

CHOSEN INTERNATIONAL CAMPOREE

DRUM CORPS INFORMATION Draft

SECTION 1: TEAM

The minimum number of members per Drum Corps is 8, consisting of the following instruments.

- 3 Snare Drums
- 2 Pair of Cymbals
- 2 Bass
- 1 Multi-tom (Septs, Quints, Quads, or Trios)

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

Drum Corps must be from clubs that are 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 an "official club" in that conference.

SECTION 2: UNIFORM

Drum Corps members including the Corps Leader should ALL wear the NAD (North American Division) 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
- Yellow Neckerchief with Slide or Ascot (not both)
- No Sash**

North American Division (NAD) Class "A" Uniform Detail

As defined by the Uniform Addendum available at pathfindersonline.org and as follows:

Pins, chevrons, Union (if required), Conference, Club identification and other Pathfinder patches are required to be in it's designated place and in good order according to the afore mentioned Addendums. Black Pathfinder belt, 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 may not be recognized and points may be deducted unless a special exception is granted by the Event Coordinator. Exceptions may be granted if the item in question is presented to the Event Coordinator before the Registration Deadline.

Note to teams from outside of the North American Division: If teams outside the NAD participating in this event, they may wear the ir designated Class "Aa" uniform equivalent uniform offromof their Division and will be judged accordingly. This **exception** is only for **Teams from outside of the North American Division.** Teams which reside within the North American Division are required to wear the uniform outlined above without exception.

SECTION 3: UNIFORM INSPECTION PROCEDURE

The NAD Class "A" Pathfinder Uniform as specified in the uniform section is required. The Team Demonstrating must report to the staging area at least 15 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. **Teams must successfully demonstrate All Drill Commands asked to be demonstrated by the Judge!** If teams are unable to perform any commands given points may be deducted. 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.

SECTION 4: 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. 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.

SECTION 5: DEMONSTRATION PROCEDURE

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

The **First Whistle** will blow to signal the Drum Corps to enter the demonstration area in marching formation. The Drum Corps will be expected to execute proper commands that will lead the team to the center of the demonstration area and face the judges table.

Due to time constraints, drum corps will not be permitted to enter the demonstration area with a cadence.

The Drum Corps leader will then approach the Head Judge and assume the position of attention approximately two steps in front of the judge. The Drum Corps leader will then perform the following:

Render a Hand Salute and state:

"Sir/Ma'am, the [Drum Corps Name], in the [Conference], in the [Union]. in the [Division], requests permission to take the floor, Sir/Ma'am. "

Render a Hand Salute and then execute an About FACE and return to the team to command the demonstration.

The Time will start when the Drum Corps begins their cadence.

A **Second Whistle/Warning** will blow to indicate that a team has 1 minute left before they exceed the allotted time and incur an overtime penalty.

No other whistles will sound, it is the responsibility of the captain to be aware of their time and insure they are off the demonstration area to avoid an overtime penalty. Due to time constraints, cadences played to march a team off of the exhibition floor after the command "dismissed is given" will lead to additional time being added.

SECTION 6: TIME

Each Drum Corps will be allowed **8 minutes** to perform from the start of their cadence to when they are all off the demonstration area. A second whistle/warning will sound to indicate that a team has 1 minute before they officially go over the allotted time. For every 1-30 seconds over the allotted 8 minutes, **5 points** will be deducted from the total score. Time stops when the command "dismissed" is given. At that time, the team is expected to exit the exhibition floor. Due to time constraints, cadences played to march a team off of the exhibition floor after the command "dismissed" is given will lead to additional time being added to the performance time.

SECTION 7: RUDIMENTS

Drum Corps are strongly encouraged to utilize a variety of rudiments in their cadence, however for this competition individual team members by instrument will be called upon to demonstrate the following rudiments prior to the demonstration:

Five Stroke Roll
Single Flamacue

Single Paradiddle
Double Stroke Roll

Points will be deducted for any team member who cannot successfully demonstrate each of these rudiments correctly.

SECTION 8: MOVEMENT

Drum Corps are strongly encouraged to utilize a variety of movements with their cadence, however for this competition the team will be called upon to successfully demonstrate the following movements prior to the demonstration taking into consideration the proper demonstration of the movement with Drum Corps equipment. Please refer to the **Drum Corps Ministry Manual** for further clarification, which can be obtained from *AdventSource*.

Attention
Parade Rest
Right & Left Face (5 count)

Stand at Ease
Present Arms/Order Arms
About Face (9 count)

Note: The Drum Corps may demonstrate various styles of movements. However: No sensual movements, sensual gyrations, or Greek stepping will be tolerated. Any team that exhibits any movement that would not Glorify His Name will be asked to leave the demonstration area immediately!

Corps members are also to be asked to keep their feet **on the ground** at all times without exception! The intent is to maintain safety for all Pathfinders by prohibiting any acrobatic routines, tumbling, cartwheels, or team members acrobatic formations on top of another's shoulders. The raising of one leg at a time is acceptable for short periods of time to enhance the cymbal or drum movements.

All Instruments: must be carried by the Pathfinders playing those instruments for the demonstration using standard Drum Corps equipment straps/harness. No Carts, Wagons, Bicycles, or other transportation devices will be allowed on the demonstration floor. i.e. if the instrument is too large to be carried by the Pathfinder then it cannot be part of the demonstration.

SECTION 9: REQUIRED KNOWLEDGE

During the Uniform inspection each Pathfinder "might" be asked a random question from the list below. If they are unable to answer the first question asked they may be asked a second question. It is our desire that every Drill Team member know this information from memory.

Each Pathfinder is responsible for being able to answer any of the questions:

1. What is your favorite Bible verse (Please have them recite the verse?)

2. What are the 6 Class Levels (8 if that applies to your club)?

Answer: Friend, Companion, Explorer, Ranger, Voyager, (Pioneer, Navigator,) Guide

3. Be able recite the pledge:

Answer: By the grace of God, I will pure, kind, and true. I will keep the Pathfinder Law. I will be a servant of God and a friend to man.

4. Be able to state any of the Pathfinder Laws ("what is the 5th Law?") by number or recite the Pathfinder Law as a whole:

Answer: The Pathfinder Law is for me to:

- 1) Keep the morning watch
- 2) Do my honest part
- 3) Care for my body
- 4) Keep a level eye
- 5) Be courteous and obedient
- 6) Walk softly in the sanctuary
- 7) Keep a song in my heart
- 8) Go on God's errands.

5. Be able to recite the pledge of allegiance (rendering proper salute):

Answer: I pledge allegiance to the Flag of the United States of America, and to the Republic for which it stands, one Nation under God, indivisible, with liberty and justice for all.

6. Be able to recite the words to the Pathfinder Song?

Answer: Oh we are the Pathfinder strong
The servants of God are we.
Faithful as we march along,
In truth and purity.
A message to tell to the world,
A truth that will set us free,
King Jesus the Saviour's coming back
for you and me.

7. Be able to explain aspects of the Pathfinder Emblem such as Colors and Symbols.

Answer: **Red:** Sacrifice that reminds us of Christ
White: Purity and righteousness of Christ's life in our lives
Blue: Loyalty to our God in heaven, Parents, and our Church
Gold: Excellence which the Pathfinder Club has a high standard of to help build strong character

3 Sides: Completeness of the Godhead (Father, Son, Holy Spirit)
Tripod of Education Mental, Physical, Spiritual

Shield: Protection "Fear not I am the shield"

Sword: Bible "The sword of the Spirit is the Word of God"

SECTION 10: POINTS

The following criteria will be used in the scoring process:

Entry:	The line up and entrance of the Drum Corps onto the floor in a uniform fashion
Uniform/Equipment:	Full Compliance with the NAD Class A Uniform and Equipment
Complexity:	Based on the intricacy and relative difficulty and complication of the cadence.
Showmanship:	Proper playing techniques as well as the teams visual and presentation appeal.
Precision:	The precision and timing of each section within the cadence and ability to maintain those.
Creativity:	The creative aspect of including the required movements and rudiments in the demo.
Rudiments:	Corps ability to demonstrate and include the rudiments in the cadence.

Bonus Points 5 points will be awarded to the Drum Corps teams with a leader 18 and Under

Point Deductions 5 Points will be deducted for every 1-30 seconds over the 8 minute time limit
1 Point deducted for every piece of equipment dropped
1 Point deducted for Drum Leaders that do not follow the required demonstration procedure
1 Point deducted for each instance the Drum Corps leaves the demonstration area

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

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 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:

1 st Place	90-100	Points	90%	Receiving at least 90% of the total points available
2 nd Place	80-89	Points	80%	Receiving at least 80% of the total points available
3 rd Place	70-79	Points	70%	Receiving at least 70% of the total points available

SECTION 12: SCHEDULE

The plan is to post a schedule on the camporee website and possibly in the camporee daily paper indicating the time of your performance once all registration forms are received and confirmed. Please be attentive to the Camporee Newsletter and Website for information about the performance schedule. Any team not present for their time slot **may** lose the opportunity to perform. Each team should be present in the staging area 15 minutes before their schedule performance time.

SECTION 13: CONTACT INFORMATION

Contact the Drum Corps Coordinator for specific questions related to the Drum Corps competition and the rules.

Contact the Event Coordinator for General, Registration or Scheduling questions, and if unable to contact the Drum Corps Coordinator.

Event Coordinator: Drum Corps & Drill Team

Joel Hutchins

THSLDU@comcast.net

301-802-4326

E-Mail

Cell Phone

Drum Corps Coordinator

Gregory Carmichael

GCARMIC@gmail.com

718-284-4767

E-Mail

Home Phone

SECTION 14: REGISTRATION INFORMATION & DEADLINE

Deadline: Friday May 30th, 2019

All registration forms **Must Be Received** by the deadline

Note: All "Drum Corps" registration forms must be completed and submitted online via the camporee website registration process found under the Drum Corps Tab or the Registration Tab.

You will receive an automated confirmation e-mail that your Registration Form was received by Form Stack, however if you do not receive a confirmation of receipt from the Event Coordinator within a 2 weeks please contact Joel Hutchins via e-mail or phone to confirm receipt of registration