

Three Minute Drill

Objective: To permit participating club drill teams to demonstrate their ability to march and maneuver from one formation to another using standard drill commands. These movements are executed in unison with precision.

Requirements:

- a. A team may consist of not less than four elements (persons).
- b. Each team will be allotted three (3) minutes to complete their routine.
- c. Team to be in Class A uniform. (sashes not necessary)
- d. The following movements, which are required, should be included during the routine:
 1. Position of Attention
 2. Dressing Movements – either
 3. About Face
 4. To the Rear March
 5. Parade Rest
 6. March in Place
 7. Facing Movements (Right/Left Face)
 8. Hand Salute
 9. Reporting In (announce the club name to officials at beginning of routine)
 10. Flanking Movements
 11. Column Movements
- e. The team must remain inside the prescribed 30' x 30' drill area during it's routine. Stepping on the line stops the team's routine.

Judging: Drill teams will be judged on the following:

- Dress and Appearance (uniformity – cleanliness)
- Bearing and Behavior (attitude – attention to orders as required in above numbers 1-11)
- Degree of Difficulty (complexity – display)
- Formation Unity (crispness of movement – alignment of rank and file)

Scoring: Based on the judges' decisions, each drill team may receive a maximum of 20 points.

- Dress and Appearance 1 – 5 points
- Bearing and Behavior 1 – 5 points
- Difficulty 1 – 5 points
- Formation 1 – 5 points

Notes: Time on the clock starts when the drill team crosses the line onto the marked drill area. One person must enter the drill area ahead of the team and report to the Pathfinder Leader in charge of the event. The person requesting the use of the drill area (reporting in) must then rejoin their group and begin their routine by bringing the team across the entry line. Any movements done outside of the drill area are not counted as part of the required movements. A two minute and thirty second warning is given if the drill team requests it. Any team still on the drill area at three minutes plus one second will be disqualified from the event.