



BASIC & FANCY DRILL EXPO

OBJECTIVE: To demonstrate youth leadership, discipline, team spirit, creativity, self-control, cooperation, regard for the rights of others and loyalty, all of which are components of learning to March and Drill. *NAD Drill & Marching Manual 2022, pg. 1.*

DATE: Sunday, September 6, 2026, 9:00am, Gym.

TEAM: The Pathfinder Club Drill Team should consist of Pathfinders and Teen Leaders from ages 10 – 17.

DRILL MASTER: To promote youth leadership and mentorship, the Drill Master calling the commands must be a Pathfinder age 10 – 16 or a TLT 16-19.

UNIFORMS: Class “A” uniform must include the scarf. You should also have your conference and union patches. Class “A” uniform consists of khaki shirt, black/green bottom, beret, ascot (not scarf), pathfinder belt, citation cord, gloves, black socks/ hosiery (ultra sheer), and black oxford laced shoes. All Uniforms must be in uniformity within each team.

PROCEDURE: There will be three whistles blown. The first whistle signals the drill master to come from the starting line to the judge’s stand. The second whistle is for the drill team to begin. The third whistle, if needed, means that the team has 1 minute left. The following commands are to be **EXERCISED IN SUCCESSION** and in unison before the judges. **THE DRILL MASTER MUST EXERCISE PROPER PROTOCOL WHILE DRILLING.**

ORDER: Basic Drills will be first followed by Fancy Drills.

BASIC DRILL ROUTINE:

#	COMMAND	Page #
1.	<u>Fall in</u> (facing judges)	22
2.	Present <u>Arms</u> , Order <u>Arms</u>	13, 14
3.	Right Flank <u>March</u>	28
4.	Left Flank <u>March</u>	28
5.	Column Right, <u>March</u>	27
6.	Eyes <u>Right</u> , Ready <u>Front</u>	32
7.	Rear <u>March</u>	27
8.	Pathfinders, <u>Halt</u>	16
9.	Right <u>Face</u>	12
10.	Dress Right, <u>Dress</u> , Ready <u>Front</u>	25
11.	Open Ranks, <u>March</u>	33

#	COMMAND	Page #
12.	Parade Rest	11
13.	Close Ranks, <u>March</u>	33
14.	Stand at <u>Ease</u>	12
15.	Left <u>Face</u>	12
16.	Column Right, <u>March</u>	27
17.	Half Step <u>March</u>	16
18.	Mark Time <u>March</u>	17
19.	About <u>Face</u>	13
20.	Fancy Drill Routine Begins here...	

REMINDER: *When executing these commands in the sequence specified, there are instances when another command not on this list must be executed before the next command specified can be executed. The drill master may carry a card with the commands written on it to be sure to call them in the correct order. The page numbers are referenced from the NAD 2022 Drill & Marching Manual.*

FANCY DRILL ROUTINE: Should convey a positive message or character attribute. ABSOLUTELY NO Greek steps or Dancing will be allowed. The Competition Coordinators reserve the right to give such a determination. Clubs are permitted to incorporate drills from their countries or cultures.

TO ENTER On entering the floor, each Drill Master must do the following: Render a Hand Salute, State your Club Name followed by **Request Permission To Take The Floor Sir/Madam**. Once acknowledgement is received then render a hand salute to the chief judge and proceed to call your group.

TIME: Each team is allowed 4 minutes to complete the Basic Drill Routine and 7 minutes for the Fancy Drill Routine. The time begins after the drill master calls the first command. Time will end with the final **hand** salute.

TO EXIT: Please render a Hand Salute to the Judges.

SCORING: There will be a 5-point penalty for not having, and /or the drill master not following correct protocols. The drill master must introduce and dismiss the team correctly, call the commands correctly and must be with but not necessarily a part of the formation. Please be reminded that scoring stops when time runs out.

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 unchristian like behavior directed towards the judges or staff will result in disqualification. This competition is a final event and should represent the highest quality of respect and excellence.

The following criteria will be used in the following scoring process:

BASIC DRILL:

Entry = 10

Execution= 20

Uniformity = 20

Basic Drill = 50

Total = 100

FANCY DRILL:

Entry = 10

Uniformity = 20

Message = 20

Creativity = 50

Total = 100

- NOTES:**
1. Please check the pathfinder drill manual 2022 edition for the various commands. Page numbers are noted beside the commands.
 2. If there is any discrepancy with anything please take it up with the Competition Coordinator first.

DRILL & MARCHING GUIDE QR'S:

STEP-BY-STEP METHOD OF INSTRUCTION

The step-by-step method is the most effective for drill instruction. The steps are as follows:

1. Give the name of the movement and its practical use.
2. Give the commands to be used for the movement and explain the preparatory command and the command of execution. Commands necessary to terminate a movement are also discussed at this time.
3. Explain the movement so the Pathfinders understand specific points of focus.
4. Demonstrate the movement. If it has two or more counts, have the demonstrators execute it by the numbers, one count or movement at a time.
5. Give practical work by the numbers or talk through the movement and follow this by having the movement executed at normal cadence. Instructors should observe each movement closely and repeat it until precision becomes habitual.

By the Numbers

To drill by the numbers, the instructor commands **BY THE NUMBERS**. All subsequent commands are executed by numbers until the command **WITHOUT THE NUMBERS** is given. The first count of the movement is executed on the command of the execution. The second count is executed on the command **TWO** of **READY TWO**.

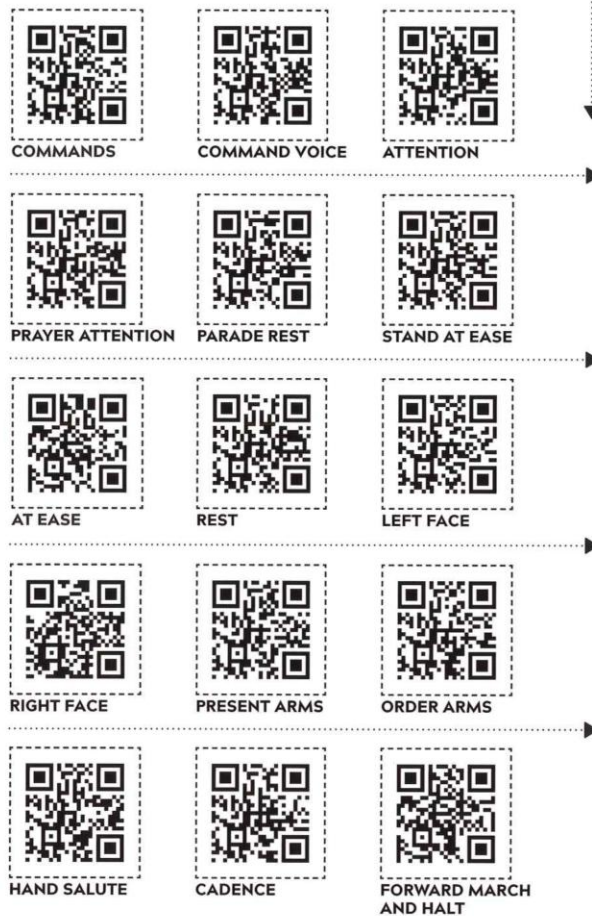
COMMANDS

The directions given to Pathfinders during drill are called commands. There are two parts to the command:

1. The **preparatory command** states the movement to be carried out and mentally prepares the Pathfinder for its execution. In the command **FORWARD, MARCH**, the preparatory command is **FORWARD**.

COMMANDS

DRILL FOR THE INDIVIDUAL PATHFINDER



Permission to copy for local club use.

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DRILL FOR THE INDIVIDUAL PATHFINDER



DRILL FOR THE PATHFINDER CLUB



CLUB FORMATION
FALL IN AND DISMISS



PARADES



OPEN RANKS
MARCH



FILE FROM THE
LEFT (RIGHT)
MARCH



RAISED GUIDON



CARRY GUIDON



PRESENT ARMS
WITH GUIDON



PARADE REST
WITH GUIDON



LOWERING THE
FLAG



FOLDING THE
AMERICAN FLAG

DRILL FOR THE PATHFINDER UNIT



FALL IN



AT CLOSE INTERVAL
FALL IN



DISMISSED



FALL OUT



COVER AND
RECOVER



COLUMN RIGHT
MARCH



REAR MARCH



RIGHT FLANK
MARCH