

# Potomac Conference Drill Down

## General Information

All Pathfinders that would like to participate in the Drill Down are welcome to participate in their age category. Drill Downs typically occur at Potomac Conference Camporee, Fair, and a Drill Team version at the event day.

## Drill Down Categories

Junior Girls	Pathfinder Girls Ages	10-12
Junior Boys	Pathfinder Boys Ages	10-12
Teen Girls	Pathfinder Girls Ages	13-15
Teen Boys	Pathfinder Boys Ages	13-15
TLT	TLT's Ages	14-18 or Grades 9-12
Master Guide	Anyone 16 & Older who is a Master Guide or is working on Master Guide	
Exceptions	Please bring unique circumstance with persons that wish to compete in the drill down that do not fit into one of these categories to the conference before the Drill Down via e-mail	

\* Event Day Team Drill Down will be by Drill Team Category

### Important Note

TLT's must be active TLT in a program and registered with the conference, just being of TLT age does not qualify. TLT application forms can be found online or in the TLT Manual which can be purchased from Advent Source. Mail, fax, or e-mail a copy of the TLT application to the Potomac Conference office by the deadline to qualify. TLT's that are 14 or 15 can choose the Teen or TLT category but not both. MG Candidates who are also TLT's may choose the TLT or the MG category but not both.

Master Guides should also be recognized by the conference and on the Conference list of Master Guides. Master Guide Candidates should be recognized by their Master Guide Mentors.

## Demonstration Area

The Drill Down demonstration area will be roughly 50 feet by 50 feet provided weather and availability of space. All Pathfinders should practice in a 25 by 25 foot area just in case.,

## Judges

Judges will be knowledgeable of the NAD Pathfinder Club Drill Manual and will be experienced as Drill Instructors. The ruling by the judges will be FINAL unless an error is immediately agreed upon by all judges....

## Preliminary and Final Drill Down

The Drill Down will be conducted in phases, a preliminary and final Drill Down (there may be several preliminary Drill Downs depending on the numbers of participants.) The preliminary Drill Down will drill down the number of participants to roughly 25. The final Drill Down will drill down those participants to 1<sup>st</sup> 2<sup>nd</sup> and 3<sup>rd</sup> places in each category. The Final Drill Down will be Drilled Down using a card system which will allow one additional mistake per Pathfinder.

## Command Clarification

Drill commands can be found in the NAD Pathfinder Drill Manual or the "Pathfinder Club Drill: The Basics" video/DVD available through Advent Source or added and clarified in this information packet. A Quick reference guide is also available in the Potomac Conference Directors Packet and further clarification can be obtained from the FM 22-5 Army Drill Manual, however all judging criteria is based on the NAD Pathfinder Club Drill Manual and this information packet. Any specific questions or clarifications can be directed to your Area Coordinator or Joel Hutchins: Drill & Ceremonies Coordinator at 301-802-4326 or THSLDU@comcast.net.

## Required Drill Commands

The commands listed below could be called during the Drill Down. The command categories listed indicate the **Minimum** required command knowledge by age group **but is not limited to** the commands listed, however all commands given in the Drill Down will come from the NAD Pathfinder Club Drill Manual or this information packet. The Teen, TLT, and Master Guide categories must also know the commands in the previous category, as well it is expected that the Teen, TLT's and Master Guides have **Perfect Posture and Feet Placement** during the Drill Down. Frequently, due to the increased skill and expertise of the Pathfinders in Potomac Conference who have participated in numerous Drill Downs the Drill Instructor may need to use more difficult commands or command combinations to effectively drill down the Pathfinders. If the participants skill level is extremely high a **"Simon Says"** like drill may be needed. It would behoove any participant who desires to do well in Potomac Conference Drill Downs to **know all** the commands or combinations including **oblique & guidon commands** and their proper execution.

<u>Junior Drill Down Commands</u>	<u>Page</u>
About Face . . . . .	8
Stand At Ease . . . . .	8
Attention . . . . .	6
Cover/Recover . . . . .	19
Dismissed . . . . .	17
Dress Right Dress/Ready Front . . . . .	23
Fall In/Out . . . . .	16
Hand Salute . . . . .	10
Left & Right Face . . . . .	8
Parade Rest . . . . .	8
Present Arms/Order Arms . . . . .	9
Column Left March . . . . .	19
Column Right March . . . . .	19
Forward March . . . . .	11
Halt . . . . .	11
Left & Right Flank March . . . . .	20
Rear March . . . . .	19
Hand Salute . . . . .	10
Prayer Attention . . . . .	7

<u>Teen Drill Down Commands</u>	<u>Page</u>
By the Numbers/Without Numbers . . . . .	3
At Ease . . . . .	8
Rest . . . . .	8
Backward March . . . . .	13
At Close Interval Dress Right Dress/Ready Front . . . . .	19
Count Off . . . . .	20
Half Step March . . . . .	11
Left Step March . . . . .	13
Right Step March . . . . .	13
Column Half Left March . . . . .	19
Column Half Right March . . . . .	19
Eyes Right/Ready Front . . . . .	23
Open Ranks March/Close Ranks March . . . . .	24
Mark Time March . . . . .	12
Left & Right Oblique & Assoc. Commands . . . . .	Info Page

<u>TLT &amp; MG Drill Down Commands</u>	<u>Page</u>
Left/Right Step March . . . . .	13
# Steps Forward/Backward Left or Right March . . . . .	10
Close Interval March/Normal Interval March . . . . .	24
Count Cadence Count . . . . .	10
At Your Command . . . . .	3
In Cadence . . . . .	4
Change Step March . . . . .	13
Counter Column March/Colors Reverse . . . . .	32
Extend March . . . . .	12
Incline Around . . . . .	20
File from the L/R March . . . . .	25
Guidon Drill Commands . . . . .	27-31

### Specific Command Detail/Clarification

- Dismissed:** The command is given "Dismissed," the Pathfinders will automatically execute *Present Arms*, the drill instructor will return the salute, at which time the Pathfinders will automatically execute *Order Arms* and *About Face* then take one step in the new direction. Note: This is slightly different than the Pathfinder Manual, however is more efficient, sharp, and precise.
- Rear March:** For purposes of rhythm it is acceptable to give the command as "To the Rear March"
- Hand Salute:** "The hand salute is executed like present 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, normally executed automatically for respect for higher ranking officers. The "hand salute is not normally accepted as a "command," however to have the participant demonstrate an ability to execute the movement with sharpness the command "Hand Salute" is necessary.
- Attention:** On the preparatory command for attention, immediately assume parade rest when at the position of at ease, stand at ease, or rest. For purposes of the Potomac Conference Drill Downs the preparatory command for attention will be "Pathfinders" for all age categories.
- In Sequence** In sequence commands will be executed from rank to rank or column to column as directed by the Drill Instructor and will be executed in the specified order given. Such as file "In Sequence" 3-2-4-1, March (Page 25)
- Squad Commands** Squad commands will be executed by the squads in order from 1<sup>st</sup> squad onward. 1<sup>st</sup> squad is the column or file on the far right of the formation.
- Definitions:** **Any Definition** such as "Flank, File, Cadence, or Quick Time" which can be found in the Drill Manual is fair game in a Drill Down. Also the ability to state the number of counts in a movement or being able to describe which foot a movement is executed on and the ability to determine the number of steps required for any rank in "Open/Close Ranks" is also fair game.
- Guidon Drill:** All Guidon Drill Commands are fair game.
- Open Ranks:** Maintain **Rank & Position** even if a participant is drilled out until asked to cover down.

## 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. 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**; only 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 45degrees 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 substituting the words Left for Right above.

**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:** Five movements may be executed while in the Oblique as follows:

**Half Step:** The purpose of this command is to slow the forward movement but not the cadence. The command is given **Half Step, MARCH** as either foot strikes the ground. Execute the command as if you were marching forward at attention. The only command that may be given while in **Half Step March**, is **Resume, MARCH**. This command may be given as either foot strikes the ground. On the command of execution, **MARCH**, take one additional half step then continue in the oblique direction with a full step.

**Mark Time:** The purpose of this command is to stop the forward movement but not the cadence. The command is given **Mark Time, MARCH** as either foot strikes the ground. On the command of execution, **MARCH**, take one more step in the direction of the oblique and then bring the trailing foot along side the leading foot marching in place in the direction of the oblique. The only command that may be given while in **Mark Time**, is **Resume, MARCH**. Execute the command as if you were resuming **Forward March**, from **Mark Time**.

**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 the position of 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.