

Drum Competition Rules

GOAL:

To enhance and help Southern Union 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 many conferences in the Southern Union. These guidelines will help Clubs to have a clear and responsible attitude towards a fascinating and exciting program. These are THE guidelines for the SU Camporee, NO LIMITS, October 12-16, 2022, Camp Kulaqua, DRUM COMPETITION.

MEMBERS:

Performing members must be 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: The 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: The Drum Captain is a Pathfinder 17 years old or younger who is under the leadership and guidance of the Drum Master.

TIME:

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

There will be a time penalty for any time used after the 8 minutes.

UNIFORMS:

To be allowed to perform the Pathfinder Drum Corps is required to wear the requested PATHFINDER CLASS B uniform for the event.

CAMPOREES: The required uniform will be the Pathfinder uniform Class B as follows: Pathfinder Shirt (with all required patches, and chevrons; class 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 allowed.

Drum Corps may add accessories to the Class B uniform to enhance the uniform, which can help the team to 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 / sensual gyrations (-5 points).

The Drum Corps will be penalized for going over the time limit of 8 minutes (-5 points).

The Drum Corps will be penalized for the accidental drop of sticks or any instrument (-1 point).

A Drum Corp can be disqualified if it does not follow the event guidelines.

Judges recommendation and Program Directors Approval required for disqualification.

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

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

UNIFORM: (5 Points) 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.

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 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)

RUDIMENTS: (30 Points)

Five Stroke Roll, Single Paradiddle, Double Stroke Roll, Flam Tap, Flam Drag, Flam Accent.

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)

BONUS POINTS: (5 Points) If the Entire Performing Drum Corp is composed of Pathfinders 17 years old or younger.

The Adult Drum Master or one adult in his place may perform and the Bonus Points still apply. If 2 adults 18 years or older perform the Bonus Points will not apply. Member requirements are met as long as the Pathfinders are 20 or younger, but bonus points will not apply.

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 Corps Program Director.
 - State the Drum Corps Name/Church/Conference.
 - Request permission to Perform.
 - Wait for the Head Judge or Drum Corps 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 of the performing area will also have to be done quickly as the Drum Corps exits.

TO START:

To start the performance a Drum Captain/Master blows his whistle. Time will start when the first drum corps member enters the performance area. The DC has 8 minutes to perform.

TO FINISH:

To finish the performance the Drum Captain/Master must salute the nearest judge and time will stop. A Drum Corps may also end the performance by simply leaving the performance area while playing as long as the last drummer of that Drum Corps exits the arena before the time limit of 8 minutes.

The Drum Corps MUST EXIT the performance area immediately after finishing the performance. If they continue playing the time penalty will apply.

Things to know:

If a Pathfinder Drum Corps member looks older than the actual age limit, then the Drum Master must be prepared to provide proper ID to verify the Pathfinder's age.





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

Dancing or anything that resembles dancing could lead to a penalty and possible disqualification.

Improper behavior will not be tolerated from the PDC members or the Club members or anyone. As Pathfinders we are to always behave in a Christ like manner, including when a desired 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 PDC that enters any Conference/Union 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 to the rules and requirements. The Judges' ruling with the confirmation of the Program Director will be fin

PERFORMANCE EVALUATION

<p>UNIFORM: (5 POINTS)  The Required uniform is the Pathfinder Class B Uniform, with attention to patches and chevrons. Accessories may be added to the Class B uniform.</p>							
<p>MEMBERS: (20 POINTS) <ul style="list-style-type: none"> · 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>ENTRY AND LINE UP (20 POINTS) (10 marching/ 10 stationary) 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>CREATIVITY: (30 POINTS) 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>RUDIMENTS: (30 POINTS) Must be able to perform with Sharpness and Precision the following rudiments.</p> <table border="0" style="width: 100%; text-align: center;"> <tr> <td>Five Stroke Roll</td> <td>Single Paradiddle</td> <td>Double Stroke Roll</td> </tr> <tr> <td>Flam Tap</td> <td>Flam Drag</td> <td>Flam Accent</td> </tr> </table>	Five Stroke Roll	Single Paradiddle	Double Stroke Roll	Flam Tap	Flam Drag	Flam Accent	
Five Stroke Roll	Single Paradiddle	Double Stroke Roll					
Flam Tap	Flam Drag	Flam Accent					
<p>STICKS: (10 POINTS)  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>BONUS POINTS: (5 POINTS) (The Adult Drum Master may participate)  If the entire Drum Corp is composed of Pathfinders 17 years old or younger.</p>							
<p>Penalties (off final score)</p> <ul style="list-style-type: none"> • Over 8 minutes -5 • Not meeting the age requirement -5 • Sensual gyrations (No Dancing) -5 • Accidental dropping of sticks or instruments -1 							

DRUM CORPS REGISTRATION

DUE: By 12:00 noon 09/30/2022

Church Name: _____
Drum Corps: _____
Conference: _____

DRUM MASTER (adult drum leader) INFORMATION:

Name: _____

Phone: _____

Email: _____

DRUM CAPTAIN: _____ AGE: _____ LEVEL _____

DRUM CORPS INFORMATION:

*Performing Drum Corps members must be 20 years of age or younger.

*Should not be Invested Master Guides.

Does each Performing Drum Corps member meet the AGE requirement?

YES NO

Is every Performing DC player a registered member of this Pathfinder Club?

YES NO

Is every Performing DC player working on the appropriate Pathfinder level?

YES NO

BONUS POINTS:

Are all performing members 17 years old or younger? YES NO

(The adult Drum Master may perform without penalty)

By signing below, I, _____, the Drum Master of the above-mentioned Church, understand and agree with the following:

- I have read and agree to comply with the rules.
- I understand that each Drum Corps will have only 8 minutes to perform as many numbers as they wish, and that there will be a time penalty assessed for any time beyond the 8 minutes.
- Our performance will be to the honor and glory of Christ and will uphold our Christian principles.
- To the best of my knowledge, all the above information is correct and accurate.

Pathfinder Drum Corp Master's Signature

Date