

THE BEST DRUM MAJOR - ON THE DAY COMPETITION

RULES ABERDEEN HIGHLAND GAMES

Introduction.

The Aberdeen Highland Games, Drum Major's Competition is not a new idea, but a good idea, to promote and improve the Drum Majors skills and talents as part of a pipe band. Any Drum Major of a pipe band, registered to play at the 2019 Aberdeen Highland Games, on the day, can enter this competition provided, he or she has a pipe band competing that is to be adjudicated, at the same time.

Judging

This Drum Majors Competition is judged in three sections. The judging sheet is laid out as follows:

1. Dress

The dress standard is inspected and assessed by the adjudicator and comments written down. The number of dress faults are calculated and added to the final score.

2. Marching and Deportment

The Marching and Deportment is assessed by the adjudicator and comments written down. The number of dress faults are calculated and added to the final score.

3. Flourish

The Flourish is assessed by the adjudicator and comments written down. The number of faults in the Flourish are calculated and added to the final score.

All points are added together from the various sections that are judged in this activity, and the lowest total score is the winning Drum Major of the day.

Event timing

Timing is paramount for this activity to be conducted at the time determined, in accordance with the itinerary of the day. As it is part of the Drum Majors role to ensure their pipe band, is at a certain location, at a nominated time.

Drum Majors must have their respective pipe band, formed up, at the entry gate to the competition field, ten minutes before the allotted time nominated on the days programme. This will give the Adjudicator enough time to conduct a Dress Inspection.

Conclusion

The Drum majors Competition is designed to assess the skills and talents of all Drum Majors competing on the day. This competition has been introduced to encourage younger members, and older members of pipe bands, to polish up their skills as a Drum Major. The area that is to be judged, will include; Dress, Marching, Deportment, Flourish, Staff drill, foot drill, and the detailed flourish techniques used and displayed.

TROPHIES AWARDED

There are **two trophies** to be awarded for The Drum Majors Competition. The Senior Trophy is to be awarded, **to The Best Senior Drum Major**, on the Day, over the age of sixteen years of age. The Junior Trophy is to be awarded **The Best Junior Drum Major** on the Day, under the age of **sixteen years** of age. These awards will be presented during the closing ceremony.

DRESS INSPECTION

The Drum Majors dress inspection is conducted at the forming up point (FUP), at the entry gate, to the main field, where the competition is to take place. The Drum Majors are required to wear an approved pipe band uniform.

The Drum Major is to be, at the attention position, in front of their respective pipe band, to be inspected by the adjudicator, ten minutes before the nominated time, as per the daily programme.

The Faults with individuals dress will be written into their assessment sheet.

MARCHING, DEPARTMENT AND FLOURISHING

The Marching, Department and Flourishing part of this competition is the most important part of the competition. This section is judged in two sections. The Marching and Department is judged on foot and staff drill while the Flourishing is adjudicated on the degree of difficulty and quality of flourishes without getting, out of step.

AFTER THE DRESS INSPECTION OF DRUM MAJORS

The Drum Major gives the word of command, "Pipes and Drums" "Ready", "Pipes and Drums "By the right", "Quick March'.

The Drum Major steps off to, the two, Three Beat rolls in quick time, with their respective pipe band following.

The Drum Major is to step off on his/her left foot, and place the staff into **Carry position** of the left hand. The Flourish is adjudicated, only in the Double-Forte part of the tune, whilst the judging of the Marching and Department is judged throughout the piano and double-forte of the tune. Once The Drum Major steps off to the Two-Three Beat Rolls, and the staff is transferred to the left hand, the body walk should be conducted.

There isn't any guidelines on what type of flourishing you are required to perform, however , Dress and Department is judged throughout the activity, and is as important as performing the flourish.

All Staff Drill Movements at the end of a Flourish are to be performed on the left foot.

Flourishing must be performed in time with the music.

The Drum Major gives the Halt Signal, followed by "Pipes and Drums, Fall Out", the Adjudicator stops judging.

It is expected that each Drum Major is conversant with these rules before entering the competition.

	Penalties & Rules	Points Deducted	
1	The Drum Major is not allowed to flourish during the piano part of the music played.	4	<input type="checkbox"/>
2	Should a Drum Major drop her/his staff	2 Taken from quality of flourish section. And not less than two points and no more than 5 points from the points allotted to the marching and department section	<input type="checkbox"/>
3	Any Drum Major that gives the signal to cut-out the Pipes & Drums during a piano part of the music played	2 Taken from staff drill & signals section	<input type="checkbox"/>
4	Should the Drum Major get out of step during the Drum Majors Competition, while the pipe band is playing.	1 Taken from foot drill section	<input type="checkbox"/>
5	Dress inspection at start point.	1 Taken off the dress inspection for each item	<input type="checkbox"/>
6	Late entries for The Drum Major's Competition – Aberdeen Highland Games, will not be accepted. Entries must be received when pipe bands register to be part of Aberdeen Highland games 2019.	Late entries on the day will not be accepted	<input type="checkbox"/>
7	Late Arrivals for The Drum Major's Competition on the day of the event, will not be accepted	Any breaches of this rule will result in disqualification of the individual concerned.	<input type="checkbox"/>
8	The Drum Majors Staff that is used, during the Drum Major's Dress Inspection, is not to be changed, exchanged or modified in any way, prior to The Drum Major's Competition following the Dress inspection.	Any breaches of this rule will result in disqualification of the individual concerned.	<input type="checkbox"/>
9	Flourishing is only performed in the Forte Part of the music only.	1 Taken from Staff Drill	<input type="checkbox"/>
10	The Drum Major is adjudicated from when he/she gives his/her first word of command.	Adjudicated from the first word of command, to leaving the competition area	<input type="checkbox"/>
11	<p>THE WINNING DRUM MAJORS are to be awarded their trophies during the closing ceremony, at the end of the activities for the day.</p> <p>Should a winning Drum Major, not be present to collect her/his trophy, at the end of the day, The Drum Major who came second to the winning Drum Major, will be awarded The Drum Majors Trophy. The adjudicator's decision is final for The Drum Major's Competition.</p>		

ADJUDICATOR SHEET-DRUM MAJOR'S COMPETION-ABERDEEN HIGHLAND GAMES

Drum Major's Name		AGE		Pipe Band	
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DRESS/20	DEDUCTIONS	TOTAL DEDUCTIONS PER ITEM
Headwear		
Jacket, Vest , Tie, Shirt		
Kilt, Sporrans		
Belt, Buckle, Kilt Pin		
Hose, Flashes, Footwear		
Cleanliness		
SUB-TOTAL POINTS		REMARKS
MARCHING/10		
#Movements/Control free arm		
#Movement/Control Mace arm		
#Execution of walk		
#Distance in front of Band		
DEPORTMENT/10		
#Erectness of body		
#General bearing		
#Maintenance of eye level		
SUB-TOTAL POINTS		REMARKS
FOOT DRILL/10		
# Attention		
#Step off		
#Mark Time		
#Halt/Forward		
#Stand at Ease		
#Fall Out		
#Out of Step – 2 pts		
STAFFDRILL/10		REMARKS
#Ready		
#Step Off		
# Right/Left Wheel		
#Form Circle		
#Reform ranks		
#F/R Counter March		
#Halt		
#Full Cut Out		
FLOURISH/40		
Variety/20 The greater variety of flourishes performed, the higher the points scored		
Quality/10 Fluency Accuracy Confidence		
Difficulty/10 The harder the flourishes performed, the higher the score		
	Total	TOTAL DEDUCTIONS