



# Peacocks

## MARCHING WORLD

### *American Drum Major Competitions*

***Rule book and standards agreed upon by the Northern California Band Association, the Southern California School Band & Orchestra Association, the United Spirit Association, and the Peacocks American Drum Major Competitions Circuit; In accordance with the California Drum Major Championships.***

#### **Eligibility**

Participants must be between the grades K-12.

#### **Registration Procedures**

Participation in a Drum Major Contest requires all performers to meet the following:

#### **Release Form(s)**

Participants must complete and submit the Peacocks American Drum Major Competitions Release Form(s) in order to perform in a Drum Major Contest. Release form(s) must be submitted prior to the Participants first competition of the season.

***Release forms are valid for the entire duration of the Participant's involvement with Peacocks American Drum Major Competitions. If information needs to be updated, a new form must be submitted. ADMC release forms are accepted for California Drum Major Championships.***

#### **Registration**

Participant must register to take part in each Drum Major Contest, and are to adhere to the process set forth by the hosting organization.

- Entry fees for events will vary.
- Participants are required to register for a particular event via the website ([www.americandrummajor.com](http://www.americandrummajor.com)) no later than the Monday before the competition to be considered "on time"
- "Late" Registration will be accepted with the approval of Circuit Commissioner and will incur a late fee of \$5.
- Participants are highly encouraged to register as early as possible.

- Entry fee payment method is to be stated online as either an “online” payment or an “offline” payment.
- Offline payments are to be made in cash (only)
- All payments are not due until the day of event.
- Participants have up until 48 hours prior to the event to cancel without accumulating any cancelation fee and will be issued a full refund.
- Participants who cancel under the 48 hour mark will not be eligible for a refund.

## **Performance Order**

The performance order for Drum Major Contests will be determined by a first come, first served understanding. The first competitor to sign up for a division will compete last in that division with other competitors being given earlier performance times.

Only the designated official is allowed to make amendments to the outcome of the performance order. The reasons in which amendments are permitted are:

- Previous requests by participants that have been received at least two (2) weeks prior to the event and have been approved by the official.
- Scheduling conflicts between performance areas
- Insufficient rest/recovery time
- Double booking of a participant

Upon release of the first “Line Up” of a Drum Major Contest, a Participant is allowed to request a time change up until 48 hours prior to the event. Requests will be approved or denied by the designated official and may carry deductions.

After the 48 hour mark prior to the event has expired, all Participants are locked into their time slots. No amendments will be made after this deadline except for emergencies.

## **Uniform**

Band uniforms are the preferred type of apparel to be worn at Drum Major Contests. Participants are encouraged to wear the full apparel befitting of the ideal image of a ceremonial leader (e.g. shako with plume, sashes, etc.).

Any and all requests for alternative apparel must be approved by a designated official no later than two (2) weeks prior to intended date of effect.

Headgear is required for all competitors in Flourishing Divisions.

Headgear is optional for Field Conducting Divisions.

## **Music**

All Participants must provide their own music.

- Music must be in the form of a MP3 loaded onto a USB flash drive.
- Flash drive must only contain the desired file to be played.

- If a participant is performing in multiple divisions in the same day, the same flash drive may be used, but must be labeled with the intended division. *This is not recommended but permissible.*
- Flash drives must have an attached identification card for logistical purposes.
- Music must be turned into the designated sound table no later than 45 minutes prior to scheduled performance time.
- No special instructions will be taken by the sound technicians. If desired, a representative may man the sound table to start/end music. Live announcements are permitted.

Participants are encouraged to have a back-up method to play their music. If the music fails to play, and the cause is deemed by the adjudicator and sound technicians to be out of the Participant's control, then no deduction should be earned for delay of performance. If the file is not properly formatted, timing of the performance will not be halted. If a fix causes the performance to be overtime, the Participant may earn a deduction at the adjudicator's discretion.

## **Divisions:**

Participants are offered three divisions identifying the skill and experience level in which they should demonstrate. The divisions are as follows:

### **Apprentice**

An entry level Drum Major displaying the basic fundamentals of flourishing, and is beginning to explore style and technique incorporating planar work, tosses and ambidexterity while displaying basic marching and leadership skills. Music interpretation is generally shown but not highly essential. Typically a first year participant with no previous experience.

### **Majors**

An intermediate level Drum Major displaying disciplined training in flourishing. Planar work is well explored and the Drum Major is beginning develop an individuality within their routine construction. The structure of their performance is developing showing creativity, originality, and difficulty while displaying proficient marching and leadership ability. Typically a second or third year participant.

### **Masters**

An advanced level Drum Major displaying highly unique and creative routine construction. Their training is extensive and skill level is highly developed in all aspects of flourishing. Drum Major shows advance Marching and Leadership technique. Routine construction methodically integrates with flourishing and there is a high level of visual representation corresponding to the Drum Majors music. A Master Drum Major attempts to set new standards while staying true to the ideals of the Drum Major heritage. Typically a third and fourth year participant.

## **Finals Qualifications**

In order to be considered qualified for Finals competitors must compete in at least three (3) Peacock certified competitions. Exceptions can be made with the approval from the designated official on a case by case bases. All requests for exemption must be made in writing at least two (2) weeks prior to Finals.

Qualifying for ADMC finals automatically qualifies a competitor for California Drum Major Championships.

## **Inclement Weather**

Drum Major Contests will proceed as scheduled rain or shine. However the event may be cancelled should any of the following be present:

- Lightning
- Hail
- Flooding
- Any other element that renders an event unsafe to proceed as determined by the designated official and/or the adjudicator(s).

In the event of rain Participants will not be required to wear a uniform/costume and the “appearance” caption of the score sheet will automatically be awarded 100%. Uniforms may be worn if a Participant chooses to do so, however the same 100% will be awarded.

In the event of a full cancellation of a contest, Participants will be issued a credit towards another contest. If the event is the last of the season a refund will be issued.

## **Participant’s Rights**

### **Right to Assigned Time Slot**

Time slots for Drum Major Contests are drawn on a weekly basis. Line Ups can change the day of an event, however the Line Up posted at the sound booth will be considered the official time slots. If ever an event is running ahead of schedule, a Participant has the right to hold until their time slot arrives as designated by the official line up. No deductions can be occurred for this.

### **Right to Commentary/Critique**

Participants are guaranteed the access to commentary and feedback from the adjudicator(s) of a contest. A three (3) minute time slot will be assigned to each competitor to have one on one time with the adjudicator(s) after the contest has concluded. Any additional time for comments outside of the official critique time is at the adjudicator(s)’ discretion.

- If a Participant’s commentary file is lost and cannot be recovered the Participant may submit a video of their performance and be given commentary based on the video.

## **Right to File a Grievance**

Participants are allowed (and encouraged) to file an official grievance with the Circuit Commissioner for any injustice/offense they may have perceived. Participants cannot receive any deductions or handicaps for doing so, nor can they be barred from competition.

- All grievances can be made directly to the Circuit Commissioner
- The Circuit Commissioner's e-mail address can be found on the website.

## **Adjudicator's Rights**

### **Division Promotion/Demotion**

Every adjudicator reserves the right to suggest a division promotion or demotion for any Participant. Typically a meeting with the designated official helps determine this course of action, but each adjudicator is empowered to make this determination on their own if they feel immediate action is necessary.

### **Disqualification**

Each adjudicator has the right to disqualify any Participant he/she feels has displayed inappropriate behavior in their performance. This may include:

- Music Choice
- Attire
- Use of Gestures
- Visible or Audible cues

### **The Right to Assign Deductions**

All adjudicators are enabled to assign deductions to any Participant as allowed in the "Deduction" category on the Score Sheets. Interpretation of the Score Sheets are left completely up to the discretion of the adjudicator(s).

### **The Right to Approve "Day of" Schedule Changes**

All Participants are locked into their assigned time slots 48 hours prior to the start of the event. Any schedule changes that occur prior to the day of the event will be approved only by the designated official. However any changes necessary, for emergency purposes only, on the day of the event will be decided by the adjudicator of the particular division. Only the adjudicator(s) of the division(s) effected can approve or deny the request. Deductions may be acquired. If ever more than one adjudicator's division is effected, both adjudicators must agree on how to proceed.

### **The Right to Delay an Event**

All adjudicators have the right to delay an event as they deem necessary. Reasons may include, but are not limited to:

- Technical Malfunctions
- Inhibiting Weather
- Unscheduled Breaks
- Change of Venue
- More Time Required to Complete Previous Participant's Evaluation Sheets

## Flourishing:

### Mace

Drum Majors participating in the Mace Category are utilizing equipment that is 51" or larger, commonly referred to as a Mace or Signal. Mace Drum Majors perform utilizing their equipment and either vocal or whistle commands while giving directional signals with their equipment and/or arm signals. Beating of Time is stylized depending on their discipline: American/British/Scottish, etc.

### Military

Drum Majors participating in the Military Category are utilizing equipment that is between 38" - 50", commonly referred to as a Baton or Military. Military Drum Majors perform utilizing their equipment and whistle commands while giving directional signals with their equipment. Beating of Time is consistent across this discipline and clearly defines the precision of beat.

### Beating of Time/Keeping Time

Drum Majors are to adhere to the following guidelines when performing in contest:

- Drum Majors may keep time utilizing stylized sequences that is unique to their Flourishing Category.
  - Mace - Cane Walk
  - Military – Strut
- Military Batons are to always beat time with the tip up.
- Mace drum majors are to always beat time with the crown (ball) up.

**Drum Majors performing in costume to a themed piece, must clearly define how they are keeping time after their step off routine and continue to do so throughout their performance.**

## Performance Regulations:

### L Pattern Contests

The standard measurement for a Drum Major Solo L Pattern Contest is 150ft. x 70ft. with the Salute line 75ft from either side of the longest leg.

### I Pattern Contests

The Standard Measurements for a Drum Major Solo I Pattern Contest is 450ft. Salute line will always remain at 250ft.

***Only the Performer(s) are allowed into the designated performance area. Tape or some sort of barrier will be placed on the outskirts of the performance area and no other person is allowed to cross into it. If anyone other than the performer crosses into the designated performance area a deduction may be incurred.***

### **Timing of Competition**

The timed performance will immediately start following the first motion of the Participant after calling their band/group to attention.

The timing of competition concludes when the Drum Major gives a dismissal.

***Performance time is not to exceed five (5) minutes. Drum Major may receive a deduction at the adjudicator's discretion if going over the allotted performance time.***

### **Verbal Commands**

Drum Majors are to adhere to the following when performing in contest:

- All Drum Majors are to give a verbal command responding to the opening announcement. Responding to the opening announcement places the Drum Major in competition.
- Drum Majors may utilize vocal commands to execute commands throughout the flow of contest.
- Vocal Commands are to be executed while giving directional signals with equipment.
- All Drum Majors are to give a verbal command dismissing themselves from Competition.

### **Whistle Commands**

Drum Majors are to adhere to the following when performing in contest:

- Drum Majors participating in the Military discipline are to utilize whistle commands to execute commands throughout the flow of contest.
- Drum Majors participating in the Mace discipline may use whistle commands to execute commands throughout the flow of contest.
- Whistle Commands are to be executed while giving directional signals with their equipment.
- The Whistle is to be removed from the Drum Majors mouth between routines.
- Whistle commands need to be distinct with a different directional signal per command.

### **Performance Sequence**

- Competitor enters the competition area.
- The competitor goes to attention as the judge approaches.

- The judge performs a standing uniform inspection of the competitor.
- The judge tells the competitor they are now officially in competition.
- Timing begins with the first movement of the competitor.
- The competitor calls their band to attention.
- The competitor does their opening flourishes and ends their flourishes in their step-off signal position.
- The music operator starts the music.
- The competitor completes their step-off routine, signals the band to step off and begins marching forward.
- After transitioning from their opening routine, the competitor begins beating time.
- As they approach the end of the first leg of the “L” they begin flourishing, signal a left turn, execute it and transition back to beating time.
- As they approach the end of the second leg of the “L” they begin flourishing, signal a counter march, execute it and transition back to beating time.
- As they approach the end of the third leg of the “L” they begin flourishing, signal a right turn, execute it and transition back to beating time.
- The competitor begins their salute routine that ends in a salute position. This position is executed six steps before the salute line and is held six steps beyond. The competitor then transitions back to beating of time.
- As they approach the end of the final leg of the “L,” they begin flourishing, signal a mark time command, followed by a halt signal and return to the attention position.
- The competitor then gives an oral command that dismisses the band.
- Timing ends.
- The competitor turns and leaves the competition area.

## **L-Pattern Segment Sequence:**

### **Uniform Inspection**

All Participants will receive a standing inspection from the adjudicator(s) prior to their performance. Standing inspections will only be completed during the Performer’s scheduled slot determined by the line-up.

### **Attention**

Drum Majors will call their group to attention using the “Attn Hut” command. This command is commonly used to get the attention of their performers to prepare them for competition.

### **Opening Routine**

Similar to a routine that is performed during parade season, it is a routine that gives an opening snap shot of the abilities of the Drum Major. This routine ends with the Drum Majors equipment in the “pike” position.



## **Step-Off/Roll Off**

Following the opening routine, the Drum Major will execute a step off/roll off. This routine is a sequence of skills that show case the Drum Major's ability. This Routine ends with the Drum Major preparing to Beat Time.

## **Left Turn, Counter March, & Right Turn**

These three segments of the L Pattern commence in the above order; The Drum Major will demonstrate a routine for each segment showcasing their skill and ability and at the end executing the respective turn. There is no guideline on how the Drum Major must turn, however, the Drum Major must give a command using a vocal or whistle command following the above guidelines.

## **Salute**

Similar to a routine during a parade season, the Drum Major will pay respect to the National Ensign. This routine traditionally showcases the best of the Drum Major's skill and ability and ends in the salute position of their respective discipline.

## **Halt**

This routine wraps up the performance. The Drum Major will either utilize vocal or whistle commands following the above guidelines to halt their performance. This command prepares the Drum Major for the conclusion of their performance.

## **Dismissal**

Drum Major will utilize a "Dismissed" command to conclude their performance time.

## **Conducting:**

**Field Conducting**- baton optional, marching band/drum corps style of presentation emphasized.

**Concert Conducting** - baton required, orchestral/chamber ensemble approach to music and motions emphasized.

## **Appearance/Uniform Inspection**

All Participants will receive a standing inspection from the adjudicator(s) prior to their performance. Standing inspections will only be completed during the Performer's scheduled slot determined by the line-up. Participants will be inspected on anything visually noticeable in the presentation of the uniform and performer. This includes (but is not necessarily limited to):

- Jackets, headgear, pants and shoes (or costume); including correct sizes/lengths, cleanliness, absence of wrinkles and/or unintended creases, absence of loose/wild threads, absence or any rips or tears and is worn correctly.
- Accessories; including the cleanliness, appropriateness to uniform and quality of the accessory.

- Any and all accessories (including any props) used at any time during a performance are subject to inspection prior to the performance or will be evaluated during the performance under this category.
- Any grooming/hygiene aspects of the performer; including proper care of facial grooming (facial hair is permitted but must be professionally kept,) proper care of hair including cleanliness placement (in uniform, no hair should touch or lay upon the collar, regardless of gender.) Hair must look combed/gelled/or braided and maintain a look of care.

***The use and effect of any props/accessories [excluding batons] will be evaluated under the Showmanship category.***

## **Timing Regulations**

The required timing for performances begins once the command of attention is called and ends when the dismissal command is given. All regulations for time vary between each division, but are the same across both Field and Concert divisions.

Apprentice - within **2-4:00 minutes** max. **without any added time.**

Majors - within **2-4:00 minutes** max. **without any added time.**

Masters - within **3-5:00 minutes** max. **without any added time.**

## **Performance Area**

Both field and concert performances will have a podium in the designated performance area. Participants will be confined to the designated performance area.

Only the Performer(s) are allowed into the designated performance area. Tape or some sort of barrier will be placed on the outskirts of the performance area and no other person is allowed to cross into it. If anyone other than the performer crosses into the designated performance area a deduction may be incurred.

Any choices made by a Performer are subject to adjudication and will be graded in the appropriate caption.

## **Navigating the Score Sheet**

### **UNIFORM PRESENTATION:**

Grooming- Any hair visible on head and face will be judged in this sub caption.

Headgear- Includes anything worn on top the head of the uniform or costume.

Jacket/Pants Presentation- Presentation of any upper body portion of uniform/costume in conjunction with lower body portion of uniform will be judged in this subcategory.

Shoes- Cleanliness and appropriateness of shoes/uniform pieces are judged in this subcategory.

Accessories- Any additions to any part of the uniform are judged here for cleanliness and appropriateness. (ex. Citation cords, badges, patches, capes, belts/buckles, etc.)

## **Conducting Sheet**

### **TEMPO AND PATTERN:**

Tempo Accuracy- The beats per minute (bpm) presented by the drum major is exactly synced at all times with the bpm presented by the music.

Pattern Clarity- Pattern is easily readable; the direction and motion of the hands/arms/palms are presented to the front, the pattern size is as equal in the upward motions as is on the outward motions, and the arms and palms are centered-- neither too close nor too far apart.

Ictus Clarity- The moment at which the hands and arms change direction is known as an ictus, and distinguishes the beat. That exact moment should be visually clear and easily understood by those viewing the drum majors performance.

Beat Placement- The visual point on the vertical/horizontal plane that the drum major places each ictus. Beats should be vertically placed comfortably between the midway point of the performers chest but never lower than the waist. Likewise, no beat should land higher or lower than any other.

Pattern Consistency- Pattern presentation doesn't change unless purposefully done so by the performer.

Stylistic Appropriateness for Music- Pattern should be adjusted to match the style of the music. Softer music should be met with a softer ictus and flowing pattern, staccato marks can also be shown stylistically in the pattern, etc.

Dexterity- Both arms should be fully capable of performing all moves and showcased throughout the routine.

### **COMMUNICATION INTEGRATION:**

Preparatory Gestures- Visual indicators used to prepare band members for imminent musical events. (ex. preparing and indicating entrances, etc.)

Dynamic Control- Visual control of the bands volume, including dynamic levels, crescendos, diminuendos, sforzandos, and more.

Profile Communication- Using facial gestures to communicate to the band- including to prepare musical events, gratification of bands performance of a musical events or indicating need to adjust musical attempts, etc.

Transition/Adjustment- How the drum major controls and visually shows musical transitions and adjusts for performance needs and contrasts. (ex. change from loud and faster tempo to soft and slower tempo.)

Body Integration- Body should be used to communicate performance needs and communicate with band members/sections. (ex. turning the drum major's body towards a section preparing to enter the music, placing the body closer to/further away from a band to communicate performance needs, etc.)

### **SHOWMANSHIP:**

Enhancing Motions- Visual moves used in conjunction with performance needs that are to highlight musical events. (ex. punching/stabbing motion cues for staccato moments, sweeping motion cues during ballads, etc.)

Performance Construction- How a routine is put together to logically highlight musical moments and needs. Moves should not be included to simply “show off.” All visual elements must make sense to the performance.

Thematic Design- Purposeful and prevalent design elements seen/heard that have been added by the drum major to enhance the theme of the performance.

Integrated Energy- Drum major is energized and excitable during the performance and not just going through the motions. Body should move with purpose during all visual elements.

## **Flourishing Sheet**

### **MARCHING & MANEUVERING:**

#### ***Marching***

Consistency of Stride(s)- Marching remains the same throughout the performance unless deliberately changed to enhance performance. Changes to stride must be blatantly obvious and must be accompanied by a signal.

Phasing- Motion of feet remain consistent with the BPM of music, with the left foot initiating movement first. Failure to adhere will result in the ‘Out of Step’ deduction.

#### ***Military Presence***

Signals and Commands- Clear, definite motions/audibles that signal a change in music or motion.

Salute- An American flag will mark the official salute line of the competition. Competitors will enter into their designated “salute” position six (6) steps before the line and will hold until six (6) steps after the line.

#### ***Beating of Time***

Commencement of Beat/Tempo- Consistent initiation of beat/tempo while remaining in the same style of spinning being presented (Military vs. Mace vs. Scottish)

Ictus Clarity- Articulated pulse providing tempo guidance shown by motions of the wrist that interact with the equipment.

Free Hand(s)- The utilization of hand(s) that are not engaged with the equipment. Free hands in Beating of Time must remain consistent with the type of equipment being used (Mace vs. Military).

Angle/Pitch- Equipment placement accurately remains in the 45° plane and flat (parallel) to the body.

### **FLOURISHING:**

#### ***Achievement***

Body Control- Minimize unnecessary movement of upper body while engaging equipment executing routine content.

Free Hand(s)- The utilization of hand(s) that are not engaged with the equipment. (Blade or Fist)

Accuracy of Stops/Angles/Planes- Equipment consistently exists at a 45°, 90°, or 180° angle, and within the four major planes (Frontal, Horizontal, Vertical, and 45°)

Speed Consistency- Equipment continuity is uninterrupted and remains constant throughout the execution of the routine/concept.

Hand Placement- Positioning of hand(s), particularly in stops/pauses, eliminating all unnecessary motions.

### **Content**

Fluidity of Spin- Cohesive assembly of concept while meeting basic expectations/standards of routine construction.

Difficulty Factor- The inclusion of moves which require proficient knowledge of technique in a way that enhances the overall effectiveness of the routine.

Balance- The inclusion of both clockwise and counter-clockwise rotations presented in a way that utilizes both hands. The combination of clockwise and counter-clockwise rotations are put together to showcase the performer's ambidexterity and knowledge of spins.

### **SHOWMANSHIP:**

Posture- Carriage of the body in a way that exudes confidence and excludes slouching or any position that appears timid. The physical appearance.

Esprit de Corps- Overall confidence throughout the performance. The general feel.

Thematic Design- Purposeful and prevalent design elements seen/heard that have been added by the drum major to enhance the theme of the performance.