanced Drill & Marching listed in any effective order before the judges.

Fall in  
Close interval dress right dress / ready front  
Dress right dress / ready front  
Cover / recover  
Open ranks march  
Present arms / order arms  
By the numbers  
Left face  
Right face  
Without the numbers  
Parade rest  
Stand at ease  
At ease  
Rest  
Attention  
Close ranks march

Count off  
Hand salute  
Forward March  
Half Step March  
Eyes right / ready front  
Count cadence count  
Column half left march  
Column left march  
Column right march  
Right flank march  
Left flank march  
Rear march  
Mark time march  
Halt  
Dismissed

# Freestyle Drill 2021

Pathfinder Skill:	Drilling and Marching is one of the fundamental activities of Pathfinding
Participants:	Drill Team must consist of at least 4 members.
Allotted Time:	5 Minutes
Penalty:	5 points deducted for every 1 – 30 seconds over the time limit.
Points Possible	100
Procedure:	The Drill Team's Captain will come from the starting line to the judges stand to receive permission to use the floor. After receiving permission to use the floor the freestyle drill team will come on the floor. Time will begin when the first member of the teams crosses the starting line

## SCORING CRITERIA (For Freestyle Drill)

<b>10 Points Uniform</b>	Uniformity
<b>10 Points Drill Captain</b>	Command voice & ability to command team effectively
<b>20 Points Creativity</b>	Team's performance of commands in a smooth flowing rhythmic manner
<b>20 Points Precision</b>	Team's ability to perform commands uniformly with precision & sharpness
<b>40 Points Drill Routine</b>	Team's performance of commands, use of space, and timing of movements

# DRUM CORPS. DEMONSTRATION 2021



- Pathfinder Skill:** A Drum Corps is defined as a group of Pathfinders/TLT's aged 10 through 18. All Drum Corps members must be registered members of the Pathfinder Club that they represent and must be in 5<sup>th</sup> through 12 grades
- Participants:**
- 3 Snare Drums
  - 2 Pair of Cymbals
  - 2 Bass
  - 1 Multi-tom (Septs, Quints, Quads, or Trios)
- Allotted time:** 8 Minutes
- Penalty:** 5 Points deducted for every 1-30 seconds over the time limit.
- Rudiments:** Drum Corps are strongly encouraged to utilize a variety of rudiments in their cadence, however for this demonstration individual team members by instrument will be called upon to demonstrate the following rudiments prior to the demonstration:
- Five Stroke Roll      Single Paradiddle
  - Single Flamacue      Double Stroke Roll
- Points will be deducted for any team member who cannot successfully demonstrate each of these rudiments correctly



# DRUM CORPS. DEMONSTRATION 2021

**Movement:** Drum Corps are strongly encouraged to utilize a variety of movements with their cadence, however for this demonstration the team will be called upon to successfully demonstrate the following movements prior to the demonstration taking into consideration the proper demonstration of the movement with Drum corps equipment. Please refer to the Drum Corps Ministry Manual for further clarification, which can be obtained from AdventSource.

**Attention**

**Stand at Ease**

**Parade Rest**

**Present Arms/Order Arms**

**Right & Left Face (5 count)**

**About Face (9 count)**

The following criteria will be used in the scoring process:

**Entry:** The lineup and entrance of the Drum Corps onto the floor in a uniform fashion

**Uniform/Equipment:** Full Compliance with the NAD Class A Uniform and Equipment

**Complexity:** Based on the intricacy and relative difficulty and complication of the cadence

**Showmanship:** Proper playing techniques as well as the teams visual and presentation appeal

**Precision:** The precision and timing of each section within the cadence

**Creativity:** The creative aspect of including the required movements and rudiments in the demonstration

**Rudiments:** Corps ability to demonstrate and include the rudiments in cadence

**Points Possible: 100**

# DRILL DOWN

This is an event to determine the proficiency of a pathfinder in executing commands which are used in club meetings. Participants are to be in Class "A" Uniforms.

**Participants** There will be a drill down for each of the following age groups. **Two participants from each club for each age group.**

10 – 12 years old (juniors)

13 – 15-year-olds (teens)

16 – 18-year-olds (TLTs)

**Procedures** All those participating in the event will line up in front of the drill instructor who will be giving the commands. They will be properly aligned and spaced before the event starts. The person giving the commands will inform the participants when the event is starting. From that point on each participant is to execute the commands given in accordance with instructions contained in the **NAD Pathfinder Drill Manual 1989**

**NOTE** **The participants should keep in mind that the person conducting the Drill Down may be giving improper commands or commands that cannot be executed from the participant's current posture**

**For example: #1 pathfinder is at present arms. Drill instructor gives the command: ready front. This is an improper command and the participant should remain at present arms. The proper command is order, arms**

<b>POINTS POSSIBLE</b>	1 <sup>ST</sup>	PLACE 50
	2 <sup>ND</sup>	PLACE 35
	3 <sup>RD</sup>	PLACE 20
	Participation	– 10

# DRILL DOWN

**Listed below are examples of a pathfinder executing an improper command**

## **Forward March vs Half Step March**

**page 11**

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.

## **Hand Salute**

**page 10**

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 acknowledgement 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.

## **Mark Time March**

**page 12**

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

## **DRESS RIGHT, DRESS**

**page 18**

When executing this command, if the pathfinder turns their head to the left, they will be eliminated

## **PATHFINDERS, ATTENTION**

**page 6 & 7**

When executing this command, if the pathfinder scratches, turns head looking around or moves from their original position, they will be eliminated.

## **BY THE NUMBERS**

**page 3**

When executing this command, only the drill instructor will be sounding off the numbers. If the pathfinder sounds off numbers, they will be eliminated

# DRILL DOWN

Listed below are examples of a pathfinder executing an improper command

## STAND AT, EASE

page 8

When executing this command, if the pathfinder is not in the position of parade rest with head and eyes turned towards the drill instructor, they will be eliminated

## PATHFINDERS (Preparatory Command)

page 6

When the Preparatory Command “**PATHFINDERS**” is given, if the pathfinder does not immediately assume the position of parade rest when at the position of **at ease**, **stand at ease**, or **rest**, they will be eliminated

## REST

page 8

When executing this command, the pathfinder must talk and move in order to show that they know and understand the command. If the pathfinder does not talk and move, they will be eliminated.

## Leaving The Field During the Performance

Points will not be awarded for commands giving while any member is not on the floor during the performance.

## DRILL DOWN COMMANDS UNION CAMPOREE 2021

COMMANDS	PAGE NUMBERS IN DRILL MANUAL
_____ BY THE NUMBERS	3
_____ WITHOUT THE NUMBERS	3
_____ AT YOUR COMMAND	3
_____ AT MY COMMAND	3
_____ IN CADENCE	4
_____ WITHOUT CADENCE	4
_____ AS YOU WERE	5
_____ PATHFINDERS, ATTENTION	6
_____ PRAYER ATTENTION,	7
_____ PARADE, REST	8
_____ STAND AT, EASE	8
_____ AT EASE,	8
_____ REST,	8
_____ RIGHT, FACE	8
_____ LEFT, FACE	8
_____ ABOUT, FACE	8
_____ PRESENT, ARMS	9
_____ ORDER, ARMS	10
_____ HAND SALUTE	10
_____ COUNT CADENCE, COUNT	10
_____ FORWARD, MARCH	11
_____ PATHFINDERS, HALT	11
_____ HALF STEP, MARCH	11
_____ MARK TIME, MARCH	12
_____ RIGHT STEP, MARCH	13

**DRILL DOWN COMMANDS UNION CAMPOREE 2021**

<b>COMMANDS</b>	<b>PAGE NUMBERS IN DRILL MANUAL</b>
_____ LEFT STEP, MARCH	13
_____ BACKWARD, MARCH	13
_____ FALL IN	16
_____ DISMISSED	17
_____ FALL OUT	18
_____ DRESS RIGHT, DRESS	18
_____ READY, FRONT	19
_____ AT CLOSE INTERVAL, DRESS RIGHT, DRESS	19
_____ COVER	19
_____ RECOVER	19
_____ COLUMN HALF RIGHT, MARCH	19
_____ COLUMN HALF LEFT, MARCH	19
_____ COLUMN RIGHT, MARCH	19
_____ COLUMN LEFT, MARCH	19
_____ REAR, MARCH	19
_____ RIGHT FLANK, MARCH	20
_____ LEFT FLANK, MARCH	20
_____ COUNT OFF	20
_____ EYES RIGHT	23
_____ OPEN RANKS, MARCH	24
_____ CLOSE RANKS, MARCH	24

<b>BASIC DRILL SCORE CARD</b>			<b>NOTES</b>
<b>CLUB NAME</b>			
<b>CLUB DIRECTOR</b>			
<b>JUDGE</b>			
<b>Criteria &amp; Drill Movements</b>	<b>Points Possible</b>	<b>Points Awarded</b>	
Class A Uniforms	10		
Fall in	2		
Dress right dress / ready front	2		
Cover / recover	2		
Open ranks march	2		
Present arms / order arms	2		
Left face	2		
Right face	2		
Parade rest	4		
Stand at ease	4		
At ease	4		
Rest	4		
Attention	4		
Close Ranks march	4		
Count off	4		
Hand salute	4		
Forward march	4		
Half step march	4		
Column half left march	4		
Column left march	4		
Column right march	4		
Right flank march	4		
Left flank march	4		
Rear march	4		
Mark time march	4		
Halt	4		
Dismissed	4		
<b>Total Possible Points</b>	100		
<b>TOTAL POINTS AWARDED</b> _____			

<b>ADVANCED DRILL SCORE CARD</b>			<b>NOTES</b>
<b>CLUB NAME</b>			
<b>CLUB DIRECTOR</b>			
<b>JUDGE</b>			
<b>Criteria &amp; Drill Movements</b>	<b>Points Possible</b>	<b>Points Awarded</b>	
<b>Class A Uniforms</b>	10		
<b>Fall in</b>	2		
<b>Close interval dress right dress</b>	2		
<b>Ready front</b>	2		
<b>Dress right dress / ready front</b>	2		
<b>Cover / recover</b>	2		
<b>Open ranks march</b>	2		
<b>Present arms / order arms</b>	2		
<b>By the numbers</b>	2		
<b>Left face</b>	2		
<b>Right face</b>	2		
<b>Without the numbers</b>	2		
<b>Parade rest</b>	2		
<b>Stand at ease</b>	2		
<b>At ease</b>	2		
<b>Rest</b>	2		
<b>Attention</b>	2		
<b>Close Ranks march</b>	2		
<b>Count off</b>	2		
<b>Hand salute</b>	2		
<b>Forward march</b>	4		
<b>Half step march</b>	4		
<b>Eyes right / ready front</b>	4		
<b>Count cadence count</b>	4		
<b>Column half left march</b>	4		
<b>Column left march</b>	4		
<b>Column right march</b>	4		
<b>Right flank march</b>	4		
<b>Left flank march</b>	4		
<b>Rear march</b>	4		
<b>Mark time march</b>	4		
<b>Halt</b>	4		
<b>Dismissed</b>	4		
<b>Total Possible Points</b>	100		

**TOTAL POINTS AWARDED** \_\_\_\_\_



# FREESTYLE DRILL SCORE CARD

Date: \_\_\_\_\_

Club Name: \_\_\_\_\_

Judge \_\_\_\_\_

Criteria	Points Possible	Points Awarded
<b>Uniform</b>	<b>10</b>	
<b>Drill Captain</b>	<b>10</b>	
<b>Creativity</b>	<b>20</b>	
<b>Precision</b>	<b>20</b>	
<b>Drill Routine</b>	<b>40</b>	
<b>Total Points</b>	<b>100</b>	

**Allotted Time:**                      **5 minutes**

**Penalty:**                              **5 points deducted for every 1 – 30 seconds over the time limit.**

## PLACEMENT POINTS

### POINTS

**90 - 100**

**80 - 89**

**70 - 79**

**65**

### PLACEMENT

**1<sup>ST</sup> PLACE**

**2<sup>ND</sup> PLACE**

**3<sup>RD</sup> PLACE**

**PARTICIPATION**

## DRUM CORPS DEMONSTRATION SCORE CARD

Date: \_\_\_\_\_

Club Name: \_\_\_\_\_

Judge \_\_\_\_\_

Criteria	Points Possible	Points Awarded
Entry	10	
Uniform/Equipment	10	
Complexity	20	
Showmanship	10	
Precision	20	
Creativity	10	
Rudiments	20	
<b>TOTAL</b>	<b>100</b>	

Bonus Points		
5 points leader 18 and under		
Points Deductions		
5 points	for every 1-30 seconds over the 8 minute	
1 point	for every piece of equipment dropped	
1 point	for not following the required demonstration	
1 point	each instance leaving the demonstration area	

### PLACEMENT POINTS

POINTS	PLACEMENT
90 - 100	1 <sup>ST</sup> PLACE
80 - 89	2 <sup>ND</sup> PLACE
70 - 79	3 <sup>RD</sup> PLACE
65	PARTICIPATION

