



# Regimental Drum Major Contest Regulations

A Non-WUSPBA Sanctioned Competition

## 2009

## Revised 2012

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### **DRESS/VOCAL COMMANDS (30 points)**

This section shall be sub-divided into the following five subjects:  
DRESS COMPOSITION/CORRECTNESS - DRESS COMPLEXITY - VOCAL COMMANDS/EXECUTION

#### Composition

1. *Shoes*  
Preferably black brogues but ordinary plain black shoes acceptable.  
Brown brogues/shoes also acceptable if in keeping with remainder of uniform (i.e. brown belts are being worn).  
Must be clean and polished.  
Suede shoes are not acceptable.
2. *Spats*  
Worn with ceremonial dress only  
Worn tight to the leg and rear point in line with center of hose seam.  
All parts of spat must be clean.
3. *Hose/Hose tops*  
Diced hose tops worn with spats (ceremonial dress only)  
Lovat hose not worn with spats  
Worn three fingers distance from bone at outside of knee joint.  
Patterns/seams vertically straight.
4. *Flashes*  
Both flashes to be worn of equal length on both legs.  
Flashes will be at the center of the outside of the leg in accordance with Regimental Regulations.
5. *Kilt*  
Clean, neatly pressed and free from creases.  
Inside and outside aprons securely fastened by buckle and resting just above the half way mark of the knee cap.  
Pattern to be centered at front of body.  
Hem to be even in height from front to rear and side-to-side.

6. *Sporran*  
Hair sporran worn with ceremonial dress only  
Plain leather sporran  
All parts clean, tidy and neatly brushed.  
Worn centrally over front apron of kilt so that cantle is one hand's breadth below waist belt buckle.
7. *Tunic or Doublet*  
Clean and free from creases/crushing.  
All buttons present and firmly attached with design correctly oriented.  
Insignia, if worn, to be firmly attached with no loose threads evident.  
Front of military tunics to be level with lower edge of waist belt.  
Shoulder wings/shells on military tunics to be firmly attached with the small tapes pointing forwards.  
Collar badges, if worn, to be clean and located at equal distances from front of collar (Approximately 1")
8. *Waist Belt/Sword Belt*  
Clean with buckle polished and centered at front of body.  
Worn firm to body with sufficient tightness to permit insertion of one finger only between the belt and body.  
Long sword strap to be centered on the back  
If sword not worn, the long and short strap to be connected  
Runners on belt to be pushed up hard to belt buckle.  
Should rest on and not cover the rear buttons.  
Worn level from front to back of body.
9. *Cross Belt (Not worn with waist sword belt)*  
Clean with buckle polished.  
Worn over the right shoulder to the left side of waist and secured by waist belt being worn over the top at the rear, the cross belt to be worn outside the waist belt at the front.  
Worn under plaid  
Slider pushed up hard to lower edge of plaid.
10. *Dirk*  
Clean with all items polished.  
Worn attached to waist belt on right rear hip behind retaining hook.
11. *Red Sash* Clean and tidy.  
Worn on right shoulder to left side of waist and worn over the top of waist belt.  
Tassels to be to rear of left hand when at attention position.  
Worn under cross belt (if worn) and plaid.
12. *Dress Cords (if worn)*  
Ceremonial dress only  
Worn over right shoulder under epaulette with trailing end attached to uppermost doublet button. The leading end attached with hook/button at left epaulette near the shoulder  
Plait (braid) is over the non-braided cords

13. *Gloves*  
White for Scottish Full, No. 1, or No 2 (military) or civilian dress  
Gloves to be clean.  
UK Irish gloves (when worn) are black
14. *Drum Major's Sash (Baldrick)*  
Clean and tidy with no loose threads evident.  
Worn over left shoulder (under epaulette) to right waist, over cross belt and waist belt.  
Worn with military doublet or tropical white doublet only.
15. *Full Plaid*  
Clean, neatly pressed and free from creases.  
Worn over left shoulder and under right arm, pulled firm to the body.  
Edge of plaid level with top of left spat point at rear of leg with fringe hanging down below this level.  
Lower edge of plaid horizontal and parallel with ground.  
Leading edge of plaid and front face of plaid secured by plaid brooch.
16. *Drummer's Plaid (not worn)*
17. *Plaid Brooch*  
Clean and polished.  
Worn on front of left shoulder, tightly securing plaid, with design upright.  
Upper edge of brooch not to be above top of the shoulder level.
18. *Glengarry*  
Clean and tidy with tails neatly pressed (not creased).  
Worn with point of glengarry in line with nose, 1" above left eyebrow and 1/2" above right eyebrow - or- level on the forehead.
19. *Balmoral or Lowland Bonnet*  
Clean and tidy with tails neatly pressed (not creased).  
Worn level on forehead 1/2" above eyebrows.  
Cloth top part pulled over right side of head, tails or bow centered on rear of head.
20. *Feather Bonnet*  
Clean and tidy with tapes neatly pressed (not creased). All tails showing.  
Worn level on head or slight canted to the right eyebrow.  
Tapes centered on rear of head, chinstrap worn on point of chin with no loose straps evident.  
Worn with military doublet or tropical white doublet only.
21. *Hackles/Feathers*  
Clean and tidy.  
Attached securely to headgear.
22. *Cap Badges*  
Clean and polished.  
Attached securely to headgear.

23. *Kilt Pin/Rosettes*

Clean and tidy.

Worn approximately 4" up and 3" from right hand side of kilt front apron, in keeping with the set of the tartan.

24. *Mace*

Clean and polished, with cords/chains clean, tidy and securely attached.

25. *Sgian Dubh*

Worn inside hose of right leg in center of front-right portion of leg with handle only showing and scabbard concealed by hose.

26. *Sword (if worn)*

Appropriate to type of uniform (Scottish officer pattern basket hilt sword for Scottish uniforms).

Appropriately secured to avoid tripping such as wrapping short strap around scabbard.

Clean and polished

Order of Dress (most common)

No. 1 or Full: Brogues, Diced Hose Tops, Spats, Kilt, Hair Sporrans, Doublet, Waist Sword Belt, Red sash, Baldric, Gloves, Full Plaid, Glengarry or Feather Bonnet, hackle, Cap badge.

No. 2 Ceremonial: Brogues, Diced Hose Tops, Spats, Kilt, Hair Sporrans, Service Tunic, Waist Sword Belt, Red sash, Gloves, Glengarry, Cap badge.

No. 2 Non-Ceremonial: Brogues, Lovat Hose, Kilt, Leather Sporrans, Service Tunic, Waist Sword Belt, Red sash, Glengarry, Cap badge.

No. 14 Shirt Sleeve - Ceremonial: Brogues, Diced Hose Tops, Spats, Kilt, Hair Sporrans, Shirt, Waist Sword Belt, Red sash, Glengarry, Cap badge.

No. 14 Shirt Sleeve – Non-Ceremonial: Brogues, Lovat Hose, Kilt, Leather Sporrans, Shirt, Waist Sword Belt, Red sash, Glengarry, Cap badge.

No. 15 Patrol: Brogues, Full Diced Hose, Kilt, Hair Sporrans, Service Tunic with matching belt, Glengarry, Cap badge.

Day Wear: Brogues or Ghillies, Lovat/Solid Color Hose, Kilt, Leather Day Sporrans, Waist belt, Argyll Jacket, Shirt, tie, Glengarry, Cap badge.

Style of Dress (most common and not exhaustive)

Highland Military: Brogues, Diced Hose Tops, Spats, Kilt, Hair Sporrans, Doublet, Waist Sword Belt (or White Waist Belt and White Cross Sword Belt), Red sash, Baldric, Gloves, Full Plaid, Glengarry or Feather Bonnet, hackle, Cap badge.

Lowland Military: Brogues, Spats (KOSB pattern, Sans spats for Royal Scots pattern), Trews, Doublet, Waist Sword Belt, Red sash, Baldric, Gloves, Full Plaid, Balmoral or Lowland Bonnet (KOSB pattern) or Glengarry (Royal Scots pattern), hackle, Cap badge.

RHF/HLI Pattern: Brogues, Spats, Trews, Doublet, Waist Sword Belt, Red sash, Baldric, Gloves, Full Plaid, Bearskin, hackle.

### Vocal Commands

**The adjudicator will define what commands are to be performed and executed.**

The Drum Major will provide the vocal command and execute the foot drill

Vocal commands and timing will reflect standard MoD vocal commands

The adjudicator shall allocate up to a maximum of **5 points** for the smartness of performance of the following possible activities:

- Attention
- At Ease
- Left Turn
- Right Turn
- About Turn

### Points Allocation

The comments entered on the Adjudication sheet shall clearly show the reason for the points deduction for all sections with the exception that, at major championships, comments will only be given in respect of the dress section.

The adjudicators shall allocate points as follows:

**DRESS: maximum available = 30 points (20 Dress Composition/Correctness, 5 Complexity, 5 Vocal Commands/Execution)**

- **Of the 25 points available , 20 points will be assessed for dress composition/correctness, 5 points will be assessed solely to complexity of dress** (i.e. Full Dress may be accorded 5 points while Shirt Sleeve Non-Ceremonial Dress or Day Wear may be awarded 0/1 points), **5 points will be assessed for vocal commands/Execution.**
- One point shall be deducted for each fault found in accordance with the preceding regulations for dress including incompatible components (e.g. feather bonnet in shirt sleeves or wearing military style uniform components with civilian day/evening wear) or obviously misplaced components (e.g. brooch used as kilt pin).
- Competitors successfully reaching the final of the competition shall have the points allocated for the above section carried forward and added to those achieved in the final.

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## **MARCHING AND DEPARTMENT (70 points)**

This section shall be sub-divided into the following five subjects:  
MARCHING - DEPARTMENT - FOOT DRILL - MACE DRILL

### Marching

The adjudicator shall allocate up to a maximum of **20 points** for this subject for the following activities:

- Movement and Control of the 'free' arm when marching slow march/quick march
- Movement and Control of the 'mace' arm when marching slow march/quick march
- Execution of the 'State (cane) walk' when performed slow march/quick march
- The 'State (cane) walk' will only be performed in the double forte portions of the tune

### Department

The adjudicator shall allocate up to a maximum of **20 points** for this subject for the following activities:

- Erectness of body
- General bearing
- Maintenance of 'eye-line'

### Foot Drill

The adjudicator shall allocate up to a maximum of **15 points** for the smartness of performance of the following activities:

- Coming to attention
- Stepping off marching
- Transition between slow march and quick march
- Countermarch
- Wheels
- Marking time
- Halting
- Standing at ease at the end of the competition

### Mace Drill/Signals

**The adjudicator will define what signals are to be displayed within the course.**

The adjudicator shall allocate up to a maximum of **15 points** for the smartness of performance of the following possible activities:

- Tempo Change
- About turn signal (Countermarch or wheel signals)
- Wheel signals (2)
- Circle
- Reform/Advance
- Salute
- Mark time signal
- Halt signal
- Stopping the band playing

**Mace drill should comport to Scottish Division Mace Drill.**

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## **PENALTIES**

Fixed penalties shall be applied to the following activities:

### Out of Step

**4 points** per occurrence shall be deducted from the 'Marching' section of the Marching and Department caption.

### Dropping the Mace

**Disqualification.** Disqualified competitors are nonetheless expected to recover and finish the course

### Flourishing in a Piano Forte

**4 points** shall be deducted from the 'Mace Drill' section of the Marching and Department caption per occurrence. NOTE: no points are afforded for flourishing

### Stopping the band playing in a Piano Forte

**4 points** shall be deducted from the 'Mace Drill' section of the Marching and Department mark.

### Late for inspection or field competition

**5 points** shall be deducted from the 'Department' section of the Marching and Department mark if the participant is up to five minutes late.

**Disqualification if tardiness exceeds five minutes.**

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## **ADMINISTRATIVE**

### Preference Order in the Event of a Tie

In the event of a tie occurring, the following priority order shall be employed for the separation of 'tied' competitors:

- Marching and Department total
  - Foot Drill subtotal
  - Mace Drill subtotal
  - Dress/Vocal Command Subtotal
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## **CONTEST PARTICULARS**

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## Course

Adjudication shall commence with the command to the competitors, issued by the adjudicator, to come to attention.

Both heats and finals shall consist of a minimum length of competition equivalent to 2 1/2 lengths of the defined contest field (one length is 76 paces and a half length is 38 paces).

The adjudicator shall issue instructions to the competitors nominating the points at which turns shall be made and identifying the position at which the competitors shall halt.

On approaching the turn points, the competitors shall give the mace signal to signify the approaching turn and, at the point, execute an about turn movement (counter march or two consecutive wheel signals).

The countermarch will consist a four count clockwise path describing a semi-circle.

The wheel turn will consist of two consecutive and continuous wheel turn signals so that the contestant performs a 180 degree turn in 8 quarter paces describing a semi-circle in either clockwise or counter clockwise direction (to be determined by the adjudicator). After the conclusion of the wheel turn signals the Contestant will execute an Advance command at the end of the part to resume Full Stride.

After the first about turn the Drum Major will salute the duty band (salute initiated 8 paces before the Pipe Major and released 8 paces after passing the Pipe Major) unless the dais has otherwise defined by judge.

On approaching the halt point, after completing the required number of lengths of the contest field, the competitors shall give a mace signal in preparation to halt, mark time in line with the set marker until the end of the part of the music currently being played and halt at the end of that part.

During the next succeeding double forte of the music, the competitors shall give a mace signal to stop the band playing.

On completion of the above, the adjudicator shall give the command for the competitor(s) to stand at ease. This signifies the end of the contest.

## Heats and Finals Sizes

Prior to the commencement of the contest, the competitors shall be divided into heats for the purpose of adjudication.

The maximum number of competitors permitted in any one heat shall be five.