

# CHOSEN INTERNATIONAL CAMPOREE

## Drill Team and Drum Corps FAQ Sheet # 1

### FAQ 1: Schedule

Teams need to arrive at the Ford tent Uniform Inspection area 15min prior to their scheduled performance time.

The first 3 teams on the schedule each day will need to line up at the gate ready to enter as soon as they open the gate and make your way to the Ford Tent as quickly as possible without running.

Teams not present for their scheduled performance time may lose the opportunity to perform with exception to the first 3 teams.

### FAQ 2: Team Information

Teams do not need to update or change their registration if their team size or compliment changes at this point.

### FAQ 3: Uniform Inspection

Our team has become aware of some "unique" and "specific" uniform directives from some conferences that fit their area specifically.

Teams will not be disqualified for following directives from their conference this year.

The goal for the Uniform Inspection at this level is for our Pathfinders to represent our Lord and their club in the best way possible through their Uniform.

We will observe Uniformity of the team and compliance with a "standard" uniform policy preferably the New NAD but in recognizing the diversity and uniqueness of our conferences we will address each situation accordingly and reference other clubs from the conference in support of that specific standard.

As a "universal" standard "neat & well kept" uniforms will be expected without hanging threads or loose patches, pockets buttoned, clean and lint free. NO Sashes

If there are any unique situations that might be in question don't hesitate to contact the event coordinator for clarification before the event.

### FAQ 4: Area

Teams should have plenty of room to complete any routine they have however if teams do step out of bounds beyond the marked cone area there will be a penalty.

Teams that are close to going out of bounds such as in a corner or side and attempt to complete numerous commands while "marching in place" will receive an out of bounds penalty as if they stepped out of bounds. It is advised to move back to the center floor area and finish their routine than receive out of bounds penalty.

## FAQ 5: Demonstration Procedure

**Team Captains need to "Be Heard" and "Understood" Please review this procedure again as they will need to follow it step by step.**

After the Uniform Inspection, the Team will approach the entrance line to the demonstration area.

Announce to the Proctor/Time Keeper your team name and category to confirm we will be judging the right team as the schedule may be fluid once we arrive as teams may move up or not show.

The **First Whistle** signals the Team leader to enter the demonstration area smartly and with the most direct route possible approach the Head Judge and assume the position of attention approximately two steps in front of the judge.

**Perform the following:**

**Hand Salute** and state:

**In a loud and clear voice!**

"Sir/Ma'am, [Team Name], from [Church Name] in the [Conference], requests permission to take the floor, Sir/Ma'am." (Basic and Advanced Teams that wish to execute the commands in the order given for the Bonus Points must indicate that to the head judge at this point. Freestyle teams must execute the commands in order.)

**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 Leader or the first beat of a cadence, time is very short so do not dally !!!

The **Second Whistle/Warning** will sound indicating teams have 1 minute left before they exceed the allotted time and incur an overtime penalty. No other whistle or notice will be given !!!

The Time will stop when "Dismissed" is given by the Drill Leader and the team is **Completely** off the demonstration area.

Teams do not need to request permission to leave the drill floor before "Dismissed" is given, leave promptly after dismissing the team to avoid an overtime penalty.

## FAQ 6: Time IMPORTANT NOTICE !!

Basic Teams: 3 minutes to perform

Advanced Teams: 4 minutes to perform

Freestyle Teams: 7 minutes to perform

Drum Corps: 7 minutes to perform

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We have been blessed with lots of teams but we are short on time. We are asking all Freestyle teams and Drum Corps to limit their routine to 7 minutes "if at all possible" If teams are locked into their performance and are unable to reduce their time we will not penalize but if Freestyle and Drum Corps are able to end early and exit the floor bonus points may be allocated.

## FAQ 7: Rules & FAQ Sheets

All teams are required to read, know, and understand the rules and FAQ Sheets posted on the camporee website. If is "obvious" to the judge team that teams do not understand the rules and follow their direction they may be asked to exit the demonstration area.

## FAQ 8: Scoring and Trophies

Scores will be tabulated and trophies will be awarded between performances. Please do not leave before you receive your trophy or have a club representative stand by to collect the trophy if your club must be some place else at a certain time. Trophies will not be mailed !

## FAQ 9: Drill Team Required Commands

Each "Drill Team" category is required to demonstrate the commands listed in Section 12 of the information packet. If Basic and Advanced teams demonstrate Freestyle commands a severe point penalty will be allocated. As well "obvious" repeating of commands already demonstrated and "repetition" of routine to "occupy the floor and time" will result in a team being asked to leave the demonstration floor.

If attempting to complete commands "in order" for the bonus and a command is missed it is advised that teams don't circle back to demonstrate that command but to finish the commands in order.

## FAQ 10: "in order" bonus & Freestyle "Commands in Order"

If teams are attempting commands in order and find that they are going to run out of bounds it is permissible to give a "redirection" command such as a flank, rear, or counter column march and then continue the "commands in order." This is a one time exception, teams should have practiced a routine that will fit into the given area.

As well those that have read the Pathfinder Drill Manual "in detail" there are actually a couple of commands that need to be inserted in a couple of spots to complete the commands correctly. Lets see who gets a bonus for doing them "in order" correctly by inserting the correct commands necessary, however teams completing all the commands as listed will receive credit.

## FAQ 11: Drum Corps Rudiments and Required Movement

Drum Corps will be required to demonstrate the required rudiments in section 7 by a representative number of the team and the required movement commands in section 8 by ALL of the team following the Uniform inspection. Teams that have team members that might currently be on the Drill Floor might be asked to step back in line until their team is complete. This is not part of the timed demonstration.

## FAQ 12: Mission & Objective

It is our mission and objective to provide an uplifting and entertaining venue for our Pathfinders to exhibit their "Gifts and Talents for Drill and Drum" where they can be challenged in a "non-competitive" way yet meet a standard where they can be given a learning experience that the NAD level by meeting a standard of grading which all teams can achieve. We want all our Pathfinders, Teams, and Clubs to take with them the possible once in a life time affirmation that we value each and every Teams' talents and God Given Gifts.