



DRUMMING & PERCUSSION GUIDE



CHARACTER: Before David ever fought Goliath, he fought fear with music. He always kept a song in his heart. David shows us that true courage doesn't always roar, sometimes it marches, beats a drum, or plays a song that shakes the darkness!

OBJECTIVE: To display the fearless characteristics of teamwork, skill development, team morale, discipline, precision and protocol. *NAD Drumming & Percussion Manual 2024, pg. 2.*

DATE: Friday, August 15th, 2025, 2:00pm to 5:00pm, South Hall A.

MEMBERS: (Each Drum Corps member must meet the following criteria):

1. Must be a registered delegate or paid attendee of UYC.
2. Must be an active Pathfinder, Junior or Teen in their local club, or Staff not older than 22.

NOTE: If a member's age or club membership is questionable, Drum Corps staff must provide Identification or Club Membership forms to the BAYDA Competition Officials.

DRUM MAJOR: The Drum Major may be an adult staff member. The Drum Major is defined as the Corps Member who leads and conducts the Drum Corps on the day of competition. The Drum Major is also the person who meets the Field Judge on the field before the rest of the team enters. Any Corps Member can fill this role, including one of the performing members. Also, an Adult Staff Member may serve as Drum Major without penalty.

CATEGORIES: **Division I Drum Corps:** Intermediate to Advanced-level Drum Corps that are Capable of playing challenging music with varying formations and movements.

Division II Drum Corps: Beginner to Intermediate-level Drum Corps that is capable of playing simpler music. Corps may or may not have a drill routine to accompany the performance (i.e. stand in place and play or just does basic marching).

TEAMS: The minimum number of team members per drum corps shall be six, consisting of the following instruments:

- 3 Snares
- 1 Multi-tom (Septs, Quints, Quads, or Trios)
- 1 Bass
- 1 Pair of Cymbals

Only 2 Drum Corps may enter per Conference (one Division I Corps and one Division II Corps). The composition of each Drum Corps team performing may do so under one of the listed criteria below. Teams must utilize their Pathfinder aged members. **Conferences with mixed drum corps are allowed to use Adventurers.**

- a. Both teams consisting of **Adventurers age (4 – 9)** & Pathfinders age (10 – 15).
- b. Team 1 consisting of **Adventurers age (4 – 9)**, Pathfinders age (10 – 15) and Team 2 consisting of TLT/MGC ages (16 – 22).
- c. Team 1 and/or Team 2 consisting of **all age** categories with a ratio of 1:1 (Half of each age group) **where possible.**

UNIFORM: **NAD Regulation Pathfinder Class A Uniform** is required as stipulated in the **2022 NAD Uniform Manual**. Each Pathfinder Drum Corp member is required to wear the requested uniform for Competition:

CLASS “A” Uniform consists of the following:

- a. Khaki Shirt (with all required patches, pins, and chevrons)
- b. Black/Green Bottoms (Skirt/pants)
- c. Black Pathfinder Belt
- d. Black Socks/Hosiery with Black Dress Shoes (No sandals, high-heels, sneakers/tennis shoes or platform shoes)

Drum Corps are strongly encouraged to use alternative colors for the sole purpose of distinguishing their teams. The following uniformed items will be allowed for such:

- a. Ascots
- b. Berets
- c. Gloves
- d. Spats
- e. Citation Cords
- f. Gauntlets

TIME: Each Drum Corps will be allowed 10 minutes to perform. A whistle will be blown at the 9-minute mark. For every 20 seconds over the allotted 10 minutes, 5 points will be deducted from your total score. Please note that the 5 point deduction will occur one second over the 10 minute mark.

ROUNDS: There will be one round of competition and it should be considered a final.

PROTOCOL: TO START A PERFORMANCE THE DRUM MAJOR MUST:

1. Enter the designated performance area, BEFORE the drum corps
2. Present Arms to the designated Field Judge, and Order Arms when the Field Judge returns the Hand Salute the entire Drum Corps enters.
3. State the Drum Corps name and Conference, and Request permission to take the field
4. Present Arms to the designated Field Judge again, and Order Arms when the Field Judge returns the Hand Salute
5. Turn to the Drum Corps, blow the starting whistle, and Time will start at this point.
6. The Drum Corps must exit the performing area immediately after finishing their performance.

WHISTLES: There will be three whistles blown. The first whistle signals the **Drum Corps Leader** to come from the starting line to the judge's stand. The second whistle is for the drum corps to begin. **The time will start at this point.** The third whistle, if needed, means that the team has 1 minute left.

RUDIMENTS: The following **RUDIMENTS ARE REQUIRED** in the cadence:

Five Stroke Roll
Nine Stroke Roll
Flam Tap
Double Drag Tap
Single Paradiddle
Single Paradiddle-Diddle
Single Ratamacue

The following commands are to be included in the routine:

Attention
Stand at Ease
Parade Rest
Present/Order Arms

MOVEMENTS: In light of the fact that Drum Corps will demonstrate various styles of movements during the competition. There are some forms that will not be allowed.

1. Sensual dance movements or sensual gyrations are not allowed. Dance movements must not be the center/focus of your routine.
2. Greek stepping in its diverse forms will not be allowed in the competition.

PUNCTUALITY: Drum Corps must arrive 15 minutes before the start of the competition so that Uniform inspections can proceed on time and so the event can run smoothly. Any Drum Corps that is late is in danger of being disqualified.

INSPECTION: Each Drum Corps will be subject to a uniform inspection. 0.5 points will be deducted for each infraction. NOTE: ANY uniform item is subject to inspection including, but not limited to, shoes, socks, pants, shirts, patches, patch placement, etc. There MUST be uniformity.

SCORING: The following Criteria will be used:

Entry	25
Uniform	25
Rudiments	25
Level of Difficulty	25
Creativity	25
Showmanship	25
Precision/Timing	25
Command Execution	25
Total =	200

PENALTIES: (Penalties will be deducted from the final score, not from each judge's score sheet)

Drum Corps will be penalized if:

1. Any member does not meet the age requirement (-5 points).
2. For sensual movements or sensual gyrations. (-10 points)
3. For every second over the time limit of 10 minutes (-5 points).
4. The accidental drop/pick up of sticks or any instrument (-5 points).
5. For bullying of another drum corps team (-10 points)

CONDUCT:

1. Improper behavior will not be tolerated from the Pathfinder Drum Corps members or from any other persons associated with the Corps. All participants and attendees are expected to behave in a Christ-like manner at all times, including when a desired placing in the score is 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.
2. The Pathfinder Drum Corps understands that there are rules of discipline to follow and policies that help the event run properly. Therefore, it is understood that by registering for this event, you fully agree to comply with the rules and requirements. The Judges' ruling will be final.
3. The judges are not ONLY looking for the best show. Whoever performs with the most clarity and best technique, and whoever adheres to the required standards will have favorable results.

NOTE: All drums corps must demonstrate proper marching/playing techniques. Drum corps that do not march will receive an automatic deduction of 25 points.

NOTE: Drum Corps may not register at the time of the event. Only Drum Corps registered with the event coordinator will be allowed to represent their perspective conferences at time of the event.

Application Deadline: July 1, 2025

If you have not yet completed your Drum Corps Team application, you may access the form by clicking [here](#).