

FLORIDA CONFERENCE PATHFINDER DRUM PROGRAM

Revised: Pathfinder Year 2017-2018

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. It can be Drum Master or Drum Director that can participate, but not both.
- **DRUM CAPTAIN:** is a Pathfinder/Varsity 17 years 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

Second Place

Third Place

Participation

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.

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)

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 out of the box 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 also the five hybrid 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 picked out of the box by the drum captain/master of the performing Drum Corps. 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.

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.

**>Five stroke roll >Double Stroke Roll > Flam Tap > Flam Drag >Single Paradiddle
>Single Paradiddle- Diddle >Flam Accent >**

**Hybrid Rudiments: A requirement for advanced Drum Corps:
Flam Five>> Cheese >> Book Report>> Cheese Chutichu>> Shirley Murphy.**

The Drum Corps will be evaluated by the judges on the following areas, cont'd:

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)

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.

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 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 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: _____

<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.	
<u>BONUS POINTS: (5 POINTS)</u> (The Adult Drum Master may participate)	If the entire Drum Corps is composed of Pathfinders 17 years old or younger.	
<u>RUDIMENTS: (30 POINTS)</u>	<p>Must be able to perform with Sharpness and Precision the chosen Rudiment. Judges may require the snares or entire Drum Corps to perform it.</p> <p>Five Stroke Roll · Single Paradiddle · Single Paradiddle-diddle Double Stroke Roll · Flam Tap · Flam Accent · Flam Drag</p> <p>Advanced Drum Corps must also know the rudiments below. Cheese Chutichu - Cheese - Book Report - Cheese Chutichu - Shirley Murphy</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.	
<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.	
<u>CREATIVITY: (30 POINTS)</u>	<ol style="list-style-type: none"> 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) 	
<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.	
<u>STICKS: (10 POINTS)</u>	<p>Must demonstrate the ability to SWITCH from Matched to Traditional hand grip.(5 points possible)</p> <p>Must demonstrate the CORRECT handling of sticks.(5 points possible)</p>	
<u>PENALTIES: (off final score)</u>	<p>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).</p> <p>The Drum Corps will be penalized for the accidental drop of sticks or any instrument. (-5 points)</p> <p>The Drum Corps will be penalized for not meeting the age requirement. (-5 Points)</p> <p>The Drum Corps will be penalized for sensual movements or sensual gyrations. (NO Dancing)</p> <p>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 event Red Zone.

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 on-line store at www.flpathfinderstore.com)

BARS: _____ - (\$1.75)



STARS: _____ Gold Silver Bronze (\$0.85)

DRUM CORPS PROGRAM DIRECTOR

FLORIDA CONFERENCE
PATHFINDER & ADVENTURER DIRECTOR

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