

2014 Precision Drill Team Day

(Revised 7/12/2013)

Entry Fee: A (non-refundable) entry fee of **\$6.00** per team member (including drill instructor) must accompany registration.

1. This is a 3-part event. Morning session is for Inspection and Compulsories. Afternoon session is for Freestyle.

****NOTE**** Teams must participate in both sessions.

Inspection: Full Class A uniform is **required**. Additions to the uniform will **not** increase the score for **Inspection**. Additions are not to take the place of components of the Class A uniform.

Compulsory: Each team will enter the drill pad; the drill instructor receive a card with the required Basic Drill and Marching commands just prior to entering the drill pad. The teams will execute the commands in order as it appears on the card. Scoring will be based on execution of commands (Precision, Accuracy, Required Moves and Time). Compulsories will be limited to **4 minutes**. At **4 minutes** the time will be called and the team will be asked to leave the drill pad and **25 points** will be deducted.

Freestyle: Each team will be judged on:

- | | |
|---------------------------|---------------|
| A. Originality of routine | D. Inspection |
| B. Complexity of routine | E. Time |
| C. Precision of routine | |

Time limit for execution of **freestyle** routine will be **between 2 & 4 minutes**. For **30 seconds** below or over, the team will be penalized **25 points**. For **60 seconds** and more below or over, the team will be penalized **50 points**. Time will start and stop with a **verbal acknowledgement** between the drill team leader and Head Judge.

2. Each team must register its intent to participate in the event and pay entry fee no later than **February 7th**.
3. Routine must be performed within a prescribed area **94 feet by 50 feet**. This is the standard size of a basketball court.
4. Pathfinder staff may join the drill team (but not make up more than 50% of the team in order to meet requirements for the Advanced Drill and Marching honor. No "Staff only" drill teams will be allowed. Drill Instructor will also be counted as part of the team.
5. **Approved music will be allowed in this event.** Music must be approved before February 7th (no exceptions). Music must be turned in at the Registration Desk upon arrival at the event.
6. Awards will be given for a combined average of Inspection, Compulsory and Freestyle.

Category Explanations

Compulsory

1. Precision of the Drill Team:

The judge will be looking for teams that stay in step, turn in unison, make sharp turns when appropriate, and other precise movements.

2. Accuracy of Commands:

The judge will be looking to see if the teams execute the Basic Drill and Marching commands according to the Georgia-Cumberland Drill and Marching Manual.

3. Completion of Commands:

The judge will be looking to see if the teams complete all of the Basic Drill and Marching commands on the card in order. Five (5) points will be deducted for every command omitted.

4. Time:

If the teams do not complete the Basic Drill and Marching commands on the card in 4 minutes, the teams will be stopped and asked to leave the drill pad.

Freestyle

1. Originality of Routine:

The judge will be looking for routines that use more than basic Drill & Marching. Does the team have moves that are original? This category is difficult, but let your pathfinders use their imaginations for new and original ideas.

2. Complexity of Routine:

The judge will be looking for routines with a high degree of difficulty. Does the routine have moves and formation that require a lot of practice to accomplish?

3. Precision of the Drill Team:

The judge will be looking for teams that stay in step, turn in unison, make sharp turns when appropriate, and other precise movements.