

## PREPARATORY DRILLS

### Technical Phase

#### REVIEW AND INSPECTION

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

At the commencement of the competition the music will begin and the Marshal will call Team No.1 to the Technical Assembly Disc. The team will march in single file behind the Leader directly to the Technical Assembly disc, form up and wait in Team Formation. At this point Coaches and Chaperones must leave their team. Coaches may take up the allocated seating position or leave the contest area. 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. No recording and/or filming from the Coaches/Chaperones seating is permitted.

The Marshal will then call Team No. 1 to the Technical Start disc. The Leader will halt the Team on the Technical start disc (Leader on disc) where they will arrange their correct spacing, dressing and covering. Team members may quietly give directions at this point. The leader will then direct the team to Stand at Ease and then Stand Easy.

The announcer will introduce the Team as soon as they commence to march forward from the Technical Assembly disc to the Technical Start disc. Should a marcher require to, for example, remove an insect, fix a part of their uniform that is uncomfortable, then they may do so as quickly, and as unobtrusively, as possible once the team is Standing Easy.

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

Following the command "By the Centre, Quick-MARCH", the team will commence their drills on the first left beat of the music.

Teams will follow in order of draw and follow the criteria as per detailed above.

#### QUICKSTEP/COMPLIMENTS/MOVEMENTS (Q/C/M)

Once the team has completed the Review & Inspection they will form a single file behind the Leader and march directly to the Technical **Start** Disc, where the team will **immediately** form into Team Formation with the Leader on the disc. **Following the Leaders command the team may 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 Coaches/Chaperones seating which shall be at least one metre back from the rear boundary line (refer to diagram in Section 1). No recording and/or filming from the Coaches/Chaperones seating is permitted.

The Marshal will give the warnings, "JUDGES READY", "MUSIC READY", and "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.)

**Masters Grade**

Teams will assemble in Team Formation at the 'holding point' on the Contest Area in order of draw ensuring that they are ready to march onto the Technical Assembly disc once the previous Team has completed their Technical phase. Teams not at the holding point at this time will have deemed themselves to be not competing.

The music will commence and Team No. 1 will march directly onto the Technical Assembly disc where they will wait in, approximately, the Position of Attention. Additional team members will march to and stand at ease behind the Coaches/Chaperones seating which shall be at least one metre back from the rear boundary line. (refer to diagram in Section 1).

The Marshal will call the Team forward and they will march onto the Technical Start disc. The Leader will halt the Team on the disc and they may then adjust their position and get ready to start their performance. At this point Coaches, Chaperones (if applicable) and additional marchers must leave their team. Coaches may take up the allocated seating position or leave the contest area. The Chaperone/s (if applicable) must take up the allocated seating position prior to the team commencing their march.

Team No. 2 will march onto the field as soon as the marching music recommences after the previous team's performance (may be either following a Quickstep/Compliments/Movements phase or a Display depending on the format of the Championship/Competition). Teams will follow in order of draw and follow the criteria as per detailed above.

**Note:** No marchers should be along the front boundary at any time. No recording and/or filming from the Coaches/Chaperones seating is permitted.

All Grades

All judging will cease after the Halt at the end of the Quickstep/Compliments/Movements phase.

**DISPLAY**

Teams will assemble at the entrance to the Contest Area in order of draw ensuring that they are at the entrance to be ready to march onto the contest area once the previous Team moves to the Technical start discs. Teams not at the entrance at this time will have deemed themselves to be not competing.

**Accessories**

Teams may place accessories on the contest field prior to commencement of the display. Teams shall retrieve accessories from the contest field after the completion of the display. The placing and retrieving of accessories should be completed in a timely manner.

The music will commence and Team No. 1 will march onto the contest area by travelling along the right-hand side boundary (when looking at the field). The team will march in single file to the flag/pole indicating the centre point of the boundary. They will then turn toward the centre of the field and will march toward the start disc. A command, 'Form Team' may be given for the team to form up into their starting formation (a team member on disc) where they will quickly arrange their correct position. Team members may (if necessary) quietly give directions at this point. The team member on the Display Start disc will remain facing the front until the Marshall has called "team ready" whereby that member may take up their starting position within 4 beats (team member must remain on the start disc).

The Team members will then wait for the Marshal to call "JUDGE'S READY", "MUSIC READY", and "TEAM READY". The Marshal will then indicate to the Music Technician to start the music. Once the Marshal gives the command "Judges Ready" the Team will wait without undue movement for their music to commence.

When the team marches onto the contest area Coaches, Chaperones and additional team members must leave their team. Coaches may take up the allocated seating position or leave the contest area. 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 coach/chaperon seating which shall be at least one metre back from the front boundary line (refer to diagram in Section 1). No recording and/or filming from the Coaches/Chaperones seating is permitted.

Display Team No. 2 will march onto the field as soon as the marching music recommences after the previous team's performance (may be either following a Quickstep/Compliments/Movements phase or a Display depending on the format of the Championship/Competition). The exact format will be given when the draw and competition format is notified to teams.

Teams will follow in order of draw and follow the criteria as per detailed above.

Note: If the wrong music is played for the team, the Leader must raise their arm above their head to attract the attention of the Marshal and the Judges and, the Team should stand fast.

**End of Display**

Following the salute, the team may wait up to eight beats and then turn to the left in unison and march across the side boundary where they will reform into single or double lines and march off the contest area.

The turn is optional of up to four beats and a fancy type salute of up to eight beats may be given by the leader and/or team members as they march off the area. Arm movements are allowed but no stopping or fancy footwork is permitted during the march off.