

## Canadian National Pathfinder Virtual Camporee

# DRILL AND MARCH COMPETITION



### 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 aged 10 through 18 or Master Guide 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 and can only call commands as they accompany the team on the drill floor in the standard drill instructor position.

**Team Categories:** (Each team may only enter ONE of the following categories)

- Basic
- Advanced
- Fancy Drill – 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 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.

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 - Uniforms**

Drill Team members including the Drill Leader should ALL wear the SDACC 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 and socks according to the SDACC Uniform Policy
- Yellow Neckerchief with Slide or Ascot (not both)
- Sash to be included
- **MASK (in compliance with COVID-19 regulations) – This is MANDATORY**

## **Section 3 – Area**

The planned area for the demonstration is on cement, black top, or brick pavers and will have a dimension of roughly 100 by 100 feet. However, teams should plan their routine in a smaller area in case space is not available as planned.

## **Section 4 – Drill Manual**

Drill teams will be marked based on the Canadian Drill and Ceremonial Manual that is going to be made available on the camporee website; [www.camporee.ca](http://www.camporee.ca)

## **Section 5 – Demonstration Procedure**

The Drill Team leader to enter the demonstration area smartly in front of the camera, assume the position of attention.

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**], requests permission to take the floor, Sir/Ma'am."

Render a Hand Salute and then execute an About Turn and prepare to command the team for the demonstration.

The Time will start when “**Fall IN**” is given by the Drill Leader.

Please note that all demonstration starts with the command “**Fall IN**”, this is when the judges starts timing the demonstration

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

### **Section 6 - Time**

Basic Teams: 3 minutes to perform  
Advanced Teams: 4 minutes to perform  
Freestyle Teams: 8 minutes to perform.  
Roughly 3min to demonstrate the Basic Commands in order & 5min for the Freestyle routine

Time starts when the command “Fall In” is given.

Time stops when the command “Dismissed” is given.

### **Section 7 – Flags, Guidons & Music**

No flags, Guidons, Banners or Music may be used

### **Section 8 – Video Submission**

Drill videos must be submitted by **July 23, 2021** via the website: <http://www.camporee.ca/drill-drum-competition/>

### **Section 9 - Points**

The following criteria will be used in the scoring process:

<b>Uniform</b>	Uniformity & Compliance with NAD Class A Uniform
<b>Drill Captain</b>	Command Voice & Ability to Command Team effectively
<b>Creativity</b>	Team’s performance of commands in a smooth-flowing rhythmic manner
<b>Precision</b>	Team’s ability to perform commands uniformly with precision & sharpness
<b>Routine</b>	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  
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.  
2 Point awarded to Basic & Advanced Teams that complete their required commands “in order”

Teams must indicate intension to do this immediately after requesting to use the drill floor.

- 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

### Section 10 - 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 of unchristian 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	90-100 Points	90%	Receiving at least 90% of the total points available
2nd Place	80-89 Points	80%	Receiving at least 80% of the total points available
3rd Place	70-79 Points	70%	Receiving at least 70% of the total points available

### Section 11 – Required Commands

The Basic & Advanced commands must follow the rules set forth by the Canadian Drill and Ceremonials Manual

Basic: Basic Teams demonstrate the Basic commands listed below in any effective order.

Fall in	Forward March
Right Dress	Saluting to the Right on the March
Stand Easy	Saluting to the Left on the March
At Ease	Saluting to the Front on the March
Attention	Left Turn on the March
Present Arms/Order Arms	Right Turn on the March
Left Turns at the Halt	About Turn on the March
Right Turns at the Halt	Halt
About Turns at the Halt	Dismiss
Saluting to the Right at the Halt	

Saluting to the Left on the Halt  
Saluting to the Front on the Halt

Advanced: Advanced Teams demonstrate the Basic and Advanced commands listed below in any effective order.

Fall in  
Right Dress  
Stand Easy  
At Ease  
Attention  
Present Arms/Order Arms  
Left Turns at the Halt  
Right Turns at the Halt  
About Turns at the Halt  
Saluting to the Right at the Halt  
Saluting to the Left on the Halt  
Saluting to the Front on the Halt

Forward March  
Saluting to the Right on the March  
Saluting to the Left on the March  
Saluting to the Front on the March  
Left Turn on the March  
Right Turn on the March  
About Turn on the March  
Left Wheel  
Right Wheel  
Changing from Quick to Slow March  
Left Turn on Slow March  
Right Turn on Slow March  
About Turn on Slow March  
Changing from Slow to Quick March  
Halt  
Dismissed

Fancy Drill: Fancy Drill Teams demonstrate all of the Basic commands In the Order Listed before the Freestyle routine.

Fall in  
Right Dress  
Stand Easy  
At Ease  
Attention  
Present Arms/Order Arms  
Left Turns at the Halt  
Right Turns at the Halt  
About Turns at the Halt  
Saluting to the Right at the Halt  
Saluting to the Left on the Halt  
Saluting to the Front on the Halt

Forward March  
Saluting to the Right on the March  
Saluting to the Left on the March  
Saluting to the Front on the March  
Left Turn on the March  
Right Turn on the March  
About Turn on the March  
Fancy Drill starts here  
Halt  
Dismiss