

COURAGE TO STAND INTERNATIONAL CAMPOREE

DRILL TEAM INFORMATION Basic, Advanced & Freestyle Teams

SECTION 1: TEAM

Drill Teams must consist of at least 4 members.

Drill Teams may enter Only ONE of the following categories.

- Basic
- Advanced
- Freestyle

Pathfinder clubs having enough Pathfinders to have more than one Drill Team may have each team participate in a different category. However, each team must consist of completely different members with exception to the Drill Captain, i.e. a Pathfinder in the Basic Team cannot be in the Freestyle Team.

All team members must be registered members of the named Pathfinder Club that they represent and must be in the 5th through 12th grades, age (10-18).

Clubs with more than one Drill 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. Drill captains may command more than one team.

SECTION 2: UNIFORM

The Drill Team members should ALL be wearing the NAD (North American Division) standard Class A Uniform which consists of the following:

- Khaki Pathfinder Shirt, including Union, Conference and Club patches along with Class Insignias
- Black Pleated Slacks or Skirts with belt loops for black Pathfinder belt (No Spandex, cargo pants or BDUs)
- Black Socks (Males) or Black Hosiery (Females)
- Black Dress Shoes or Boots
- Yellow Neckerchief with Slide
- No Sash

NAD Class A Uniform Detail

Pins, chevrons, Conference, Club identification and other Pathfinder patches are required to be in the proper place and in good order according to the NAD Pathfinder Staff Manual pages 76-81. Black Pathfinder belt, black socks/stockings, 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 or accessories will be allowed during the presentation. Honor sashes **ARE NOT** to be worn during the presentation.

Note to teams from outside of the North American Division: If teams outside the NAD wish to participate in this event, they may wear the 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.

SECTION 3: MANUAL

The 1989 NAD edition of the Pathfinder Club Drill Manual is the official manual for this event.

Note to Teams outside of the North American Division: Those drill teams may wish to participate in the fancy 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 style of march. Teams outside the NAD may participate in the Fancy Freestyle Category which gives a little more freedom to use the drill commands that they are familiar with. However, the required Basic Commands must still be performed effectively following the 1989 NAD edition of the Pathfinder Club Drill Manual.

SECTION 4: UNIFORM INSPECTION PROCEDURE

Drill Teams must report to the staging area at least 15 minutes before their scheduled performance time. The Team captain, when instructed, will call their team to “Fall In” and then to “Open Ranks”, enabling the judge to effectively view the team’s uniforms. Once the inspection is complete, the captain/master calls their team to “Close Ranks” to prepare for the performance. The uniform inspection is not part of the timed event. The NAD Class A Pathfinder Uniform as specified in the uniform section is required.

SECTION 5: PERFORMANCE PROCEDURE

After the uniform inspection, the Drill Team will approach the entrance line to the drill area.

The **First Whistle** will blow signalling the Drill Team leader to come to the judges table and perform the following steps:

- Render a Hand Salute.
- Take 2 steps forward and state:
- “Sir/Ma’am, the *[Drill Team Name]*, in the *[Conference]*, in the *[Union]*, of the *[Country]*, requests permission to take the floor, Sir/Ma’am.”
- Take 2 steps backward.
- Render a Hand Salute and then execute an about face and return to Drill Team to command the Drill Team for the demonstration.

Time will start when “Fall In” is given by the captain.

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 immediately disqualified!

The **Second Whistle** will blow indicating Drill Teams have 1 minute left.

SECTION 6: REQUIRED COMMANDS

Basic:

The Basic Drill & Marching commands listed must be performed by the Drill Team as called by the Drill Captain in any effective order (Dismissed, however, should be the very last command.) Commands must follow the rules set forth by the 1989 NAD Pathfinder Club Drill Manual.

Advanced:

All of the Basic and 18 of the 23 Advanced Drill & Marching commands listed must be performed by the Drill Team as called by the Drill Captain in any effective order, **STARTING with the Basic commands first and then the Advanced commands** (Dismissed, however, should be the very last command.) Commands must follow the rules set forth by the 1989 NAD Pathfinder Club Drill Manual.

Freestyle:

The Basic Commands listed **must all be performed in the order listed** before the Fancy Freestyle routine with exceptions to “dismissed”. If the order is not maintained a 5pt penalty will be assessed. All Basic Commands must follow the rules set forth by the 1989 NAD Pathfinder Club Drill Manual. Additional commands may be necessary to complete the list **“in order”**.

Required Commands:

Basic Drill & Movement Commands (Page *)

Fall In.....	16
Dress Right Dress/Ready Front.....	23
Cover/Recover.....	19
Present Arms/Order Arms.....	9
Left Face.....	8
Right Face.....	8
About Face.....	8
Parade Rest.....	8
Stand At Ease.....	8
Attention.....	6
Hand Salute.....	10
Forward March.....	11
Column Left March.....	19
Column Right March.....	19
Half Step March.....	11
Right Flank March.....	20
Left Flank March.....	20
Rear March.....	19
Mark Time March.....	12
Halt.....	11
++++ Fancy Drill Teams Start Routine Here +++++	
Dismissed.....	17

*Page numbers where commands are located in the 1989 NAD Pathfinder Club Drill Manual.

SECTION 6: REQUIRED COMMANDS cont.

Advanced Drill & Movement

Commands (Page *)

By the Numbers/Without Numbers	3
At Ease	8
Rest	8
Backward March.....	13
At Close Interval Dress Right Dress/Ready Front	19
Close Interval March/Normal Interval March	24
Count Off.....	20
Count Cadence Count	10
Double Time March.....	14
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
File from the Lt/Rt Column Lt/Rt March/Reform Formation	27

Specific Command Detail & Clarification

Rear March: For purposes of rhythm it is acceptable to give the command either as “To the Rear March” or “Rear March.”

Mark Time: 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 accepted as a “command.” 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.

File from L/R: This is an extremely advanced command, and, for ease of use, the command may be given “File from the Left/Right March” and to return to the normal formation the command may be given “Reform Formation to Left/Right March.” Drill Teams must have at least 9 members (3x3) formation to execute this command.

Guidons: If Guidons are used by the Drill Team, all of the commands performed by the Guidon bearer should be performed automatically without specific command from the captain. For example: If “Present Arms” is given to the Drill Team by the Drill Captain, the correct movement for the Guidons 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 correctly.** All Guidon commands and movements must follow the rules set forth by the 1989 NAD Pathfinder Club Drill Manual.

SECTION 7: FLAGS, GUIDONS & MUSIC

Basic & Advanced: No Flags, Banners, or Music will be allowed for these performances. Advanced Teams may use Guidons.

Fancy Freestyle: National & Pathfinder Flags, Unit Guidons and hand held sticks with ribbons or material are allowed. **However, NOTHING should be used or carried that symbolizes a weapon.**

Appropriate marching music is allowed for this category, any inappropriate music or sensual movement or gyrations will disqualify the team immediately. Teams must bring their own equipment.

SECTION 8: TIME

Basic Drill: 5 minutes to perform.

Advanced Drill: 5 minutes to perform.

Fancy Freestyle: 8 minutes to perform.

(Roughly 2min to give the Basic Commands in the order listed & 6min for the Fancy Freestyle routine)

Time will start when **the command “Fall In” is given.**

For every 1-20 seconds over the allotted time limit, **5 points** will be deducted from the total score.

Time stops when **the command “Dismissed” is given.**

(After “Dismissed” is given, leave the drill area immediately or a time penalty may still be assessed.)

SECTION 9: AREA

The planned area for the demonstration is to be on cement or black top and have a space of 100 by 100 feet. Teams should plan their practices in a smaller area in case space is not available as planned.

There will be a space outside of this area for the uniform inspection and for teams to line up.

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 Drill Teams and any equipment is extremely important.

SECTION 10: POINTS

The following criteria will be used in the scoring process:

10 Points	Uniform – Uniformity & Compliance with NAD Class A Uniform
10 Points	Drill Captain – Command Voice & Ability to Command Team effectively
20 Points	Creativity – Team’s performance of commands in a smooth-flowing rhythmic manner
20 Points	Precision – Team’s ability to perform commands uniformly with precision & sharpness
40 Points	Drill Routine – Team’s performance of commands, use of space, and timing of movements

Bonus Points:	5 Points will be awarded to Drill Teams with a leader 18 & under
Point Deductions:	5 Points will be deducted for every 1-20 seconds over the time limit
	5 Points will be deducted for each piece of equipment dropped or improperly carried
	10 Points will be deducted if the team fails to demonstrate proper marching techniques
Fancy Free Style only:	5 Points will be deducted if the Basic Drill Command order as listed is not followed

Immediate Disqualification/Dismissal will occur if inappropriate movements are performed or inappropriate behavior displayed by **team or club members present**.

SECTION 11: SCORING

The scoring of the judges will be tallied and averaged to calculate the final score.

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.

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

1st Place	90 to 100 Points	90%	At least 90% of the total points available
2nd Place	80 to 89 Points	80%	At least 80% of the total points available
3rd Place	70 to 79 Points	70%	At least 70% of the total points available

SECTION 12: SCHEDULE

The plan is to post a schedule on the website and possibly in the daily paper to indicate the time of your performance once all registration forms are received and confirmed. Please be attentive to the 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 scheduled performance time.

SECTION 14: REGISTRATION

Deadline: Friday, March 13, 2009

All registrations forms **Must Be Received** by March 13, 2009.

Please mail the registration form to:

Event Coordinator

Drill Teams & Drum Corps: Joel Hutchins,

Address: P.O. Box 1044, Beltsville, MD 20704

Cell Phone: 301-802-4326

e-mail: thsldu@comcast.net (registration forms may be e-doc'ed via e-mail in pdf format)

SECTION 13: COORDINATOR

Event Coordinator: Drill & Drum

Joel Hutchins

e-mail: thsldu@comcast.net

Home Phone: 301-802-4326

Coordinator: Basic & Advanced Drill Team

Rachel Figueroa

e-mail: rach89@hotmail.com

Home Phone: 321-206-9709

Coordinator: Fancy Freestyle Drill Team

Paul Fyffe

e-mail: pfyffe1@aol.com

Cell Phone: 917-318-3033

If you have questions please contact the respective Basic, Advanced, Freestyle or Event Coordinator

Please mail the registration form to:

Event Coordinator

Drill Teams & Drum Corps: Joel Hutchins,

Address: P.O. Box 1044, Beltsville, MD 20704

e-mail: thsldu@comcast.net (registration forms may be

e-doc'ed via e-mail in pdf format)

DRILL TEAM REGISTRATION

Pathfinder Club's Demographic (Please Print)

Club Name: _____

Conference: _____

Union: _____

Country: _____

Staff Demographic

Club Director: _____

Phone: _____

Email: _____

Drill Captain: _____

Phone: _____

Email: _____

Drill Captain: _____

Phone: _____

Email: _____

Drill Captain: _____

Phone: _____

Email: _____

Conference Coordinator: _____

Phone: _____

Email: _____

Conference Director: _____

Phone: _____

Email: _____

Drill Team(s) Compliment

	Number of Drill Team members	Drill Captains Age
Basic Drill Team:	_____	_____
Advanced Drill Team:	_____	_____
Fancy/Freestyle Drill Team:	_____	_____

Rules and Regulations Agreement

By completing and signing this registration form both the Director and Drill Captain have read, understand, and accept all the rules and regulations set forth in this information packet including the NAD Class A Uniform Requirements and will abide by them when presenting their Drill Team(s) at the 2009 *Courage to Stand* Camporee. All registration forms must be signed by both the Director of the Club represented by the Drill Team(s) and the Drill Captain. If club will present more than one Drill Team with different Drill Captains, all Drill Captains must sign. Any form not completed with all required signatures and received by **March 13, 2009**, or clubs not registered & recognized by the conference represented will not be accepted. Receipt confirmation of the registration form will be sent to the Director's e-mail listed immediately upon confirmation with the conference of club's status. If receipt is not confirmed via e-mail within two weeks of submission, please contact the Drill Team & Drum Corps Event Coordinator. Shortly after the March 13, 2009 deadline, a performance schedule will also be created and e-mailed to the Director's e-mail which will indicate date and relative time of performance.

Director's Signature: _____

Date: _____

Drill Team Captain's Signature: _____

Date: _____

Drill Team Captain's Signature: _____

Date: _____

Drill Team Captain's Signature: _____

Date: _____