

Kansas-Nebraska Drilling and Marching Rules

SECTION 1: TEAM Drill Teams must consist of at least four members. Clubs with fewer than four members are excluded from this requirement and encouraged to participate. 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. Each team must consist of completely different members with exception to the Drill 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 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.

A Drill Team is defined as a group of Pathfinders/TLT's aged 10 through 18. All team members must be registered members of the Pathfinder club that they represent and must be in the 5th through 12th grades.

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 clubs that are recognized by the Kansas-Nebraska conference as an "official" Pathfinder club, however teams do not have to audition, be ranked, or seek permission by the conference to register as long as they are an "official club" in the conference.

Kansas-Nebraska Drilling and Marching Rules

SECTION 2: UNIFORM Drill Team members should ALL wear the NAD (North American Division) Class “A” Uniform consisting of the following:

- Khaki Pathfinder Shirt, including Conference and Club patches along with Class Insignia
- Black Pleated Slacks or Skirt with belt loops for black Pathfinder belt (No Spandex, Cargo Pants, BDU’s, or Black Jeans)
- Black Pathfinder Belt and Pathfinder Buckle
- Black Dress Shoes or Boots
- Black Socks or Black Hosiery
- Yellow Neckerchief with Slide
- No Honor Sash

North American Division (NAD) Class “A” Uniform Detail Pins, chevrons, Conference, Club identification and other Pathfinder patches are required to be in their designated place and in good order according to the NAD Pathfinder Staff Manual pages 76-81. Black Pathfinder belt, black socks, 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 will not be recognized so please refrain from wearing that item for this exhibition as points may be deducted.

SECTION 3: UNIFORM INSPECTION PROCEDURE The Demonstrating Team must report to the staging area at least 10 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. 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. The NAD Class “A” Pathfinder Uniform as specified in the uniform section is required.

Kansas-Nebraska Drilling and Marching Rules

SECTION 4: AREA The planned area for the demonstration is on cement, black top, polished wood, brick pavers, or grass and will have a space of 84 by 50 feet (high school basketball court). 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 will 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. Note:

Area at Broken Arrow: 37' x 70'

Area at Woodland Acres: TBD

SECTION 5: MANUAL The 1989 NAD edition of the Pathfinder Drill Manual is the official manual for this event.

SECTION 6: DEMONSTRATION PROCEDURE After the Uniform Inspection, the Drill Team will approach the entrance line to the demonstration area.

When the judges indicate they are ready, the Drill Team leader enters the demonstration area smartly and with the most direct route possible approaches the Protocol Judge and assumes 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:

“Sir/Ma’am, the [Drill Team Name] from [Church Name] 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 warning will be given indicating teams have 1 minute left before they exceed the allotted time and incur an overtime penalty.

Kansas-Nebraska Drilling and Marching Rules

The Time will stop when the command “Dismissed” is given by the Drill Leader.

No other warnings will sound, it is the responsibility of the team leader to be aware of their time and ensure 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 immediately disqualified!

SECTION 7: TIME

Basic Teams: 3 minutes to perform

Advanced Teams: 5 minutes to perform

Freestyle Teams: 8 minutes to perform.

Roughly 2 min to demonstrate the Basic Commands in order & 6 min for the Freestyle routine Time starts when the command “Fall In” is given.

Time stops when the command “Dismissed” is given.

After “Dismissed” is given, leave the drill area immediately or an overtime penalty may still be assessed. For every 1-30 seconds over the allotted time limit, 5 points will be deducted from the total score.

SECTION 8: FLAGS, GUIDONS, & MUSIC

Basic Teams: No Flags, Banners, or Music will be allowed.

Advanced Teams: Unit Guidons are allowed. No other Flags, Banners, or Music will be allowed.

Freestyle Teams: National, State, Christian, & 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 the freestyle category, however any inappropriate music, sensual movement or gyrations will disqualify the team immediately. Teams must bring their own equipment to play the music. If amplification and connection to the PA system is desired teams need to bring their own cables to connect to a standard

Kansas-Nebraska Drilling and Marching Rules

mixing board, however connection still may not be possible.

SECTION 9: DRILL TEAM JUDGE QUALIFICATIONS To qualify as a judge for the competition, applicants must be a TLT or staff of good standing, meet the following requirements, and send their application to the Conference Drill Coordinator.

Judge Qualifications:

1. Recognize proper demonstration of drill commands
2. Working Knowledge of the Pathfinder Drill Manual
3. Drill Instructor for a Drill Team for at least 1 year
4. Ability to perform Uniform Inspections

SECTION 10: POINTS The following criteria will be used in the scoring process:

All teams will be scored out of 100 points. The criteria are the Uniform, Execution of Routine, Performance of Drill Leader, and Adherence to Required Commands.

Guidons: Any advanced team not using guidons will receive a significant score deduction. (exempt May 2020)

Bonus Points:

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

3 Points awarded to Basic Teams that complete their required commands "in order"

1 Point awarded to Freestyle Teams for every move that is their own original creation

Point Deductions:

10 Points deducted if Basic or Advanced teams demonstrate Freestyle movements

5 Points deducted if Freestyle teams do not demonstrate the listed required commands in order

5 Points deducted for every 1-30 seconds over the time limit

1 Point deducted each time any member of the team leaves the demonstration area

1 Point deducted for each piece of equipment or uniform item that falls or drops

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

Kansas-Nebraska Drilling and Marching Rules

SECTION 11: SCORING The scoring of the judges will be tallied and averaged to calculate the final score. All scoring and decisions by the judges are final and are not to be argued or debated. Inappropriate or un-christ-like behavior directed toward the judges or staff will result in disqualification. This exhibition is a ministry of the Lord and all behavior should Glorify His Name.

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

- 1st Place Receiving at least 90% of the full score
- 2nd Place Receiving at least 80% of the full score
- 3rd Place Receiving at least 70% of the full score
- Participant Receiving less than 70% of the full score

SECTION 12: SCHEDULE Any team not present for their time slot may lose the opportunity to perform. Each team should be present in the staging area 10 minutes before their scheduled performance time.

SECTION 13: 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 Drill & Marching commands listed in any effective order. Omitted commands will not receive any points.

Fall in	Attention	Right Flank March
Cover	Present Arms	Left Flank March
Recover	Order Arms	Column Left March
Dress Right Dress	Left Face	Column Right March
Ready Front	Right Face	Mark Time March
Parade Rest	Hand Salute	Ready Halt
Prayer Attention/Amen	About Face	Fall Out or Dismissed
Stand At Ease	Forward March	
At Ease	To the Rear March	

Kansas-Nebraska Drilling and Marching Rules

Advanced: Advanced Teams demonstrate a selection of the Basic and Advanced Drill & Marching commands listed in any effective order. Up to half of the commands from the routine may come from the Basic list above.

At Close Interval Dress	Right Oblique March	Column Half Left March
Right Dress	In Place Halt	Column Half Right March
Double Interval Dress	Resume March	Half Step March
Right Dress	Left Oblique March	Backward March
Half Left Face	Eyes Right/Ready Front	Left Step March
Half Right Face	Double Time March	Right Step March
Count Off	Quick Time March	Dismissed
Open Ranks March	Change Step March	
Close Ranks March	Counter Column	

Freestyle: Freestyle Drill Teams need to demonstrate all of the Basic commands in the **Order Listed** before the Freestyle routine. If the order is not maintained teams will incur a 5 point penalty. If a Drill Leader misses or omits a command, do not attempt to demonstrate it later in the routine because that will also incur an out of order penalty which is greater than the penalty for not successfully demonstrating the command.

Fall In	Stand At Ease	Left Oblique March
Dress Right Dress	At Ease	Forward March
Ready Front	Rest	Half Step March
Cover	Attention	Column Left March
Recover	About Face	Column Right March
Open Ranks March	Close Ranks March	Right Flank March
Present Arms	Count Off	Left Flank March
Order Arms	Hand Salute	To the Rear March
<i>By the Numbers</i>	Forward March	Mark Time March
Left Face	Right Oblique March	Ready Halt
Right Face	In Place Halt	++ Freestyle Routine ++
<i>Without Numbers</i>	Resume March	Dismissed
Parade Rest	Forward March	

Kansas-Nebraska Drilling and Marching Rules

SECTION 14: 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 verbal command “Hand Salute” is required for this competition.

Guidons: 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(s) 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 as the Right Oblique, but to the left by switching the required foot assignments.

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

Kansas-Nebraska Drilling and Marching Rules

shoulders parallel to the base and regulate their steps so that the ranks remain parallel to the original front.

Other Oblique 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 alongside 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.

Kansas-Nebraska Drilling and Marching Rules

SECTION 15: ROLES & RESPONSIBILITIES Competition Director: This is the person with the highest rank at the competition. They will thank teams for participating and ask the audience to be quiet as needed. They can disqualify teams or ask audience members to leave if necessary. At the end of the competition they announce the placement of each team. They have authority to authenticate all decisions and placements.

Announcer/Timekeeper - They will announce what team is coming up, start and end the time, and sound the 1 minute warning. They record the official times for each team on the Score Keeper's scoresheet.

Score Keeper - They will add up all the judges' scores and keep track of the score sheets, handing them out at the end if needed for review.

Protocol Judge - A well-qualified judge who will receive the Drill Leader's salute at the beginning of each routine. They are responsible for the formal routine, watch for any bonus or deduction points to be recorded on the Score Keeper's scoresheet and settle any disputes between the floor judges, participants, or audience. Their decisions are final and not to be disputed.

Floor Judges - There will be four or more trained judges on the floor at all times to judge the participants. Additional judges will be available for the uniform inspections and to fill-in when necessary. In order to avoid any bias, judges are asked to not judge their own team if possible, but ask for a replacement for that round.

Kansas-Nebraska Drilling and Marching Rules

SECTION 16: DRILL TEAM REGISTRATION

Return this Registration Form to the Event Coordinator: _____

Pathfinder Club Demographic: (Please Print)

Club Name: _____

Church Name: _____

Club Staff Contact Info:

Club Director: _____ Phone: _____ Email: _____

Club Deputy Dir: _____ Phone: _____ Email: _____

Drill Team Leader Contact Info: (if over 18)

Basic: _____ Phone: _____ Email: _____

Advanced: _____ Phone: _____ Email: _____

Freestyle: _____ Phone: _____ Email: _____

Team Info: Number of Drill Team Members

Number of Drill Team Members

Drill Leader's Age (if 18 or under)

Basic: _____

Basic: _____

Advanced: _____

Advanced: _____

Freestyle: _____

Freestyle: _____

Rules and Regulation Agreement:

By completing and signing this registration form both the Director and Drill Leaders have read, understand, and accept all the rules and regulations in this information packet and will abide by them at the Camporee. Registration forms must be signed by both the Director and the Drill Leaders. Only forms completed with all required signatures and received by the deadline will be accepted. Confirmation receipt of the registration form will be sent to the Director's E-mail immediately upon confirmation of the team's registration. If an E-mail confirmation is not received within two weeks contact the Event Coordinator.

Kansas-Nebraska Drilling and Marching Rules

Signatures:

Club Director: _____ Date: _____

Basic Leader: _____ Date: _____

Adv Leader: _____ Date: _____

Freestyle Leader: _____ Date: _____

Kansas-Nebraska Drilling and Marching Rules

Section 17: Judge Application

Exempt May 2020

Section 18: Acknowledgments

We wish to thank the following People for their Involvement in creating this *Version 2.1* resource: Kelti Barcelow - Project Lead - College View Trailblazer; Staff Cesar Cruz - Lincoln Spanish Elienai Staff; Kelysibelle Crespo - College View Trailblazer TLT; Benton Davis - College View Trailblazer Staff; Eric Hansen - Kansas City Explorers Staff; Lonny Nelson - Conference Pathfinder Coordinator