Southeastern Conference Drum Competition Guidelines - 2017

These guidelines will help to prepare you and your team to be successful at the event. As you prepare, please remember that ALL teams registering to participate must complete 4 honors to be eligible for competition.

Part 1-A (Team) The minimum number of members, but not limited to, per Drum Corp is 6, consisting of the following instruments.

1. At least 1 snare drum, but not limited to 1 snare.
2. At least 2 pair of cymbals, but not limited to 2 pairs of cymbals.
3. At least 1 bass drum, but not limited to 1 bass drum.
4. At least 1 multi-tom or 2 tenor drums, but not limited to 1 multi tom or 2 tenor drums.

Part 1-B (Team) Drum Corp members must be registered Pathfinders in their clubs or staff not older than 19 years of age at the time of competition (November). Drum corp members must also be active and working in the appropriate Pathfinder Level, or involved in the club’s leadership. If a member’s age or club membership is questionable, club staff must provide Club Membership forms and Valid ID to SEC Leadership Staff. A Drum Corp is defined as a group of pathfinders/TLT’s aged 10-19 years old. All Drum Corps members must be registered members of the Pathfinder Club that they represent.

All Drum Corp members must complete 4 honors during SEC Pathfinder Weekend in order to compete in Drum Competition. The Drum Competition will be held on Sunday morning of SEC Pathfinder Weekend.

Part 2-A (Uniform) Drum Corps members should ALL wear the NAD Class “A” Uniform consisting of the following:

Khaki Pathfinder Shirt, including Union, Conference, and Club patches along with Class insignia, Black Pleated Slacks or shirts with belt loops for Pathfinder belt (no spandex, cargo pants, or bdu’s), Black Pathfinder belt and Pathfinder Buckle, Black Dress Shoes or Boots, Black Socks (males) Black Hosiery (females), NO SASH North American Division (NAD) Class A Uniform Detail Pins, chevrons, Union, Conference, Club identification and other Pathfinder patches are required to be in its designated place and in good order according to the NAD Pathfinder Staff Manual pg. 76-81.

Black Pathfinder belt, black socks, and polish-able dress shoes or boots are to be worn. (No sandals, tennis shoes, Velcro shoes, platform shoes or shoes/boots with heels in excess of 1 inch will be allowed).
Accessories such as gloves, gauntlets, berets, ascots, spats, sunglasses, and cords may be added to the Class A uniform.

Pant legs should not be tucked or bloused inside the boots but left to hang naturally. The Pathfinder scarf is not worn when the ascot is used.

No additional uniform items such as capes or similar accessories will be allowed for the presentation. Honor sashes are not to be worn.

Uniform items that your team wears that are not listed above will not be recognized so please do not wear, as points will be deducted.

Part 3-A (Inspection Procedure) Uniform Inspection will take place with the Drum Corp Team reporting to the assigned area 1 hour prior to start of competition. The assigned Team Leader, when instructed will command Drum corps to “Fall In” and then “Open Ranks” enabling the judge to view team’s uniforms. Once inspection is complete, the team leader commands the Drum Corp to “Close Ranks”. The uniform inspection is not part of the timed event.

Part 3-B (Time) Each Drum Corp will have

8 minutes to perform. A second whistle / horn will blow at the 7 minute mark to indicate that a team has 1 minute before they officially go over the allotted time. If a team is 1 second over the 8 minute mark 5 points will be deducted from the total score, every 30 seconds thereafter will result in another 5 point deduction. Time stops when the last person from the performing drum corps leaves the floor, or if the drum leader salutes the judges and brings the drum performance to a stop. Either of those movements stops the time. Any special parts of a group’s performance that the judges need to know about should be communicated before the event starts.

Part 3-C (Demonstration Area) The planned Demonstration area will be brick paved, cement, or black top will have a space of 100 by 100 feet. Teams are encouraged to stay within the demonstration area, in order to be scored effectively. However, if this area size is not available teams will be notified 24 - 48 hours prior to competition.

Team Face off round-Each team will have a one on one face off round against a randomly picked other drum corp team. The winner of the round will receive 5 points and the runner up will receive 2 points towards their final score.

Part 4-A (Demonstration Procedure) After the uniform inspection, the Drum Corps will approach the entrance line to the demonstrate ion area. To start a performance the drum major or team leader must:

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

2. Present Arms to the designated Field Judge, and Order Arms when the Field Judge returns the hand salute.
3. State the Drum Corps name, District, and Conference and request permission to take the field.

4. Presents Arms to the designated field judge again, and Order Arms when the field judge returns the hand salute.

5. Turn to the Drum Corps, hit the drum or blow the whistle and time will start at this point. Each Drum Corps will have 8 minutes. A Second whistle will blow at the 7 minute mark to indicate that a team has 1 minute left before they exceed the allotted time and incur overtime penalty. No other whistles will sound, it is the responsibility of the drum major/ team leader to be aware of their time and insure they are off the demonstration area to avoid an overtime penalty.

6. Drum Corps will be allowed to march off of demonstration area playing cadence, but time will not stop until the last person from that performance leaves the floor.

7. If a Drum Corps decides to finish a performance while in the demonstration area a salute is given to the head judge and the time stops at that point.

8. For the face-off rounds each drum corp will have 4 minutes to perform. At the end of 4 minutes each drum corp will stop, if a drum corp continues it will be subject to point deductions.

4-B (Mandatory Movements)

The following movement commands are to be included in the routine, taking into consideration the proper demonstration of the movement with Drum Corp equipment. Please refer to the Drill Ministry Manual for further clarification, which can be found at advent source.

1. Attention
2. Parade Rest
3. Right and Left Face (5 count)
4. Present Arms/ Order Arms
5. About Face (9 count)

Important: No sensual movements, sensual gyrations, or greek stepping will be tolerated. Any team that exhibits any movement that is in any way considered by SEC-PAC Team as inappropriate will be asked to stop immediately and disqualified!
5-A (Scoring)

The following criteria will be used in the scoring process and is an example of the scoring sheet. This is an example and not the real score sheet. The real sheet will be similar.

- mandatory movements
- (attention, right/left face, about face, present/order arms, parade rest)

- Uniform and Equipment: Full compliance with NAD Class A uniform and equipment.

- Level of Difficulty: Based on the level of difficulty of the routine and complication of the cadence and performance as a whole.

- Showmanship: Overall effectiveness of performance, and the ability to have crowd appeal.

- Precision: The precision of each section and cadence played, proper timing maintained.

- Creativity: precise movement, vivid visuals, and a creative aspect of the required moves executed by all sections.

- Command Execution: The Drum Major or Team Leader calls as well as execution of the required commands.

- Head to Head face off winner (face off round) (either or, not both)

- Head to Head face off runner up (face off round) (either or, not both)

Point Deductions other than judged points (penalties will be deducted from the final score, not from each judge’s score sheet)

This is an example not the real deduction sheet. The real sheet will be similar.

5 points for any and every member that does not meet age requirements

1 point for each piece of equipment dropped

5 points for going over the 8 minute time limit initially, then 5 points off for every 30 seconds there after that a group goes over the 8 minute limit.

0.5 points for each uniform infraction

1 point deduction for each time Drum corps leaves demonstration area.
Things to Know

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

2. Drum Corp must arrive 1 hour before the start of the competition so that uniform inspections can proceed on time and so the event can run smoothly. Any Drum Corp that is late is in danger of being disqualified.

3. Each drum corp will be subject to a uniform inspection. 0.5 points will be deducted for each infraction. There must be uniformity. Note: ANY uniform item is subject to inspection including all items listed in the Uniform part of District 2 Drum Competition Rules.

4. **The judges are not only looking for best show.** Whoever performs with the most clarity and best technique, and whoever adheres to the required standards will have a favorable result.

5. Improper behavior will not be tolerated from Pathfinder Drum Corp members or from any other persons associated with the Corps. All participants and attendees are expected to behave in a Christ-like manner. Anyone that does not will be asked to leave the competition immediately.

6. The Drum Major or Team Leader is defined as the Corps member who leads and conducts the Drum Corps on the day of competition. The Drum Major or Team Leader is also the person who meets the field judge on the field before the rest of the team enters. Any member can fill this role, including one of the performing members. Also, and Adult staff member can serve as Drum Major / Team Leader without penalty.