

FANCY DRILL JUDGING RULES FOR THE PATHFINDER FAIR

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

Instructions: You have been chosen to judge fancy drill. This is a very difficult task since it is largely subjective. Item 1 must be complied to the letter in order for the team to be COMSIDERED for first place. We are to judge on overall appearance 20% (complete Class A uniforms and uniformity of extras), proper execution of the list provided (keep track of the number of mistakes 50%), and originality and presentation 30% and the demonstration is four minutes of greater and five minutes or less. Judges should report their results separately unless one of them has a question. The results will be an average of all three or five judges. Fill out score card with your name and club name.

Teams with 90 points are first place, 80 points for second place, and the rest third place.

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

Following the Pathfinder Drill Demonstration instructions.

Complete uniforms including scarf, sash, and dark shoes.

Items 2, 3, and 4

Time limit between 4 and 5 minutes

2. Perform four of the following drill routines:

a. Backward March

b. To Winds

c. Counter March

d. Squad-Units or Files Flank March

e. Halves to the rear March

f. Columns to Winds

g. Counter Form

h. Squads Halt

3. Close and normal intervals

4. Other Commands to include:

a. Right and Left Oblique

b. Right and Left Flank

c. Right and Left Column

d. Attention

e. Salute

f. Forward March

g. Double Time March

h. Fall Out

Revised: May 2, 2002