

BASIC DRILL JUDGING RULES FOR PATHFINDER FAIR

Objective: Consistent judging and the objective for the Pathfinders are to train our youth to follow instructions and personal control (discipline).

Instructions: There are twenty points possible. There are nineteen points for the basic drill commands and their execution and one point for giving commands correctly. In order to be consistent in judging the following must be observed: 1. A mistake by any Pathfinder or the drillmaster will result in 0 points for that item (i.e. Parade Rest) means 0 points for Parade Rest. 2. No exceptions to item (1). Judges should report their results separately unless one of them has questions. The judges must turn their filled out score sheets with their name and the clubs name to the designated person.

One point each item with a possibility of 20. The number of points will be multiplied by five. Teams with 90 points will receive a first place certificate, 80 points a second place, and the rest third place.

1. Cannot receive first place if one of the following is not complete:

- a. Following the Pathfinder Fir Drill Demonstration instructions.
- b. Complete uniforms including scarf, sash, and dark shoes (See Note)
- c. Time limit 4 minutes or less.

2. Basic Drill Items:

- a. Attention – Eyes straight ahead, CUPED hands at their sides at the seams and feet at a forty-five degree angle.
- b. Parade Rest – hands just above the waste with palms out and thumbs interlocked and fingers straight, and right hand over left, eyes straight ahead, and feet about a foot apart.
- c. Stand at Ease – look for eye and head movement as the drillmaster moves from side to side. The eyes must follow the drillmaster. Points are deducted if the drillmaster does not move so the head and eyes can follow him.
- d. Dress right dress – The person on the right flank looks straight ahead extending only the left arm while the others look to the right extending their left arm. All pathfinders should have their left arm extended except the one on the left, whose arm is at the side.
- e. Prayer Attention – The Pathfinders take a parade rest position followed by bowing their heads.
- f. Present Arms – The right hand moves smartly to just above the right eye with the arm and wrist straight and the palm and back of the hand NOT visible. Eyes straight ahead and left hand cupped at the seam. If the Pathfinder is wearing glasses, the right hand should be just above the rim of the glasses.
- g. Order Arms – Deduct points if they slap their sides, which is indicated by a noise of any kind.
- h. Right and Left Face – Look for heel and toe while making the turn. While making the turn the arms should remain at their sides without swinging. For right turn the right toe comes up while they push with the left toe and the reverse is true for the left face. Head should remain straight and hands are at their sides.
- i. About Face – The right foot must move back of the left and the turn completed without the arms swinging. Watch for turns being on the balls of both feet.
- j. Mark Time – Start with left foot and everyone is step with the arms moving smoothly forward and back with the elbows bent slightly.
- k. Forward March – Step off with the left foot at the same time.

l. Right and Left Flank – Everyone turns at the same time and the lines are straight. The command of execution is given on the right foot for the right flank and the left foot for the left flank. The Pathfinders eyes must be straight ahead and their arms moving smooth back and forth.

m. Column Right and Left – The Pathfinder must be in a straight line and when the command for the column right is given, it is given on the right foot and the lead Pathfinders extends their left foot, pivots on the balls of both feet and steps off with their right foot and take up the half step until the left flank Pathfinder is abreast followed by 24 inch step. See the Pathfinder Manuel for details for the front 2, 3, and 4 Pathfinder. The reserve is true for column left. Each Pathfinder must turn where the Pathfinder ahead of them pivots.

n. To the Rear March – The command of execution is given on the right foot. All Pathfinders must turn at the same time and turn to the right.

o. Halt – At the command halt, each Pathfinder takes on step and brings the other foot up to the side of the other. Look for everyone stopping at the same time, line straightness, cupped hands and eyes straight ahead.

p. Fall Out – Pathfinders do an about face and take one step before going back to their units.

Revised: May 2, 2002