

UCC DRILL TEAM COMPETITION

Pathfinder Fair

Revised 2024

There are three categories of Drilling and Marching available: Basic, Advanced and Freestyle.

Basic

All clubs are encouraged to enter a Basic Drill team, even if nothing else. The Basic category is designed so a club can succeed even with all beginners.

Advanced

Advanced drill is designed for teams who wish to march at an advanced level, performing advanced, creative movements with a high level of precision and “razzle-dazzle.” This category is ideal for experienced marchers.

Freestyle

Freestyle drill is designed for teams who want a more imaginative and less structured style of drilling than the Basic and Advanced Drill categories. All levels of marchers may enjoy this category.

Commonalities

All drill categories have these things in common:

- A team must have at least 4 members unless the total club size is smaller. Members must be predominantly of Pathfinder age. However, feel free to use some teen or adult staff if needed to fill out the ranks.
- A staff-only team is only allowed if not representing a specific club. For example, a team could be made up of the directors in a district.
- Music may be used to accompany drill routines, but it must be submitted for approval to the UCC Pathfinder Ministries before April 30. No exceptions.
- Tasteful chants may be incorporated, if desired.
- Guns or likenesses of such are not allowed.
- The minimum dimensions of the drill field will be 60 ft x 60 ft unless an unforeseen situation arises. Routines must stay within the field dimensions.
- Points are awarded when the drill master uses a cordless microphone. Judges must be able to hear the commands. The drill team also benefits from hearing better.
- All members of a drill team will receive a participation patch.
- Olympic style scoring of the routines will be done by a panel of seven judges. The judges will hold up individual score cards after each drill team performance, awarding 6 to 9 points per judge. The scores from the highest and the lowest card will be thrown out. The remaining five scores will be added together and awarded to the team. The items scored by the judges vary depending on the drill category.
- A new drill team begins every 2 to 3 minutes. Inspection occurs at check-in, prior to each routine. Points are awarded for being present 5 minutes before check-in, so be early.

BASIC DRILL REQUIREMENTS

1. The panel of judges will score only on Technical Merit. Technical Merit includes:
 - a. Accuracy of the execution of commands. An example is everyone turning left on a Left Flank command.
 - b. Precision, such as doing the commands in unison, and the ability of the team to keep in step.
2. Silent commands are not allowed.
3. Perform at least 20 of these basic commands:

fall in	left face	about face	dress right dress	halt
ready front	forward march	at ease	column right	eyes right
column left	attention	parade rest	present arms	order arms
to the rear	left flank	right flank	rest	mark time
right face	stand at ease	fall out	hand salute	cover
4. While advanced commands and creative movements may be used, they are not scored.
5. At check in, **a list must be turned in of the commands to be used**, in the approximate order in which they will be executed. During the performance, a judge will keep track of whether the commands on the list are executed. NOTE: IF THE DRILL MASTER NEEDS A LIST OF COMMANDS, HE/SHE MUST PROVIDE THEIR OWN, ADDITIONAL LIST.
6. Uniforms: Each Pathfinder will be in dress uniform. This includes black shoes, black socks for boys, matching nylons or black socks for girls, scarves and sashes. Extras such as helmets, gloves, spats, drums, guidons, etc. may NOT be used. Be sure there is uniformity across the team. For example, do not mix skirts and pants amongst the girls.
7. Inspection of the team members will take place at check in. Uniforms will be checked for completeness, neatness, cleanliness and the proper placement of patches.
8. There is a 00:02:30 (2 minutes, 30 seconds) time limit for the drill routine and no minimum. Points are awarded for the length of the routine as follows:

Minutes:seconds	Points
Up to 2:30	10
2:31-2:45	8
2:46-3:00	5
Over 3:00	0
9. Points are awarded for:

Points awarded for:	Points possible:
5 minute pre-arrival	5
Uniforms	10
Time limit	10
Completion of movements	20
Judges scoring of Technical Merit	45
Cordless mic used	5
Total possible:	95
10. Placements:

1 st place	90-95
2 nd place	85-89
3 rd place	0-84

ADVANCED DRILL REQUIREMENTS

This drill category is designed for teams who wish to march at an advanced level, performing creative, advanced marching movements with a high level of precision and an element of “razzle-dazzle.”

1. The panel of judges will score twice: On Technical Merit and on Advanced Display.
 - a. Technical Merit
 - i. Accuracy of the execution of commands.
 - ii. Precision, such as doing the commands in unison, the ability of the team to keep in step and the steadiness of cadences. **Note that this is judged at a higher level than Basic Drill.**
 - iii. Difficulty level of the routine.
 - b. Advanced Display
 - i. The “wow factor”, how amazing the performance seems.
 - ii. Creativity and originality of the performance.
2. Silent commands are not allowed.
3. Choose at least 5 of these advanced commands:

route step	open ranks	half right	half left
change step	count off	double time	close interval march
incline around	at ease march	column half right	column half left
close ranks	file from the left	file from the right	close interval dress right dress
backward march			
4. A minimum of 5 creative movements are required, in addition to the above commands.
 - a. Creative movements should be based on drilling and marching commands and may include combination commands (a single command to execute a sequence of movements).
 - b. Variety and creativity are encouraged, but only if it's possible to maintain precision.
 - c. Tasteful command names may be made-up for the creative/combination movements.
 - d. Non-drill-like movements such as gymnastics are not allowed.
 - e. Synchronized hand movements and guidons may be incorporated if desired.
 - f. Drums are allowed but may only be used by a member(s) of the team on the field.
5. **At check in, a list must be turned in of the 5 advanced commands and the 5 creative movements to be used, in the approximate order in which they will be executed.** During the performance, a judge will keep track of whether the commands on the list are executed. NOTE: IF THE DRILL MASTER NEEDS A LIST OF COMMANDS, HE/SHE MUST PROVIDE THEIR OWN, ADDITIONAL LIST.
6. Uniforms: Each Pathfinder will be in dress uniform.
 - a. This includes black shoes, black socks for boys, matching nylons or black socks for girls, scarves and sashes.

- b. Extras such as helmets, gloves, spats, drums, guidons, etc. are allowed.
 - c. Be sure there is uniformity across the team. For example, do not mix skirts and pants among the girls.
 - d. Non-uniform-like items and props may **not** be used.
 - e. Note that hand movements (seen best with white gloves) can look very sharp.
7. Inspection of the team members will take place at check in. Uniforms will be checked for completeness, neatness, cleanliness and the proper placement of patches.
 8. An extra point will be awarded as a bonus if the drillmaster does not use a script of the commands or movements. A word to the wise: Only try this if you are truly ready! Forgotten commands could be a disaster for the whole team!
 9. Maximum points are awarded for a routine that falls within 2:46 and 3 minutes. Points are awarded for times as follows:

Minutes:seconds	Points
0-1:00	0
1:01-2:00	5
2:01-2:45	8
2:46-3:00	10
3:01-3:15	8
3:16-3:30	5
Over 3:30	0

10. Points are awarded for:

	Points possible:
5 minute pre-arrival	5
Uniforms	10
Time restrictions	10
Completion of movements	10
Judges scoring of Technical Merit	45
Judges scoring of Advanced Display	45
Cordless mic used	5
Total possible:	130
<i>Extra point when drillmaster uses no script</i>	<i>1</i>

11. Placements:

1 st place	120-131
2 nd place	110-119
3 rd place	0-109

FREESTYLE DRILL REQUIREMENTS

Freestyle Drill is designed for teams who want a more imaginative and less structured style of drilling than the Basic and Advanced Drill categories.

1. The panel of judges will score twice: On Technical Merit and on Artistic Merit.
 - a. Technical Merit
 - i. Accuracy of the execution of commands.
 - ii. Precision, such as doing the commands in unison, and the ability of the team to keep in step. This is judged at about the same level as Basic.
 - b. Artistic Merit
 - i. Overall creativity of the performance
 - ii. Creativity of movements
 - iii. Originality of uniforms (if using creative uniforms)
2. Silent commands ARE allowed.
3. Teams are scored on special/creative movements.
 - a. Standard marching movements are encouraged but are not specifically scored, aside from Technical Merit.
 - b. Gymnastic movements are allowed. However, a marching cadence must be kept throughout the routine, in order to keep the routine in the spirit of drilling and marching.
 - c. There is no minimum number of creative movements, and a list of commands is not required by the judges. However, the more creative movements are used, the more likely the panel of judges will provide higher scores.
4. Uniforms
 - a. Pathfinder uniforms or original uniforms are allowed.
 - b. Go CREATIVE (but please be tasteful).
 - c. Teams will be judged on uniformity. Uniformity may be achieved in ONE of the following ways:
 - i. Identical uniforms.
 - ii. The same articles of clothing for all members but using different colors.
 - iii. The same color of clothing for all members but using different articles of clothing. NOTE: If doing this, make it obvious (yet modest and tasteful). Don't use clothing with subtle differences.
 - iv. Outfits which are different but which clearly mesh together as part of the theme of the routine. Example: If portraying a Bible story, the team members might dress as specific characters.
 - v. Split uniformity: Part of the team dresses one way while part dresses another way. NOTE: The different outfits must somehow fit together. In other words, don't use two totally different outfits solely for the sake of being different. They should be related somehow or each have a role in the theme of the routine.
5. Flags (Pathfinder or non-Pathfinder), banners and other props are welcome, as long as the performance stays a marching routine.

6. Maximum points are awarded for a routine that falls within 2:31 and 3 minutes. Points are awarded for times as follows:

Minutes:seconds	Points
0-1:00	0
1:01-2:00	5
2:01-2:30	8
2:31-3:00	10
3:01-3:15	8
3:16-3:30	5
Over 3:30	0

7. Points are awarded for:
- | | Points possible: |
|-----------------------------------|------------------|
| 5 minute pre-arrival | 5 |
| Uniformity | 10 |
| Time restrictions | 10 |
| Judges scoring of Technical Merit | 45 |
| Judges scoring of Artistic Merit | 45 |
| Cordless mic used | 5 |
| Total possible: | 120 |

8. Placements:
- | | |
|-----------------------|---------|
| 1 st place | 110-120 |
| 2 nd place | 100-109 |
| 3 rd place | 0-99 |