



# ADJUDICATION SHEET – DRUM MAJOR SOLO

(MARCHING AND DEPARTMENT)

Entrant:

Competition:

Date:

DRESS/20	Deductions
HEADWEAR	
JACKET, VEST, TIE, SHIRT	
KILT AND SPORRAN WAIST BELT, BUCKLE, KILT PIN	
HOSE, FLASHES, FOOTWEAR	
CLEANINESS	
<b>SUB-TOTAL POINTS</b>	



MARCHING AND DEPARTMENT/40	Points
<b>MARCHING/10</b> <ul style="list-style-type: none"> <li>• Movement/Control free arm</li> <li>• Movement/Control mace arm</li> <li>• Execution of walk when performed</li> </ul>	
<b>DEPARTMENT/10</b> <ul style="list-style-type: none"> <li>• Erectness of body</li> <li>• General bearing</li> <li>• Maintenance of eye-level</li> </ul>	
<b>FOOT DRILL/10</b> <ul style="list-style-type: none"> <li>• Coming to attention</li> <li>• Step-off marching</li> <li>• About turns</li> <li>• Marking time</li> <li>• Halting</li> <li>• Stand at ease – end of competition</li> </ul>	
<b>MACE DRILL AND SIGNALS/10</b> <ul style="list-style-type: none"> <li>• Counter march</li> <li>• Mark time</li> <li>• Halt</li> <li>• Cease play</li> </ul>	
<b>SUB-TOTAL POINTS</b>	
<b>Adjudicator</b>	<b>Signature</b>

## D.4.05 PENALTIES

D.4.05.01 A player shall not flourish during a piano part of the music: if the ferrule of the mace rises above its head during a piano forte part four points shall be deducted from the points allotted to the player for Quality of Flourish for each such occurrence.

D.4.05.02 A player who drops the mace shall lose 2 points from the points allotted for Quality of Flourish, and not less than two nor more than five points from the points allotted for Department, depending on how much department is lost recovering the mace.

D.4.05.03 A player who gives the signal to cease playing during a forte part of the music being played shall lose two points from the points allotted for Mace Drill.

D.4.05.04 One point shall be deducted from the points allotted for Dress for each fault found in dress.

D.4.05.05 One point shall be deducted for each measure of music during which a player remains out of step with music being played by the duty band.

**D.4.01.02 A player shall wear approved band uniform or Highland or other dress to the satisfaction of the Association, and carry a mace which, when the ferrule is in contact with the ground, reaches at least to the top of the player's shoulder when standing at attention, or which is 1.35m in length, whichever length is the lesser.**



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(FLOURISH)

Entrant:

Competition:

Date:

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HOSE, FLASHES, FOOTWEAR	
CLEANINESS	
<b>SUB-TOTAL POINTS</b>	



FLOURISH/40		Points
<b>VARIETY/20</b> <ul style="list-style-type: none"> <li>The greater variety of flourishes performed, the higher the points score</li> </ul>		
<b>QUALITY/10</b> <ul style="list-style-type: none"> <li>Fluency</li> <li>Accuracy</li> <li>Confidence</li> </ul>		
<b>DIFFICULTY/10</b> <ul style="list-style-type: none"> <li>The harder the flourishes performed, the higher the score awarded</li> </ul>		
		<b>SUB-TOTAL POINTS</b>
<b>Adjudicator</b>		<div style="border: 1px solid black; width: 100%; height: 100%;"></div>
<b>Signature</b>		

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