

COMPETITIVE REQUIREMENTS MASTERS GRADE

Technical Drill
No. of Marchers: 10

In the case of a team fielding 7, 8 or 9 Marchers see Criteria for Less than 10 Marchers in the Policies & Operations Manual (Technical), Section 1.

Any less than 7 Marchers or any more than 10 Marchers competing in the Technical Drill phase will result in the team deeming themselves non-competitive in that phase.

Display
No. of Marchers: 7 – 14
Any less or more than the specified number of Marchers competing in the Display **phase** will result in the team deeming themselves non-competitive in that phase.

Emphasis: 50% Technical Drill and 50% Display – to be reflected in Judging System, Awards and Recognition

Leader: Out front, not individually judged.

Format: Technical Drill to consist of Compliments, Quickstep, Drills, **(typically 8-10 Movements), and a** March Off.

Display of 2 minutes 15 seconds to 3 minutes **45 seconds** duration with requirements as set out in the Display Section of the Drills & Routines Criteria. If the team exceeds the maximum time limit, a penalty of one point per second over the limit will be applied.

For compliance purposes **see Compliance Requirements in the Policies & Operations Manual (Technical), Section 1.**

Phases: May enter Technical Drill or Display, or both.

Judging: Five Technical Drill and two Display judges.

Uniforms: As per requirements set out in the Uniform Section of the Policy & Operations Manual (Technical).