

# BELIEVE THE PROMISE INTERNATIONAL CAMPOREE

## DRUM CORPS INFORMATION

### SECTION 1: TEAM

The minimum number of members per Drum Corps is 8, consisting of the following recommended instrument ratios.

- 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 or MG Candidates aged 10 to 18. All Drum Corps members must be registered members of the Pathfinder Club that they represent and must be in the 5<sup>th</sup> through 12<sup>th</sup> grades.

Drum Corps must be from a Pathfinder clubs that is recognized by the conference they represent as an "official" Pathfinder club in that conference.

Drum Corps do not have to audition, be ranked, or seek permission by their conference to register for this competition as long as they are "official recognized" in that conference as an official Pathfinder club.

### 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 and socks according to the NAD Uniform Policy
- Yellow Neckerchief with Slide or Ascot (not both)
- No Sash and pocket Pins/Bars are optional for Drum Corps members** (Still required for Drill Team members)

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

As defined by the Uniform Addendum available at [clubministries.org](http://clubministries.org) and as follows:

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 single designation cord 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.** Honor sashes are not to be worn. Uniform items that teams wear that are not listed above may not be recognized and points may be deducted unless a special exception is requested from the Event Coordinator prior to the event registration deadline.

**Note to teams from outside of the North American Division:** If teams outside the NAD participating in this event may wear their designated Class "A" uniform of 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 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 hard surface 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 smartly in a 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 Protocol Judge and assume the position of attention approximately **two steps** in front of the Protocol judge. The Drum Corps leader will then perform the following:

Render a Hand Salute and state:

In a very loud and clear voice! (Team leaders are judged on their ability to be recognized and heard)

"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 command the team for 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. Corps do not need to request permission to leave the floor. No grace period granted.

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 **7 minutes** to perform from the start of their cadence to when they are completely off the demonstration area. A second whistle/warning will sound to indicate that a corps has 1 minute before an overtime penalty is allotted. Every 1-30 seconds over the allotted 7 minutes, **5 points** will be deducted The Corps is expected to exit smartly, cadences played to march a team off of the floor will lead to additional time and a possible penalty.

## 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:

Double Stroke Roll  
Five Stroke Roll  
Single Flamacue

Double Paradiddle  
Single Dragadiddle

Cymbal Rudiments:

Hi-hat  
Crash Choke  
Splash Choke/Fusion

Points will be deducted for team members who cannot successfully demonstrate a rudiment correctly when called upon.

## SECTION 8: MOVEMENT

Drum Corps are strongly encouraged to utilize a variety of movements, marching, and expanded formations, with their cadence to enhance their creativity and showmanship.

For this competition the team will be asked to successfully demonstrate the following Drum Corps 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 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 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. **NO High Kicking or Stepping, NO legs raised above the knee level.**

**All Instruments:** must be carried by the Pathfinders playing those instruments for the demonstration using standard Drum Corps equipment straps and 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 and recite it.**

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

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

**3. Recite the Pathfinder 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 kindness\* 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.

\* Allow both versions

**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 Drum Corps 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 with a leader 18 and Under

Point Deductions

- 1 Point deducted for Drum Leaders that do not follow the required demonstration procedure
- 1 Point deducted for every piece of equipment or uniform item dropped
- 1 Point deducted for each instance the Drum Corps leaves the demonstration area
- 5 Points will be deducted for every 1-30 seconds over the 7 minute time limit
- 10 Points will be deducted if any member of the Corps is 19 or older except the Corps Leader

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 following standard scoring brackets:

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

## SECTION 12: SCHEDULE

After the registration deadline the schedule will be developed and posted on the camporee website and then in the camporee newspaper. Please be attentive to the camporee website and newspaper for information and changes to the performance schedule. Any Drum Corps 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 Event Coordinator for General, Registration or Scheduling questions, or any questions related to the Drum Corps rules or information packet.

Event Coordinator: Drum Corps & Drill Team

**Joel Hutchins**  
THSLDU@comcast.net  
301-802-4326

E-Mail  
Cell Phone

## SECTION 14: REGISTRATION INFORMATION & DEADLINE

**Online Registration starting November 2023**

**Deadline: Friday May 31, 2024**

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

**Note:** All "Drill Team" registration forms must be completed and submitted online via the camporee website registration process found under the Drill Team 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 2 weeks please contact Joel Hutchins via e-mail or phone to confirm receipt of registration.