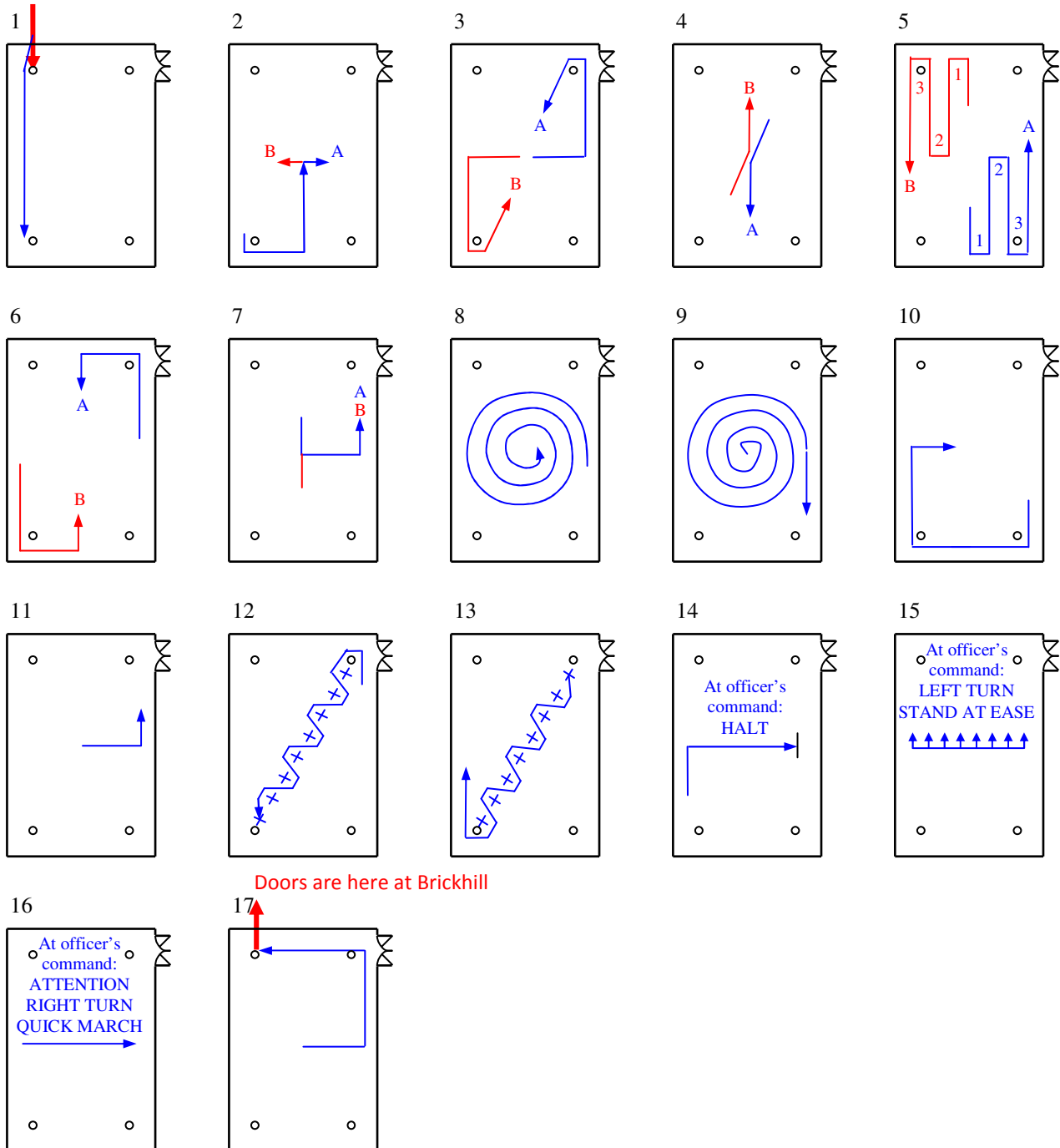


West Anglia Battalion, Junior Section Figure Marching, 30<sup>TH</sup> November 2013

The hall will be set out with four cones, spaced approximately 7 m apart widthways and 10 m apart lengthways. These cones should be used throughout the routine as the corner markers, as shown in the diagrams. There will be some space left around the sides of the hall.

Doors are here at Brickhill



Doors are here at Brickhill

**Scoring.**

For each move in the figure marching routine a total of 5 points are available as follows: 0 points - move missed out; 1 point – move attempted but not correctly completed; 2 points – move recognisable; 3 points – move correct but very messy; 4 points – move correct but a it ragged; 5 points – move perfect.

In addition, a total of 15 points are available for the team for the inspection at the end of move 15. The team should wear uniform in accordance with Brigade Regulations, i.e. clean black shoes, dark socks, black, dark grey or dark blue trousers, blue BB polo shirt, royal blue BB sweatshirt & armband.

- 1 Enter through the doors in single file, passing down the side of the hall.
- 2 On reaching the opposite corner, turn left, cross to the centre of the hall and turn left to march down the centre of the hall.
- 3 On reaching the middle of the hall the team will split, the first boy turning right, the second left, the third right and so on. When they reach the sides of the hall, each team turns left. When they reach the corner, the teams head diagonally across the hall, aiming to collide in the middle.
- 4 When they reach the centre of the hall, the teams turn to the left, passing right shoulders and then heading along the centre line of the hall to the ends.
- 5 At the end of the hall the teams turn left, heading back towards the middle of the hall, where they turn right, then right again to head back to the end of the hall, at which point they turn left, then left again and head down the sides of the hall.
- 6 At the end of the hall the teams turn left, cross to the centre of the hall, then turn left again to head for the middle of the hall.
- 7 When the teams meet in the middle they merge back into single file, team A turning left and team B turning right. When they reach the side of the hall the team turns left.
- 8 The team now performs a circle maze, making three decreasing circles to the left.
- 9 At the centre of the circle maze, the team turns right, and makes three increasing circles to the right.
- 10 After the third circle, continue down the side of the hall. Turn right at the end of the hall, cross to the far side and turn right again. Proceed to the middle of the hall and turn right to cross the hall.
- 11 Cross the hall, turn left and march along the side of the hall.
- 12 On reaching the top of the hall the team shall turn left. On reaching the corner the team shall turn left and form a snake diagonally across the hall. The leading boy will stop shortly after passing the cone. The rest of the team shall march around him, on his right hand side, with the second boy stopping in front of the leading boy. The rest of the team will pass between the leading boy and the second boy and continue with the third boy stopping in front of the second boy. *The team should be spaced so that they use the full diagonal of the hall.*
- 13 Once the last boy stops the team should pause for 5 seconds. Then the leading boy will march, passing to the left of the second boy, the right of the third boy and so on. When the leading boy passes the second boy he will march behind the leading boy. When the two boys have passed the third boy he will join the march and so on. On reaching the corner, the team will turn right.
- 14 March along the side of the hall to the middle and turn right to cross the hall. Mark time with the team standing across the hall until the officer gives the command "HALT".
- 15 The officer then gives the commands "LEFT TURN" and "STAND AT EASE". The team inspection will then take place.
- 16 After inspection the judge will ask the officer to continue. The officer will give the commands "ATTENTION", "RIGHT TURN" and "QUICK MARCH".
- 17 March to the side of the hall, turn left towards the door, march along the side of the hall, turn left, cross the hall, turn right and leave the hall through the doorway.

Please note: The doors to the hall at Brickhill are in the position shown by the red arrows, not as marked on the plans of the hall.