

# DRILL DEMONSTRATION

**PARTICIPANTS:** 6 Pathfinders, (but must have at least two ranks of three.) from each club

**PROCEDURE:** Clubs must furnish drill master. All participants must be in Class A uniform. Drill team will march from starting line to judges' stand, be presented to judge, then begin demonstration.

The following commands are to be executed in succession before the judges. Commands are to be given in sequence as listed.

## \*In Place Commands

1. Fall In, Dress Right Dress

2. Open Ranks March

3. Parade Rest

Drill team will be inspected at this point to see that they are in full uniform

4. Close Ranks March

Note: Be sure to remember that backward steps are not the same length as forward steps.

Forward steps are 24 inches and backward steps are 12 inches. So for each step forward it will take two steps backward to get back to the start position.

5. Stand At Ease

6. About Face

7. At Ease

8. Present Arms

9. Left Face

10. Right Face

**\*REMINDER:** When executing these commands in the sequence specified, there are instances where another command not on this list must be executed before the next command specified can be executed. After executing command 3 (Parade Rest) it will be necessary to bring the drill team to ATTENTION before executing command #4 (Close Ranks)

## **\*\*Moving Commands**

1. Forward March

2. Left Flank March

3. Column Right March

4. Rear March

5. Column Half Left

6. Right Flank March

7. Column Left March

8. Column Half Right March

9. Halt

10. Dismissed

**\*\*This portion of the event must be performed within a two minute time span.**

DRILL DEMONSTRATION Cont.

**SCORING**

One point will be awarded for each command executed properly.  
One to five points will be awarded for the inspection conducted after  
command #3 of the in place commands.

Total Possible Points 25

<u>POINTS EARNED</u>	<u>PLACE</u>
21 - 25	1st
15 - 20	2nd
10 - 14	3rd
0 - 9	Entry

# BLIND MAN'S DRILL

**PARTICIPANTS:** 2 Pathfinders from each club

**EQUIPMENT:** 1 blindfold

**DESCRIPTION:** This event will be a timed demonstration of the unit's ability to follow instructions of the captain and march over a given course while blindfolded. Course 10 feet by 50 feet, charted in line, path to travel will be approximately 100 feet.

**PROCEDURE:** Pathfinder number 1 will be placed at the beginning of a course of travel and blindfolded, turned around three times, and placed facing the proper direction.

Pathfinder number 2 will then call Pathfinder number 1 to attention and, using drill commands, march him through the course of travel, endeavoring to keep him inside the lines. Pathfinder number 2 must walk on the right boundary line of the course and not touch Pathfinder number 1 at any time.

Upon reaching the end of the course, Pathfinder No. 2 will halt Pathfinder No. 1, remove the blindfold, and the two Pathfinders will exchange places. Pathfinder number 1 will march Pathfinder number 2 blindfolded back to the beginning of the course, walking on the right side of the boundary line and not touch Pathfinder No. 2 at any time.

## SCORING AND POINTS:

<u>PLACE</u>	<u>TIME</u>	<u>POINTS</u>
1st	Complete course in 3 min. or less	8 - 10
2nd	Complete course in 4 minutes or less	6 - 7
3rd	Complete course in 5 minutes or less	4 - 5
Entry		3

**Note:** 1 point will be subtracted for each time both feet go outside the marked course of travel.

# D-R-I-L-L D-O-W-N

**PARTICIPANTS:** 2 Pathfinders (1 boy, 1 girl) from each club  
2 Score Keepers

**PROCEDURE:** The drill down will be performed under the command of an instructor chosen by the youth director. Each score keeper will count correct commands executed by the Pathfinder they are scoring. Each Pathfinder is to execute all commands given. No Pathfinder will be disqualified and dropout during drill because of an incorrect execution. The following commands will be used; but in any order. Each command will be given twice.

- |                |                 |
|----------------|-----------------|
| 1. ATTENTION   | 6. PRESENT ARMS |
| 2. RIGHT FACE  | 7. PARADE REST  |
| 3. DRESS RIGHT | 8. HAND SALUTE  |
| 4. EYES RIGHT  | 9. LEFT FACE    |
| 5. AT EASE     | 10. ABOUT FACE  |

All commands will be taken from the Pathfinder Drill Manual. Pathfinders will be positioned on the field with a score keeper.

**SCORING:** One point will be given for each correct execution of command.

<u>PLACE</u>	<u>POINTS</u>
1st	18 - 20
2nd	15 - 17
3rd	12 - 14
Entry	0 - 12

# FORWARD M-A-R-C-H

**PARTICIPANTS:** A drill team

The whole club may be used or a selected drill team.

**PROCEDURE:** Fancy or regular drill may be used for this event

1. When your team is called by the judges, move drill team onto the field and begin.
2. Your own drill master gives the commands.
3. Expect about three minutes of drill before the judges.

## REQUIREMENTS AND GRADING:

A. Seven (7) points will be awarded each unit properly executing the following movements:

1. Facing Movements
2. Column Movements
3. Forward March
4. Halt
5. At Ease
6. Rest
7. Parade Rest
8. Attention
9. Dress Right
10. Eyes Right
11. Hand Salute and Present Arms
12. Flank Movements

<b>SCORING:</b>	<u>PLACE</u>	<u>ERRORS</u>	<u>POINTS</u>
	1st	0 - 2	10
	2nd	3 - 4	7
	3rd	5 - 6	5
	Entry	More than 6	3