



MAJORETTE LARGE DRILL RULES

Scoresheets

Scoresheet	Criteria	Number of Adj. (National)	Number of Adj. (Regional)
Performance Technique (HOW)	Marching in step Dressing Spacing Projection	3	2
Artistic Impression (WHAT) Entertainment & Choreography	Formations Integration Use of area Audio Impact/Manner of presentation Overall impression	3	2
Leader Performance	Variety of movements Synchronisation Integration Leader Execution Showmanship	2/3	1
Subleader – Group Performance	Variety of movements Synchronisation Integration	2/3	1
Squad – Group Performance	Variety of movements Synchronisation Integration	2/3	1

DRILL TEAM RULES**1. Competition area**

- 1.1. The demarcated area will be clearly marked by a painted line around the perimeter of the 50m wide (along the front) x 40m (front to back) area.
- 1.2. The competition field must be marked with a clearly visible colour line. The outer line must be a minimum of 150mm and a maximum of 200mm. The center line is to be 100mm and it is from the back to front of the demarcated area with a small line in the center of the field parallel to the front of the field.
- 1.3. Visible beacons at the corners of the competition field – height 450mm high.
- 1.4. There will be a 5m no-man's land in the front and back of the field, for the purpose of entry and exit of the display area.
- 1.5. There will be a 10m x 60m waiting area on both sides of the competition field.
- 1.6. There is to be bunting down the outside of the waiting area (left & right) and outside of no-man's land (front & back), no set measurement between poles – preferably picket fence or similar.
- 1.7. There will be a timing line (dotted below) on both sides of the field – this will be decided at each venue.
- 1.8. Only penalty judges and adjudication manager may move around in no-man's land/waiting area during a team's display, but may not enter the demarcated area. (This ruling will fall away if a penalty judge is required to assist a majorette who takes ill)

2.3. 7-9 minutes display time

- 2.3.1. The duration of the display will not be less than 7 minutes timed from the start of the audio until the first member of the team leaves the demarcated area. A **major penalty** will be awarded for contravention of this rule.
- 2.3.2. The duration of the display will not be more than 9 minutes and will be timed from the start of the audio until the last member of the team steps off the competition area. Should the team still be on the field after 9.5 (nine & half) minutes the adjudication manager will stop the audio and the team will immediately leave the competition area. A **major penalty** will be awarded for contravention of this rule.

2.4. Out of area by 10 ½ minutes

- 2.4.1. No team member shall be on any of the competition areas 10 ½ minutes after the start of the judged display. If any team member is still on any of the competition area at this time the adjudication manager will stop the audio. A **major penalty** will be awarded for contravention of this rule.
- 2.4.2. Infringements of these penalties are penalised off the overall category

3. Props

- 3.1. A team may only use the prescribed props, provided members of the team take these props into the demarcated area.
- 3.2. The use of fireworks, explosive-type effects, confetti, balloons or substances or props that cannot be retrieved by members of the team is prohibited at any time during the competition. A team will be **disqualified** for contravention of this rule.
 - 3.2.1. The leader and sub-leader may carry only a mace for the duration (majority) of the display time. They may not use any other prop during the display time. A **maximum team penalty** will be awarded for contravention of this rule.
- 3.3. The team members may use four (4) times the number of props as there are squad members plus maces, e.g. If you have 50 team members, 9 sub-leaders and 1 leader, the total number of props in the waiting area could be 170. A **maximum team penalty** will be awarded for contravention of this rule.
- 3.4. Boxes may be used for transport and storage only and are not to be used to enhance the display (not included in total number of props).
- 3.5. No electrical or mechanical devices may be used whether on props or on uniforms. A team will be **disqualified** for contravention of this rule.
- 3.6. Props allowed in a Large Drill team - A **maximum team penalty** will be awarded for contravention of the props rules
 - 3.6.1. You must use at least 1 traditional prop (excluding maces) during the display in Large drill.
 - 3.6.2. Maces for sub-leaders and leader (only 1 mace in their hands at a time, this may be placed on the ground but must be carried for the majority of the display)
 - 3.6.3. Doubles or duals – double headed mace
 - 3.6.4. Single flags
 - 3.6.5. Double flags (counts as 1 prop)
 - 3.6.6. Twirling flags
 - 3.6.7. Rifles

4. USE OF THE COMPETITION AREA

- 4.1. The team shall commence their march on from the 5m x 5m block and proceed into the demarcated area within the allocated time period. A **minor penalty** will be awarded for each contravention of

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this. No specification as to how the team gets onto the field but has to be within the time limit e.g. can spread out over the side-lines of the 5m block to get onto the field.

- 4.2. If prop leaves the display area after the start of the display, a **minor penalty** will be awarded.
- 4.3. No member of the team may leave the demarcated area at any time during the display except with the permission of the relevant competition official. A **minor penalty** will be awarded for each contravention of this rule.
- 4.4. All demarcating lines belongs to the athlete. Any part of the body or prop that is partially or fully over the line will be penalized with a minor penalty.
- 4.5. Non-retrieval of props will lead to a **minor penalty** per prop.
- 4.6. No team will choreograph a re-entry into competition area after the exit sequence has begun. A **minor penalty** will be awarded for each contravention of this.
- 4.7. Depending on weather conditions, especially wind, the Director of Coaches and Director of Judges can make decisions on the day, as long as it is communicated to all coaches, about props to be used and penalties not counting, as a result of the conditions. A meeting must be called with all team's coaches competing on the day.
- 4.8. Any member or prop that begins outside the waiting area with pre display will receive a **minor penalty** per occurrence.

5. AUDIO

- 5.1. Preparation time – a penalty judge/marshal will give signal for the team to start coming into the waiting area, the timing starts from stepping over the waiting area line.
 - 5.1.1. 1 ½ minute is allowed.
 - 5.1.2. **Major penalty** will be awarded for going over time.
- 5.2. Audio is compulsory for the pre-display sequence in which the team marches from the waiting area into the demarcated area.
 - 5.2.1. The timing starts from “Team ready”.
 - 5.2.2. The team will be awarded a **maximum team penalty** for contravention of the rule.
- 5.3. “XYZ (team name) when you hear the music you are in competition” and the music will start, timing starts from the start of the audio.
- 5.4. Audio during the timed display in the demarcated area is compulsory.
 - 5.4.1. The team will be awarded a **maximum team penalty** for contravention of the rule.

6. GENERAL

- 6.1 A team shall consist of no less than 15 members.
- 6.2 Unlimited amount of athletes allowed to participate.
- 6.3 For large drill there is a maximum of 2 less than minimum allowed but the team will receive a minor penalty per member. Any less than that the team will receive a **maximum team penalty**
- 6.4 A team shall have one (1) leader and a sub-leader group of minimum 2 members at all times – clearly defined. The team will be awarded a **maximum team penalty** for contravention of the rule.

7. Uniform

- 7.1. Boots are compulsory for drill team – **Minor penalty** per member in contravention of this rule.
- 7.2. Headress is not compulsory.
- 7.3. Only team and official trainers (as checked by marshals) allowed in waiting area.
- 7.4. No additional or spare elements or props are allowed into the waiting area
 - 7.4.1. A **major penalty** will be awarded for contravention of this rule.

8. CHECKLIST PENALTIES

- 8.1. Props incorrect measurements & allowance will lead a **maximum team penalty**.
- 8.2. No jewellery may be worn – **minor penalty** will be incurred per girl.

9. UNIFORM RULES

- 9.1. All teams are to report to a Chill area after their display.
- 9.2. All dress and props are to be checked in chill area after display if there is a query.
- 9.3. All uniform infringements will be checked in Chill area and these will be penalised after the march.

Ruling	Penalty
No compulsory headress in drill team	
Boots are compulsory in drill team	Minor per member
No jewellery may be allowed (only medic alert bracelet allowed)	Minor per member
Dress or jacket must have long sleeves (can be transparent)	Maximum Team
Skin showing -no skin to show by design from collar bone down to end of the clenched fingers when arms are stretched down the side of body when the body is straight and standing square, this is the minimum length of the uniform whether skirt or other, if more than 25% of a sub group of the team contravene, this rule applies. Example - if hot pants extend to this level the skirt length is irrelevant.	Maximum Team
No skin may show accidentally in the defined area of the torso during the display – it is penalised if it is repetitive by different member	Major penalty
Girls must wear obvious proper support (Primary school not exempt)	Minor per girl
Unitards are to fit properly – no transparency, no underwear to show (including through the fabric). Underwear must not be distinctly/overly visible – check prior to march (VISIBLE MEANS SEE THROUGH – YOU WILL SEE BUMPS AND THIS IS ALLOWED)	Maximum Team

March times

1. The programme will list the time for the section to start. These can change if the competition is running early.
2. The competition will start on the start time and run.
3. A team cannot refuse to move up a slot.
4. If you are late and the team scheduled for after you, marches before you, you will incur a **Maximum Team Penalty**.

POHIBITED MOVEMENTS, PROPS and MUSIC

1. Prohibited movements – in all sections will lead to a **maximum team penalty**
 - a. No stunts, pyramids or tosses in any section other than cheerleading. Stunts are classified as anyone lifted and/or held with both feet off the floor.
2. Prohibited props – Team will not be allowed to march with these props at all. If the prop is only revealed during the performance, then a **maximum team penalty** will be applied.
 - a) No national flag of any country, in any form, to be used.
 - b) No national emblems of any country, in any form, to be used on any prop.
3. Prohibited music - in all sections will lead to a **maximum team penalty**
 - a) No national anthem of any country to be used in any form.

Summary – Large Drill

AUDIO	In all categories pre-recorded audio is compulsory during the display.	Maximum
COMP AREA	Non retrieval of prop will lead to a Minor penalty per prop	Minor

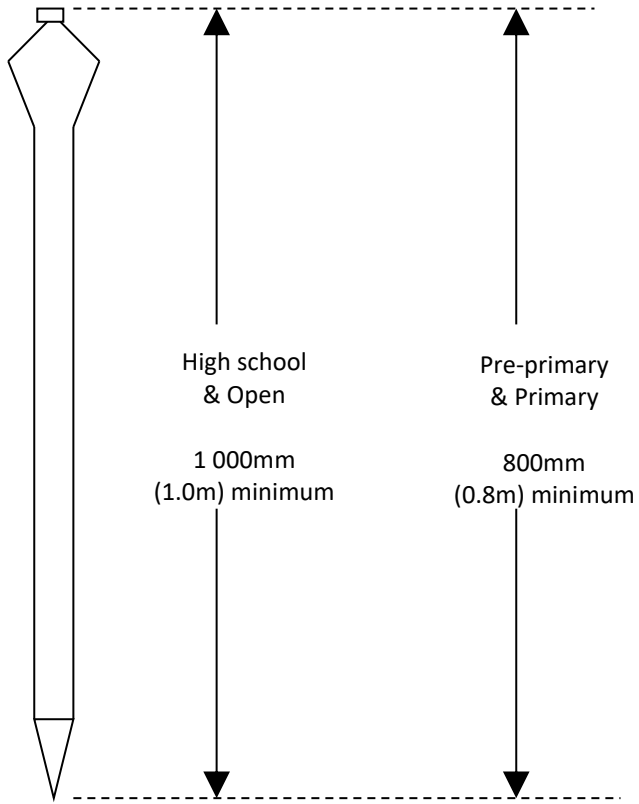
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COMP AREA	No member of the team may leave the demarcated area at any time during the display except with the permission of the relevant competition official. A Minor penalty will be awarded for each contravention of this rule.	Minor
COMP AREA	No team member (includes prop) shall re-enter the competition area after the exit sequence has begun. A Minor penalty will be awarded for each contravention of this rule by different team members.	Minor
FIELD	The team shall commence their pre-display from the waiting area and proceed into the demarcated area. A Minor penalty will be awarded for each contravention of this rule.	Minor
MEMBER	A team shall consist of no less than 15 members - 2 and less missing allowed but the team will receive a Minor penalty per member.	Minor
MEMBER	A team shall consist of no less than 15 members - more than 2 missing team will receive a Major penalty per member.	Major
MEMBER	No team member may march in two teams that are entered in the same category	Maximum
MEMBER	A team will have one (1) leader and a sub leader group of minimum two (2) at all times - clearly defined.	Maximum
MEMBER	March before signal	Minor
PROPS	The use of fireworks, explosive-type effects, confetti, balloons or substances or props that cannot be retrieved by members of the team is prohibited at any time during the competition.	DISQ
PROPS	No electrical or mechanical devices may be used whether on props or on uniform.	DISQ
PROPS	Double Flags must never be split	Major
PROPS	No additional or spare elements or props are allowed in waiting area.	Major
PROPS	Props incorrect measurements & allowance	Maximum
PROPS	The leader and sub leader may carry only a mace for the duration (Majority) of the display time. They may not use any other prop during the display time. (Please note that they can carry any other prop during the pre-display time only).	Maximum
PROPS	The team members may use four (4) times the number of props as there are squad members plus maces, e.g. If you have 50 team members, 9 sub-leaders and 1 leader, the total number of props in the waiting area could to be 170.	Maximum
PROPS	Prop leaves the display area after the start of the display	Minor
PROPS	If prop leaves the display area after the start of the display, a Minor penalty will be awarded, to the section of the team that contravened the rule eg. Sub Leader	Minor
PROHIBITED MOVES & MUSIC	Any prohibited movements and music used.	Maximum
NATIONAL FLAGS	If any team is spotted with a national flag or prop with a national emblem on it form any country, the team will be asked to change props, or will not be allowed to march. If props were only revealed during the performance then a Maximum team penalty will be applied.	Maximum
TIME	From stepping over the waiting area line the team has 1 ½ minutes to prepare themselves for march on	Major
TIME	March on not to exceed 2 ½ minutes	Major

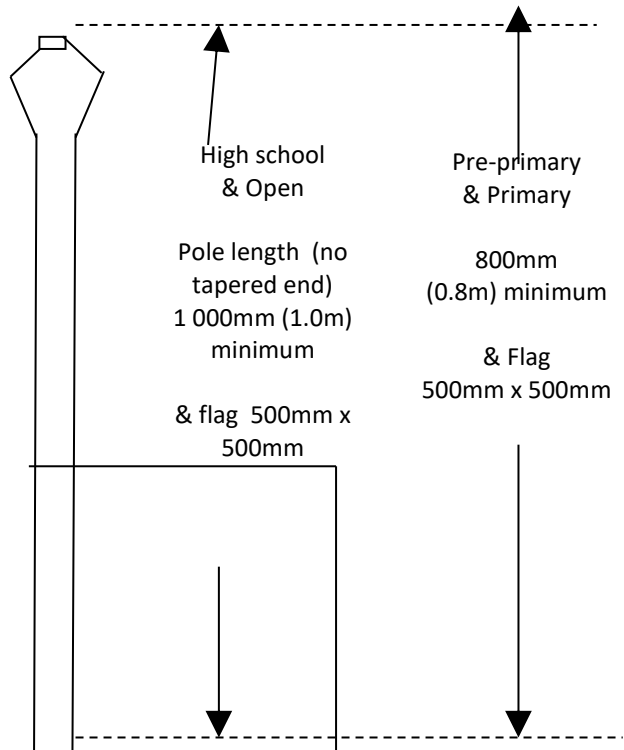
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TIME	The duration of the display will not be less than 7 minutes timed from the start of the audio until the first member of the team leaves the demarcated area	Major
TIME	The duration of the display will not be more than 9 minutes and will be timed from the start of the audio until the last member of the steps off the competition area. Should the team still be on the field after 9.5 (nine & half) minutes the Adjudicator Manager will stop the audio and the team will immediately leave the competition area.	Major
TIME	No team member shall be on any of the competition areas 10 ½ minutes after the start of the Adjudicator Manager will stop the audio	Major
UNIFORM	No skin may show accidentally in the defined area of the torso during the display – it is penalised if it is repetitive by different member.	Major
UNIFORM	All uniform infringement will lead to a maximum team penalty checked in the chill area.	Maximum
UNIFORM	Unitards are to fit properly – no transparency, no underwear to show (including through the fabric) – Underwear must not be distinctly/overly visible – check prior to march (VISSIBLE MEANS SEE THROUGH – YOU WILL SEE BUMPS AND THIS IS ALLOWED)	Maximum
UNIFORM	Drill - Dress or Jacket must have long sleeve (can be transparent)	Maximum
UNIFORM	No jewellery may be allowed (only medic alert bracelet allowed)	Minor
UNIFORM	Skin showing – no skin to show by design from the collar bone down to the end of the clenched fingers when arms are stretched down the side of the body when the body is straight and standing square, this is the Minor length of the uniform whether skirt or other, if more than 25% of a sub group of the team contravene this rule applies. Example – if hot pants extended to this level the skirt length is irrelevant.	Minor
UNIFORM	Boots are compulsory for drill teams. A Minor penalty per contravention of this rule will be awarded.	Minor
UNIFORM	Girls must wear obvious proper support (Primary school not exempt)	Minor per girl

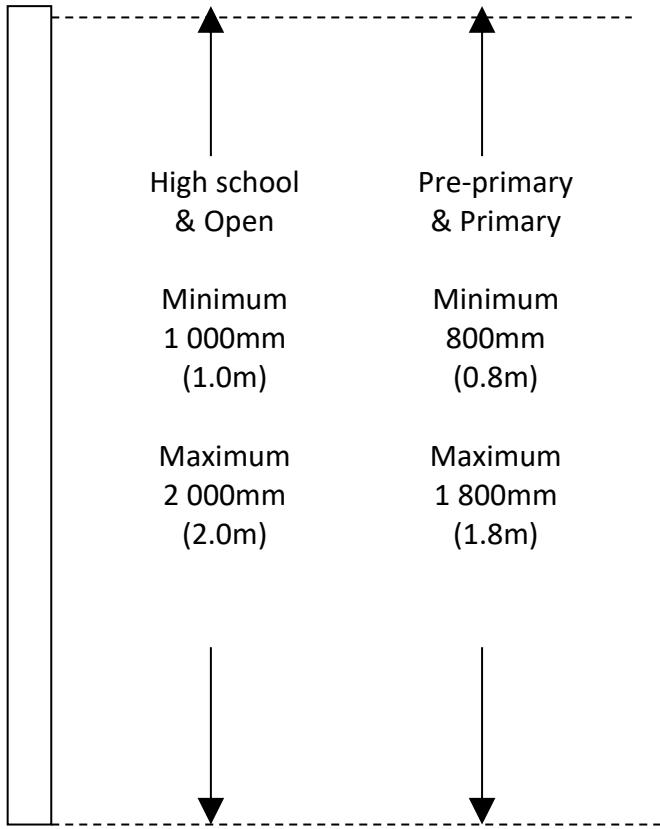
SAMCA Mace sizes



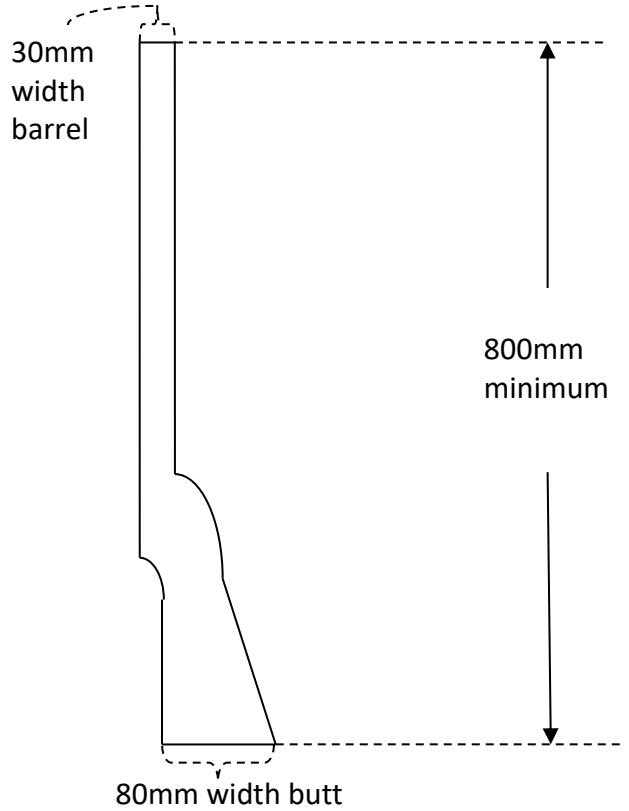
SAMCA Twirling flag sizes



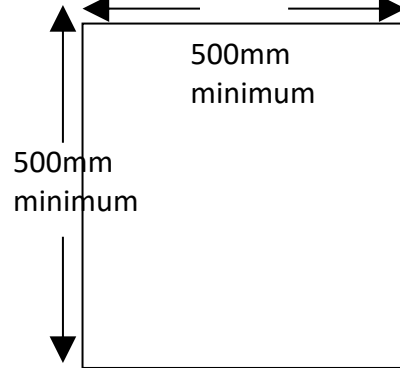
SAMCA Flag pole sizes
(incl Double flags)



SAMCA Rifle Size



SAMCA Flag material sizes



SADMA Duals sizes

