

# Southern California School Band and Orchestra Association

## Drum Major Clinics

For 2020-2021, the SCSBOA will be sponsoring Drum Major Clinics based upon the requirements for competition adjudication as addressed in the SCSBOA Parade Handbook. These Clinics will NOT be competitive, but will instead allow Drum Majors the opportunity to visually perform their competition routines with comment feedback from SCSBOA approved Drum Major Adjudicators.

These comments will be recorded on SCSBOA Drum Major Adjudication sheets, minus numerical scores and placings, and recorded vocal comments. The intent is to provide a “Competitive-Type” Clinic for Drum Majors, allowing them to receive comments, and work towards improving their performances in a competitive-like venue, without numerical scores or placings.

There will be no Divisions determined. All Drum Majors will receive the clinic based upon their individual performance.

The performances will be virtual, with the Drum Majors sending SCSBOA a visually recorded performance of the Drum Major, going through a Competition Area as defined by SCSBOA.

The virtual recording can be submitted as videos of performance links. The link is included as part of the Drum Major application.

The performance area will need to be a marked area 300 feet long. The Competition Begins Line, the 220-foot Forward Movement Line, and the 250-foot Salute Line all need to be marked in the performance area.

The Drum Major will be in full dress uniform, and will follow the competition area requirements to a recorded march on the visual format.

### Registration Procedures:

- Participants must complete and submit the application in order to perform in the Southern California School Band and Orchestra Association Drum Major Virtual Clinics.
- The application can be located at the SCSBOA Website by clicking [HERE](#).
- Registration is done on-line at the SCSBOA Website and must include the application and video. Registration payments must be made with a credit card.
- Participants who have registered, and then cancel will NOT receive a refund.

## **PERFORMANCE PROCEDURES**

**The Drum Major will perform the oral command to bring the Band to Attention before beginning the Step-Off. The Drum Major will be able to listen to 8 counts of the march before beginning the Step-Off routine**

### **STEP-OFF:**

The Drum Major has 30 seconds to perform a Step-Off routine. It is not recommended that the Drum Major take the whole 30 seconds, a penalty will be notated in the comments on the sheet, as would be applied in a competitive performance. The Drum Major must be stepping forward before 31 seconds has elapsed. Timing by the Clinician(s) will begin when the Drum Major begins their Step-Off routine.

**The Caption Areas for comment are:**

- **BATON/MACE Moves:** The flourishes, prop spins, and various moves made with the mace or baton.
- **STOPS:** A measure of how well the Drum Major stops the baton or mace motion during the Step-Off performance. Clean, precise angles and accuracy of stopping in the routine is important.
- **BODY CONTROL:** A measurement of how well the Drum Major can maintain attention position while doing the different moves in the Step-Off routine. Attention to the free hand during the routine must be considered. Making the free hand a part of the routine is essential.
- **FOOTWORK:** Correct military-style footwork must be followed. All standing commands must be made from the attention position.

### **BEATING TIME:**

The visual method used to display the tempo of the music. Characteristics to be considered include visibility, position and accuracy of the tempo.

- Beating of time is done with a baton, mace or prop that fits into the theme of the band.
- Drum Majors using military batons must beat time with the right hand following the traditional military style. Left-handed beating of time is not part of the traditional military style and will be judged for criticism only.

- Drum Majors using maces must beat time with the right hand unless the Drum Major uses a Scottish/British style. Scottish/British style drum majors may beat time left-handed or right-handed.
- The same style of beating of time must continue throughout the routine even after the salute.

**The Caption Areas for comment are:**

- **COMMENCEMENT OF BEAT:** Beating of time is to commence after the Drum Major has listened to the music for 8 counts and has finished the opening Step-Off routine, and takes the first step forward into competition.
- **1<sup>ST</sup> BEAT:** All military and mace Drum Majors (except the Scottish/British style mace) will place the highest point on the 1<sup>st</sup> beat and consistently return to the same location each time. The Scottish/British style mace may beat left or right-handed. If left-handed, the 1<sup>st</sup> beat would be the lowest point. If right-handed, the 1<sup>st</sup> beat would be the highest point.
- **2<sup>ND</sup> BEAT:** All military and mace Drum Majors (except the Scottish/British style mace) will place the 2nd lower than the 1st. Enough distance between the 1<sup>st</sup> and 2<sup>nd</sup> beat must occur to be able to distinguish the difference.
- **ANGLE:** The angle of baton or mace should be consistently the same degree between the 1<sup>st</sup> and 2<sup>nd</sup> beat. Angles between 90 degrees (straight up) and 45 degrees are recommended.
- **STYLE OF BEAT:** The style must match the type of mace or baton being used.
- **VISIBILITY:** This evaluates the ability of the judge to view the Drum Major and baton/mace movements from the judge's stand.
- **OUT OF PHASE WITH MUSIC:** This occurs when the Drum Major's beat is not in sync with the band's beat or tempo. Being ahead or behind the beat or tempo is unacceptable.

**SALUTE:**

The Drum Major salutes for the entire marching unit. The Drum Major should arrive in the final position of the salute six (6) steps before the American flag. A reviewing officer may also be

present. The American flag will be 250 feet beyond the competition line at the center of the Judges' stand.

**The Caption Areas for comment are:**

- **PREPARATION TO SALUTE:** Preceding the salute, the Drum Major is given the opportunity to demonstrate showmanship ability with the baton or mace.
- **BATON/MACE MOVES:** The pattern of flourishes, prop spins and various moves made with the baton or mace.
- **CONTINUITY:** The smoothness and blend between all baton and mace moves.
- **USE OF FREE HAND:** The appropriate use of the hand that is holding the baton or mace.
- **BATON/MACE POSITION DURING SALUTE:** The baton head should be up and higher than the left shoulder. The mace should be in the left hand with the mace head up.
- **BODY CONTROL:** Centering, balance and alignment of the upper and lower body is maintained during the preparation and execution of the salute. Body control must be maintained to continue a military bearing. Side to side movement or the body coming forward does not present an appropriate appearance.
- **DURING SALUTE:** The adjudication form allows for the judge to mark (when possible) how many steps before and after the salute line the Drum Major saluted. The salute should be six (6) steps before the salute line, flag or reviewing officer and held for six (6) steps past. The ability to perform a routine before the salute (in preparation for the salute) and being able to give an appropriate salute is one of the main parts of the Drum Major's overall performance.
- **HEAD CONTROL:** The head should turn smartly towards the judge's stand at the end of the salute preparation, looking directly over the right shoulder. The head should be in line with the rest of the body. After the salute, the Drum Major turns head forward, facing down the street. This move should be done clearly and quickly.
- **EYES:** The "one on one" contact made with the eyes should establish communication between the performer and the reviewing officer or judge, reflecting confidence and acknowledgement.
- **ARM/HAND POSITION:** Attention should be given to the free hand and arm position during the salute.

**Military:** Right hand should be holding baton up by left shoulder with right elbow horizontal to the ground. Left hand should be placed on the left side of the body, on the hip, in a pleasant looking position.

**Mace:** Right hand should be giving hand salute. Left hand should be cradling or holding mace.

- **RECOVERY TO THE BEATING OF TIME:** Resumption of the beating of time must begin immediately following the salute. The Drum Major should return to beating of time within eight (8) steps after coming out of the salute.
- **FACIAL EXPRESSION:** A pleasant but still military expression is appropriate. The expression should demonstrate that the Drum Major is in control of the unit and displays self-confidence. A mad or upset look is not considered appropriate.
- **ROUTINE CONSTRUCTION:** A full range of expressive and musical qualities is demonstrated with the use of the baton or mace.
- **PATTERN:** The combination of different moves with the baton or mace in the step-off and salute.
- **VARIETY:** Movements should be varied in appearance, type and form.
- **CONTINUITY:** The completeness of musical phrases throughout the visual presentation.

**Additional Areas for comment are:**

- **COORDINATION WITH OTHER UNITS:** The coordination of all the elements on the street should be combined to present and fully enhance the overall visual quality of the total parade performance. **NOT COMMENTED ON DURING CLINIC PARTICIPATION.**
- **POSITION TO THE BAND:** The Drum Major should be centered between the extreme files, in front of the band. The distance in front of the band is one-half of the total width of the front rank. This position should be maintained throughout the competition zone. **NOT COMMENTED ON DURING CLINIC PARTICIPATION.**
- **MARCHING:** Style should be consistent with the military style of march.
- **STRIDE:** The step size or stride should be a consistent size throughout the performance.
- **PHASING OF STRIDE:** The heel should contact the street exactly on the beat.

- **LEADERSHIP:** The ability to make and clearly communicate decision.
- **WHISTLE/ORAL COMMANDS:** The Drum Major uses a whistle or oral command to start the band. Signals should be sharp, clear and performed in a rhythmic manner. Oral commands must be complete commands with preparatory and execution. The volume of commands must be loud enough to be heard at the Judging stand.
- **CONFIDENCE:** The projection of command and control of the unit.
- **POSTURE:** The alignment of the body should be uniform, healthy in appearance, erect and pleasing to the eye.
- **CONTROL OF THE BAND:** The Drum Major should demonstrate his/her ability to establish and maintain control over the total unit. **NOT COMMENTED ON DURING CLINIC PARTICIPATION.**
- **APPEARANCE:** The physical appearance of the Drum Major.
- **GROOMING:** The personal appearance of the Drum Major should include cleanliness, neatness of hair and reasonable use of cosmetics.
- **UNIFORM:** The uniform of the Drum Major should be consistent with the theme presented by the band. A Scottish or British theme must also be evident in the band for the Drum Major to wear such uniforms. The entire uniform should be in good repair, clean, pressed and properly fit.
  - Headwear should conform to the type of uniform being worn. It should be in good repair, clean and properly fit.
  - Footwear should conform to the type of uniform. It should be in good repair, clean and polished.
  - Gloves and gauntlets should conform to the type of uniform. They should be in good repair, clean and properly fit.
  - A minimum of Scottish or British uniform components are needed for the uniform to be considered Scottish or British in style. The following items must be part of the uniform to be considered: Scottish or British headwear (Bearskin, Feather Bonnet, Tam or Glengarry) and Scottish tunic or British style jacket and Scottish plaid with broach pin and Sergeant sash or British sash and Sergeant sash.

**\*If a school issued performance drum major uniform is not available because of school closure, the participant can dress in their school band shirt, with pants a color that compliments the shirt, and footwear that would be worn while wearing the school drum major uniform.\***

- **EQUIPMENT:** The equipment used by the Drum Major during the execution of his/her duties.
  - The whistle should be a high-pitched instrument with sufficient volume to be heard throughout the band. A traditional whistle with a cork ball inside is recommended. The whistle lanyard should match or blend with the uniform jacket. The use of a whistle is not required for Scottish or British style drum majors.
  - The military baton must be a type that is made for Drum Majors. Batons for twirlers are not permitted. It may vary in length from 32 to 49 inches. If wrapped with a cord, the cord color must blend with the uniform. The baton and cord must be in good condition and neatly wrapped. Baton ball protectors are allowed.
  - The mace may vary in length from 50 to 66 inches. If wrapped with chain or cord, the color should blend with the uniform and should be neatly wrapped. The mace and cord/chain must be in good condition.

### **PENALTIES:**

Comments will be made for penalties when observed.

### **Areas for comment are:**

**BREAK:** The control of the mace or baton is lost the equipment remains in the hand, even if hitting the ground. 1.0-point penalty notated on sheet.

**DROP:** The mace or baton leaves the hand of the Drum Major and hits the ground making the Drum Major bend to pick it up. 5.0-point penalty notated on sheet.

**OUT OF STEP:** Out of step with the band or the music. 5.0-point penalty notated on sheet.

**DELAY OF PARADE:** Failure to start the band moving within thirty (30) seconds of the starter's signal. 3.0-point penalty notated on sheet.

**FAILURE TO RETRIEVE DROPPED BATON/MACE:** If a drop occurs, the Drum Major is required to pick up the baton or mace. 9.0-point penalty notated on sheet.

**SALUTE WITHOUT BATON/MACE:** Salute must include the use of a baton or mace. Baton/mace must be in hand while saluting. 9.0-point penalty notated on sheet.

**NO SALUTE:** A Drum Major has neglected to salute the National Colors, reviewing officer or judge's stand. The Drum Major received a 9.0-point penalty notated on sheet.

**THE PERFORMANCE WILL CONCLUDE WHEN THE DRUM MAJOR RECOVERS FROM THE SALUTE AND RETURNS TO BEATING OF TIME.**