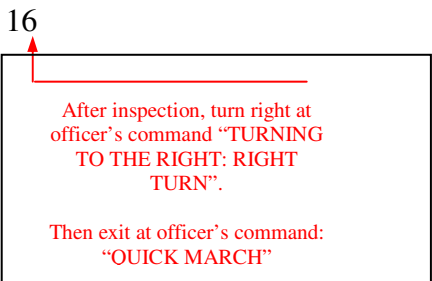
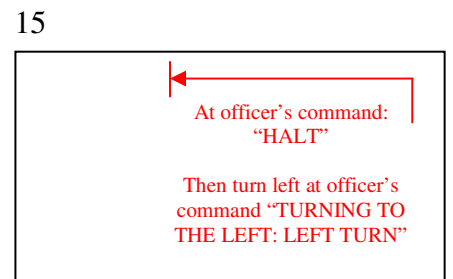
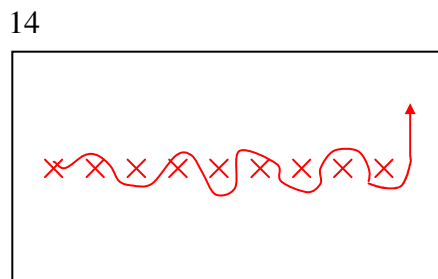
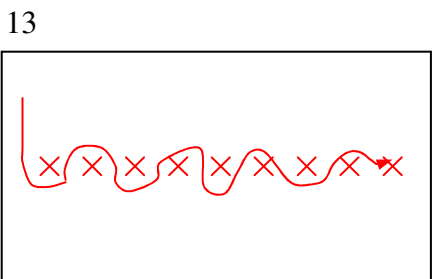
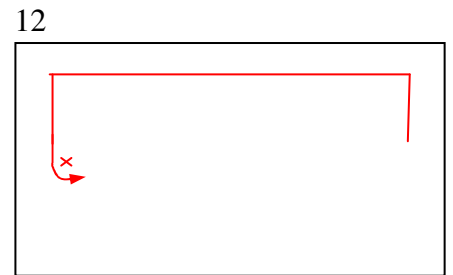
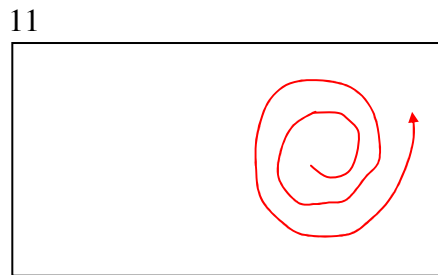
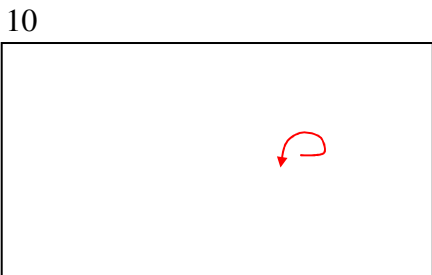
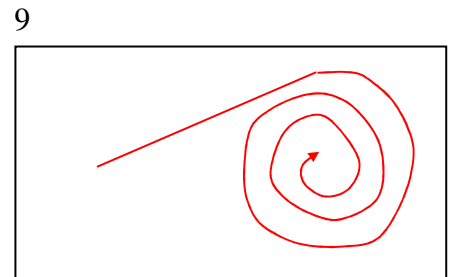
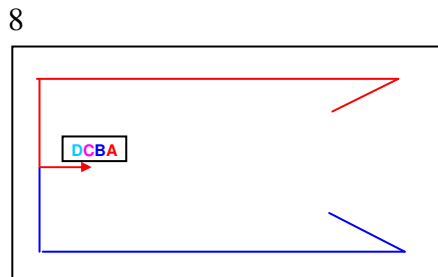
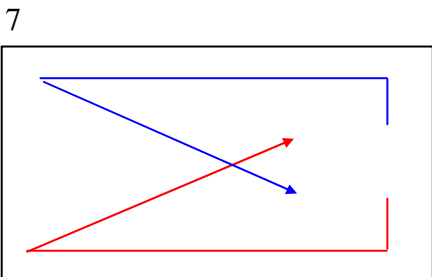
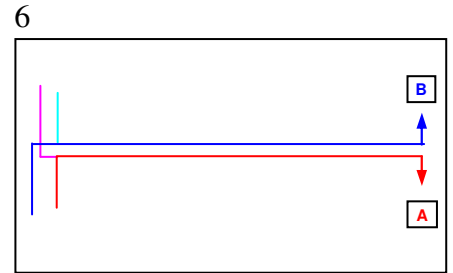
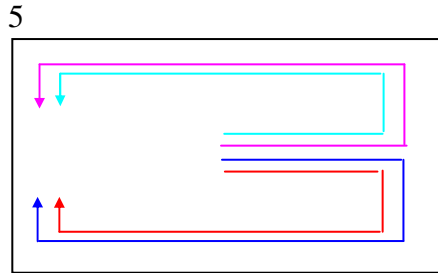
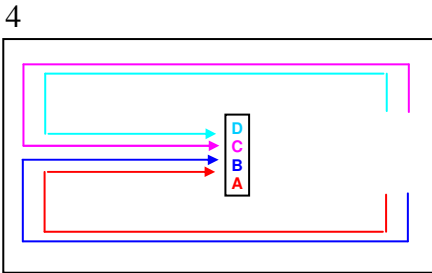
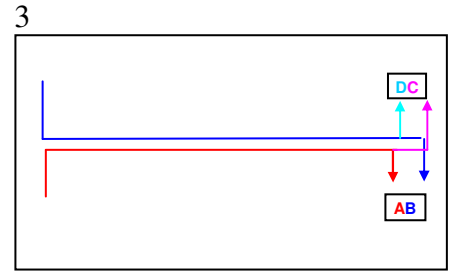
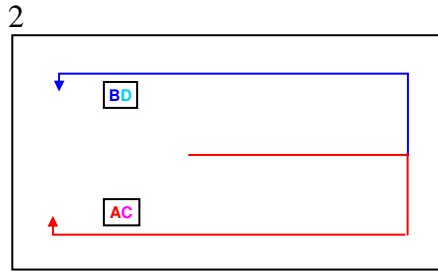
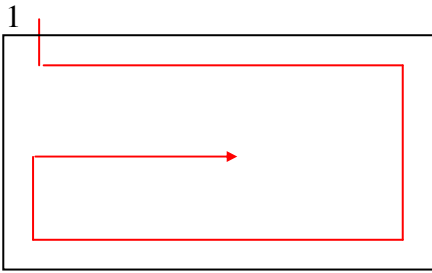




The Boys' Brigade West Anglia Battalion Junior Figure Marching Competition 2015

Saturday 28TH November, 2.30 pm, Priory Methodist Church, Bedford



Note: Where teams have a number of boys that is not divisible by two, "spare" boys should always adopt the most central position possible. For example, in section 4, when forming into fours, one "spare" boy should march down the centre of the hall, two "spare" boys should march in files 2 & 3.

- 1 Enter through the doors in single file, immediately turning left and marching around the outside of the hall. When you get to the 4th side turn to march down the centre of the hall. Pay particular attention to correct turning technique in accordance with the Figure Marching Handbook: "As each boy reaches the 'turning point', the hands must be brought sharply to the sides and while marking time for two beats he turns the inside foot on the first beat, then the outer foot on the second, stepping off with a full pace on the third, commencing at once to swing the arms."
- 2 At the far end of the hall, the leading boy turns right, the second boy left, the third right and so on. The two teams march around the sides of the hall.
- 3 The two teams meet at the end of the hall and turn to march down the centre of the hall in pairs. At the end of the hall the first pair turn right, the second pair turn left, the third pair turn right and so on.
- 4 In pairs, the two teams march around the sides of the hall, until they meet at the end when they turn to march down the centre of the hall in fours.
- 5 At the end of the hall, the four boys split, and march around the sides of the hall in pairs (the same pairs as in move 3)
- 6 The pairs meet at the end of the hall and merge and turn to march down the centre of the hall. At the end of the hall each pair splits and marches to the corner (in the same teams as move2)
- 7 The two teams march up the sides of the hall to the corners. At the corners they turn and march diagonally across the hall, crossing in turn in the centre of the hall.
- 8 At the opposite corner the teams turn outwards to march round the sides of the hall. The teams meet at the end of the hall and merge and turn to march down the centre of the hall.
- 9 The team veers to the left to describe a large circle in a clockwise direction at the far end of the hall. The circle gradually reduces in diameter.
- 10 When the leader has completed 3 full circles he makes a left turn and begins to circle anti-clockwise.
- 11 When the leader has completed 3 full circles he makes a straight line for the corner and the team marches up the side of the hall and across the end to the centre.
- 12 On reaching the centre the leader turns left and immediately comes to a halt. The rest of the team march past him on his right hand side.
- 13 The team form a snake down the centre of the hall. The second boy stops 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 length of the hall.* When the last boy stops he will raise his hand for 5 seconds.
- 14 When the last boy lowers his hand, 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 end the team will turn left.
- 15 The team proceed up the side of the hall. At a suitable point the leading boys will mark time so that the team is in centred on the side of the hall. On the command "Halt" from the Company Officer the team will halt. On the command "Turning to the left, left turn", the boys will turn left, and stand to attention.
The judge will undertake the inspection of the squad before asking the Company Officer to continue.
- 16 On the command "Turning to the right, right turn", the boys will turn right. On the command "Quick march" the boys march to the end of the hall and turn right to exit through the doors.

Scoring.

The figure marching routine consists of 16 moves. For each move 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 bit ragged;
- 5 points - move perfect.

A team inspection will take place after move 15. Boys should be wearing Junior Section 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 with badges correctly laid out (Note: The Company Officer must inform the judge before the routine if any boy on the team is not entitled to wear an armband, i.e. they have not yet received any BB awards).

An inspection mark out of 20 will be awarded to the team.

Andrew Burchell