

DRILL & MARCHING

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DRILL & MARCHING RESOURCES

- The Nevada-Utah 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 Nevada-Utah Conference. We currently recognize the 2003 Club Drill DVD to be the Manual for drill for all pathfinders in the NUC.
- 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 Adventsource.
- 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 Adventsource

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. Remember we are not to try to see who is the greatest or best. We are looking for excellence in teamwork. Everyone should be able to get first place if everyone does an excellent performance.

Opening ceremonies

Opening ceremonies are very important for Pf & Adv. It is the gateway between before club time and club time. When pathfinders hear the command "Pathfinders - Fall In" or when adventurers are called to gather they know there are certain things that are about to happen. Things that Pfs & Adv's all over the world do just like them. It gives a deeper meaning to the clubs. A greater sense of belonging. We as leaders need to know the

ceremonies for the club. We need to know who is doing what and where they should be. The kids will never take their club more seriously than you do. When you do not do the ceremonies correctly and consistently the kids will not ever grow to respect the club time and what it means to them.

Now that being said there are many right ways to do the opening ceremonies. And there will be many people with an opinion on the right way to do things.

But follow these steps and you should be ok.

1. Read your director's guide on the opening ceremony. Make sure your guide is the newest one and for your area. So for the NUC go to the NAD club ministries web page and adventsource.org for your info. Not the South East Asia Division or any other non NAD and NUC source.
2. Ask your church how it was done by the last few leaders
3. Then note any differences.
4. If there is a difference try and find out where they come from. Something to look for was the last leader using an older manual, they had a leader from some where it was just done differently, they did not know how to do it right so they did the best they could.
5. If there are differences, note each one and ask yourself if this is a style thing or a manual thing. If it is a manual thing you should educate the staff and church about the differences and help them see why it is done this way. And you can call your area coordinator or conference club ministry director for help if you feel it is really important. Most likely it has to do with the changing of laws and societies norms. For example in the NAD Adventurers do not drill even though in other divisions they do. For Pathfinders there is no braids in the director guide but in their updated material online there is. If it is a style thing just go with it. Most churches have a little bit different ways of doing things. And of course if your church lets you. You can bring your own new ways of doing things. But it is not worth fighting over.

Here are some things you need to get right.

1. Flags in the right spots. We take about flags into other parts of the handbook mainly chapter 4 and 6. The main thing to remember is the US flag goes on its own right. Simply put the flag goes on the right of whatever it is going with. So if it is the room's flag it would go to the right of the speaker's position. If it is at the front of a campsite it would go to the right of the entrance as you are looking out. So the question is whose flag is it and looking forward is it on the right.
2. Is the space big enough for the formation?
3. Is your call to begin clear and well understood? Like Pathfinders - Fall In. Adventurers do not drill so they can use other things like a bell being rung 3 times.
4. The kids know where to go and what they are supposed to do when they get there. Only the first meeting or 2 of the year is it ok for people not to know where they are supposed to be. Pfs fall in by unit with their captain leading the unit under the supervision of their unit counselors. Adv come together in groups. With the assigned parents and staff with their groups.
5. The ceremonies are carried out with uniformity from meeting to meeting. Your pledge, Law, song, role call, devotional, and whatever else is part of your club's ceremonies. Should be in a neat order known to all. At the beginning of the year it can be good to have a poster with the order to help the kids and staff get it down right.
6. Where your right hand goes during the pledges and law. Now there are many opinions on this especially if you are from a military background. But it is not that simple. It varies from country to country and even service to service. The Army does not have the same rules as the Marines. Pathfinders also vary from place to place, even conference to conference. And these rules change from time to time. One of the most common things to hear is "that this is not the way we were taught how to do it" and they are right, but that does not make you wrong. Do not fight over it. Just let the person know kindly this is the way we do it here or now. Many clubs do their salutes differently depending on where the person teaching them was from.
7. Basic rules for hands during pledge and law
 - a. Pledge of allegiance to the flag:
 - i. In uniform: right hand Full salute
 - ii. Out of uniform: right hand over the heart.

- iii. Out of uniform with hat: right hand holds hat over heart.
 - b. Any club ministry pledge (Pf, Adv & MG)
 - i. right hand over heart
 - c. Any club ministry Law
 - i. Right arm held straight out to the side and lower arm and hand straight up
- 8. Keep the kids involved. After the first few meetings get the kids to do different parts of the ceremonies. After all this is about the kids' growth. And growth only happens through experience.
- 9. For multicultural clubs it is good to learn the pledge, lay & song in not just English but in the languages of your culture
- 10. cultures in your church. It is a good way to keep the kids in contact with their roots. On the flip side multicultural clubs should learn the pledge, lay & song in English, not just their culture's language. It may work for your club at your home church where everyone knows the language but when the kids go to an event they are at a disadvantage and may be left out because they do not know it in the same language that everyone else at the event is using. In the NUC we try to let the kids use any language they are comfortable using whenever we can. But we do not have that luxury all the time.

DRILL TEAM GUIDELINES

at the Pathfinder Fair & Camporee

Clubs may enter any or all of the Drills 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 Pre-registration Form the Drill and March categories they will be participating in.
- 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 the **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 Drillmaster may be a Pathfinder or a Staff Member.
- Advance Drill Teams should have a minimum of 5 members in order to accommodate Nevada-Utah Conference Color Guard opportunities. If a Drill Team has less than 5 members then only the US Flag and 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 the 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.

The differences Between types of Drills

- **Basic:** Basic is a simple drill where everyone does the same drill pattern with a set set of drill commands.
- **Advanced:** Advanced drill is complex and uses a wide range of commands. And often are a multi part command. This drill is where you will see the drillmaster sending different units in all sorts of directions at the same time and bringing them back with apparent ease.
- **Exhibition:** Exhibition Drill has gone by different names. Most often used are Fancy or Freestyle. In this type of drill the teams use many special drill moves that are complex and intricate with many claps, stomps, snaps, changes of cadence and extra turns & twists. The teams often have special command for a series of moves or to make different patterns.

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 judge #1 scoring form and Routine](#)".
- **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 end with "Dismissed." All commands will be taken from the NAD Pathfinder Club Drill Manual.
- **Judging:** If the numbers warrant & space is available we will be judged two teams at a time unless you have a large club, (20 or more) then only one team.
- **Drillmaster:** Each team must provide their own drillmaster.
- **Ribbons:** Ribbons will be awarded for this category.

Advanced Drill

- **Prerequisite to Participate in Advance Drill:** All participants on the Drill Team must have their Basic Drill and Marching 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 Drillmaster 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. Chain commands and multi-part commands are encouraged
- **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 3½ minutes to 4½ 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 components 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.

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 4½ minutes to 5½ 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 4 minutes 15 seconds.
- **Ribbons:** Ribbons will be awarded for this category.
- **Audio:** Music or other Audio cannot be guaranteed as we do not always have a sound system. If you have audio, it is recommended you have a prepared CDs in these formats: 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.

Judging Forms

[Uniform Judging Form](#)

[Basic Drill tally form](#)

[Basic Drill judge #1 scoring form and Routine](#)

[BASIC DRILL Judge # 2 & 3 Scoring Form](#)

[Advanced Drill Tally form](#)

[Advanced Drill Judging form](#)

[Exhibition tally form](#)

[Exhibition Drill Judging Form](#)