

MARCHING

NEW ZEALAND

MARSHALS HANDBOOK

MEASUREMENTS FOR JUDGING POSITIONS

SEATED POSITIONS FOR QUICKSTEP/COMPLIMENTS/MOVEMENTS, TECHNICAL DRILLS AND DISPLAY

TECHNICAL JUDGE A A seat shall be placed 2.50 metres back from the front boundary line and to the right of the Technical C Judge (when looking from the front boundary)

TECHNICAL JUDGE B 2.50 metres back from the front boundary line and 3.75 metres (5 senior paces) to the left of the centre of the circle (when looking from the front boundary)

TECHNICAL JUDGE C 2.50 metres back from the front boundary line and 2.25 metres (3 senior paces) to the right of the centre of the circle (when looking from the front boundary)

TECHNICAL JUDGE D 2.50 metres back from the front boundary line and 2.25 metres (3 senior paces) to the left of the centre of the circle (when looking from the front boundary)

TECHNICAL JUDGE E 2.50 metres back from the front boundary line and 3.75 metres (5 senior paces) to the right of the centre of the circle (when looking from the front boundary)

COMPLIANCE JUDGE (Discs) Will judge the team in a standing position behind the Display Judge 1 at the front of the field on an elevated platform of a minimum of 0.3 metres above ground level (at the front of the field, behind the Technical D and Display B Judge)

DISPLAY JUDGE 1 Will judge the team display in a seated position of 2.50 metres back from the front boundary and on the centre line of the circle (when looking from the front boundary).

DISPLAY JUDGE 2 Will judge the team display in a standing position behind Display Judge 1 on an elevated platform of a minimum of 0.3 metres above ground level.

MARSHALS

A Chief Marshal is appointed by the Association Committee at the first opportunity after each Annual Meeting, and is required to register as an **Associate member** of Marching New Zealand. The Chief Marshal must work in co-operation with the Association, Secretary of the Day **and Chief Judge**.

Marshals must:

- Know tempo
- Be able to identify when a team has a false start and know what to do
- Know the seated/stationed positions of all Technical Drill and Display judges
- Know what colour the discs are for each grade and in all phases
- Be able to give commands clearly

The duties of the Chief Marshal at a competition are to:

- Report on arrival to the Chief Judge
- Attend the Chief Judge's meeting with the Coaches, (if applicable)
- Be available to the Chief Judge at all times during the competition
- Confer with the Assistant Marshals on their duties for the day
- Ensure that the Assistant Marshals are aware of all assembly areas and that they are in position prior to the start time
- Carry out (or delegate to Assistants) the official duties of the Marshal at the starting areas of the Review & Inspection, Quickstep/Compliments/Movements and Display, as per Technical Drills & Display details
- Supervise Leader over the course (if provided for on the timetable)
- Consult with Association Committee and arrange the Maze March or alternative entertainment (if required) for the close of the competition

The Duties of the Marshals at a competition are to:

- Remain on duty throughout the entire competition
- Know Tempo and fully understand the requirements
- Be alert at the start of each team and be quick to recognise when a team is out of step with the music
- Assemble teams in preparation for the Maze March or alternative entertainment
- Be dressed in a clean, neat and tidy manner and be aware of extreme weather conditions – warm clothing and sun smart hat and protection

Marshals are required at the Quickstep/Compliments/ Movements and Display start. It is acceptable that either one or two marshals cover these two start positions. At larger competitions, marshals should be used at Display holding area and the Review & Inspection area.

GENERAL SPECIFICATIONS

Size of Contest Area:

31.50m (front and rear boundaries) x 22.5m (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 centered on the front boundary and a flag or pole at each of the four corners of the rectangle.

Music Speed Details:

Quick Time..... 120 beats per minute

Slow Time..... 60 beats per minute

Tolerance..... 2 beats either side of 120 beats per minute.

Should it be established beyond doubt that the music is playing at a timing of less than 118 or more than 122 beats per minute, the Chief Judge will signal the Marshal for the Team to be stopped. Should the faulty timing occur while the team is marching in the Technical Phase the team will be returned to the start either immediately or at a later stage in the programme at the sole discretion of the Chief Judge, who will arrange for Judges to start judging from the commencement with a new set of sheets.

COMPETITION DETAIL

Setting Out of Contest Area:

The location of the seating of all phases is at the discretion of the Conducting Authority in conjunction with the Chief Judge of the day.

All movement points of the Quickstep/Compliments/ Movements are to be indicated on the ground by coloured discs 15 cm in diameter. The measurements are detailed within each grade's individual sections.

The Review & Inspection position shall be on the main contest field. The Leader's disc at the start of the Review & Inspection phase will be referred to as the START disc. In correct relationship to this disc will be five other discs on the ground to indicate the commencement position for Team Members 1/2/3/5/8.

The Leader's disc at the start of the Quickstep/Compliments/ Movements phase will be referred to as the START disc. In correct relationship to this disc will be five other discs on the ground to indicate the commencement position for Team Members 1/2/3/5/8.

NOTE for course layers: Discs or painted dots will be Blue for Masters, White for Seniors, Red for Under 18, Yellow for Under 13, Hot Pink for Introductory, Orange for the commencement of the Display (centre of the Contest Area and 11.25m from the front boundary on the centre line) and orange with a dot in the middle of the colour of the grade (eg; U13 yellow, U18 red, Senior white) for the finish of the Review & Inspection.

Three quickstep poles (for all grades) of approximately 80cm in height will be positioned 3.66m (Under13 – Yellow), 3.75m (Senior/Masters – White), 4.08m (Under18 – Red) metres right of centre on front boundary. **(Markers may be placed on the back boundary directly opposite the Quickstep poles on the front boundary – offering better site lines).**

PREPARATORY DRILL AND START FOR REVIEW & INSPECTION AND QUICKSTEP/COMPLIMENTS/MOVEMENTS

Introductory, Under 13, Under 18, Senior Grade:

At the commencement of the competition the music will begin and the Marshal will signal Team No. 1 to the Technical assembly disc. The Marshal will signal all subsequent teams to enter the contest area in order of draw.

Teams not at the entrance at this time will have deemed themselves to be not competing.

When the team leaves the entrance and marches to the Technical assembly disc Coaches and Chaperones must leave their team and take up the allocated seating position (which will be at least one metre back from the rear boundary line (refer to diagram in Section 1). At least one Chaperone must take up the allocated seating position prior to the team commencing their march. Additional team members will march to, and stand at ease, behind the Coaches/Chaperones seating. The Marshall will request the Leader to march their team to the Technical START discs.

The announcer will introduce the team as soon as they commence to march forward from the Technical assembly disc to the Technical START discs.

The Marshal will give the warnings, "Judges Ready", "Music Ready", "Team Ready". The Marshal will then indicate to the Music Technician to start the music.

On the command "By the Centre, Quick March", the team will commence their drills on the first left beat of the music.

Upon completion of the Review & Inspection the team will march directly to the Technical START discs, where, if required, **the leader will command the team to quickly and efficiently interchange members in readiness to commence the Q/C/M.** Additional team members will march to and stand at ease behind the Coach/Chaperon seating (same position as Review and Inspection seating, which will be at least one metre back from the rear boundary line (refer to diagram in Section 1).

The Marshal will give the warnings, "Judges Ready", "Music Ready", "Team Ready". The Marshal will then indicate to the Music Technician to start the music.

On the command "By the Centre, Quick March", the Leader and team members are required to immediately step off, with the initial pace being timed so that the left foot comes to the ground on the first (left) beat of music. (There will be no pause after the command and prior to the step off).

START OF QUICKSTEP/COMPLIMENTS/MOVEMENTS

Masters Grade

Teams will assemble at the entrance to the contest area in order of draw and await the Marshal to signal their team to the march to the Technical assembly disc where they will wait in, approximately the position of attention.

Team coaches/chaperones may briefly attend to the team and then immediately make their way to the Coach/Chaperone seating. The Marshal will call the team forward and they will march onto the Technical START discs. The Leader will halt the team on the discs and they may then adjust their position and get ready to start their performance. Teams not at the entrance at this time will have deemed themselves to be not competing.

The announcer will introduce the team as soon as they commence to march forward from the Technical assembly disc to the Technical START disc.

It is expected that team members will not move in the Position of Attention other than to adjust their foot position in relation to the discs but should a marcher require, for example to remove an insect or to fix a part of their uniform that is uncomfortable, then they may do so as quickly, and as unobtrusively, as possible.

The Marshal will give the warnings, "Judges Ready", "Music Ready", "Team Ready". The Marshal will then indicate to the Music Technician to start the music.

On the command "By the Centre, Quick March", the Leader and team members are required to immediately step off, with the initial pace being timed so that the left foot comes to the ground on the first (left) beat of music. (There will be no pause after the command and prior to the step off).

START OF DISPLAY

Teams will await the Marshal to signal their team to march to the Display START disc whereby they will march in single file to the flag/pole indicating the centre point of the boundary. They will then turn towards the centre of the field and march towards the start disc. The team will then form up into their starting formation (one team member on disc) where they will quickly arrange their correct position. Team members may (if necessary) quietly give directions at this point. The Leader will remain facing the front until commence of the Display. Teams not present at this time will have deemed themselves to be not competing.

The Marshal will give the warnings, "Judges Ready", "Music Ready", "Team Ready". (At this point the marcher on the disc is permitted to move within the next four beats). The Marshal will then indicate to the Music Technician to start the music.

COMPETITION FORMAT

The Chief Marshal will be given instructions by the Chief Judge of the day as to the competition format. Ideally as a team finishes their Quickstep/Compliments/ Movement phase and is marching off the contest area the Display team should be marching onto the Display START Disc.

RE-MARCH DETAIL

If a Chaperon can see a team member in distress then they are entitled to move onto the Contest Area immediately and give assistance. This would normally only apply when a marcher cannot continue, for example in the case of an asthma attack. The Team will be stopped and will re-march, when appropriate, with the Judges commencing to judge at the point where they had ceased judging previously.

Should a re-march occur for a technical reason (e.g. music tempo outside limits) then judging shall start from the beginning of the Quickstep/Compliments/ Movements phase.

If a Team stops for any reason, or is stopped by the Chief Judge during their march then one coach may move onto the field to assist the Team to move to the position as directed by the Chief Judge.

This does not apply to False Starts (see previous detail)

FALSE STARTS

Following the start of the Quickstep Teams should be observed closely to see that tempo is maintained. If four or more members are out of Tempo on completion of the whistle signal to the first movement, then the Team will be considered to have had a false start and shall be entitled to be returned to the starting discs to commence again. (Note: Coaches/Chaperones shall remain seated during this process).

Should the Marshal, Chief Judge or the Technical Drill Judge C notice four members or more are out of tempo, any one shall signal the fact by raising their arm above the head and where applicable will cease judging. The Chief Marshal shall bring the team to a halt but the music will not cease playing. However, should the Chief Marshal not be in a position to act as above then the Chief Judge shall halt the Team. The Team will then return to the starting discs without formality and take up position ready for another start by marking time on the starting discs, in tempo with the music, before the Marshal commands "TEAM / QUICK / MARCH" on successive left beats of music. The Team will execute a further beat of mark time with the right foot and then step out with the left foot.

Coaches should explain in detail, to their Team, the conditions governing false starts so that nervous tension as a result of a false start may be reduced to a minimum.