

## COMPETITIVE REQUIREMENTS UNDER 18 GRADE

### Review & Inspection / Technical Drill

No. of Marchers: 10

**The number of Marchers in the Review and Inspection must be the same number of Marchers in the Quickstep/Compliments/Movements.**

**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 Review & Inspection or Technical Drill phases 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 a Review & Inspection, Compliments, Quickstep, Drills, **(typically 9 -11 Movements), and a March Off.**

Display of 2 minutes 45 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: Six Technical Drill and two Display judges.

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