

## 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.

### Time

<b>Introductory</b>	Not more than ONE MINUTE THIRTY SECONDS
<b>Under 13</b>	Not less than TWO MINUTES and not more than TWO MINUTES FORTY FIVE SECONDS.
<b>Under 18</b>	Not less than TWO MINUTES FORTY FIVE SECONDS and not more than THREE MINUTES THIRTY SECONDS.
<b>Senior</b>	Not less than THREE MINUTES and not more than THREE MINUTES FORTY FIVE SECONDS.
<b>Masters</b>	Not less than TWO MINUTES FIFTEEN SECONDS and not more than THREE MINUTES

### Judging and Timing

The judging and timing of the display shall commence from the first movement of a marcher and cease on the completion of the salute by the member in front of the team at the finish in the circle.

### 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 set down for their grade.

If a team does not meet the minimum time as specified for their grade, 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.

A repeat of the Technical Drill phase will not fulfil the requirements of the display performance criteria and therefore will incur a RAC11.1 penalty.

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.

### 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.

### **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 outlined in Section 9 of the Policies and Operations Manual (Technical).**

**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 and Drills**

The Display should be made up of formations and drills that call for precise timing and maintenance of positions. Whether performed by the whole team or individual members deductions will be applied accordingly.

**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 2 of each type of formation.

Under 18 and Seniors to show a minimum of 3 of each type of formation.

**Open** formations are presented with more than two paces between the majority of members.

**Closed** formations are presented with less than two paces between the majority of members.

**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

**Straight** formations are presented straight to the front, back or side boundaries

**Musical Interpretation**

The Display should project the Team's ability to co-ordinate movement to music with variety and creativity. The music used is the choice of each team. This may be a set piece or tailored to fit the team's performance of the "picture being presented". The Team's chosen movements will correlate with the music, have versatility and impact. Every member shall be an integral part of each routine unless the musical accompaniment calls for solo or small group routines.

**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 (Including Final Salute)**

The Display will be completed by all Team members halting, by any method, and in the Position of Attention. One member must be in front of the team on the completion of the Halt. When all members have completed the halt, the member in front of the team will salute. The member making 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 by the member in front at the completion of the final Halt of the Display must be, either completed on the final beat of the team's music or commenced within two beats of the music finishing. The timing of the Salute is at the discretion of the team and can be of any duration up to a maximum of 4 beats.

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

### General

- The summary of "Permissible, Not Permissible, Desirable, Undesirable" facets listed in Section 9 of the Policies and Operations Manual (Technical) 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.

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

### 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.
- Vocals other than directives.

### Not Permissible

- Non-recovery of Accessories/Props.
- Corrective directions.
- Stops, pauses or change of direction during March Off.
- Bending over when facing the rear of the field.
- 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.
- Execution that enhances the drills and formations being performed.
- Formations that portray a seamless picture.
- Degree of Excellence.
- Effective use of Time and Space.
- Dignity and modesty.
- Variations in speed of drills being performed.
- Variety of Drills and formations that reflect the Dignity and Modesty of the Sport

### Undesirable

- 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.