

DISPLAY JUDGES

Display Judge A and Display Judge B will judge the Leader and all team members for all aspects of the Display, and although each judge may have slightly different aspects to judge, a Display Judge must be capable of judging in both positions.

Awards are to be applied to each Team's Display as detailed in "How to Mark the Score Sheet and Apply Awards for Display Judges" at page 6 of the General Judging Requirements.

Judging and timing for the Display will commence from the completion of the command "BY THE CENTRE – QUICK MARCH", and will cease on completion of the Leader's salute at the finish.

Display Judge A will judge the Team members for the requirements of the Display including Presentation – effective use of space, visual value/impact, creativity/complexity, Formations Variety, Formations Precision, Boundary and Circle, Compliance with RAC11.1.

Display Judge B will judge the Team members for the requirements of the Display including Presentation – visual value/impact, creativity/complexity, Musical Interpretation, Drills Variety, Drills Precision, Finish, Salute and Time Compliance, Uniform Presentation and Requirements Compliance with RAC11.1.

Seated Position

Display Judge A – Will judge the team display in an elevated standing position directly behind the Display Judge B. (Refer to MNZ Guidelines for elevate platforms).

Display Judge B – Will judge the team display in a seated position **of 2.50 metres back from the front boundary and .50 metres to the right of the centre of the circle (when looking from the front boundary).**

General

1. Judging a Display encompasses the ability to look through a Team and not at it, so as to obtain a picture of the effort being presented.
2. Display Judges will adjudicate on the performance of what movements, formations and drills are presented by those Marchers on the field, and not how many Team members there are, and assess according to the Display Performance Criteria in the Policies and Operations Manual (Technical).
3. Whilst viewing the total picture, the Judge should be *mentally talking* of the value in order to be able to assess at the completion of the Display. Sub-headings on the score sheet are shown to assist in assessment.
4. Straight marching in a Display is to be viewed as a movement or formation on its own. However continual straight marching would cause loss of interest, thereby affecting the overall presentation.
5. Where it is required that all Team members are to be in tempo with one another, then departures will show up as affecting the timing of the appearance of the overall presentation. There is no requirement that tempo must be maintained at any stage of the effort as defined for the Technical Drills.
6. Teams must not be frowned upon automatically because they execute some of their effort in standard team formation as defined in the Technical Drills.
7. If the wrong music is played for a Team and the Leader signals as indicated in the Preparatory Drills for the Display, the Display Judges should cease judging and await further instructions from the Chief Judge.

Score Sheet Headings

Compliance:

The Display Judge A will circle the RAC11.1 Y = Yes, heading for either of the following situations:

- A repeat or near repeat of the current season's Technical Drill phase is undertaken as per the "Competitive Grade Requirements" for each grade.
- The required number of Marchers as detailed in the "Competitive Grade Requirements" for that Grade do not participate in the Display.

The Display Judge B will circle the RAC11.1 Y = Yes, heading for either of the following situation:

- Teams who fail to comply with the Uniform Requirements as detailed in the Policies & Operations Manual (Technical) – Section 11.

Presentation:

The Display Judges will judge the Display as detailed in the Policies & Operations Manual (Technical) – Section 9 - Display Performance Criteria - Presentation.

Formations:

The Display Judge A will judge the team for the projection of the variety of formations used which will be executed in a seamless manner throughout the Display. Teams will be given full awards for formations (eg; open, closed, angle, straight, numbers) on the following criteria:

Under 13/Masters to show a minimum of 2 of each type of formation. **Strokes per word prompt will indicate completed formation. 3 points per missing stroke shall be deducted from the total award.**

Under 18 and Seniors to show a minimum of 3 of each type of formation. **Strokes per word prompt will indicate completed formation. 2 points per missing stroke shall be deducted from the total award.**

Creativity/Complexity of Formations:

The Display Judge A will assess the level of creativity/complexity of movement shown by the team throughout the display as detailed in the Display Performance criteria.

Formations Precision:

The Display Judge A will judge the precision of the execution of formations used throughout the Display.

Effective Use of Space:

The Display A Judge will judge the team for how effectively they have used the space of the performance area as detailed in the Display Performance criteria.

Musical Interpretation:

The Display Judge B will judge the creativity, variety and co-ordination of movement to the music used in the Display as detailed in the Display Performance Criteria.

Drills Variety:

The Display Judge B will judge the variety of drills used in the Display, including use of accessories as detailed in the Display Performance Criteria.

Drills Precision:

The Display Judge B will judge the timing and maintenance of positions of the drills used in the Display as detailed in the Display Performance Criteria.

Creativity/Complexity of Drills:

The Display Judge B will assess the level of creativity/complexity of drills performed by the team throughout the display as detailed in the Display Performance criteria.

Time Compliance:

The Display Judge B will complete the time penalty section when a team performs under or over the minimum or maximum time as shown on the sheet, and as specified for each grade in Section 9 of the Policy & Operations Manual (Technical).

Dropped Accessories

A dropped accessory will dampen the display performance and the Presentation award should be lowered accordingly. The award will then depend on how much the dropped accessory has affected the performance taking into account Visual Value and Impact.

Uniform Presentation:

Uniform Presentation will be judged by the Display B Judge and will cover the aspects of Uniformity, Dignity, Modesty **and Malfunction** as detailed in the Policy & Operations Manual (Technical) Section 11.

Boundary/Circle:

The Display Judge A will judge the requirements for "Line Infringements" and "Finish" relating to the Boundary and Circle as detailed in the Display Performance Criteria.

A 'Nil' award will be given where a team member oversteps the boundary or the member saluting does not finish with both feet completely within the inner edge of the circle.

Finish of Display:

The Display Judge B will judge the requirements as detailed under "Finish" in the display Performance Criteria. One point will be deducted per error for position of attention, one member in front of the team, movement, team facing the front and timing of salute.

Salute:

When the salute is omitted, a "NIL" award shall be given and the Display Judge B will stop the watch when it becomes obvious that the Display is finished.

Comments

Judges will comment in the spaces provided in order to assist the Coach with the determination of the Judges' awards.

Judges may use their own choice of words, but these comments must pertain to the criteria required for each heading and not be the "opinion" of the Judge.