

The logo features the word "MARCHING" in large, bold, purple capital letters. Below it, the words "NEW ZEALAND" are written in white capital letters inside a yellow rectangular box. The entire logo is set against a light purple, angled background.

MARCHING NEW ZEALAND

MARSHALS HANDBOOK



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 R&I (R&I), Q/C/M/Compliments/Movements (Q/C/M) 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 March Past / 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 R&I, Q/C/M and Display start positions. At smaller competitions, these positions may be covered by two or three marshals, with one at the Display start and one or two covering the Technical starts. At larger competitions, a marshal should be positioned at each of the three start positions, with additional marshals allocated to the R&I and Display holding areas.

CHAMPIONSHIP/COMPETITION DETAIL

SIZE OF THE 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 a team is marching in the Q/C/M 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. If another team is competing in the R&I at the same time, the same procedure will apply to that team.

JUDGES POSITIONS:

Technical A Judge: A standing position. A seat shall be placed approximately 2.25 metres (3 senior paces) outside the left boundary and in line with the rear back boundary line (when viewed from the front boundary) **or at the direction of the Chief Judge on the day.**

Technical B Judge: **1.00 metre** back from the **rear** boundary line and **5.25 metres (7 senior paces)** to the left of the centre of the circle (when viewed from the front boundary).

Technical C Judge: **1.00 metre** back from the **rear** boundary line and **5.25 metres (7 senior paces)** to the right of the centre of the circle (when viewed from the front boundary).

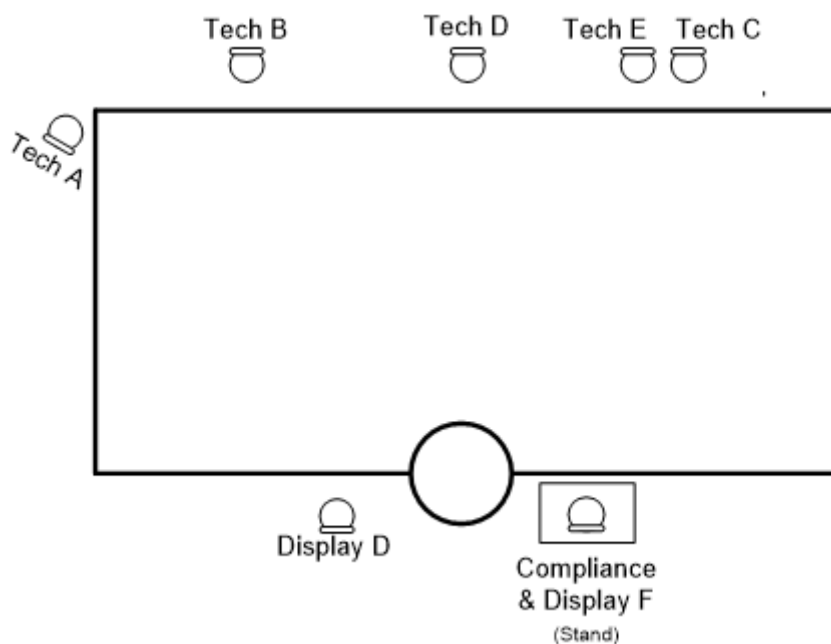
Technical D Judge: **1.00 metre** back from the centre of the **rear** boundary line (when viewed from the front boundary).

Technical E Judge: Under 13 and Under 18 Grades – **1.00 metre** back from the **rear** boundary line and 3.75 metres (5 senior paces) to the right of the centre of the circle (when viewed from the front boundary).
Senior and Masters Grades – **1.00 metre** back from the **rear** boundary line and 4.50 metres (6 senior paces) to the right of the centre of the circle (when viewed from the front boundary).

Compliance Judge: Will judge the team in a standing position approx. **1.50 metres** back from the front boundary line **and 3.00 metres (4 senior paces) to the right of the centre of the circle** on an elevated platform of a minimum of 0.3 metres above ground (when viewed from the front boundary).

Display **D** Judge: Will judge the team in a seated position of **1.50 metres** back from the front boundary line and **3.00 metres (4 senior paces) to the left of the centre of the circle** (when viewed from the front boundary).

Display **F** Judge: Will judge the team in a standing position approx. **1.50 metres** back from the front boundary line **and 3.00 metres (4 senior paces) to the right of the centre of the circle** on an elevated platform of a minimum of 0.3 metres above ground (when viewed from the front boundary).



SETTING OUT OF THE CONTEST AREA:

All movement points of the Q/C/M phase 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 location of the Coaches / Chaperones seating for all phases is at the discretion of the Conducting Authority in conjunction with the Chief Judge of the day.

The R&I position is at the discretion of the Conducting Authority to allow smaller sized competition venues to be used. Teams must be notified of the position of the R&I by memo giving draw details or at a meeting at the commencement of the event. The Leader's disc at the start of the R&I phase will be referred to as the R&I 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 Q/C/M phase will be referred to as the Q/C/M 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 Hot Pink for Masters, White for Seniors, Red for Under 18, Yellow for Under 13, Blue 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 R&I.

Three Q/C/M 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 **back** boundary. (Markers may be placed on the **front** boundary directly opposite the Q/C/M poles on the front boundary – offering better site lines).

START OF REVIEW & INSPECTION (R&I):

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 R&I 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 R&I 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 R&I START discs.

The announcer will introduce the team as soon as they commence to march forward from the R&I assembly disc to the R&I 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 R&I the Judge will instruct the Leader to take the team to the assembly disc of the Q/C/M phase.

Once the marching music begins again (after a period of approx 2 minutes **for team number one only**) a marshal will request the Leader to take the team to the Q/C/M START discs. The Leader will bring the team to attention and will march the team to the Q/C/M START discs. Coaches may, and at least one Chaperone must, move to take up their Q/C/M phase seating as the team commences to march to the Q/C/M START disc.

Additional team members will march to and stand at ease behind the Coach/Chaperon seating (same position as Display seating, which will be at least 2.50 metres back from the front boundary line (refer to diagram in Section 1)).

START OF QUICKSTEP/COMPLIMENTS/MOVEMENTS:

Introductory, Under 13, Under 18, Senior Grade

After completing the R&I, teams will march to the Q/C/M 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 Q/C/M 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.

The announcer will introduce the team as soon as they commence to march forward from the assembly disc to the Q/C/M phase 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 QUICKSTEP/COMPLIMENTS/MOVEMENTS (Q/C/M):

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 Q/C/M 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 Q/C/M 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 Q/C/M assembly disc to the Q/C/M 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 assemble at the entrance to the Contest Area in order of draw ensuring that they are ready to march onto the contest area once the previous Team moves to the Q/C/M/Compliments/Movements start discs.

The Marshal will call Team No.1 to the Display Assembly Disc. The team will march in a single file travelling along the right-hand side boundary (when looking at the field).

The Marshal will then call Team No. 1 onto the contest area. The team will then turn toward the centre of the field and will march toward their selected start position. A command, 'Form Team' may be given for the team to form up into their starting formation (team member on start disc is optional) where they will quickly arrange their correct position. Team members may (if necessary) quietly give directions at this point. One team member must remain standing and facing the front with their arm raised indicating that the team is ready.

The Marshall will give the warnings, "Judges Ready", "Music Ready", "Team Ready". At this point the member with their arm raised may take up their starting position within 4 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 Q/C/M phase and is marching off the contest area the Display team should be marching onto the Display START Disc.

FALSE STARTS:

Following the start of the Q/C/M, 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 **E** notice four members or more are out of tempo, anyone 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.

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. The team will start from the beginning of the Q/C/M/Compliments/Movements phase with the Judges commencing to judge at the point where they had ceased judging previously (where team member stopped).

Should a re-march occur for a technical reason (e.g. music tempo outside limits) the team will start from the beginning of the Q/C/M/Compliments/Movements phase and the coaches, in consultation with the Chief Judge of the day, will be given the option of judging to commence at either the start of the Q/C/M or the disc immediately prior to the technical issue occurring.

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)