

# DRILL & MARCHING

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**Highlighted items below indicate which documents have been updated for this revision date.**

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## DRILL & MARCHING RESOURCES

- The Oregon Conference abides by the *Pathfinder Club Drill Manual* published by Advent Source for the North American Division of Seventh-day Adventists. The latest edition will be used for all Pathfinder events in the Oregon Conference. Current latest copyright is 1989.
- *Pathfinder Club Drill: The Basics* is a great source for Drill and Marching. This DVD was produced in 2003 by the North American Division Pathfinder Department and is available from Advent Source.
- *Drilling with Guidons* is an instructional DVD that teaches the basic guidon positions and how to incorporate them into a drill routine. It is available from Advent Source

# INTENT OF DRILL & MARCHING

## Suggestions to Drill Instructors

The drill prescribed in this manual is designed for general use. Some of the explanation is of a general nature and gives you enough latitude for adaptation to any group. Base your interpretation on these general provisions. Use this manual as a guide to a common-sense solution of minor points which are not covered specifically. Much discussion over trifles or the failure to make appropriate adaptation indicates a failure to grasp the spirit of the manual. Make any necessary adaptations simple. Do not complicate the drill. Stress precision in the execution of the drill, in marching in step, and correct alignment. *Pathfinder Club Drill Manual, p. 27*

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## DRILL TEAM GUIDELINES at the Pathfinder Fair

Clubs may choose to enter any or all drill categories: Basic, Advanced, Exhibition. We encourage the whole club including staff to participate in Basic Drill. Advanced Drill and Exhibition Drill may be done with all or part of your club.

- **Pre-registration Required:** Each club must indicate on their Fair Pre-registration Form the Drill and March categories they will be participating in.
- **Fair points are given for participation in any of the 3 categories.**
- **Clubs may participate in as many of the categories as they choose.**
- **Points are deducted for uniform errors** – 1 point for each offense per person
- **Points are deducted for marching errors** – 1 point each offense per team

Drill teams will go to the designated area for inspection at the time selected. (Uniform judging will be strict.) Wait for **Head Judge** to signal you onto the floor after inspection.

## Drill Team Members

- The Drill Team members must be members of the Pathfinder club and in grades 5-12 (with the exception of age 10 if the club director approves).
- The Drill Master may be a Pathfinder or a Staff Member.
- Advance Drill Teams should have a minimum of 5 members in order to accommodate Oregon Conference Color Guard opportunities. If a Drill Team has less than 5 members then only the US Flag and the Oregon Pathfinder Flag will be posted at Conference Events.

## Class-A Dress Uniform is required for Basic Drill and Advance Drill.

- Shirt/blouse – all insignia properly displayed.
- Pants/skirt – all girls on team must wear the same (either all skirts or all pants).
- Scarf and slide.
- Honor sash is optional – use only if all members of team have theirs on.
- Black Pathfinder belt and buckle.
- Socks: boys - black socks, girls - black socks (all same height) or black nylons.
- Black dress shoes.
- Any other accessories such as hats must all be the same.

# Basic Drill

- **Routine:** All teams in the Basic Drill category will perform the same routine. The required Basic Drill routine is included at the end of this Drill & Marching section in the "Basic Drill and Marching Judging Form".
- **Class-A Dress Uniform is required:** You may add accessories to your dress uniform but all participants must be the same.
- **Twenty (20) basic commands:** Start with "Fall in" and ending with "Dismissed." All commands will be taken from the *NAD Pathfinder Club Drill Manual*.
- **Judging:** Two teams will be judged at a time unless you have a large club, (20 or more) then only one team.
- **Drillmaster:** Each club provides their own drillmaster who marches with the team.
- **Ribbons:** Ribbons will be awarded for this category.

# Advanced Drill

- **Pre-requisite to Participate in Advance Drill:** All participants on the Drill Team must have their Basic Drill and March honor.
- **Class A dress uniform is required:** You may add accessories to your dress uniform but all participants must be the same.
- **Flags:** Drill teams must start their presentation by posting their U.S. flag and Club flag on the floor at the edge of the drill area. The U.S. Flag will be positioned on its own right, to the right of all other flags, and to stage-right. Clubs must supply their own flag bases and have bases pre-positioned when directed by the judges. The Color Guard will march in making at least 2 turns with their flags in parade formation. The Drill Master will use the appropriate commands for posting the colors. When finished the Color Guard will join their Drill Team.
- **Basic Drill Component:** Every team participating in Advanced Drill will demonstrate proficiency in Basic Drill by performing a Basic Drill Routine after posting colors and before starting their Advanced routine. The required routine is the same as the Basic Drill Section with the exception of the last command being "Fall out" instead of "Dismissed".
- **Reporting:** Drillmasters will report to the head judge (or other designee) before the start of their Advanced Routine. The report will indicate that the team is prepared to perform and request permission to continue. Timing will begin at the first command or movement of the team after the report.
- **Self-designed Commands:** Drill Teams must use standard marching orders. Self-designed commands with routines may be used; however, these commands should maintain the spirit of the Advanced Drill performance.
- **Routine Planning:** Plan to use a floor area of 45' x 90'. Use your imagination as long as you stay in a marching-style formation and routine. Guidons and drums may be used. Remember, dance-style routines and Flag Corp-style flags are classed as Exhibition Drill.
- **Time Limit:** Your routine must be within a 2½ minutes to 3½ minutes time limit: Lose 1 point per second you are under or over. You may have someone on the sidelines to signal the Drillmaster at 3 minutes 15 seconds. The time limit is only for the Advanced Drill routine itself. The Basic Drill and Color Guard component are not timed. However, bear in mind that all routines and transitions should be done quickly. Delays beyond reason may cause a score deduction in the timing category.
- **Ribbons & Trophies:** Ribbons will be awarded for this category and trophies will be awarded to the top three (3) first place teams.
- **Conference Drill Team & Color Guard:** All teams that are within 5 points of the top score will share the Conference Drill Team responsibilities for the upcoming Pathfinder year.

# Exhibition Drill

- **Uniform:** Dress or Field uniform is allowed. Additional uniform accessories may be added as long as they are relevant and do not disrupt the spirit of the performance. Costumes should not be used.
- **Creativity:** Music, flags, and any accessories (props) will be allowed in this category (any marching style is allowed). Let's have fun!
- **Time Limit:** Your routine must be within 2½ minutes to 3½ minutes time limit: Lose 1 point per second you are under or over. You may have someone on the sidelines to signal the Drillmaster at 3 minutes 15 seconds.
- **Ribbons:** Ribbons will be awarded for this category.
- **Audio:** Music or other Audio cannot be guaranteed to work with the equipment utilized at the Fair. If you have audio, it is recommended you prepare CDs: 1. formatted for playback in a standard CD player and 2. formatted for data. Please test and ensure your media will work. Avoid using media players such as iPods or computers as hook-ups may not be available.

# UNIFORM JUDGING FORM

## Basic Drill and Advanced Drill

<b>District Name</b>	<b>Score 30 possible</b>	
<b>Club Name</b>		
<b>Subtract one point for each item wrong for each person</b>		
<b>Shirt/Blouse</b>	Tucked in	
	Insignia correctly displayed and complete	
	Collar under scarf	
	Boys same length sleeve	
	Girls same length sleeve	
<b>Scarf &amp; Slide</b>	Scarf Missing	
	Scarf Incorrect	
	Slide Missing	
	Slide Incorrect	
<b>Honor Sash (optional)</b>	If one has sash then all must have sash (count all without wrong)	
<b>Belt &amp; Buckle</b>	Missing	
	Not in loops/ <b>Fitted Incorrectly</b>	
	Black belt with a Pathfinder buckle	
<b>Pants/Skirts</b>	Black dress slacks (plain or pleated front)	
	Black A-line skirt (plain or pleated front) (Girls wear either all pants or all skirts)	
<b>Hosiery</b>	Boys black socks	
	Girls black nylons or socks (do not mix socks & nylons)	
<b>Shoes</b>	Black dress-style (Soles may be another solid color but all must be the same color and not visible from the top)	
<b>Optional Accessories</b>	If one person has an optional item - all must have that item. (Count all wrong that do not have the item.)	
<b>Comments</b>		
<b>Judges Name</b>		

# BASIC DRILL AND MARCHING

## Judging Form – Pathfinder Fair

Please fill out the following items (for the Judges to use at the Fair):

1. Your Club Name
2. “Movement” section of this form specifying the 20 Basic commands.

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(Club Name)

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(Name of Judge #1)

**Write in Movement**

**Judges Use Only**

Movement	Errors	Comments
Fall In	1	
Dress Right, Dress	2	
Ready, Front	3	
Mark Time	4	
About Face	5	
Forward, March	6	
Change Step	7	
Left Flank	8	
Column Right	9	
Right Flank	10	
Rear, March	11	
Halt	12	
Left Face	13	
Three Steps to the Left	14	
Right Face	15	
Parade Rest	16	
Attention	17	
Present Arms	18	
Order Arms	19	
Dismissed	20	
<b>Total Points Possible</b>	<b>20</b>	Total Points

# BASIC DRILL

## Tally Form – Pathfinder Fair

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

District Name: \_\_\_\_\_

<b>Final Score</b>			
Possible Points		Actual Points	Comments
20	Judge #1 Score		
40	Judge #2 Score		
40	Judge #3 Score		
<b>100</b>	<b>Total</b>		
50	Less 50%		
30	Appearance Score		
20	Points for Entering		
<b>100</b>	<b>Grand Total</b>		

**Ribbon Awards—PLEASE NOTE: TOP CLUB SCORE = 100%- all ribbons will be scored off the top score.**

1 <sup>st</sup> place	90 - 100
2 <sup>nd</sup> place	75 - 89
3 <sup>rd</sup> place	66 - 74
Participant	0 - 65

# BASIC DRILL

## Judging Form

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

Judge's Number & Name: \_\_\_\_\_

		Comments
<b>Points Possible</b>	40	
<b>Number of Errors</b>		
<b>Final Score</b>		

**Subtract errors from Points possible**

Additional Remarks to help the club improve: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



# ADVANCED DRILL

## Tally Form – Pathfinder Fair

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

District Name: \_\_\_\_\_

<b>Final Score</b>			
Possible Points		Actual Points	Comments
50	Judge #1 Score		
50	Judge #2 Score		
50	Judge #3 Score		
50	Judge #4 Score		
50	Judge #5 Score		
50	Judge #6 Score		
<b>300</b>	<b>Total</b>		
Less 50	Drop lowest Judge score		
Less 50	Drop highest Judge score		
Less Uniform Errors 0-30	Appearance Score <b>subtract uniform errors</b>		
<b>200</b>	<b>Grand Total</b>		

Time Allowed	Time Over	
2½ - 3½ minutes		Subtract 1 point for each second under or over

Ribbon Awards

1 <sup>st</sup> place	180– 200 (90% +)
2 <sup>nd</sup> place	160 – 179 (80% +)
3 <sup>rd</sup> place	140– 159 (70% +)
Participant	0 – 139 (below 70%)

Trophies awarded to top (3) first place teams

Trophy awarded	yes	no	
Trophy placement	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>

# ADVANCED DRILL Judging Form

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

Judge's Number & Name: \_\_\_\_\_

Points Possible		Errors	Final Score	Comments
5	<b>Flag Presentation Technical Merit</b>			
5	<b>Flag Presentation Creativity</b>			
20	<b>Drill and March Technical Merit</b>			
20	<b>Drill and March Creativity</b>			
<b>Technical Merit</b>		<b>Creative Presentation</b>		<b>Remarks</b>
Correct commands for posting colors		Difficulty		
Uniform Inspection		Flow of program		
In Step		Number of moves		
Alignment		Enjoyability		
Unison of moves		Use of 45' x 90' floor area (1/2 - lose 1 pt) ¼ - lose 2 pts.)		

Team has 2½ to 3½ minutes – The first command by the drillmaster starts the timer.  
Head Judge to deduct 1 point for each second under 2½ minutes or over 3½ minutes.

Additional Remarks to help the club improve: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**Time used by team** \_\_\_\_\_

# EXHIBITION DRILL

## Tally Form – Pathfinder Fair

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

District Name: \_\_\_\_\_

<b>Final Score</b>			
Possible Points		Actual Points	Comments
50	Judge #1 Score		
50	Judge #2 Score		
50	Judge #3 Score		
50	Judge #4 Score		
50	Judge #5 Score		
50	Judge #6 Score		
<b>300</b>	<b>Total</b>		
Less 50	Drop lowest Judge score		
Less 50	Drop highest Judge score		
Less Uniform Errors 0-30	Appearance Score <b>subtract uniform errors</b>		
<b>200</b>	<b>Grand Total</b>		

Time Allowed	Time Over	
2½ - 3½ minutes		Subtract 1 point for each second under or over

### Ribbon Awards

1 <sup>st</sup> place	180 – 200 (90% +)
2 <sup>nd</sup> place	160 – 179 (80% +)
3 <sup>rd</sup> place	140 – 159 (70% +)
Participant	0 – 139 (below 70%)

(Note: Highlighted areas have been revised)

# EXHIBITION DRILL

## Judging Form

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

Judge's Number & Name: \_\_\_\_\_

Points Possible		Errors	Final Score	Comments
25	<b>Technical Merit</b>			
25	<b>Creative Presentation</b>			
<b>Technical Merit</b>		<b>Creative Presentation</b>		<b>Remarks</b>
In Step		Difficulty		
Sharpness of moves		Flow of program		
Unison of moves		Number of moves		
Other		Enjoyability		
		Other		

Team has 2½ to 3½ minutes – The first command by the drillmaster starts the timer.  
 Head Judge to deduct 1 point for each second under 2½ minutes or over 3½ minutes.

Additional Remarks to help the club improve: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Time used by team \_\_\_\_\_