

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

Introductory Not more than ONE MINUTE THIRTY SECONDS

Under 12 Not less than TWO MINUTES and not more than TWO MINUTES FORTY FIVE SECONDS.

Under 16 Not less than TWO MINUTES FORTY FIVE SECONDS and not more than THREE MINUTES THIRTY 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

Timing for the Display, will commence immediately after the command "Quick March".

Timing will cease on the completion of the Salute by the member in front of the Team at the Finish in the circle.

Team Members

Under 12, Under 16,
Senior & Masters Teams may compete in the Display phase with not less than seven or more than fourteen members.

Introductory Teams may compete in the Display phase with not less than four nor more than fourteen members.

This applies for the duration of the Teams Display.

Compliance Requirements

Teams competing in the Display section, must perform within the display time requirement as set down for their grade. A penalty of one point per second under or over the minimum or 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 RAC12 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 RAC12 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.

The music may have on it the Team Name, then must have the Command "BY THE CENTRE – QUICK MARCH". There must not be any introductory music prior to or over the Commands on their music.

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 area. There will be no commands on the music for the march off the area.

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 carried by the Coach at every Championship/Competition in case of unforeseen circumstances with the original music.

For Island and National Championships back up music must be readily available.

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.

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

Presentation

The Display is the medium for Marchers to express themselves to their own choice of music.

The Display should project the overall degree of excellence of the "picture" being presented combined with the "look" of the brilliance and versatility of the Team. Artistic and gimmicky type movements are permissible provided that dignity and modesty are maintained.

The Display should show effective use of space by movement of some, not necessarily all members of the team, over the contest area incorporating all three thirds of the field in the Team movement.

The Presentation is the overall performance being presented by the team of the whole display, incorporating aspects of VIPEC such as visual value, projection, impact, versatility and the overall degree of excellence.

Precision of Drills and Formations

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, they will be assessed on how well they are executed and co-ordinated.

Variety of Drills and Formations

The Display should project a variety of drills and formations (e.g. open, closed, straight, angled, variety in numbers, etc). The greater the variety of drills and formations, the higher the award. Unwarranted repetition of drills will cause loss of impact.

Creativity/Complexity of Drills and Formations

The degree/level of difficulty shall be assessed and awarded accordingly. Examples of creative/complex drills and formations could include (without limitation) cross throughs, interlocking movements, movements/drills involving changes in tempo, drills involving balance and control and coordination of arm and foot drills.

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

Formations

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

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

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.

General

The summary of "Permissible, Not Permissible, Desirable, Undesirable" facets listed on page 5 of 5 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 project an appearance befitting the pageantry, dignity, modesty and spectacle of the Sport of Marching.

Bending and/or squatting is permissible provided that dignity and modesty is maintained at all times. Bending over from the waist while facing the rear of the field is not permitted at all.

Artistic, Rhythmic, Expressive movements in conjunction with the appropriate music will enhance the Display.

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 teams presentation. During the Display all uniform items should remain uniform and without malfunction. Standards of Dignity, Modesty and Decency must be maintained throughout the Display performance.

Execution

The award will be lowered 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. At least 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.

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 of the team members both in drills and movements by having many skills
- 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

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.
- Lyrics/Music that befit the Dignity and Modesty of the sport and is age appropriate.

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.

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.