

Drill Team

Information Packet



SECTION 1: TEAMS

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 5th through 12th 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) Drill Instructor's 19 and older cannot be part of the Drill Team formation they must call commands as the march along side the team.

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 can only enter a team in a category once i.e. a club cannot have two Basic Teams, etc. 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 as an official Pathfinder Club.

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 and the Potomac Conference Addendum to the NAD Uniform Addendum and as follows:

Pins, chevrons, Union (if required), Conference, Club identification and other Pathfinder patches are required to be in its 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.

North American Division (NAD) Uniform Addendum

The NAD Uniform addendum to the Staff manual currently available online at "www.pathfindersonline.org" has been adopted by Potomac conference with additional items specified by the Potomac Conference Uniform Addendum. We recognize that some clubs will take some time to adopt all of the current specifications and until that time we will continue to judge the Uniform using the Class "A" uniform Detail in the same fashion as past competitions with an emphasis on uniformity, consistency and sharpness.

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 a hard surface and will have a rough dimension of 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 may 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.

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.

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:

In a loud and clear voice!

“Sir/Ma’am, the [Drill Team Name], from [Church Name] in the [Conference], from 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.

Teams do not need to request permission to leave the drill floor after before "Dismissed" is given, leave promptly after dismissing the team to avoid an overtime penalty.

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! Feet must remain grounded, No Acrobatics!

SECTION 7: TIME

| | |
|------------------|----------------------|
| Basic Teams: | 3 minutes to perform |
| Advanced Teams: | 4 minutes to perform |
| Freestyle Teams: | 8 minutes to perform |

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

Time stops when the command "Dismissed" is given.

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

SECTION 8: FLAGS, GUIDONS, & MUSIC

Basic, Advanced & Freestyle Teams: No Flags, Banners, or Music may be used.

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 & SCORING

| | |
|---------------|--|
| Uniform | Uniformity & Compliance with NAD Class A Uniform & Potomac Conference Addendum |
| Knowledge | There will be a knowledge component for team members. (see section 11) |
| 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 |

Bonus Points 5 Points awarded to Drill Teams with a leader 18 & under

Fancy Teams Only 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.
1 point for teams successfully demonstrating a fancy salute with at least 4 movement counts
1 point for successfully demonstrating multi-component movements (at least 4 combination basic commands) when given as a single unique verbal command not in the Drill Manual.

Point Deductions 10 Points deducted if Basic or Advanced teams demonstrate Freestyle movements
5 Points deducted for every 1-30 seconds over the time limit
2 Points deducted each time any member of the team leaves the defined demonstration area
1 Point deducted for teams not following standard Pathfinder Drill manual basic command rules
1 Point deducted for Drill Leaders that do not follow the required demonstration procedure
1 Point deducted for each piece of equipment or uniform item that falls or drops
1 Point deduction for any team member that breaks formation (goes the wrong direction)

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

All scoring and decisions by the floor judges are final and are not to be argued or debated with them. Inappropriate or unchristian like behavior directed toward the judges or staff will result in disqualification.

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

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

SECTION 10: 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/Normal Interval March (while moving fwd) |
| 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 11: 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 kindness* 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.

* Allow both versions

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 12: 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.

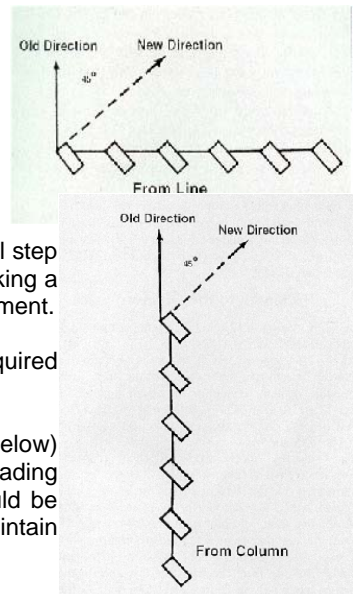
Alignment: To maintain alignment while in the Oblique, the base is the extreme right or left file designated by the command. Members of the formation will keep their shoulders parallel to the base and regulate their steps so that the ranks remain parallel to the original front.

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 13: SCHEDULE

All teams will need to arrive by 8:00 AM for opening exercises. The schedule will be determined after the registration deadline. All Basic and Advanced teams may be required to attend a drill clinic prior to their performance in order to receive their trophy.

SECTION 14: 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.

Joel Hutchins Event Coordinator

THSLDU@comcast.net E-Mail
301-802-4326 Cell Phone

Contact Nancy Crickenberger in the Youth Department at the Potomac Conference Office for any questions related to registration fees or billing.

Nancy Crickenberger Youth Department Office Assistant

NANCYC@pcsda.org E-Mail
703-886-0771 Ext 232 Phone
703-886-5734 Ext 232 Phone

SECTION 16: REGISTRATION INFORMATION & DEADLINE

Deadline: March 31st Registration forms **Must Be Received** by the deadline

Please **E-mail** the registration from to: Nancy Crickenberger NANCYC@pcsda.org - Youth Department
And CC: THSLDU@comcast.net - Joel Hutchins Event Coordinator

Note: Please fill out Registration forms by hand and scan to PDF or use the fillable form provided and send via E-mail. Unfortunately **Signatures of the Director and Drill Team Leaders are once again required !!** due to the fact that we found last year many Drill Team leaders who clearly did not read or understand the rules.

Electronic signatures will be accepted but they must be true "Electronic" signatures not just the names typed into the fillable form.

Adobe PDF "Reader" is free and available on the internet. If you are having difficulty opening the file, be sure you have the latest version of Adobe Reader.

Drill Teams must be from clubs who have achieved "official status" by the conference office which means the club must have confirmation of a signed charter and church board minutes acknowledging the formation of the club.

Drill Team Registration will be confirmed only after confirmation of payment.

All Registration forms must be e-mailed to Nancy Crickenberger NANCYC@pcsda.org
And Joel Hutchins - THSLDU@comcast.net

We apologize but there will not be an option to Mail or Fax registration forms, however if this presents a significant issue please contact the Event Coordinator.

If your club is unable to "Bill the Church" after e-mailing the form please include a copy of the form in the Envelope with the check or money order payable to the Potomac Conference and address it to:

Potomac Conference Youth Ministries
606 Greenville Avenue
Staunton, VA 24401 - 4804

Registration – Deadline March 31

E-Mail this Registration Form to the Youth Department:
Nancy Crickenberger - NANCYC@pcsd.org
Please CC: Joel Hutchins - THSLDU@comcast.net Event Coordinator



Pathfinder Club Demographic: (Please Print)

Club Name: _____

Church Name: _____

Club Staff Contact Info: (Please Print)

Club Director: _____ Phone: _____ Email: _____

Club Deputy Dir: _____ Phone: _____ Email: _____

Drill Team Leader Signature & Contact Info: (If Leader is a minor use the Director's phone number and E-Mail)

Basic: _____ Phone: _____ Email: _____

Advanced: _____ Phone: _____ Email: _____

Freestyle: _____ Phone: _____ Email: _____

Conference Staff Contact Info: (Please Print)

Area Coordinator: _____ Phone: _____ Email: _____

Rules and Regulation Agreement

By completing and signing the registration form the Director indicates the team Leaders have read, understand, and accept the rules and regulations in the information packet and will abide by them when presenting the team(s). Registration forms must be signed by the Director before it will be accepted. Only forms completed and received by the deadline will be accepted. Confirmation receipt of the registration form will be sent to the Director's E-mail. If E-mail confirmation is not received within 2 weeks please contact the Event Coordinator.

Signatures:

Club Director: _____ Date: _____

Payment & Team Registration Information: (Please Indicate Team Type by check mark and size)

Basic Team Registration Fee **\$30** Team Size: _____

Advanced Team Registration Fee **\$30** Team Size: _____

Fancy Team Registration Fee **\$30** Team Size: _____

Total Registration Fee \$ _____

Fee Summary

1 Team = \$30

2 Teams = \$60

3 Teams = \$90

Bill Church by deadline

Payment will be mailed by deadline

!! No Refunds will be granted after the deadline !!