

DISPLAY

Size of Contest Area

31.50 metres (front and rear boundaries) x 22.50 metres (side boundaries)

The boundaries of the contest area are to be indicated by white lines of 6cm in width with a circle of 3m diameter centred on the front boundary and a flag or pole at each of the four corners of the rectangle.

Judges

Display D Judge (Primary focus on Drills)

Display F Judge (Primary focus on Formations)

Time

Introductory Not more than ONE MINUTE THIRTY SECONDS

Under 13 Not less than TWO MINUTES and not more than TWO MINUTES FORTY FIVE SECONDS.

Under 18 Not less than TWO MINUTES FORTY FIVE SECONDS and not more than THREE MINUTES FORTY FIVE SECONDS.

Senior Not less than THREE MINUTES and not more than THREE MINUTES FORTY FIVE SECONDS.

Masters Not less than TWO MINUTES FIFTEEN SECONDS and not more than THREE MINUTES FORTY FIVE SECONDS.

Assembly Discs

The Assembly discs for the Display phase will be an orange disc with the appropriate grade colour dot. (U13 yellow, U18 red, Seniors/Masters white).

Under 13 Will be in a direct line with the start disc and 16.47 metres (27 U13 paces) right of centre

Under 18 Will be in a direct line with the start disc and 17.00 metres (25 U18 paces) right of centre

Senior/Masters Will be in a direct line with the start disc and 17.25 metres (23 senior paces) right of centre

Start Disc (optional for teams)

The start disc for the Display phase will be an orange disc for all grades and will be 11.25m from the front boundary on the centre line.

Judging and Timing

Judging and timing of the Display shall commence from the first movement of **any** marcher and cease upon completion of **either the salute or the required static pose, depending on the finish option chosen by the team.**

Team Members

Under 13, Under 18, Senior & Masters Teams must compete in the Display phase with not less than seven or more than fourteen members.

Introductory Teams must compete in the Display phase with not less than four or more than fourteen members.

Compliance Requirements

Teams competing in the Display section must perform within the display time requirement as specified for their grade.

If a team does not meet the minimum time as specified for their grade, **or performs a repeat or near repeat of the Q/C/M phase in place of a Display**, the team will still be considered compliant for the purposes of being deemed to have competed in the display phase at the relevant competition, and will receive judging sheets, however the team will be ineligible for any awards in the Display section at that competition.

If a team goes over the maximum time as set down for their grade, a penalty of one point per second over the maximum time set will be applied.

Teams must comply with the Uniform Requirements as detailed in the Policies and Operations Manual (Technical) Section 11. Failure to comply will incur a RAC11.1 penalty.

Start

Teams may choose to commence their Display by forming into their starting positions using the traditional Start Disc or from another position on the contest area. Teams should quickly arrange their correct positions. One team member will remain standing, facing the front, with their arm raised to indicate the team is ready. Once the Marshal has called "team ready," that member may take up their starting position within 4 beats. Teams must not start within the finish circle.

Music

Teams may supply their own of choice of music for the Display section but may still use music supplied by the Conducting Authority if they so choose.

Team music may include a choice of any one of the following options to commence the display eg; team name, command (By The Centre – Quick March), lyrics, bracket of music (of no more than sixteen beats).

The music may be instrumental or have lyrics. There must be enough music after the finish (which will be a complete stop of music) for the team to march off the contest field. There will be no commands on the music for the march off the contest field.

The music is to be of good quality. All music must be submitted/handed in to the Competition Secretary of the Day as per their instructions. An additional copy of the teams music is required to be readily available by the Coach at every Championship/Competition in case of unforeseen circumstances.

Display Accessories

Accessories may be used but must enhance the formations and drills being executed. These must be carried on and off the contest area by team members. Under no circumstances should items be used that will be left on the contest area once the team has finished its performance. If accessories are left on the contest area and not retrieved this becomes a RAC11.1 penalty applied by the Association Chief Judge or Director of Judging. The use of livestock as a display accessory is not permitted.

NOTE: If Accessories are carried at the finish of the Display, Arms/Hands must be as near as possible to the Position of Attention.

Changes To Uniform Parts

Teams may add to, change or remove items from their uniforms for Display provided that the basic parts of the uniform remain (i.e. jackets, skirts, trousers, footwear and underwear). These changes must be able to be completed within the time frame of the Conducting Authority's format (e.g. for a Display only format there may only be one minute between teams to allow Judges to complete marking score sheets).

Changes must comply with the Uniform Requirements and Uniform Presentation Requirements in the Uniform Section of the Policies & Operations Manual (Technical) and be befitting of the Sport of Marching.

Display performance Criteria

The Display serves as a platform for marchers to express themselves through their chosen music, showcasing the team's brilliance, versatility, and artistic creativity. It should reflect a high degree of excellence, presenting a visually striking and cohesive picture. While artistic and innovative movements are encouraged, they must always uphold dignity and modesty.

From start to finish, the performance should blend key elements harmoniously to deliver a compelling and memorable experience, guided by the VIPEC principles.

When these components are combined seamlessly, the presentation becomes a cohesive journey that captivates the audience from the opening moment to the grand finale.

The Display should show effective use of space by movement of a majority of members of the team, at least once within the time frame of the performance, over the contest area incorporating all three thirds of the field in the team movement.

Precision of Formations

The Display should be made up of formations that call for precise timing and maintenance of positions (spacing, dressing and covering).

Precision of Drills

The Display should be made up of drills (movement or action of any part of body) that call for precise timing and maintenance of positions.

Variety of Drills

The Display should project a variety of drills within the Display using a combination of arm/leg and body actions. Inclusion of accessories will be judged under this heading. Repetition of drills will be reflected in deductions taken appropriately.

Variety of Formations

The Display should project a variety of formations. The projection of the variety of formations used will be executed in a seamless manner throughout the Display.

Under 13 and Masters to show a **minimum of 3** of each type of formation.

Under 18 and Seniors to show a **minimum of 5** of each type of formation.

Open formations are **when the majority of members are spaced more than two paces from their nearest team member.**

Closed formations are **when the majority of members are spaced less than two paces from their nearest team member.**

Numbers formations are presented with groups of varying numbers within the team e.g. 6 groups of 2, 4 groups of 3, or any other combination of numbers clearly shown, eg; 5, 2, 5.

Angled formations will be on an angle to the square of the field **and must have a minimum of 3 team members aligned on that angle for it to be recognised.**

Straight formations are presented straight to the front, back or side boundaries **and must have a minimum of 3 team members aligned for it to be recognised.**

Transitions:

The Display should use a variety of transitions to link formations smoothly and creatively, enhancing flow and visual impact. A mix of footwork drills keeps movement dynamic and engaging. Transitions should appear seamless, natural and not repetitive or obvious.

Movement to Music

The Display should show the team's ability to move in time with the music using creative and varied movements. Teams choose their own music, and their feet, body and arm actions (drills), and patterns (formations) should match the rhythm, tempo, and mood. This helps create a connected and expressive performance that highlights musical changes and adds visual impact. All team members should be involved unless the music suits a solo or small group. Movement to music is more than staying in time, it's about bringing music to life through motion.

Creativity & Complexity of Content

The degree/level of difficulty shall be assessed and awarded accordingly.

Complexity of content means in this context; imaginative, artistic, original, intricate, challenging, difficult, innovative, interesting or complex.

Commands

Oral commands or other aid sounds which compliment the performance, may be given during the Display, corrective directions or normal talking is *not* permitted.

Line Infringements

Team members must remain within the inner edge of the white boundary line.

Uniform Presentation

Uniforms are to be presented clean, neat and tidy and give the appearance of uniformity within the team during the team's presentation. During the Display all uniform items should remain uniform and without malfunction. Standards of Modesty and Decency must be maintained throughout the Display performance.

Execution

A deduction will be applied for errors of execution that spoil the effect of the Drills, Movements or Formations.

Finish

The Display may be completed using either of the following options.

Option 1 – Traditional Halt and Salute

- **All team members must halt, by any method, and finish in the Position of Attention. One team member must be positioned in front of the team at the completion of the halt. Once all members have completed the halt, the member positioned in front will perform a salute. The member performing the salute must have both feet completely inside the inner rim of the circle, and all remaining team members must finish facing the front of the field. The salute must either be completed on the final beat of the team's music or commence within two beats of the music finishing. The timing and duration of the salute are at the team's discretion, up to a maximum of four beats.**

Option 2 – Static Pose Finish

- **All team members must stop together, by any method, and then hold a static pose for a minimum of two seconds. One team member must be positioned in front of the team with both feet completely inside the inner rim of the circle. All team members must perform the static pose facing the front of the field. The static pose must be appropriate to the sport of marching.**

The completion of the Salute or Static Pose will indicate the termination of Judging and timing of the Display.

Judging

Additional judging requirements can be found in the Policies & Operations Manual (Technical) Section 12. Display Judges

V.I.P.E.C.

The following is an outline of the desirable content of a Display:

- V: **Versatility** - To show the diverse strengths and skills of the team members both in drills and movements
- Visual Value** – To make the whole display worth watching
- Variety** - To have a good variety of formations and drills, therefore presenting an interesting performance
- I: **Impact** – To create drills and movements with strong effect that stand out and create interest throughout the display
- Interpretation** – To convey the meaning of your performance by showing your interpretation of the music by way of drills and the creation of a seamless picture
- P: **Precision** – Timing, Height and Angles of drills coupled with quality of formation
- Projection** – To project the story of your display movements and drills
- Presentation** – The way you present the total package from start to finish
- E: **Excellence** – The quality of the whole picture being presented
- Execution** – Errors in either drills or formations
- Ending** - A well planned co-ordinated finish
- C: **Creative** – Musical interpretations, the ability to be able to create drills and formations to enhance the chosen music. Working together effectively
- Complexity** – Movements like cross-throughs, interlocking movements, movements involving changes in tempo and interesting, different or seamless ways of forming patterns.
- Challenging** or difficult foot or arm movements, drills that involve balance or control, changes in tempo or co-ordination of arm and foot drills.

SUMMARY

Permissible

- Uniform changes.
- Hand carriage of Display Accessories.
- Variations of Music Rate/Timing.
- Laying down of Accessories in a Uniform manner.
- Silent/Vocal passages in music.
- Performing on the spot movements, e.g. Arms/hands without stepping.
- Touching other members/ground as long as modesty and dignity are maintained.
- Vocals other than directives.

Not Permissible

- Non-recovery of Accessories/Props.
- Corrective directions.
- Stops, pauses or change of direction during March Off.
- Any part of the body grounded on or over the white line.
- Lyrics/Music that undermine the dignity and modesty of the sport or are not age appropriate.

Desirable

- Variety of drills and formations.
- Formations that portray a seamless picture using a variety of speed and transitions (pathways and traveling steps)
- Effective use of Time and Space to efficiently create a strong visual impact, with movement that flows smoothly and dynamically throughout the display.
- Movements performed with precision and control, highlighting the design of the drills and formations to make them more effective and visually appealing
- Movements in harmony with music
- Movements sequenced to create interest - highlights
- Variations in speed of drills being performed.

Undesirable

- All members static 'on the spot' or marching with arms at sides for 8 beats or more
- Any dangerous moves.
- Continual repetition of drills and/or formations.
- Music and Movement not in harmony.
- Group movement not in unison.
- Monotony in speed when executing drills and routines.
- Absence of highlights giving the impression of monotony in Presentation.

General

- The summary of "Permissible, Not Permissible, Desirable, Undesirable" facets above should be kept in the forefront of the mind when designing a Display.
- During the Display, any type of formation, movement or drill may be used, providing this projects an appearance befitting the pageantry, dignity, modesty and spectacle of the Sport of Marching.
- Artistic, Rhythmic, Expressive movements in conjunction with the appropriate music will enhance the Display.