



NAD ADDITIONAL MINISTRIES PROGRAMS

Section D

- Good Conduct Ribbon
(Award given @ local club)
- Pathfinder Bible Experience
- Precision Drill
- Drum Corps
- Submitting a New NAD Pathfinder Honor

Good Conduct Ribbon



1. The **Good Conduct Ribbon Bar** is a special award ribbon bar given to honor Pathfinders. If the Pathfinder does not uphold the standards that this ribbon bar represents, the privilege of wearing it is relinquished. This privilege is relinquished only by the decision of the adult staff and director. It is given for continuous good conduct over 1 year.
2. The first year the Pathfinder will receive a ribbon bar. The second and each succeeding year he/she will be given a star to place on the bar to represent each additional year. Only one ribbon bar is to be worn. The second year the Pathfinder would receive a bronze star to put on the ribbon bar, the third year a silver star and the fourth year a gold star.
3. The **Good Conduct Ribbon Bar** should be given out carefully; max of three per year. Make this honor an outstanding prize to be cherished. It is recommended that this award be given at the club's Investiture Service.
4. Basis for presentation of Pathfinder Good Conduct Ribbon Bar shall be the following:
 - a. Pathfinder shall have been an active member for one year.
 - b. Pathfinder shall be completely uniformed. (Class A)
 - c. Pathfinder shall have a record of 80% attendance in club meetings and attend 80% of other club activities.
 - d. Pathfinder shall have a record of conduct consistent with the Pathfinder Pledge and Law.
 - e. Pathfinder shall have a record of achievement and complete a Pathfinder Level and Pathfinder honors.
 - f. Pathfinder shall demonstrate in word and action a positive Christian attitude.

"Our ideas of education take too narrow and too low a range. There is need of a broader scope, a higher aim. True education means more than the pursuit of a certain course of study. It is the harmonious development of the physical, mental, and spiritual powers."
(Education, p. 13)

PATHFINDER BIBLE EXPERIENCE

What is the Pathfinder Bible Experience (PBE)

The Pathfinder Bible Experience is an annual challenging program in which Pathfinders strive as a team to demonstrate superior Bible knowledge. The program is confined each year to a specific portion of Scripture.

The ultimate purpose of the PBE is to allow Pathfinders to become more intimate with Jesus and, therefore, help them to realize that He is their personal Savior and true friend. While the competitive element may be there, competition is not the objective of the Pathfinder Bible Experience. There are no losers in PBE. Each participant is given an award in accordance with the team's knowledge of the selected portion of the Bible. These awards are only tokens of the far greater prize obtained by all who make His Word their study.

Our Responsibility

Is to direct these Pathfinders in our care, under the guise of the Pathfinder program, to the Word of God so the "Word" will be etched in their memory. They will not only know these Words, but also live them out in their daily life. Let us remember Psalm 119:105 NKJV - "Your Word is a lamp to my feet and a light to my path."

Pertinent Information

As soon as the portion of Scripture is announced for the next PBE, the Pathfinder Director should appoint someone to be in charge of team/s preparation. The bulk of team preparation is learning the portion of Scripture verbatim (word for word).

Team members and alternate MUST be PATHFINDERS, and a member of the Pathfinder club he/she is representing. NO EXCEPTION.

Dress Code - All team members MUST be in full Pathfinder dress (Class-A) uniform. Exception to this rule must be approved by the PBE Director or the Florida Conference Pathfinder/Adventurer Director prior to the Pathfinder Bible Experience event.

Registration

Once the club has decided to participate in the PBE program, the club director is to send in the PBE Registration (in the Director's Packet) to the Pathfinder/Adventurer Department (Conference Office). Each team must register for all levels they will be participating in. Please write clearly and fill in all requested information.

There are four PBE levels every year - Area, Conference, Union, and Division.

Additional Information

For PBE rules and more detailed information, please call the PBE Director, Myrlin Brooks, 305-439-0782 or email - myrlinb6flpbe@yahoo.com or refer to the Florida PBE Director/Coach Handbook. Please visit the NAD website at www.pathfindersonline.org also. You may also go to the Pathfinder/Adventurer website www.floridaconference.com/pathfinders.

FLORIDA PATHFINDER DRILL

Revised: Pathfinder year 2018-2019

Update: 5/12/2018

The Pathfinder Club is where many young people meet Christ as their own personal friend. It is one of the most important missionary ministries of the Seventh-day Adventist Church. Here Pathfinders and young adults are building a Christian foundation with Christ as their personal Friend and Savior. They are learning and teaching others by reaching a higher level each year and advancing from Friend, to Companion, Explorer, Ranger, Voyager, Guide, Pioneer, Navigator, and Master Guide. Activities such as camping, marching and drilling, drums, crafts, Pathfinder Bible Experience, nature honors, etc. work to enhance relational and leadership skills. These are just a few of the things that can help a young person develop a wonderful and meaningful relationship with God.

Florida Pathfinders enjoy a wonderful and exciting program where they learn about the beauty of nature and how that connects them to God. These young people, whom today we call Pathfinders, will most certainly be tomorrow's directors and counselors!

The Florida Pathfinders have developed the Back to Basics philosophy to enhance the Pathfinder levels, and we are applying that philosophy to Pathfinder Drill. All Florida Pathfinder clubs can march and drill. Gone are the days when drill teams competed against each other for 1st, 2nd, or 3rd place. The Florida Pathfinder Drill policies have been established to help eliminate feelings of bitterness and competition that tend to arise at such events. Everyone can perform. Everyone can work hard and score 1st place. Therefore, the only competition that will be found will be for personal improvement, not against another drill team or another club. A Christian and loving attitude is a must for any activity in which we involve ourselves!

Marching is a fun and challenging way to learn team-work, self-confidence, concentration and discipline! A club that lacks the assistance of a Drill Master or the time to march may find that discipline is much more difficult to achieve than in a club that makes the time to march and practice drill discipline. Marching should not be used as a punishment. It is a fun way for Pathfinders to demonstrate their skills and creatively display teamwork.

There are three categories of drill in the Florida Conference for our Pathfinder Clubs to enjoy and participate in: Basic Drill, Precision Drill and Free Style Drill.

BASIC DRILL

GOAL: To encourage all Florida Pathfinder Clubs to include drill and marching as part of their normal routine. This will help promote club morale and discipline. It's also a perfect time for Pathfinders to actively help each other and learn all the drill commands.

AWARD: Basic Drill is a requirement for Club of the Year award. Pathfinders and staff should, and are, encouraged to participate. There is no trophy given. See Basic Drill Evaluation form.

PARTICIPANTS: All Pathfinders (e-Trackers/ Varsity) and Staff should participate. The participants are to wear the Class A uniform and pass personal inspection.

EVALUATOR: The Basic Drill Evaluation is to be performed by an Area Administrator, Drill Program Director, PAC (Pathfinder/Adventurer Committee) member, or by a Conference-authorized person during club meeting time. The "Basic Drill Evaluation Form" is located in this section of this handbook. It **MUST** be completed before **May 1st** and documented on the Quarterly Report or it will not count towards the Club of the Year requirement. There should be no evaluations after May 1st.

BASIC DRILL EVALUATION FORM

CLUB OF THE YEAR REQUIREMENT!

Your club (Pathfinders and staff) should go through a Basic Drill Evaluation every year. This is to be done by your Area Administrator, State Drill Director, a PAC member, or by a Conference-authorized person during Club meeting time. Class A uniforms must be worn for the evaluation. Your club Director is to make all the arrangements. Evaluation MUST be completed before **May 1st**. No evaluations should be done after the May 1st deadline. Please report it on Quarterly Report. (Form does not need to be sent to the Conference office, keep it for your records).

CHURCH: _____ CLUB: _____

DIRECTOR: _____

CLUB DRILL MASTER: _____

EVALUATOR: _____ TITLE: _____

This Pathfinder Club has successfully executed all the Basic Drill required commands listed below:

CLASS "A" UNIFORM: ___ Yes ___ No

- ___ Fall In
- ___ Fall out
- ___ Dress Right, Dress / Ready Front
- ___ Cover / Recover
- ___ Open Ranks, March / Close Ranks, March
- ___ At Ease
- ___ Attention
- ___ Parade Rest
- ___ Prayer Attention
- ___ Present Arms / Order Arms
- ___ Hand Salute (called)
- ___ Right Face / Left Face
- ___ About Face
- ___ Mark Time, March
- ___ Forward, March
- ___ Right Flank / Left Flank, March
- ___ Rear, March
- ___ Column Left / Column Right, March
- ___ Eyes Right / Eyes Front (marching and at Halt)
- ___ Halt
- ___ Dismissed

Evaluator Comments:

Review of performance: ___ Great ___ Good ___ Needs Improvement

Signature of Evaluator: _____ Date: _____

Precision Drill

GOAL: To give all Florida Pathfinder Clubs the opportunity to participate in a State level event: Camporee or Red Zone. A Precision Drill Team is officially recognized by the Florida Conference once a year, after participating at one of these events. This is a very prestigious and exciting event for the members of a Drill Team, as it provides them an opportunity to show-case their unity as a team and mastery of drill commands.

AWARDS: A Precision Drill Team that meets all requirements and participates in the event will be awarded with a trophy according to their score. The Drill Program Director will have the authority to award First, Second, Third, and Participation Awards as so decided by the judges and approved by the Pathfinder/Adventurer Director. Precision Drill Team Members will also be awarded the Precision Drill Team Ribbon Bar reserved only for those team members that perform and are officially recognized. The Ribbon Bar is also reserved for the official adult drill instructor known as the “DRILL MASTER”. A Precision Drill Team member can only wear two Ribbon Bars on the uniform. Each bar can hold three stars.

PARTICIPANTS: Each member of the Drill Team must be a member of the Club that he/she is representing. The Precision Drill Team member must be a Pathfinder who will not be 18 years old at the time of the performance and who is currently working on an e-Tracker/Varsity Pathfinder level (Friend, Companion, Explorer, Ranger, Voyager, Guide, Pioneer, Navigator or Master Guide). A Precision Drill Team may have a minimum of 2 members; there is no maximum.

REGISTRATION: All participating Precision Drill Teams must pre-register, and along with the registration a copy of the agenda must be e-mailed directly to the Drill Program Director: a0flores@gmail.com .

For the end of May event (Red Zone) the Registration and Agenda must be emailed by the **first Friday of May no later than 12:00 noon.**

For a State Camporee, the Registration and Agenda must be in by the first Friday of the official deadline (no later than 12:00 noon) of the registration month.

MULTIPLE TEAMS: A club that has over 75 registered and active Pathfinders (e-Trackers & Varsity) may enter two Precision Drill teams for the Drill Event. This is a requirement that must be confirmed by the Club Director or church pastor.

JUDGES: The judges will not be affiliated with the drill teams that they are judging. Judges will be knowledgeable in the official Pathfinder Drill, as stated in the NAD Pathfinder Club Drill Manual. The Pathfinder Club Drill Manual will be the standard by which all judging of commands and movements are made. Clarifications may be reviewed from the US Army FM 22-5 (older) or TC 3-21.5 (newer). The Judges' score and confirmation by the Drill Program Director will be the final score and **NO CHANGES** will be allowed, as this will be an official and final score. Scores will be confidential until officially announced in public.

POINT SYSTEM:

There are 6 categories, 5 points each. Total possible score of 30 points per judge.

1st Place = 27-30 POINTS

2nd Place = 23-26.99 POINTS

3rd Place = 19-22.99 POINTS

PARTICIPATION = below 19 POINTS.

THINGS TO KNOW:

- Unless an official Conference Youth Ministries Director or Drill Program Director invitation has been extended, out of Conference Clubs/Drill Teams must be active and registered with the Florida Conference as clubs participating in the current Pathfinder Year.
- In fairness to the other teams: If a Precision Drill Team Member looks older than actual age, then the Drill Master must be prepared to provide proper ID to verify the Pathfinder's age.
- No music will be allowed during a performance.
- Flags (National and Christian) and unit Guidons may be used during a Precision Drill Performance. Flags are to be used in a precise military display, not for dancing. Guidons and Flags are NOT required.
- A Precision Drill performance will cover a 100 feet x 100 feet area, unless otherwise notified by the Drill Program Director.
- The maximum time allowed for the performance of a Drill Team is 5 minutes. Extra time used will result in the loss of points to the Drill Team.

1 point will be deducted immediately following the 5:00 minute mark, with an additional 2 points deducted for every 5 seconds afterwards.
- Precision Drill is not to be confused with Basic or Free-Style Drill. The use of Free-Style or multiple commands will result in a loss of points or disqualification, as determined by the judges and Drill Program Director.
- All Precision Drill Teams must wear the Pathfinder uniform (Class A or Class B w/ accessories) and must participate in the personal and uniform inspection.
- Improper behavior will not be tolerated from the Team members, their guests or Club members. As Pathfinders, we are to behave in a Christ-like manner at all times, including when a desired placing in the score was not reached. We must be respectful to our fellow Pathfinders and to the event staff as we are examples of true Christian sportsmanship to all who witness our events.
- A Drill Team that enters any Conference event understands that there are rules of discipline to follow and policies that help the event run properly. Therefore, it is understood that by registering to this event, the team has agreed to the rules and requirements. The Judge's ruling with the confirmation of the Drill Program Director will be final.

DRILL TEAMS WILL BE JUDGED ACCORDING TO:

AGENDA: A total of 5 points are possible. A copy of the agenda **MUST** be e-mailed to Alex Flores, a0flores@gmail.com before 12:00 noon the first Friday of May for the Red Zone event, or the first Friday of the event registration deadline month for a camporee.

A copy of the required commands which appears in this handbook will not be accepted as a Drill Team's Agenda. The agenda must be **typed, NOT handwritten**.

If the Registration and Agenda is on time, the Drill Team will receive 3 points. The Drill Master must bring 5 copies of the agenda to the event to be turned into the Drill Program Director. Two more points will be given, for a total of 5 points possible. (The original agenda will not be accepted at the time of the event for the 3 points).

Agenda Tasks	Points Awarded
Agenda and Registration submitted on time	3 points
5 typed copies of agenda presented at event	2 points

The agenda turned in for 3 points must be the one that the Precision Drill Team will perform. Otherwise, the 3 Points will NOT apply. All Agendas must begin with a "Fall in" and end with a "Dismissed."

DRILL CAPT. & DRILL TEAM MEMBERS: A total of 5 points are possible.

The participants must be a Pathfinder, E- tracker or Varsity who is currently working on a level from Friend to Master Guide (Precision Drill competitions are not open to Adventurers). The Drill Captain and all the other members of the Drill Team cannot be invested Master Guides. Performing Drill Team members cannot be 18 years of age at the time of the event/ performance. If a Drill Team does not have a Drill Captain to call the commands, an adult Drill Master (18 years of age or older) may call the commands. However, the 5 points will not apply if the age requirement is not met. If the age requirement is met, the Drill Team earns 5 points.

UNIFORM: A total of 5 points are possible.

It is required to wear the complete Pathfinder Class B Uniform. If a Drill Team chooses, they may wear the Class A. Accessories may be added to the uniform. Close detail to pins, chevrons, patches, Pathfinder belt, socks and dress shoes will be noted. (no sandals, high heels or tennis shoes). Uniformity of the uniform should be consistent.

PRECISION & UNIFORMITY OF COMMANDS: A total of 5 points are possible.

Each executed command is judged for precision and sharpness. The commands to be used are found in the Precision Drill Requirement sheet. Commands are not to be made up, since the required commands are already listed. Multiple and Free-Style commands are not accepted. The routine should not last longer than 5 minutes; any extra time used will result in loss of points, as mentioned above.

DRILL CAPTAIN / MASTER: A total of 5 points are possible.

The adult drill instructor (18 years old or older) is to be called the "DRILL MASTER". The Pathfinder (e-Tracker or Varsity 17 years old or younger) who will be calling the commands on the field during the competition is to be called the "DRILL CAPTAIN". The performance and sharpness of the Drill Captain will be judged. The Drill Captain should participate in the commands. Voice level and authority in which the Drill Captain takes charge of the Drill Team will be noted. Drill Captain/Master should memorize the agenda; however, he/she can carry a flash card only for reference.

CREATIVITY: A total of 5 points are possible.

The commands to be used have been provided; however, the manner in which the presentation is given will be judged. The presentation should be unique to each club with creativity displayed in the manner they use at least 90% of the provided commands. There is no Free-Style allowed, since this is a Precision Drill Event.

Required Precision Drill Commands to be used in the Agenda

A Precision Drill Team must use at least 90% of the required commands listed below. Added, made up commands, multiple commands or free style are not to be included in a Precision Drill Performance. These commands can be found in the Pathfinder Club Drill Manual. You will find some commands requested by the Drill Program Director aside from the commands listed in the manual. NO OTHER COMMANDS are to be used for a Precision Drill Performance.

- Fall In
- Dress Right, Dress/Ready Front
- Cover/Recover
- Open/Close Ranks, March
- Attention
- At Ease
- Present Arms/Order Arms
- Right/Left Face
- Count Off
- Right/Left Step, March
- Forward, March
- Backward, March
- Eyes Right (at Halt)
- Mark Time, March
- Hand Salute (called)
- At ease, March
- Route Step, March
- Right/Left Oblique, March
- Prayer Attention
- Eyes Right/Front (marching)
- Count Cadence, Count
- Double Time, March
- Quick Time, March
- Parade Rest
- 1st (2nd 3rd 4th) squad L/R Flank, March (squads/columns must be called individually)
- 1st (2nd, 3rd, 4th) squad Rear, March (squads/columns must be called individually)
- At Close Interval, Dress Right, Dress
- Dress Right, Dress
- About Face
- Forward, March
- Column Right, March
- Column Left, March
- Rear, March
- Right/Left Flank, March
- # of Steps Forward, March
- Halt
- Rest
- Half Step, March
- Stand at, Ease
- Dismissed

These are the required commands, not an Agenda. This page cannot be turned in as an Agenda. The order of these commands is not practical for a performance. They are listed so that a Drill Team can make up their own Agenda. The Agenda turned in must be typed or 1 point will be deducted. Turning in this page will not qualify a Drill Team for the 3 agenda points.

All performances must begin with a “Fall In” and end with a “Dismissed”. The Agenda that is turned in is the Agenda that the Drill team will be expected to perform.

Please e-mail the Agenda and Registration to a0flores@gmail.com before 12:00 noon, the **1st Friday of May for Red Zone** or the first Friday of the event month for Camporees.

Please send your Registration and Agenda early. Therefore, if you do not receive a confirmation for your Agenda, follow up with Alex Flores (email, cell). It is your responsibility to get your Agenda and Registration submitted on time for approval.

Alex Flores
Drill Program Director
Florida Conference
a0flores@gmail.com
407-716-3776

Florida Conference Precision Drill Performance Evaluation



CLUB _____ DATE _____

AGENDA (5 POINTS) <ul style="list-style-type: none"> REGISTRATION AND AN AGENDA MUST BE TURNED IN TO THE CONFERENCE OFFICE BY THE SET DEADLINE. (3 POINTS) THE DRILL MASTER TURNS IN 5 COPIES OF THE AGENDA FOR THE JUDGES AT THE TIME OF THE PERFORMANCE. (2 POINTS) 	
DRILL CAPT. & DRILL TEAM MEMBERS (5 POINTS) <ul style="list-style-type: none"> CANNOT BE 18 YEARS OLD AT THE TIME OF THE EVENT. MUST BE CURRENTLY WORKING ON THEIR PATHFINDER LEVEL, CANNOT BE AN INVESTED MASTER GUIDE. 	
UNIFORM (5 POINTS) <ul style="list-style-type: none"> A DRILL TEAM IS REQUIRED TO WEAR THE COMPLETE CLASS B UNIFORM. THEY MAY ADD ACCESSORIES OR THEY MAY WEAR CLASS A IF THEY PREFER TO. 	
PRECISION & UNIFORMITY OF COMMANDS (5 POINTS) <ul style="list-style-type: none"> EACH CALLED & EXECUTED COMMAND IS JUDGED FOR PRECISION & SHARPNESS. COMMANDS TO BE USED ARE FOUND IN THE PRECISION DRILL REQUIREMENT SHEET. MULTIPLE & FREE STYLE COMMANDS ARE NOT ACCEPTED. A DRILL TEAM IS ALLOWED 5 MINUTES FOR A PERFORMANCE. 	
DRILL CAPTAIN/MASTER (5 POINTS) <ul style="list-style-type: none"> PERFORMANCE AND SHARPNESS OF THE DRILL CAPTAIN/MASTER IS JUDGED. THE DRILL CAPTAIN/MASTER SHOULD PARTICIPATE IN THE COMMANDS. VOICE LEVEL & AUTHORITY IN WHICH THE DRILL TEAM IS GUIDED WILL BE LOOKED AT. CLEAR AND UNDERSTANDABLE- CORRECT TONALITY AND PITCH- EVEN CADENCE WHEN CALLING COMMANDS 	
CREATIVITY (5 POINTS) <ul style="list-style-type: none"> A PRECISION DRILL TEAM HAS TO USE AT LEAST 90% OF THE REQUIRED COMMANDS. THE PRESENTATION WILL BE UNIQUE TO EACH CLUB. FREE STYLE IS NOT ACCEPTED. IF THE COMMAND IS NOT CALLED AS IT IS REQUIRED, THEN IT IS FREE STYLE. 	

DRILL JUDGE: _____ TOTAL POINTS: _____

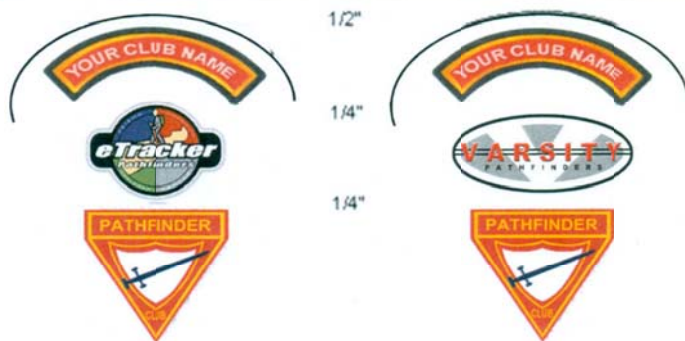
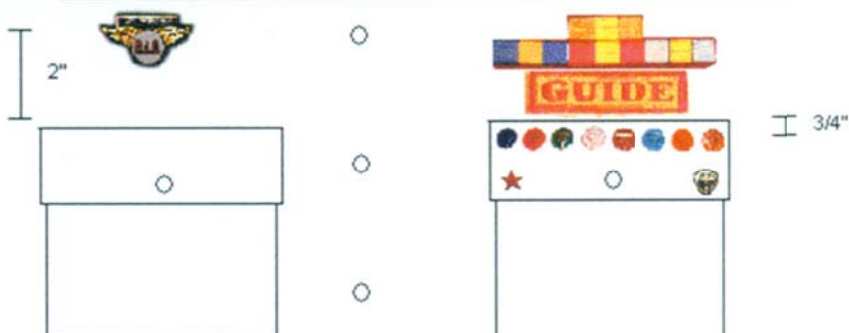
Club: _____

Date: _____

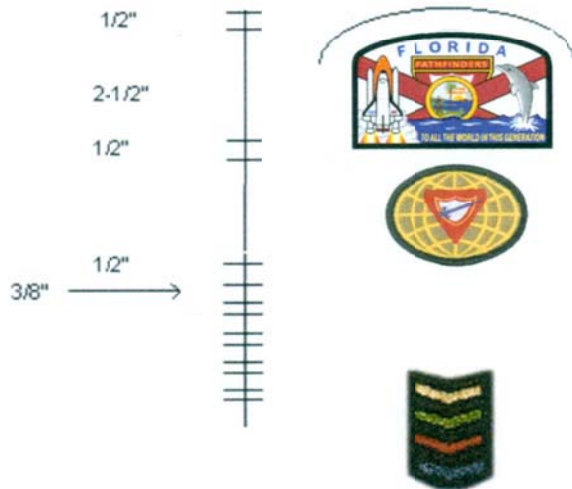
DRESS UNIFORM INSPECTION (TO PARTICIPATE IN THE COMPETITION THE PATHFINDER UNIFORM IS REQUIRED OTHER WISE IT IS CONSIDERED A NON-COMPETITION PERFORMANCE)

A FLORIDA CONFERENCE PATHFINDER DRILL & MARCHING EVENT

BASIC UNIFORM	DEDUCTIONS
SHIRT	
PANTS/SKIRT	
PATHF. BELT & BUCKLE	
BLACK DRESS SHOES	
BLACK SOCKS OR HOSE	
ACCESSORIES	
SCARF/SIDE	
BIB SCARF	
BERET	
GLOVE	
BRAID	
Other	
PATCHES/PINS	
CLUB NAME	
e-TRACKER PATCH	
Varsity PATCH	
PATHF. TRIANGLE	
CONF. PATCH	
WORLD PATCH	
L. SLEEVE	
CHEVRONS	
LEVEL POCKET STRIP	
VST/TLT BRAID	
LEVEL PINS	
COLLAR PINS	
PATHFINDER PIN	
BAPTISM PIN	
PERSONAL INSP.	
SHIRT TUCKED	
UNIFORMITY	
SHOES	
BUTTONS	
PATCH/PIN APPEARANCE	
LOCATION/PATCH	
OTHER	
# of DEDUCTIONS	
TOTAL SCORE	



DEDUCTIONS	TOTAL SCORE
1-2	4.75
3	4.50
4-5	4.25
6	4
7-8	3.75
9	3.50
10	3.25
11	3
12	2.75
13	2.50
14	2.25
15	1.50
16 +	1



TOTAL SCORE: _____

JUDGES INNIALS: _____

Florida Conference

Precision Drill Ribbon Bar Award

GOAL: To officially recognize and encourage a Precision Drill Team Member with an award that can be worn on the uniform. A trophy will be given to the Club and Drill Team; however, this Ribbon Bar will be for the Pathfinder to keep. The adult Drill Master, or instructor, who worked closely with the Drill Team, may also wear this Ribbon Bar.

REQUIREMENTS: The Pathfinder must be a member of an officially recognized Precision Drill Team, meeting the current Florida Pathfinder Drill requirements (revised 07/13). This Award is available for those Precision Drill Teams that were officially recognized from '97-98 at The Florida Camporee Drill Event and thereafter in any Conference authorized yearly (Red Zone or Camporee) Precision Drill event. This award does not apply to previous ('97-98) Drill Teams or Drill Masters.

A Precision Drill Team will obtain an Approval for Purchase form signed by the Drill Program Director and the Youth Ministries Director. This form is a requirement for a Drill Team to obtain the ribbon bars and stars. These awards will not be sold to anyone without this form. The Precision Drill Ribbon Bars and the stars can be purchased from the Youth Ministries Department. **No Approval for Purchase form = NO RIBBON BARS AND NO STARS! (Email the Store Coordinator)**

This is a very special and exclusive award that has been approved to be worn on the Pathfinder uniform and it is not to be misrepresented. This Ribbon Bar Award is exclusively for those Pathfinders and adult Drill Master who have participated (performed) during the official Precision Drill event; they are the only ones authorized to proudly wear the Ribbon Bar.

The Precision Drill Ribbon Bar award must be worn with the Class A or B uniform. It should be placed above the Advanced Class Ribbon Bars (left pocket). If there are no Advanced Ribbon Bars, then place the Precision Drill Ribbon Bar above the class name strip. The Ribbon Bar should be placed on the uniform with the colors as follows: Green (towards the mid-chest) White and Gold (toward the left arm). Stars are put on the Ribbon Bar. The stars signify an achieved First (gold), Second (silver) or Third (bronze) place. A ribbon bar with no stars acknowledges a participating Precision Drill Team.

At the present time, a Precision Drill Team member can only wear up to two (2) Ribbon Bars, since a Pathfinder or Drill Master can be eligible to participate in the Drill Team consecutive years. Each bar can hold up to three stars. For those Active Team Members who exceed this amount, please contact the Drill Program Director.

A Precision Drill Team Ribbon Bar is only awarded to Precision Drill Teams that perform in an Official Yearly Conference Sponsored event such as Red Zone or at a specified State Camporee.

FLORIDA CONFERENCE

Drill Ribbon Bar Approval Purchase Form



DATE _____

The _____ DRILL TEAM

has won the _____ Place in a Florida Conference Official Pathfinder event.

This Pathfinder Drill Team has the approval to purchase and use the official

DRILL TEAM RIBBON BAR AWARD

As approved by PAC, to be worn exclusively by the performing Red Zone Drill Team members and the adult Drill Master.

Total Performing Drill Team Members including Drill Master: _____

(Items must be ordered from the online store at www.flpathfinderstore.com)

BARS: _____ - (\$1.75)



STARS: _____ Gold Silver Bronze (\$0.85)

DRILL PROGRAM DIRECTOR

PATHFINDER/ADVENTURER DIRECTOR
FLORIDA CONFERENCE

EXPLANATION FOR SELECTED DRILL PRECISION COMMANDS

Count Off in Line or Column

Count Off is briefly described in the Pathfinder Drill Manual, page 20.

This section explains the command in detail as agreed by the Florida Conference Drill Committee for Precision Drill.

- A) Counting Off is executed only from right to left when in line formation and from front to rear when in column formation. The command is **COUNT, OFF**. The guidon bearer does not take part in the command.
- B) When in LINE FORMATION, at the command of execution, all Pathfinders except the flank on the extreme right turn their heads and eyes to the right, and beginning with the right most flank will in unison call out the number 1 (one), the next group of Pathfinders to the left calls out the number 2 (two), at the same time turning their heads and eyes to face forward. The numbers are counted out in the cadence of quick time. All movements are to be made in a precise manner. Please refer to the following diagram for further explanation.

(Line 3)	1	2	3	This diagram shows a three line formation that is three Pathfinders wide. The numbers indicate both the position of an individual Pathfinder and what number they are to say as they "COUNT OFF".
(Line 2)	1	2	3	
(Line 1)	1	2	3	

Commander

- C) When in COLUMN FORMATION, at the command of execution, each Pathfinder in succession (starting with the lead Pathfinder) turns their head to the right and counts off their number sharply over their shoulder. The Pathfinder then turns their head back to the front. The next Pathfinder in line does the same, and so forth, and the last Pathfinder in line keeps their eyes and head facing forward as they call their number. Please refer to the following diagram for further explanation.

4	4	This diagram shows a two column formation that is three Pathfinders deep. The numbers indicate both the position of an individual Pathfinder and what number they are to say as they "COUNT OFF".
3	3	
2	2	
1	1	
(Col 1)	(Col2)	

Commander

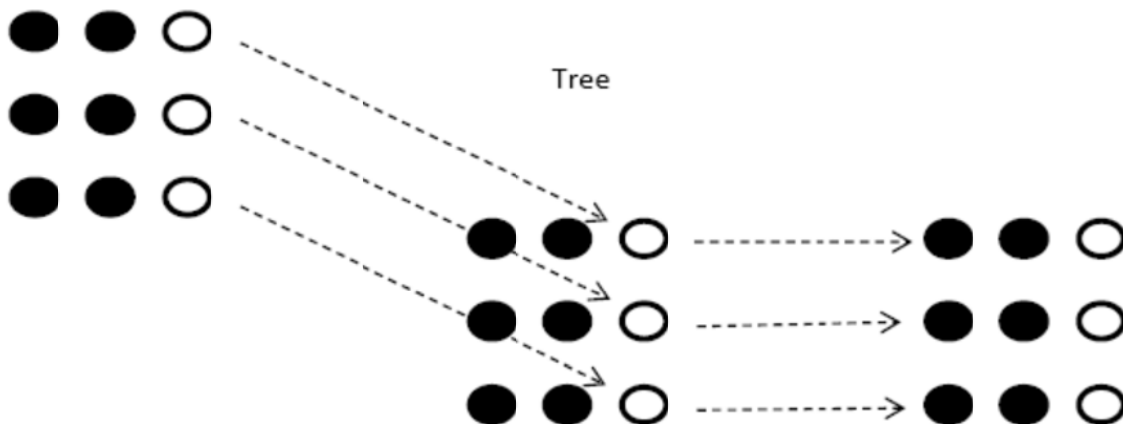
Left/Right Oblique March

Some past editions of the Pathfinder Drill Manual feature the L/R Oblique March command. It is also a standard command at the NAD Oshkosh Camporee Drill Competition and included in their Drill Team Information Packet.

This section explains the command in detail as agreed by the Florida Conference Drill Committee for Precision Drill.

- A) To change the direction of marching by 45 degrees the preparatory command of **RIGHT (LEFT) OBLIQUE** is given as the foot in the desired direction strikes the ground, and the command of execution, **MARCH**, is given the next time the foot in the desired direction strikes the ground. On the command, **MARCH**, all Pathfinders take one additional step forward and pivot to the new direction on the ball of the lead foot and step off in the new direction with the trailing foot, and continue marching in the new direction.
- B) To exit this, or to resume the original direction, it will be necessary to give the counter command of **RIGHT (LEFT) OBLIQUE, MARCH**. This is to be executed the same way as previously described.

Example: If a formation is marching forward at quick time and has an obstacle in its path the Captain may call "**LEFT OBLIQUE, MARCH**" once past the obstacle the Captain would call "**RIGHT OBLIQUE, MARCH**" to resume the original direction of march. See diagram below.



FREE STYLE

(2018-2019)

GOAL: The Freestyle Drill category builds upon Precision by adding creativity (multiple commands, fancy movements, and sharp teamwork) to the standard commands. Starting with Red Zone 2017, this will be a category/option Drill Teams can choose for the Drill Competition INSTEAD of Precision alone.

AWARDS: Awards for Freestyle Drill at Red Zone will be the same as for Precision Drill (see *Precision Drill AWARDS section*). For Area or State Camporee and other non-Red Zone events, awards will be determined on a per event basis.

REQUIREMENTS:

- **PARTICIPANTS:** A member of a Drill Team must be a good standing member of the Club that he/she is representing. All members of the Drill Team must be Pathfinders who will not be 18 years old at the time of the performance and currently working on an e-Tracker/Varsity Pathfinder level (Friend, Companion, Explorer, Ranger, Voyager, Guide, Pioneer, Navigator, or Master Guide). A Freestyle Drill Team may have a minimum of 2 members; there is no maximum.
- **REGISTRATION:** All participating Freestyle Drill Teams competing at Red Zone must register by the **first Friday of May no later than 12:00 noon** by completing the following:
 1. Registration Form (online). The form will be embedded in the Red Zone event website.
 2. Submit a link to a video (camera or cell phone) to the Drill Program Director (a0flores@gmail.com). The video can be uploaded to Google Drive, DropBox, etc. (The Drill Committee will review the performance and determine if allowed for Red Zone) Any changes to the performance after the video has been submitted must be declared in an e-mail to the Drill Program Director.
 3. Do not submit an Agenda. Unlike Precision Drill, the Agenda for Freestyle Teams is provided. (see below)
- **MULTIPLE TEAMS:** A club that has over 75 registered and active Pathfinders (e-Trackers & Varsity) may enter 2 Drill teams for the Drill Event (Either 2 Basic, 2 Freestyle, or 1 Basic with 1 Freestyle). This is a requirement that must be confirmed by the Club Director or church pastor.
- **EXECUTION:** A Free Style Drill Team must first execute the required Precision Drill Commands before performing the rest of the routine. Each Free Style Drill Team will be allowed 8 minutes for performance.
- A Free Style Drill Team must wear the Pathfinder Class A, or Class B uniform with accessories. The military style use of Flags (National, Christian, and Pathfinder) and unit Guidons is encouraged. Nothing should be carried by the drill team members that is or symbolizes weapons or firearms.

- A Drill Team represents more than a club, it also represents Christ. Therefore, a Christian attitude must be upheld.
- The performance must look military. The following will not be tolerated: music, dancing, improper behavior, and sensual gyrations or movements will NOT be tolerated. A Free Style Drill Team must behave properly at all times (this also includes the Club Members present for the performance). If improper behavior is demonstrated; the Judges have the authority to (1) expel, (2) disqualify, (3) forfeit participation of the Drill event at next year's Red Zone for a Drill Team that behaves in such a manner.
- All performances will be upheld to the Florida Pathfinder Drill standard and requirements, whether it is for a performance or a non-judged performance.

JUDGING: The ruling by the judges will be FINAL. Judges will not be affiliated with the performing Drill Team. The Free Style Drill Teams will be judged on Uniform, Full Presentation of Required Commands, Precision and Sharpness in executing the commands, Execution of the Free Style Commands and its routine. The scoresheet will be similar to Precision but with an added section for Freestyle (5 points).

COMMANDS: A Free Style Drill Team must perform the required Basic Drill (listed below) commands performance first and then they should move into the Free Style performance. A "Fall Out / Fall In" between Basic and Freestyle is required to separate the performances. Agendas are optional and not required. No dancing, improper movements or behavior will be permitted. The Judges will have the final word if a team is in violation and if necessary will terminate a performance before it is completed.

TIME LIMIT: The maximum time allowed for a Freestyle performance is 8 minutes. Extra time used will result in the loss of points to the Drill Team. (2 points every 5 seconds starting at the 8:00 minute mark with -1).

POINT SYSTEM: The scoring system Freestyle Drill is similar to Precision Drill. This is to reinforce the concept that Freestyle is an extension to Precision Drill. There are 7 categories of 5 points each with Freestyle the additional category. Total possible score of 35 points per judge.

1st Place = 32-35 POINTS

2nd Place = 28-31.99 POINTS

3rd Place = 24-27.99 POINTS

PARTICIPATION = below 23.99 points

REQUIRED BASIC COMMANDS

(For Red Zone 2019 Freestyle)

When executing these commands in the sequence specified, there are instances when another command not on the list must be executed before the next command specified can be executed. The Drill Master or Drill Captain may carry a card with the written commands for reference, if she/he desires to.

-Fall In (performance begins)

-Parade Rest

-Right Flank, March

-Left Flank, March

-Column Left, March

-Count Cadence, Count

-Halt

-Left Face

-Hand Salute

-Dress Right, Dress

-Count Off

-Open Ranks, March

-Present Arms

-Close Ranks, March

-Stand at Ease

-Column Right, March

-Rear, March

-Eyes Right, Ready Front

-About Face

-Prayer Attention

-Hand Salute

-Fall Out

-Fall In

-FREE STYLE ROUTINE BEGINS HERE... (Remember 8-minute performance includes the required basic commands [above] and your free style performance. If timer reaches 8 minutes or beyond, your team will incur in penalty of 1 to 2 points per 5 seconds)

-All Performances must end with a "Dismissed"

Florida Conference Freestyle Drill Performance Evaluation



CLUB _____ DATE _____

REGISTRATION (5 POINTS) <ul style="list-style-type: none"> ONLINE REGISTRATION BY THE SET DEADLINE. (5 POINTS) SUBMIT VIDEO LINK OF THE PERFORMANCE TO THE DRILL PROGRAM DIRECTOR FOR THE REVIEW AND ACCEPTED. ANY CHANGES MUST BE DECLARED APPROVED PRIOR TO THE PERFORMANCE. (REQUIRED) 	
DRILL CAPT. & DRILL TEAM MEMBERS (5 POINTS) <ul style="list-style-type: none"> CANNOT BE 18 YEARS OLD AT THE TIME OF THE EVENT. MUST BE CURRENTLY WORKING ON THEIR PATHFINDER LEVEL, CANNOT BE AN INVESTED MASTER GUIDE. 	
UNIFORM (5 POINTS) <ul style="list-style-type: none"> A DRILL TEAM IS REQUIRED TO WEAR THE COMPLETE CLASS B UNIFORM. THEY MAY ADD ACCESSORIES OR THEY MAY WEAR CLASS A IF THEY PREFER TO. 	
PRECISION & UNIFORMITY OF COMMANDS (5 POINTS) <ul style="list-style-type: none"> EACH CALLED & EXECUTED COMMAND IS JUDGED FOR PRECISION & SHARPNESS. COMMANDS TO BE USED ARE FOUND IN SECTION D DOCUMENT. A FREESTYLE DRILL TEAM IS ALLOWED 8 MINUTES TO COMPLETE BOTH BASIC AND FREESTYLE PARTS OF THEIR PERFORMANCE. 	
DRILL CAPTAIN/MASTER (5 POINTS) <ul style="list-style-type: none"> PERFORMANCE AND SHARPNESS OF THE DRILL CAPTAIN/MASTER IS JUDGED. THE DRILL CAPTAIN/MASTER SHOULD PARTICIPATE IN THE COMMANDS. VOICE LEVEL & AUTHORITY IN WHICH THE DRILL TEAM IS GUIDED WILL BE LOOKED AT. CLEAR AND UNDERSTANDABLE- CORRECT TONALITY AND PITCH- EVEN CADENCE WHEN CALLING COMMANDS. 	
CREATIVITY (5 POINTS) <ul style="list-style-type: none"> A FREESTYLE DRILL TEAM HAS TO USE ALL OF THE REQUIRED COMMANDS IN THE FREESTYLE AGENDA. THE PRESENTATION WILL BE UNIQUE TO EACH CLUB. 	
FREESTYLE PERFORMANCE (5 POINTS) <ul style="list-style-type: none"> POINTS AWARDED BASED ON PERFORMANCE, SHARPNESS, AND CREATIVE USE OF DRILL COMMANDS. DANCING, SENSUAL GYRATIONS OR MOVEMENTS DURING THE PERFORMANCE WILL INCURR DISQUALIFICATION FROM THE EVENT (TOTAL SCORE ON ALL SECTIONS = 0). 	

DRILL JUDGE: _____ TOTAL POINTS: _____

FLORIDA CONFERENCE PATHFINDER DRUM PROGRAM

Revised: Pathfinder Year 2018-2019

Updated: 6/20/2018

GOAL:

To enhance and help the Pathfinder clubs with a diverse, challenging and entertaining program. This program instructs young people, whom one day will be able to teach the next Pathfinder generation. The Pathfinder Drum Corps program is ongoing and fast growing throughout the Florida Conference. These guidelines will help clubs to have a clear and responsible attitude towards a fascinating and exciting program.

DIRECTORS:

It is recommended that each Pathfinder Drum Corps upholds a set of membership policies and guidelines. All members are to adhere to it and acknowledge that it is a privilege to be a part of a Pathfinder Drum Corps. Membership is earned by following that Club's requirements, policies and maintaining all class levels up to date. The requirements in this manual are for Florida Conference Level Activities. Clubs are urged to follow the Church standards as we are involved in a positive witnessing ministry

MEMBERS:

Performing members must be Pathfinders (E-Tracker or Varsity). Twenty (20) years of age or younger who are not yet invested Master Guides. Must be active and working in the appropriate Pathfinder Level, or involved in the club's leadership. Membership in a Drum Corps is a privilege and must be earned.

If a member's age is questionable, age verification must be available by the Drum Master.

DRUM MASTER: is the Adult Instructor who is 18 years of age or older and who is in charge of the Drum Corps

DRUM CAPTAIN: is a Pathfinder/Varsity 17-year-old or younger who is under the leadership and guidance of the Drum Master.

DRUM CORPS CATEGORY:

There are two playing styles, Traditional & Corps, a club may play either. There are also two categories and the Drum Master must decide which one he will register his Corps under.

JUNIOR DRUM CORPS: A Drum Corps that has been active for LESS than three (3) years or 90% of its members have been active for less than three (3) years.

ADVANCED DRUM CORPS: A Drum Corps that has been active for MORE than three (3) years or its members have been active for more than three (3) years.

If a Drum Corps is at the three (3)-year date: The Drum Master decides at which category he will register the Drum Corps. A JUNIOR Drum Corps may also decide to enter the ADVANCED Category instead of the JUNIOR category. An ADVANCED Drum Corps may NOT enter the JUNIOR category. Please see the Rudiment section for required rudiments.

FLORIDA CONFERENCE PATHFINDER DRUM PROGRAM, cont'd

TIME:

Each Drum Corps will be allowed 8 minutes for their performance, and may play as many numbers/cadences as they wish within that time.

5 Points will be deducted for every minute passed the 8-minute time limit.

UNIFORM:

To be allowed to take the floor to perform, the Pathfinder Drum Corps is required to wear the requested class B uniform for the Event.

RED ZONE and CAMPOREES:

The required uniform will be the Pathfinder Uniform CLASS B as follows:

Pathfinder Shirt (with all required patches, and chevrons) Pins will not be required for performing Drum Corps Members Pathfinder (Black) Skirts or Slacks, Pathfinder Belt with Buckle, Black Socks/Hosiery with Black Dress Shoes. No sandals, high-heels, tennis shoes or platform shoes.

Drum Corps Team may add accessories to the Class B uniform to enhance the uniform, and helps the team be more colorful. They may add ascots, berets, additional belts, gloves, citation cords (braids) and gauntlets.

PENALTIES:

(Each Penalty will be deducted from the final score, not from each judge)

The Drum Corps will be penalized if any member does not meet the age requirement (-5 points).

The Drum Corps will be penalized for sensual movements or sensual gyrations. (NO Dancing). The Judges in the field will make the decision if the movements fall under the dancing category. A Drum Corps can be disqualified if it does not follow the event guidelines. Judges recommendation and Program Directors Approval required for disqualification.

The Drum Corps will be penalized for every minute they go over after the 8 minute time limit (-5 points).

The Drum Corps will be penalized for the accidental drop of sticks or any instrument (-5 points).

SCORING:

First Place: 120 - 150 points, Second Place: 100 - 119.99, Third Place: 80 - 99.99 and Participation: 79.99 and below.

AWARDS:

Performing Drum Corps will be able to receive awards according to their placing;

First Place - 120 - 150

Second Place - 100 - 119.99

Third Place - 99.99 - 79.99

Participation - 79.98

The Drum Corps will be evaluated by the judges on the following areas:

UNIFORM: (5 Points)

Red Zone and Camporees required uniform is the Pathfinder Class B uniform, with attention to patches, and chevrons. Accessories may be added to the Class B uniform. Pins not required.

BONUS POINTS: (5 Points)

E-Trackers/Varsity - 17 years old or younger. The Adult Drum Master or one adult in his place may perform and the Bonus Points still apply. If two adults 18 years old or older perform the Bonus Points will not apply. Member requirements are met as long as the Pathfinders are 20 or younger, but not Bonus Points.

RUDIMENTS: (30 Points)

(Jr. Drum Corps) are required to know the seven basic rudiments and will be allowed two chances 10 seconds each to demonstrate which ever rudiments are randomly picked after one spin from the pin wheel by the drum captain/master of the performing Drum Corps with precision and clarity. The section that is picked to perform these rudiments will be picked by the drum captain/master and will have 10 seconds to perform the selected rudiment.

(Advanced Drum Corps) are required to know the seven basic rudiments and the five hybrids rudiments for a total of twelve rudiments and will also be allowed two chances to demonstrate with precision and clarity which ever rudiments are randomly chosen by a spin of the pin wheel by the drum captain/master of the performing Drum Corps. The section that is chosen to perform the chosen rudiments will be picked by the drum captain/master and will have 10 seconds to perform the selected rudiment.

The drum instructor/judge will then give the full 30 points for rudiments or will give points according to how clearly and how well the rudiments are demonstrated by the section that executed said rudiments.

It is important that all the rudiments are known by the each Drum Corps as no one will know which rudiment will be drawn. The Junior DC is required to know the 7 basic rudiments, the Advanced DC are required to know all 12 rudiments, 7 basic & 5 Hybrids.

Even though rudiments are judged before each Drum Corps enters the field, Drum Corps must use as many rudiments in the performance as possible because doing so will help to point out the level of difficulty each Drum Corps is performing at.

Basic Rudiments:

1. Flam Tap
2. Flam Drag
3. Flam Accent
4. Five stroke roll
5. Single Paradiddle
6. Double Stroke Roll
7. Single Paradiddle-Diddle

Hybrid Rudiments:

1. Cheese
2. Flam Five
3. Book Report
4. Shirley Murphy
5. Cheese Chutichus

MEMBERS: (20 Points)

A participating Drum Corps Member must fall under the age requirement (20 years old or younger). The Drum Corps is required to have the minimum of 6 performing members. 1 pair of Cymbals, 1 Bass, 1 Multi-ton (Septs, Quints, Quads, Trios) and three (3) Snare Drums.

ENTRY AND LINE UP: (20 Points)

Must be able to demonstrate the ability to march in PLAYING and execute the following commands: Forward March, Left/Right Flank, Left/Right Column, Rear March, Halt, Parade Rest, Prayer Attention and Attention. Must also show the ability to adapt and perform to marching or standing numbers (10 marching/10 stationary).

CREATIVITY: (30 Points)

- 1- Present original cadences/numbers. (15 Points)
- 2- The level of difficulty of the routine and the complication of the cadences played will be judged. (15 Points)

PRECISION & PROFICIENCY: (30 POINTS)

Must show proper execution of cadences, cleanliness of rudiments (Proper Dynamics & placements of accents) (Sticking) movement of sticks together.

STICKS: (10 Points)

Must demonstrate the ability to SWITCH from Matched to Traditional hand grip (5 points)
Must demonstrate the CORRECT handling of sticks (5 points)

PENALTIES: (off final score)

The Drum Corps will be penalized for going over the time. It will be penalized for the accidental drop of sticks or any instrument. If the age requirement is not met they will be penalized. If there are sensual movements or sensual gyrations they will be penalized.

TO START A PERFORMANCE THE DRUM MASTER/CAPTAIN MUST:

Enter the designated performance area, before the entire Drum Corps enters.

- Render a Hand Salute to the Head Judge or Drum Program Director.
- State the Drum Corps name, Church, Conference,
- Request permission to Perform
- Wait for the Head Judge or Drum Program Director to return the Hand Salute. (At this time he/she may give you some final instruction)

Note: If other instruments will be used for the performance this would be the time to set them up quickly, as no other time will be allowed for set up. Taking the instruments out of the performing area will also have to be done quickly as the Drum Corps exits.

Enter the designated performance area, before the entire Drum Corps enters.

TO START: the performance the Drum Captain/ Master blows the whistle, and the time will start at this point. The DC has 8 minutes to perform.

TO FINISH: The performance, the Drum Captain/Master must blow an extended sound of his whistle, and end the cadence take one step forward and salute the nearest judge. Time will be stopped. A Drum Corps may also end the performance by simply leaving the field while playing as long as the last player of that Drum Corps exits the field before the time limits of 8 mins.

The Drum Corps (MUST EXIT) the performing area immediately after finishing the performance. If they continue playing the TIME penalty will apply.

Things to know:

Unless an official Executive Pathfinder Director or Drum Program Director invitation has been extended, out of Conference Clubs/PDC Must be active and registered with the Florida Conference, as clubs participating in the current Pathfinder Year.

In fairness to the other teams; If a Pathfinder Drum Corps Member looks older than actual age, then the Drum Master must be prepared to provide proper ID to verify the Pathfinder's age

A Drum Corps should always keep in mind that even though this is an event in which we compete; we do not compete against each other. The judges are not always looking for the best show, but rather who performs with clarity, sharpness and the best difficulty of the cadences Performed. Also, who is able to incorporate the required rudiments into their own original cadences?

Dancing or anything that resembles dancing could lead to a penalty. Improper behavior will not be tolerated from the PDC members nor the Club members or anyone. As Pathfinders we are to behave in a Christ like manner at all times, including when an undesired placing in the score was not reached. We must be respectful to our fellow Pathfinder Drum Corps and to the event staff, as we are examples of true Christian sportsmanship to all who witness our events.

A Pathfinder Drum Corps that enters any Conference event understands that there are rules of discipline to follow and policies that help the event run properly. Therefore it is understood that by registering to this event, you have agreed the rules and requirements. The Judges' ruling with the confirmation of the Program Director will be final.

FLORIDA CONFERENCE DRUM CORPS

PERFORMANCE EVALUATION



CLUB: _____ DATE: _____

<p><u>UNIFORM: (5 POINTS)</u> Red Zone and Camporees required uniform is the Pathfinder Class B Uniform, with attention to patches, and chevrons. Accessories may be added to the Class B uniform. Class PINS not required for this event.</p>	
<p><u>BONUS POINTS: (5 POINTS) (The Adult Drum Master may participate)</u> If the entire Drum Corps is composed of Pathfinders 17 years old or younger.</p>	
<p><u>RUDIMENTS: (30 POINTS)</u> Must be able to perform with Sharpness and Precision the chosen Rudiment. Judges may require the snares or entire Drum Corps to perform it. Five Stroke Roll · Single Paradiddle · Single Paradiddle-diddle Double Stroke Roll Flam Tap · Flam Accent Flam Drag Advanced Drum Corps must also know the rudiments below. Cheese Chutichu - Cheese - Book Report - Cheese Chutichu - Shirley Murphy</p>	
<p><u>MEMBERS: (20 POINTS)</u> Required to have the minimum of 6 performing members. 1 pair of Cymbals, 1 Bass, 1 Multi-ton (Septs, Quints, Quads, Trios) and 3 Snare Drums. Age limit is 20 years old.</p>	
<p><u>ENTRY AND LINE UP: (20 POINTS) (10 marching/ 10 stationary)</u> Must be able to demonstrate the ability to march in playing, and execute the following Commands: Attention, Forward March, Left/Right Flank, Left/Right Column, To the Rear March, Halt, Parade Rest and Prayer Attention. Must also show the ability to perform to marching or stationary (standing) cadences.</p>	
<p><u>CREATIVITY: (30 POINTS)</u> 1. Present Original musical numbers. (15 points possible) 2. The level of difficulty of the routine and the complication of the cadence played will be judged. (15 points possible)</p>	
<p><u>PRECISION & PROFICIENCY: (30 POINTS)</u> Must show proper execution of cadences, cleanliness of rudiments (Proper Dynamics & placements of accents) (Sticking) movement of sticks together.</p>	
<p><u>STICKS: (10 POINTS)</u> Must demonstrate the ability to SWITCH from Matched to Traditional hand grip.(5 points possible) Must demonstrate the CORRECT handling of sticks.(5 points possible)</p>	
<p><u>PENALTIES:</u> (off final score) The Drum Corps will be penalized for going over the time limit of 8 minutes (-5 points for every minute passed the 8 minute time limit). The Drum Corps will be penalized for the accidental drop of sticks or any instrument. (-5 points) The Drum Corps will be penalized for not meeting the age requirement. (-5 Points) The Drum Corps will be penalized for sensual movements or sensual gyrations. (NO Dancing) Recommend disqualification due to:</p>	_____ _____ _____ _____

JUDGE: _____

TOTAL SCORE _____

Drum Corps Ribbon Bar

GOAL:

To officially recognize and encourage a Drum Corps Member with an award that can be worn on the uniform. A trophy will be given to the Club and Drum Corps; however this Ribbon Bar will be for the Pathfinder to keep. The adult Drum Master, or instructor, who worked closely with the Drum Corps, may also wear this Ribbon Bar.

REQUIREMENTS:

The Pathfinder must be a member of an officially recognized Drum Corps meeting the current Florida Pathfinder Drum Corps requirements.

A Drum Corps will obtain an Approval for Purchase form signed by the DD (Drum Director). This form is a requirement for a Drum Corps to obtain the ribbon bars and stars. These awards will not be sold to anyone without this form. The Drum Corps Ribbon Bar and stars can be purchased from the Pathfinder/Adventurer Department. No Approval for Purchase form = NO DRUM CORPS RIBBON BAR AND NO STARS!

This is a very special and exclusive award that has been approved to be worn on the Pathfinder uniform and it is not to be misrepresented. This Ribbon Bar Award is exclusively for those Pathfinders and adult Drum Masters who have participated (performed) during the official Drum Corps event; they are the only ones authorized to proudly wear the Ribbon Bar.

The Drum Corps Ribbon Bar award must be worn with the Class A or B uniform. Stars are placed on the Ribbon Bar According to the number of years a member has participated in the Drum Corps. A ribbon bar with no stars signifies a brand new member of that Drum Corps.

The Drum Corps Ribbon Bar will only be awarded to Drum Corps that perform in the Official Yearly Conference Sponsored Red Zone event.

FLORIDA CONFERENCE

Drum Corps Ribbon Bar

Approval Purchase Form



DATE _____

The _____ DRUM CORPS

has participated in Red Zone for the year _____

This Drum Corps has the approval to purchase and use the official

PATHFINDER DRUM CORPS RIBBON BAR AWARD

As approved by PAC, to be worn exclusively by the performing Red Zone Pathfinder Drum Corps members and the adult Drum Master.

Total Performing Drum Corps Members including Drum Master: _____

(Items must be ordered from the online store at www.flpathfinderstore.com)

BARS: _____ - (\$1.75)



STARS: _____ Gold Silver Bronze (\$0.85)

DRUM CORPS PROGRAM DIRECTOR

**FLORIDA CONFERENCE
PATHFINDER & ADVENTURER DIRECTOR**

Darrell M. Edwards
Drum Corps Program Director
Florida Conference of SDA
Floridadrums27@yahoo.com

Submitting a New NAD Pathfinder Honor

Creating a new NAD Honor proposal is not an “easy overnight” activity. It requires a significant amount of time, resources and must be evaluated. There are many stages as to whether the proposal is valid for an audience that encompasses the entire North American Division.

Approval Procedure for a New Pathfinder Honor

1. All new honor requests should be submitted to the local conference Pathfinder/Adventurer Director to verify that the honor has met criteria as stated on the worksheet for developing new honors.
2. The local conference Pathfinder/Adventurer Director then submits the new honor to the NAD Pathfinder Committee based on the Submission Guidelines document.
3. The new honor request is then submitted to the Honors Taskforce/Pathfinder Advisory for approval. Honors which are not approved are then returned to their author with a written explanation for reasons of rejection or need for revision. A copy of the letter should also be sent to the local conference Pathfinder/Adventurer Director.
4. When a proposal has been approved, the NAD Honors Taskforce uses this Standard Operating Procedures document to process your submission.

Instructions for Completing a New Pathfinder Honor

1. Supply all biographical data as requested.
2. Indicate proposed title and topical category for the new honor.
3. Briefly state the purpose for the proposed honor.
4. Submit a suggested sketch for the honor. Indicate design colors. (Note: patch designs should include no more than three colors, plus the background color.)
5. Indicate the appropriate difficulty level(s) for the honor. Difficulty levels are as follows: Basic (ages 10-15), Advanced (ages 16 and older).
6. List specific sources needed for completing honor requirements. For each source, be sure to list title, author, publisher, and copyright date.
7. List materials needed to complete the honor, and an estimate of their cost per person. Also estimate the time needed to complete the honor.

See Checklist for Evaluating New Pathfinder Honors.

Checklist for Evaluating New NAD Pathfinder Honors

Check to see if the honor (or a similar one) already exists:

If no existing honor is found, please complete the following requirements:

- _____ 1. The honor requirements must uphold the standards and philosophy of the Seventh-day Adventist church.
- _____ 2. The honor requirements must include a balance of theory and “hands on” activities.
- _____ 3. If possible, requirements should be developed on two levels of study: Basic (ages 10-15), and Advanced (ages 16 and older). Having the basic honor should be the pre-requisite for earning the advanced honor on a given subject.
- _____ 4. Requirements should be usable in a group setting or by a single individual.
- _____ 5. Requirements should be able to be completed in less than three months. This is a general rule only as some honors (e.g. Outdoor Industries category) need more time.
- _____ 6. Requirements should clearly state in simple terminology exactly what is to be accomplished. (Avoid ambiguous words or phrases such as “explain briefly,” or “demonstrate ability.”)
- _____ 7. Requirements must consider care of our natural environment. For example, to avoid destruction of animal or plant life, ask for photos or drawings rather than collections.
- _____ 8. Activity requirements of extended time are worded so as to avoid conflicts with school or work schedules (e.g. a four day campout could be done in two weekends).
- _____ 9. All requirements are to be accomplished in a safe and supervised environment. They must comply with legal requirements and will avoid involvement in armed or unarmed defenses.
- _____ 10. Requirements should be able to be accomplished without unduly affecting the safety of its participants.
- _____ 11. The requirements should reflect current practice and language.

For more information on how to submit a new Pathfinder Honor go to
<https://www.pathfindersonline.org/honors/new-honors-submission>