

Mace and Military Performance Standards

1) Flourishing

- a) Mace/military spins, stops, change of planes and tosses will be clean.
 - i) Speed consistency stays the same.
 - ii) Considered angles are parallel, perpendicular and 45 degrees.
 - iii) Considered planes are frontal, sagittal, horizontal and any of the previous in a 45 degree angle.
 - iv) Mace style includes full use of flourishes, spins, and free hands. Military style is similar to mace, except can include a more extensive use of rigid stops and starts.
 - v) Free hands in flourish movement will be fully extended. Resting free hand will be in fist or flat palm position.
- b) Routine construction is appropriate difficulty for division showcasing variation of moves as spins, stops and flourishes; includes balance of planes.
 - i) Class A- Drum major will showcase clean basics in spins, stops and flourishes. Performance will include mastery in frontal plane and explore planar work, tosses and ambidexterity. The structure of their routine is in the learning phase.
 - ii) Open Class- Drum major has a mastery of basics and planes. More difficulty in routine might include tosses, finger rolls, creative use of free hand, and innovative moves or combinations. Planar work is well-explored and individuality begins to show in the creation of flourishes. The structure of a routine is well developed with creativity, originality and displays balanced ambidexterity
 - iii) World Class- Drum major demonstrates mastery in all requirements in 'A' and open class divisions. World drum majors uniquely and creatively drive the evolution of the sport, constantly increasing the level of competition and setting new standards.

2) Marching & Leadership

- a) Drum major will exhibit leadership skills and ability to control mace/military.
- b) Performance will be professional so as a real band could follow the individual.
- c) Drum major follows rules of the performance and event procedures and executes commands correctly.
- d) Stride is in phase/step, uses proper technique (rolling feet, toes up, smooth movement) and step size is consistent.
- e) Marking time is in high step or regular, with heels reaching ankles of feet.
- f) Drum major will stand and march with body perpendicular to floor horizontal plane. Head and shoulder movement is restricted with the exception of salute or commands. Eyes will remain slightly above horizon or in the case of tosses above the brow, may move to look at mace/military.
- g) Drum major will beat time with music using proper form and execution. Beating of time follows music on beat, downbeat, and subdivisions.
- h) Beating of time will be consistent with drum major uniform/style.
 - i) Ictus on beat one is evident. Military may beat time with "upside-down" ictus.
- j) Mace style must have swinging freehand movement, and military style free hand is placed on side hip with flat palm.
- k) Mace/Military will be at a 45 degree or slightly steeper angle.
- l) Mace Cane Walk/Military Strut patterns will follow time signature of music and be on beat. Use of movement in cane walk/strut is autonomous to drum major.
- m) Volumes of commands are appropriate and visible in opening, turns, and conclusion of performance.

3) General Effect

- a) Facial and body expressions remain confident at all times.
- b) Drum major will represent the style of mace/military routine construction and uniform choice (American, British, Scottish, etc.).
- c) Musical interpretation of performance corresponds to the style of drum major and enhances the overall visual performance.
 - i) Class A - Musical interpretation in routine is generally shown.
 - ii) Open Class - Musical interpretation is well incorporated throughout routine and enhances the overall performance.
 - iii) World Class- Routine construction methodically integrates flourishing with a strong visual representation of the music.
- d) Drum major retains professional body posture, facial expression and esprit de corps throughout routine regardless of outside influences or unexpected events such as change of weather, noise, etc.
- e) Performance uniform will consist of headgear, upper/lower body wear, shoes, and mace/baton.
- f) Uniform will be free of spots, scuffs, lint wrinkles and tears. Uniform will match consistently in colors and style. Uniform will fit properly. Headgear is worn so rim is slightly above brow. Sleeves will end at wrists in attention position. Pants hem will cover socks and touch shoes with a slight crease on the front of pant legs. Shoes will be tied with laces tucked in.
- g) Mace/military and all accessories must be in safe working order.

Overtime - Routine will be within five minutes beginning with opening attention command, ending with "band dismissed" command. Maximum of one infraction per performance.