



World Water Safety

INTERNATIONAL LIFE SAVING FEDERATION



**2024 LIFESAVING
WORLD CHAMPIONSHIPS**



LIFESAVING WORLD CHAMPIONSHIPS

GOLD COAST - QUEENSLAND 2024

MARCH PAST RULES



ILS MARCH PAST RULES 2024 EDITION

Rules, Standards and Procedures for
Lifesaving World Championships and ILS-sanctioned March Past Competitions

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Acknowledgments

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1.1 GENERAL CONDITIONS

- (a) To be eligible to participate in the Life Saving World Championships 2024 Demonstration Event Open or Youth March Past Events members must generally meet the participation requirements detailed in Part B, Section 13.7 of the Lifesaving World Championships Gold Coast, Queensland 2024 Handbook.
- (b) Both the Youth and Open March Events are mixed gender events and can be any combination of male and/or female competitors.

The age groups are as follows:

Open March Past	
Eligible	Competitors who turn 16 years of age on or before December 31, 2024. There is no maximum age.
Not Eligible	Competitors who are younger than 15 or turn 15 in 2024.

Youth March Past	
Eligible	Competitors who turn 15, 16, 17 or 18 years of age on or before December 31, 2024.
Not Eligible	Competitors who turn 14 or 19 in 2024.

- (c) Inclusive (i.e., competitor with a disability) teams with less or more than the standard 12 competitors may march in either the youth or open March Past events but will not be judged unless they have the correct number of competitors in the team and are competing with the standard (i.e., club/team flag), reel, line, and belt.
- (d) The Referee or relevant lead official, at their discretion, may or may not allow teams access to the competition arena prior to the event.

1.1.1 Procedure

- (a) The number to comprise the March Past Team shall be 12.
- (b) Each team in March Past events shall be equipped with a standard size approved Life Saving Reel, Line and Belt, a Standard (club/team flag) and pole. To assist the carrying of the reel it is permitted to use a reel equipped with less than the full minimum 250m length surf line. Where such equipment is used the reel must be branded in minimum 25mm letters "*Demonstration Use Only*".
- (c) Dress shall be of consistent style and colour. Competitors may either wear costumes or casual wear uniforms (including club competition cap) provided that such dress will enable teams to demonstrate to judges the marching and technical skills prescribed for the event. The wearing of protective sun creams shall also be permitted. A "panama style" hat may be worn over the top of a fastened club cap or alternatively a peaked cap underneath or over a fastened club cap. Sunglasses or optical glasses may be worn (Refer Section 2 for further details).
- (d) A band, or recorded music must be used to provide time and step, the music shall commence prior to the Marshall giving the order "mark time". On the command of "forward" from the Marshall, each team shall step off at its own discretion.
- (e) The music provided for all March Past competition should be the standard recording supplied by ILS, or by the engaging of a brass band or a pipe band which will provide an accentuated beat with long time duration at the correct marching rate and the left foot of the competitors shall be required to contact the sand on the accentuated beat.
- (f) In the event of windy conditions, the Referee should arrange the position of the band or the PA system so that all teams can hear the music at all times.
- (g) The rate of marching shall be not less than 100 and not more than 105 paces to the minute.
- (h) The nominal length of pace shall be 47cm and correct length of pace shall be based on a calculation of 10 paces equal to 4.7m, plus or minus one pace.

1.1.2 Formation

- (a) The team shall form up as detailed in the diagram.
- (b) The Standard Bearer shall be positioned 2.9m in front of a line drawn between the throats of the two front handles and in line with the centre of the reel. The Belt Person, wearing the belt, shall be positioned 1.45m behind and covering the Standard Bearer. The Standard pole shall be carried by the right hand, thumb uppermost, with the butt of the Standard pole resting at about the level of the hip, supported if desired, by a holder (frog) and shoulder strap.

Note: In windy conditions, the Referee may instruct all Standard Bearers they can use either two hands to steady the Standard pole and/or partially furl the Standard so that it is less exposed to the wind.
- (c) The line shall be tied to the front upper spreader bar of the reel by a knot which will permit a quick release. Such a knot is made by forming a loop and tying a clove hitch with this loop.

Note: For specifications of the Reel, Line and Belt and Knots, refer to Appendix A.

- (d) The Reel Squad shall consist of six people. One person shall be positioned on the outside of each handle to act as Reel Carriers and one person shall be at each side of the reel, in line with the centre or axis of the drum and to the side of the carriers in a manner as set out in the diagram.
- (e) The Carrying Party shall carry the reel by the throat of the handles of the reel and the hand, carrying the reel, shall be held at all times in the centre of the leg. The reel shall be carried on a level plane at all times. This could necessitate the Reel Carriers adjusting the height of the hand by bending the arm at the elbow.
- (f) The remaining members shall form up in a rank of four, 95cm behind the reel and 1m between the files. The inside files shall cover off the persons holding the rear handles of the reel and the outside files shall cover off the persons at the sides of the reels. Covering shall be from front to rear and dressing shall be from the inner flank.

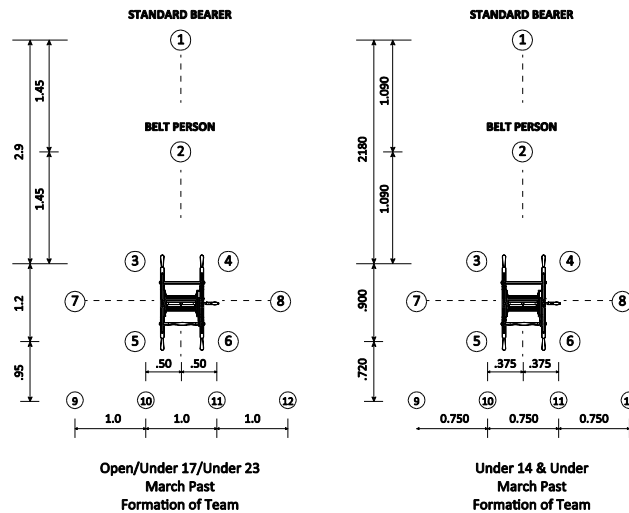


FIGURE 1: FORMATION OF MARCH PAST TEAM

1.1.3 Team Commands

- (a) "Lift reel" – The Reel Carriers shall go down together to a squatting position by bending their knees, keeping the body erect and grasp the handles of the reel (the disengaged hand shall remain closed and not used for balance). They shall then rise together, lifting the reel on a level plane and in a reasonably firm manner. At the same time the Standard Bearer shall place the butt of the pole at hip level (in the frog) and support the pole with their right hand.
- (b) "Down reel" – The Reel Carriers shall carry out the foregoing procedure in reverse, lowering the reel to the sand. At the same time, the Standard Bearer shall place the butt of the pole at the side of their right foot in line with the toes, keeping it upright and close to their side, holding the pole with their right hand, forearm parallel to the ground, elbow close to their side.
- (c) "Stand at ease"
 - (i) The Standard Bearer, the Belt Person, and the files on the left of the reel shall carry their left feet about 15cm to 22.5cm to the left: the files on the right shall carry their right feet about 15cm to 22.5cm to the right, so that in each case the weight of the body rests equally on both feet.
 - (ii) The Standard Bearer shall incline the Standard pole to the front with the right arm at the full extent, the left arm in the position of attention, the body remaining steady and the eyes looking straight to the front.
- (d) "Attention" – The Standard Bearer, the Belt Person and the files on the left of the reel bring their left feet to the right, and the files on the right of the reel bring their right feet to the left. The Standard Bearer shall bring the pole to the upright as set out in "down reel".

1.2 DRILL PROCEDURES

1.2.1 Marching

- (a) Each of the marching disciplines should be uniform within the team, and judging shall be based primarily on the uniformity of the team action, as well as the general disciplines outlined below:
 - (i) "Body carriage" – The body should be upright, not leaning forward or backward with the head held slightly high but generally with the eyes looking straight ahead. The whole body should be relaxed with no apparent stiffness.
 - (ii) "Arm action" – The arms should swing naturally from the shoulders with no excessive movement of the top part of the body. Each arm as it swings forward should be straight or slightly bent but on no account should there be any "hooking" of the elbow or a rigid downward stiffness of the wrist. If the arm swing is correct, it should be uniform within the team and should swing clearly forward and clearly behind the body, but in no way restricted.

Note: Hands should be closed, not tightly but naturally, with the thumb pointing forward along the top of the first finger.

- (iii) "Leg action" – The movement of the leg must spring from the hip and be free and natural. The legs should be swung forward freely and naturally from the hip joints, each leg, as it swings forward, being bent sufficiently at the knee to enable the foot to clear the sand. The toes shall be slightly pointed and the foot should hit the sand with the ball of the foot. The toe of the moving foot shall clear the sand and should be uniform throughout the team. The foot should be carried straight to the front and, without being drawn back, placed firmly upon the sand with the knee straight without jerking the body.

1.2.2 Quick Marching

- (a) The rate of marching shall be 100 to 105 paces to the minute and the nominal length of pace shall be 47cm.
- (b) On the command "quick march" each person shall step off with their left foot, keeping their head and body in the position of "attention". The foot shall be carried straight to the front with the toes pointed slightly downward so that the weight is taken on the ball of the foot.

1.2.3 Marking Time

- (a) On the command "mark time" the foot advancing at the time of command shall complete its pace, after which the time shall be continued without advancing, by raising each foot alternatively, keeping the toes pointed slightly towards the ground, the knees raised to the front, arms steady at the sides, the body steady.

1.2.4 Halting

- (a) On the command "halt" the pace shall be completed with the moving foot, and the other foot brought up in line with it.

1.2.5 Standing at Ease

- (a) On the command "stand at ease" each person shall carry the appropriate foot 15cm to 22.5cm to the left or right, so that the weight of their body rests equally on both feet. The shoulders should be level and square to the front and drawn moderately back. The body and neck should be erect, head balanced evenly on the neck, eyes looking straight to the front and at their own height, as in the position of "attention".
- (b) At the same time, they shall carry their hands behind their backs and place the right hand in the palm of the left, thumbs crossed and fingers together, the fingers of the left hand lightly clasping the right hand. The arms shall be extended in a relaxed position so as to allow them to hang easily at full length.

1.2.6 Standing at Attention

- (a) Each person shall have their heels together and in line, with their feet turned outwards so that the angle between them is approximately 45 degrees – knees straight – body erect and carried evenly over the thighs – shoulders level and square to the front and drawn moderately back with the – arms hanging from the shoulders as straight as the natural bend of the arm will allow, but with the hands level with the centre of the thighs – wrists straight – palms of the hand turned toward the thigh, hands closed, but not clenched, back of the fingers lightly touching the thigh, thumb to the front and close to the forefinger – neck erect, and head balanced evenly on the neck – eyes looking their own height and straight to the front.

1.2.7 Wheeling

- (a) The course of a correct wheel is defined by three imaginary lines, namely:
 - (i) A "start" line, drawn through the wheeling point (marked with a pole or flag) at right angles to the direction of march prior to the wheel (i.e. at right angles to the line joining the point and the preceding wheeling point).
 - (ii) A "finish" line, drawn through the wheeling point at right angles to both the "start wheel" line and the direction of march after the wheel (i.e. at right angles to the line joining the point and the next wheeling point).
 - (iii) A "wheel" line, being a line traced between the "start" and "finish" lines at a radius of 1.2m from the wheeling point.
- (b) For a correct wheel, each unit of the team (i.e. Standard Bearer, Belt Person, persons on the axis of the reel drum and Rear Rank), must march up to the "start" line before commencing to wheel.

Note: Persons on the front handles must march over the "start" line before commencing to wheel in view of their somewhat "fixed" position caused by their grip on the reel.
- (c) On reaching the wheeling point the Standard Bearer and Belt Person in succession shall move round a quarter of the circumference of a circle having a radius of 2.7m in nine equal paces of approximately 47cm. When the quarter circle is completed they shall move on in the new direction. When the centre (or axis) of the reel reaches the wheeling point, the pivot person (the person on the left of the drum of the reel) shall move round a quarter of the circumference of the circle having a radius of 1.2m in nine equal paces of approximately 21cm. The person on the right of the drum of the reel shall move round a quarter of the circumference of the circle having a radius of 4.2m in nine equal paces of approximately 73cm. When the quarter circle is completed, the persons on the reel shall move on in the new direction.
- (d) When the Rear Rank reaches the wheeling point, the left hand person shall follow the pivot person, and the right hand person shall follow the person on the right of the drum of the reel. The remaining persons shall maintain their dressing and spacing and when the quarter circle is completed they shall follow on in the new direction.

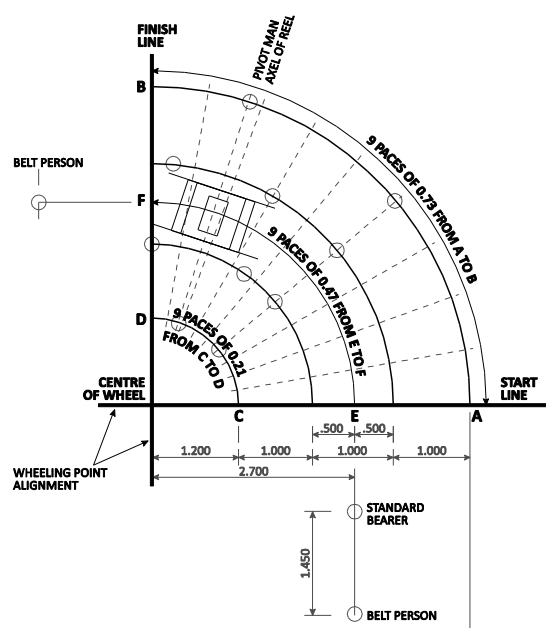


FIGURE 2: WHEELING DIAGRAM OPEN AND YOUTH

1.3.1 Marshalling of Teams

- (a) A recommended method of marshalling March Past Teams is as follows:
 - (i) The Marshall shall call Standard Bearers, or their appointees, to report with their Standards to the Marshalling Area well before the commencement of the event.
 - (ii) Standard Bearers shall be spaced according to their positions as drawn, approximately 12 paces (6 metres) apart. Those failing to report within 5 minutes of the call shall be placed at the rear of the assembly.
 - (iii) Teams shall then be called to fall in behind their Standard Bearers. Teams shall be inspected by an official appointed for the purpose to ensure that they are suitably attired and equipped to enter the competition area.
- (b) Failure to assemble and/or comply with the directions of the Marshall may result in relegation to the rear of the parade or disqualification from the event.

1.3.2 Colour Party

- (a) When a colour party of ILS, Federation, State, District, Regional and Sponsor flags etc. is used to lead the March Past competition, the Flag Bearers shall assemble and march in front of the leading team so as not to hinder that team.

1.3.3 Incomplete Teams

- (a) Clubs who have insufficient members to march may be represented by a member in a March Past costume or uniform and cap and carrying the club Standard, or by an incomplete team (with or without the reel, line and belt). Such member or members shall march at the rear of the competing teams. These members shall be ineligible for the competition but may participate to represent their clubs.

1.3.4 Course

- (a) The course shall be as identified in the diagram. The fourth wheeling point shall also form the commencement of the competition enclosure. Nobody, other than authorised persons and competing teams, shall be permitted inside this enclosure during the conduct of the event. Further, no outside physical, material or verbal instructions or assistance shall be permitted to any team once it has entered the competition enclosure. Any such assistance will be regarded as competing unfairly (as detailed in Section 2) and may result in disqualification of the team.

Note: Where it is inappropriate for the fourth wheeling point to be used as the commencement point of the competition enclosure, a clearly identifiable marker shall be placed in line with the third and fourth wheeling points and this marker shall represent the commencement of the competition enclosure and all competing teams are to be advised accordingly.

- (b) Teams, on entering the enclosure, shall march along the water's edge and round the enclosure in an anti-clockwise direction. The course may be changed to clockwise (right hand wheels) direction due to problems in beach layout (prior warning of such, should be made to club March Past coaches as early as possible). At the direction of the Sectional Referee, teams may be required to march an additional circuit of the enclosure.
- (c) Ideally, the distance between the teams on the march should be 8 to 12 paces (initially this distance should be achieved under the direction of the Marshall as the teams enter the arena) from the Rear Rank of one team to the Standard Bearer of the following team.

Note: The course, subject to prevailing conditions, should be laid out with a minimum length of 60m and a minimum depth of 20m.

1.3.5 Wheeling Points

- (a) The Sectional Referee shall ensure that all wheeling points are clearly marked by a distinguishing pole and flag placed in such a position as to allow a wheeling clearance of 6 metres or more, and that such points are at right angles to adjacent points, thereby forming a perfect rectangle within the enclosure.

Note: Section judging shall cease immediately before the 4th wheel but should the Sectional Referee note any incorrect behaviour during the balance of procedure (Halting 10.3.6) they shall be entitled to impose penalties as provided for under "Discipline Deductions" 10.4.1 (g) and shall inform the Referee Steward forthwith.

1.3.6 Halting

- (a) After completing a circuit of the enclosure each team shall wheel up the beach and march to a specified team marker with the No 1 team going to a position furthestmost to the point of entry to the arena and so on. Where 20 or more teams are competing, teams 21 to 40 should halt behind teams 1 to 20, etc. The commands "halt", "down reel" will be given by each team captain. The team captains shall then give the command "stand at ease".

1.3.7 Parading

- (a) The parade will then be called to "attention" by the Sectional Referee or Announcer, who will give the following commands – "lift reel", March Past Teams will advance eight paces (or at the discretion of the Referee) – "quick march", and all teams shall march up the beach in line and halt. The command, "down reel", "stand at ease" shall be given by the Sectional Referee or Announcer.

1.3.8 Exit

- (a) The teams shall then be given the commands, "attention", "lift reel" and marched out of the arena under the direction of the Sectional Referee or Announcer.

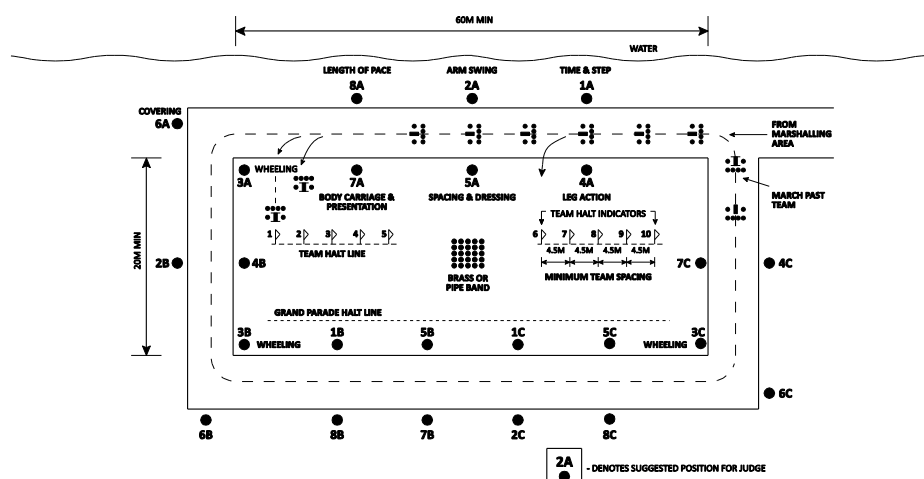


FIGURE 3: MARCH PAST ARENA LAYOUT

1.4 JUDGING AND FAULT ALLOCATIONS

1.4.1 Judges

- (a) Judging is sectionalised and provision should be made for the appointment of the necessary Judges as detailed in each of the following sections:

Section	No of Judges	Judges' Designation
Section 1 – Time and Step	3	1A, 1B, 1C
Section 2 – Arm Swing	3	2A, 2B, 2C
Section 3 – Wheeling	3	3A, 3B, 3C
Section 4 – Leg Action	3	4A, 4B, 4C
Section 5 – Spacing and Dressing	3	5A, 5B, 5C
Section 6 – Covering	3	6A, 6B, 6C
Section 7 – Body Carriage/Presentation	3	7A, 7B, 7C
Section 8 – Length of Pace	3	8A, 8B, 8C
Total	24	

- (b) In the event of a shortage of judges, the following shall apply:
- Sections 1, 2 and 3 shall be judged, thereby requiring a minimum of nine judges. With this method judges shall be allocated to other sections provided that Section 1, 2 and 3 are judged.
 - Alternatively, a Sectional Referee may utilise only one judge on each section thereby requiring a total of only eight judges. In this situation, the "middle mark" system would be inoperable and each judge's deductions are utilised to determine a result. Under this method judges may also be allocated to more than

one section at the discretion of the Referee thereby further reducing the number of individual judges required.

- (c) Judges shall be allocated to their section or sections prior to the competition as determined by the Referee. Judging positions indicated in the diagram must apply at the Australian Surf Life Saving Championships and other competitions when a full complement of judges is available.
- (d) At the Australian Surf Life Saving Championships, the maximum number of judges shall be appointed.
- (e) Cards for the recording of faults shall be issued to judges. The card, either on its face or reverse, shall provide the faults applicable to each section.
- (f) Judges must indicate a mark – either a zero or number – in the points allotted column immediately after each team has passed the judging point. Where the judging card provides a facility the judge should endeavour to indicate the respective fault by placing a tick in the area provided for each team.
- (g) March Past judges in any position shall have the power to impose a penalty of one fault per person (maximum twelve per team) for any incorrect behaviour during the competition.

Deductions for this purpose shall be included in the total number of faults recorded by that judge for that team and the letter "D" and the number of "D" deductions shall be recorded on the judge's card next to the section where they occurred.
- (h) Judges shall indicate incomplete or non-competitive teams by means of a cross (X).
- (i) Team names shall be entered in positional sequence on the Master Card by the Referee Steward just prior to, or as the teams enter the arena or after the march up the beach.
- (j) If a judge's card shows a deduction of more than the maximum fault for a Section, the judge's card is to be withdrawn. Further, in Section 8, if other than zero or the maximum deduction is shown, the judge's card is also to be withdrawn.
- (k) Results are determined by recording each judge's points allotted in the left hand column for each team on the Master Card and then applying the following procedure:
 - (i) For all sections the highest and lowest allotments shall be disregarded and the remaining allotment shall be entered in the right hand column for each team on the Master Card.
 - (ii) Points allotments in the right hand column are then added and the results are determined with the winner having the lowest total.
- (l) It is necessary for at least two (2) judges to properly complete their cards with no irregularities (10.4.1 (b) excepted) otherwise that Section will be disregarded on the Master Card. The remaining two judge's cards are then averaged to achieve a result for that Section.

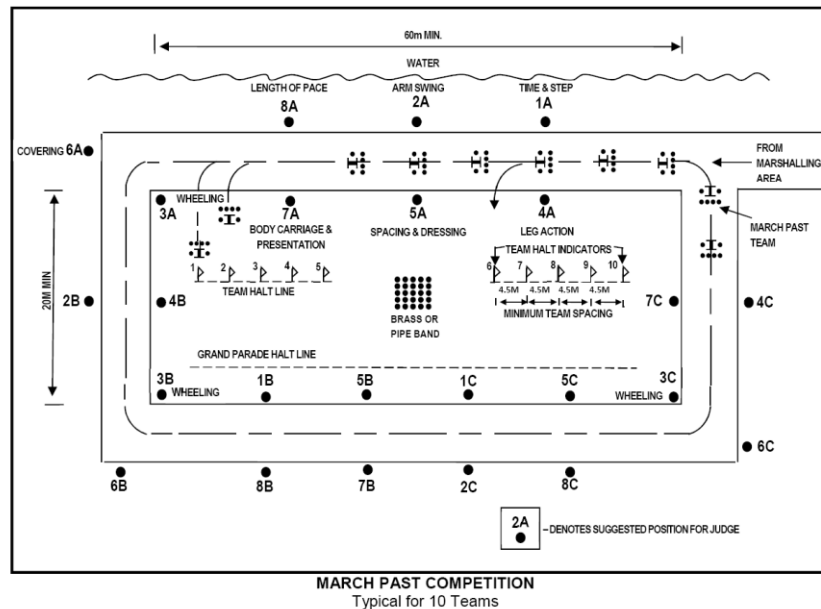
Note: No points are to be shown on the Master Card of withdrawn cards, or disregarded Sections. These are to be indicated by a cross (X) being placed in the relevant position for every team in the left hand column. Where a Section is disregarded, a zero (0) is recorded in the right hand column of the Master Card.
- (m) In the case of equal points being recorded by any teams, the lowest allotments in the right hand column in each section of the Master Card progressively in the following Section order shall decide the result:
 - Section 3 – Wheeling
 - Section 1 – Time and step
 - Section 2 – Arm swing
 - Section 4 – Leg action
 - Section 5 – Spacing
 - Section 6 – Covering
 - Section 7 – Body carriage and presentation
 - Section 8 – Length of pace
- (n) Should sub-clause (m) not provide an outright result, the lowest cumulative deduction of all judges' allotments in the left hand column of the Master Card for each Section progressively in the following order shall decide the result:
 - Section 3 – Wheeling
 - Section 1 – Time and step
 - Section 2 – Arm swing
 - Section 4 – Leg action
 - Section 5 – Spacing
 - Section 6 – Covering
 - Section 7 – Body carriage and presentation
 - Section 8 – Length of pace
 - shall be used until a result is decided.
- (o) If placings cannot be further split by the method of calculation in sub-clauses (m) and (n), then a dead heat shall be declared as provided for under Section 2 Dead Heats.
- (p) The placings decided by count back methods will be represented by the addition of 0.01 cumulatively for each team to their total score recorded prior to determination of placings by the count back methods e.g. if three teams score zero and a result can be determined by a count back, the first team's score will be recorded on the result sheet as 0.00, the second team as 0.01, the third team as 0.02 etc.

SURF LIFE SAVING AUSTRALIA
MARCH PAST JUDGE'S CARD



CARNIVAL:	DATE:
JUDGE'S NAME:	SIGNATURE:

SECTION:	Fault Schedule: Use only numbers in maximum deduction columns. Where possible Judges of Sections 3, 5, 6 and 7 should indicate the fault by using a ✓ for each fault in the appropriate column.
	March Past Judges in any position shall have the power to impose a penalty of one fault per person (maximum twelve per team) for any incorrect behaviour during the competition. Deductions for this purpose shall be included in the total number of faults recorded by that Judge for that team and the letter "D" and the number of "D" deductions shall be recorded on the Judge's card next to the section where they occurred.



SECTION	FAULTS	TEAM No	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	Time and Step	Each person out of time with music (Maximum deduction 12 points)	1 fault																			
2	Arm Swing	Incorrect arm swing per person (Maximum deduction 12 points)	1 fault																			
3	Wheeling	Standard Bearer not wheeling at 27 metres radius (U14 and under - 2.025 metres)	1 fault																			
		Belt Person not commencing wheel on start line	1 fault																			
		Pivots not on reel drum on start line of wheel (per file)	1 fault																			
		Rear Rank not starting wheel on start line (per file)	1 fault																			
		Pivots not on drum through wheel (per file)	1 fault																			
		Rear Rank not keeping dressing through wheel (per file)	1 fault																			
		(Maximum overall deduction 6 points)																				
4	Leg Action	Incorrect leg action per person (Maximum deduction 12 points)	1 fault																			
5	Spacing and Dressing	Standard Bearer incorrect distance from reel	1 fault																			
		Belt Person incorrect distance from reel / line not tight	1 fault																			
		Team units on front handles out of line (per file)	1 fault																			
		Team units off axis (per file)	1 fault																			
		Team units on rear handles out of line (per file)	1 fault																			
		Rear Rank out of line (per file)	1 fault																			
		(Maximum overall deduction 6 points)																				
6	Covering	Rear Rank unit not directly behind drum unit and / or drum unit incorrect distance from reel	1 fault																			
		Team unit in Rear Rank not directly behind rear handle unit and / or rear handle unit not directly behind drum unit	1 fault																			
		Standard Bearer or Belt Person off alignment in relation to centre of reel	1 fault																			
		Belt Person not directly behind Standard Bearer	1 fault																			
		Team unit in Rear Rank not directly behind rear handle unit and / or rear handle unit not directly behind front handle unit	1 fault																			
		Rear Rank unit not directly behind drum unit and / or drum unit incorrect distance from reel	1 fault																			
		(Maximum overall deduction 6 points)																				
7	Body Carriage Presentation	Incorrect body carriage per person (Maximum deduction 12 points)	1 fault																			
		Team not presenting themselves in uniform dress or of uniform appearance (Maximum deduction 1 point per team)	1 fault																			
8	Length of Pace	Standard bearer marching less than 9 or more than 11 paces over 4.7metres (U14 and under 3.6m) (Deduction must only be 0 or 4)	4 faults																			

Form 40 - 12/11

FIGURE 5: MARCH PAST JUDGE'S CARD BACK

FIGURE 6: MARCH PAST MASTER CARD FRONT

SURF LIFE SAVING AUSTRALIA

MARCH PAST MASTER CARD

CARNIVAL
DATE
AGE CATEGORY
STEWARD
REFEREE

Instructions

- March Past Judges in any position shall have the power to impose a penalty of one fault per person (maximum twelve per team) for any incorrect behaviour during the competition.
Deviations for this purpose shall be indicated in the total number of faults recorded by that Judge for that team and the letter 'D' will be entered in the relevant column of the Master Card.
- Judges shall indicate incomplete or non-competitive teams by means of a cross (X).
- Team names shall be entered in positional sequence on the Master Card by the Referee/Steward just prior to, or as the teams enter the arena or after the march up the beach.
- If a Judge's card shows a deduction of more than the maximum fault for a Section, the Judge's card is to be withdrawn. Further, in Section 8, other than zero or the maximum deduction is shown, the Judge's card is also to be withdrawn.
- In Sections 1 through 7, judges may award points according to the following criteria:
(a) For all sections the highest and lowest allotments shall be disregarded and the remaining allotment shall be entered in the right hand column for each team on the Master Card.
(b) Points allotments in the right hand column are then added and the results are determined with the winner having the lowest total.
(c) It is necessary for at least two (2) Judges to properly complete their cards with no irregularities (less than 3 Judges excepted). If only one Judge's card is completed, it shall be disregarded on the Master Card. The remaining two Judge's cards are then averaged to achieve a result for that section.
Note: No points are to be shown on the Master Card of withdrawn cards, or disorganised sections. These are to be indicated by a cross (X) being placed in the relevant position for every team in the left hand column. Where a section is disorganised, a zero (0) is recorded in the right hand column of the master card.
In the case of equal points being recorded by any teams, the lowest allotments in the right hand column in each section of the Master Card shall be discarded and the next lowest used to determine the result.
- Sections 1 – Wheeling; Section 2 – Time and step; Section 3 – Arm saving; Section 4 – Leg action; Section 5 – Spacing; Section 6 – Covering; Section 7 – Body carriage and presentation; Section 8 – Length of pace.
Should sub-clause (m) not provide an outright result, the lowest cumulative deduction of all Judges' allotments in the left hand column of the Master Card for each section progressively in the following order shall decide the result.
Section 1 – Wheeling; Section 1 – Time and step; Section 2 – Arm saving; Section 2 – Leg action; Section 5 – Spacing; Section 6 – Covering; Section 7 – Body carriage and presentation; Section 8 – Length of pace
If placings cannot be further split by the method of calculation in clauses 7 and 8, then a dead heat shall be declared as provided for under Section 2 Dead Heats.
- The placings decided by count back methods will be represented by the addition of 0.01 cumulatively for each team to their total score recorded prior to determination of placings by the count back methods e.g. if three teams score zero and a result

SECTION	JUDGE'S NAME
1A	
1B	
1C	
2A	
2B	
2C	
3A	
3B	
3C	
4A	
4B	
4C	
5A	
5B	
5C	
6A	
6B	
6C	
7A	
7B	
7C	
8A	
8B	
8C	

SECTION	TEAM NUMBER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
	TEAM NAME															
1	TIME & STEP Maximum overall deduction 12 points															
2	ARM SWING Maximum overall deduction 12 points															
3	WHEELING Maximum overall deduction 6 points															
4	LEG ACTION Maximum overall deduction 12 points															
5	SPACING & DRESSING Maximum overall deduction 6 points															
6	COVERING Maximum overall deduction 6 points															
7	BODY CARRIAGE & PRESENTATION Maximum overall deduction 13 points															
8	LENGTH OF PACE Deduction must only be 0 or 4 points															
	TOTAL															
	PLACING															

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** Maximum deduction points as above apply only if there are no Discipline ("D") points to be added

FIGURE 7: MARCH PAST MASTER CARD BACK

1.5 SECTION PROCEDURES AND JUDGING

1.5.1 Time and Step

- (a) Using the Standard Bearer as a guide, all members of the team shall be required to be in step and take the same length of pace. The left foot should make contact with the sand on the accentuated beat of the music.
- (b) The rate of march shall obviously be determined by the music and such music should be timed and rectified if necessary prior to the event.

Judging (maximum deduction 12 points)

- (a) Three judges shall be appointed and designated A, B and C and shall assume the judging positions as detailed in the diagram.
- (b) Each Judge shall allot faults on the following basis:
 - (i) Each person out of time with music **1 fault**

1.5.2 Arm Swing

- (a) Arm swing shall be as detailed in drill procedures in 10.2.1 (a) (ii) and all team members should be uniform in their action.

Judging (maximum deduction 12 points)

- (a) Three judges shall be appointed and designated A, B and C and shall assume the judging positions as detailed in the diagram.
- (b) Each Judge shall allot faults on the following basis:
 - (i) Incorrect arm swing per person **1 fault**

1.5.3 Wheeling

- (a) The procedure of a correct wheel is as described and drawn in drill procedures (see diagram).

Judging (maximum deduction 6 points)

- (a) Three judges shall be appointed and designated A, B and C and shall assume the judging positions as detailed in the diagram.
- (b) Each Judge shall allot faults on the following basis:
 - (i) Standard Bearer not wheeling at 2.7m radius **1 fault**
 - (ii) Belt Person not commencing wheel on start line **1 fault**
 - (iii) Pivots not on reel drum on start line of wheel (per file) **1 fault**
 - (iv) Rear Rank not starting wheel on start line (per file) **1 fault**
 - (v) Pivots not on drum through wheel (per file) **1 fault**
 - (vi) Rear Rank not keeping dressing through wheel (per file) **1 fault**

1.5.4 Leg Action

- (a) Leg action shall be as detailed in drill procedure in 10.2.1 (a) (iii) and all team members should be uniform in their action.

Judging (maximum deduction 12 points)

- (a) Three judges shall be appointed and designated A, B and C and shall assume the judging positions as detailed in the diagram.
- (b) Each Judge shall allot faults on the following basis:
 - (i) Incorrect leg action per person **1 fault**

1.5.5 Spacing and Dressing

- (a) The spacing and dressing of the team on the march shall be as detailed in formation. The reel shall be carried on a level plane and the line between the Belt Person and the reel shall remain taut.

Judging (maximum deduction 6 points)

- (a) Three judges shall be appointed and designated A, B and C and shall assume the judging positions as detailed in the diagram.
- (b) Each Judge shall allot faults on the following basis:
 - (i) Standard Bearer incorrect distance from reel **1 fault**
 - (ii) Belt Person incorrect distance from reel/line not taught **1 fault**
 - (iii) Team units on front handles out of line (per file) **1 fault**
 - (iv) Team units off axle (per file) **1 fault**
 - (v) Team units on rear handles out of line (per file) **1 fault**
 - (vi) Rear Rank out of line (per file) **1 fault**

1.5.6 Covering

- (a) The covering of a team on the march shall be as detailed in 10.1.2, Formation.

Judging (maximum deduction 6 points)

- (a) Three judges shall be appointed and designated A, B and C and shall assume the judging positions as detailed in the diagram.
- (b) Judging of each team shall not commence until that team is 8 – 10 paces from the wheel which it is approaching.
- (c) Each judge shall move from side to side, alternatively left to right, and right to left, viewing each team once only for deductions sequentially as detailed in 10.5.6 (d).
- (d) Each Judge shall record faults on the following basis:
 - (i) Rear Rank unit not directly behind drum unit and/or drum unit incorrect distance from reel **1 fault**
 - (ii) Team unit in Rear Rank not directly behind rear handle unit and/or rear handle unit not directly behind front handle unit **1 fault**
 - (iii) Standard Bearer or Belt Person off alignment in relation to centre of reel **1 fault**
 - (iv) Belt Person not directly behind Standard Bearer **1 fault**
 - (v) Team unit in Rear Rank not directly behind rear handle unit and/or rear handle unit not directly behind front handle unit **1 fault**
 - (vi) Rear Rank unit not directly behind drum unit and/or drum unit incorrect distance from reel **1 fault**

1.5.7 Body Carriage and Presentation

- (a) Body carriage shall be as detailed in drill procedures 10.2.1 (a) (i). Presentation of the standard, reel, caps and dress shall be assessed for overall appearance and uniformity.

Judging (maximum section deduction 13 points)

- (a) Three judges shall be appointed and designated A, B and C and shall assume the judging positions as detailed in the diagram.
- (b) Each Judge shall allot faults on the following basis:
 - (i) Incorrect body carriage per person **1 fault**
(Maximum per team 12 points)
 - (ii) Team not presenting themselves in uniform dress or of untidy appearance **1 fault**
(Maximum deduction per team 1 point)

1.5.8 Length Of Pace

- (a) Length of pace shall be determined by checking the Standard Bearer marching over a measured distance of 4.7m during which time the Standard Bearer should not march less than nine paces or more than eleven paces. Any team forced to march at an incorrect length of pace through the action of the preceding team shall not be penalised.

Judging (maximum deduction 4 points)

- (a) Three judges shall be appointed and designated A, B and C and shall assume the judging positions as detailed in the diagram.
- (b) Each Judge shall allot faults on the following basis:
 - (i) Incorrect length of pace **4 faults**
(Standard Bearer marching less than 9 paces or more than 11 paces over 4.7m or 3.6m for U/14 and under)

APPENDIX A

Surf Reel Specifications

ITEM	DESCRIPTION	NUMBER REQUIRED	MATERIAL
1	Brake Band 558 x 6 x 25	1	Brass
1	Brake Band 558 x 6 x 25	1	Brass
1	Brake Band 558 x 6 x 25	1	Brass
2	Wood Screw No. x 50	12	Brass
3	Bearing Casting	1	Gun Metal
4	Brake Clip and Chock Casting	1	Gun Metal
5	Arch 1422 x 32 x 32	2	Ash
6	Strap Casting	4	Gun Metal
7	Handle 1410 x 44 x 44	2	Qld. Maple or Coachwood
8	Foot Bracket Casting	4	Gun Metal
9	Nut 6 mm	26	Brass
10	Washer 6 mm	24	Brass
11	Bolt 6 mm x 50	20	Brass
12	Nut 5 mm	4	Brass
13	Cap Nut 13 A/F x 14	8	Brass
14	Bearing Casting	1	Gun Metal
15	Flange Casting	1	Gun Metal
16	Drum Flange 380 Dia. x 32	2	Blondwood or Cedar
17	Batten Support 203 Dia. x 25	1	Qld. Maple or Coachwood
18	Batten Support 200 Dia. x 32	2	Qld. Maple or Coachwood
19	Nail (Flat Head) 2 Dia. x 38	33	Copper
20	Brake Drum Casting or 100 x 32 Wooden Block with Brake Lining	1	Gun Metal
21	Special Nut Casting	1	Gun Metal
22	Handle Casting	1	Gun Metal
23	Washer 10 mm Standard	10	Brass
24	Hex. Nut (Special) 19 A/F x 19	1	Brass
25	Handle Grip 44 Dia. x 125	1	Coachwood

26	Lock Nut 10 mm	1	Brass
27	Dog 38 x 48 x 6	2	Brass
28	Spreader 38 Dia. x 546	2	Cedar
29	Tie Rod 10 Dia. x 648	2	Brass
30	Chock Pin Casting	2	Gun Metal
31	Spreader 35 Dia. x 560	1	Stainless Steel or Cedar (top front spreader bar may be either single or split design)
32	Tie Rod 10 Dia. x 635	2	Brass
33	Shaft 19 Dia. x 733	1	Stainless Steel
34	Taper Pin No. 4 Taper x 38	1	Stainless Steel
35	Nut 10 mm	1	Brass
36	Chock Pin Casting	2	Gun Metal
37	Batten 441 x 32 x 13	11	Qld. Maple or Coachwood
38	Tubing 32 O.D. x 28 I.D. x 560	1	Stainless Steel
39	Hook (Small cup hook or V-clip)	1	Brass
40	Wood Screw No. 5 x 13	2	Brass
41	Brake Support 100 Dia. x 32	1	Qld. Maple or Coachwood
42	Plug 28 Dia. x 38	2	Cedar
43	Bolt 6 mm x 64	6	Brass
44	Strap Casting	1	Gun Metal
45	C'sk. Hd. Rivet 6 Dia. x 14	2	Copper
46	Pivot Pin 11 Dia. x 60	1	Brass
47	Handle Axle 10 Dia. x 60	1	Stainless Steel
48	Wood Screw No. 10 x 19	6	Brass
49	Wood Screw No. 10 X 25	8	Brass

SLSA Surf Reel Construction

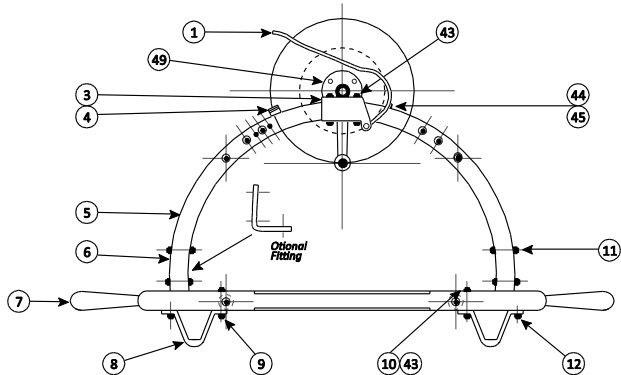


FIGURE 9: SURF REEL DIMENSIONS

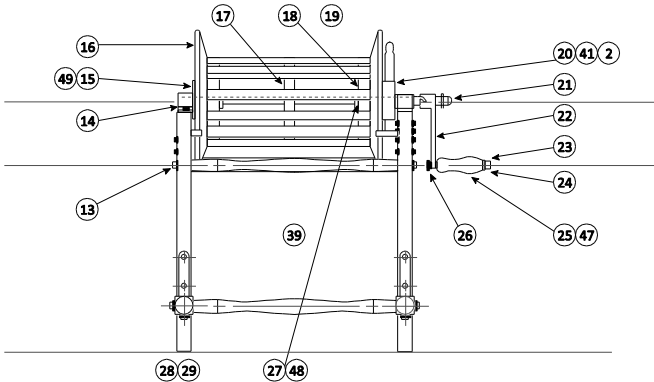


FIGURE 10: SURF REEL DIMENSIONS

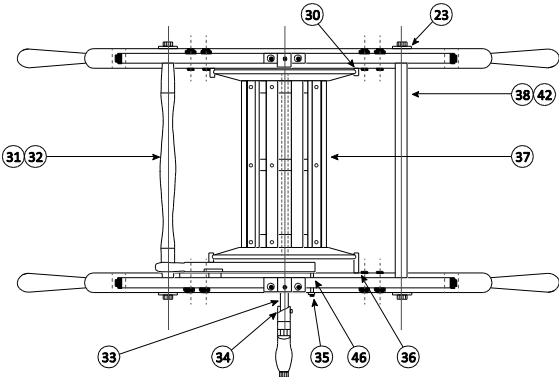


FIGURE 11: SURF REEL DIMENSIONS

Surf Reel Line Specifications

- Laid cotton (may be waxed), braided synthetic, or other construction approved by SLSA
- Minimum length: 250 metres (suggested 420 metres)
- Minimum Diameter: 6.00 mm (cleared of excess wax, etc.)
- Minimum Breaking Strain (at time of manufacture): 273kg

Surf Line Testing Gauge Specifications

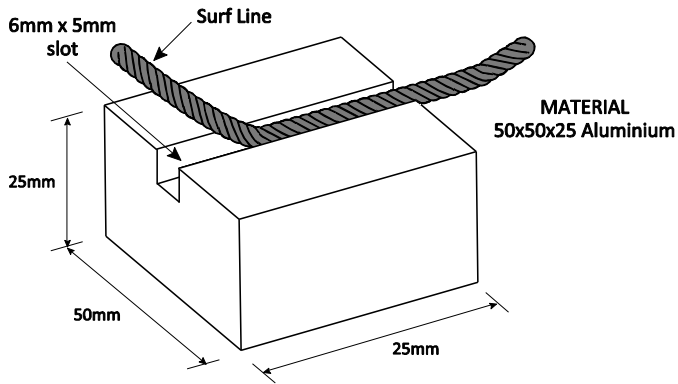
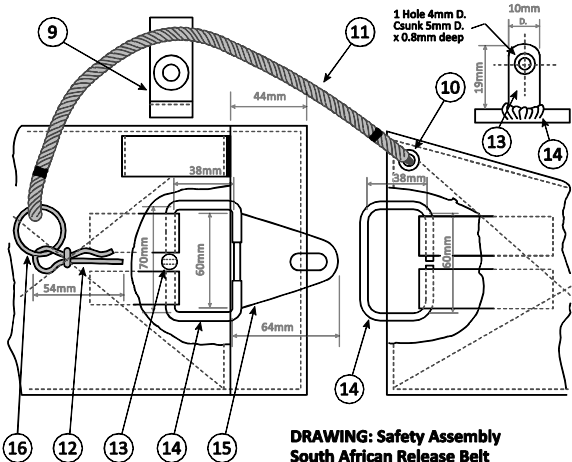


FIGURE 12: SURF LINE TESTING GAUGE

Modified South African Release Belt Specifications

ITEM	DESCRIPTION	NUMBER REQUIRED	MATERIAL
1	Line Dee Casting	2	Stainless Steel or Gun Metal
2	Dee Holder 25 x 250 long	2	Webbing
3	540g Canvas 160 x 610 or synthetic equivalent	2	Trop. Treated Canvas
4	540g Canvas 160 x 308 or synthetic equivalent	2	Trop. Treated Canvas
5	Neckstrap Dee Holder 25 x 300 long	1	Webbing
6	Dee (Internal) 17 x 22	1	Stainless Steel or Gun Metal
7	Buckle (Brace Type Clip)	1	Stainless Steel or Brass
8	Neckstrap 25 x 1422 long	1	Webbing
9	Eyelet 11 mm I.D. x 22 mm O.D.	2	Brass
10	Eyelet 6 mm I.D. x 12 mm O.D.	1	Brass
11	Cord for Pin 254 mm free length	1	Cord after splicing
12	Safety Pin 3.2 mm dia., 32 mm free travel The "Rex Sargeant Pin" also approved	1	Stainless Steel
13	Stud 10 mm dia. x 19 mm	1	Stainless Steel or Brass
14	Hinge Release Supports, 5 mm dia.	2	Stainless Steel
15	Release Hinge 1.2 mm thick	1	Stainless Steel
16	Safety Pin Pull Ring, 25 mm Dia. x3 mm	1	Stainless Steel

Note: The Eyelet and Safety Pin Cord may be located either on the top of the short section of the belt canvas (as shown in the "Drawing: Modified South African Release Belt") or in the centre of the long section of the belt canvas.



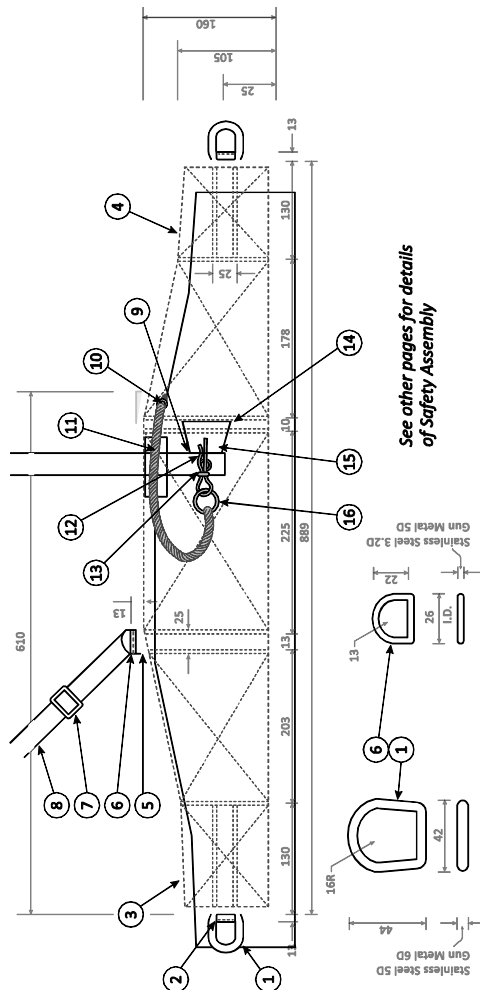


FIGURE 8: MODIFIED SOUTH AFRICAN RELEASE BELT CONSTRUCTION

“Fineprint” Surf Belt

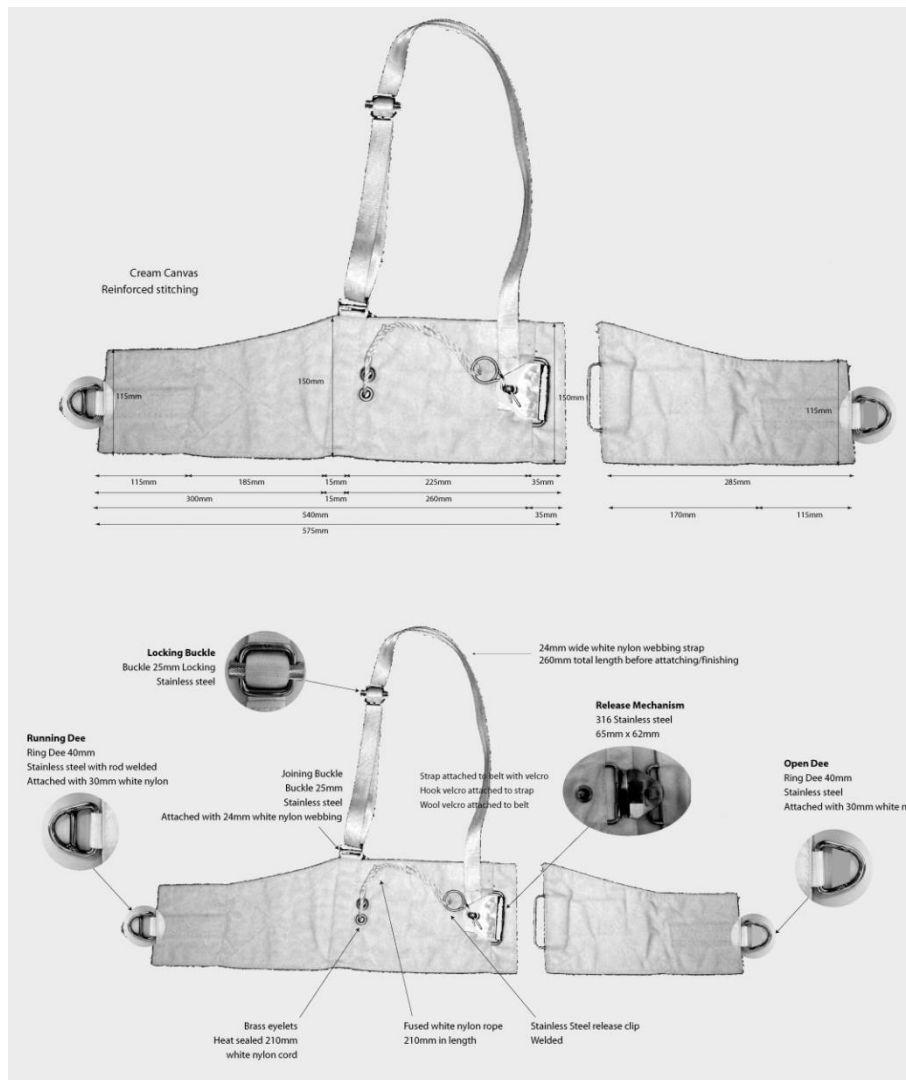


FIGURE 15: “FINEPRINT” SURF BELT

Commonly Used Knots

The Clove Hitch (Fig 1) is used for making a rope fast to a bar or ring. With one or two half-hitches (Fig 2) it is the knot to be used for joining a surf line to a belt, and should also be used for making a rope fast to the eye of an anchor.

The Reef Knot (Fig 3) is not generally suitable for surf work, except First Aid Bandaging.

The Bowline (Fig 4) is used for making a loop that will not slip.

The Fisherman's Knot (Fig 5) this knot is used when joining two surf lines together. Make a simple knot on one rope, with the end of the other rope, and then tie a similar knot on the first rope, with the second rope. Pull the standing parts and the knots will remain fast.

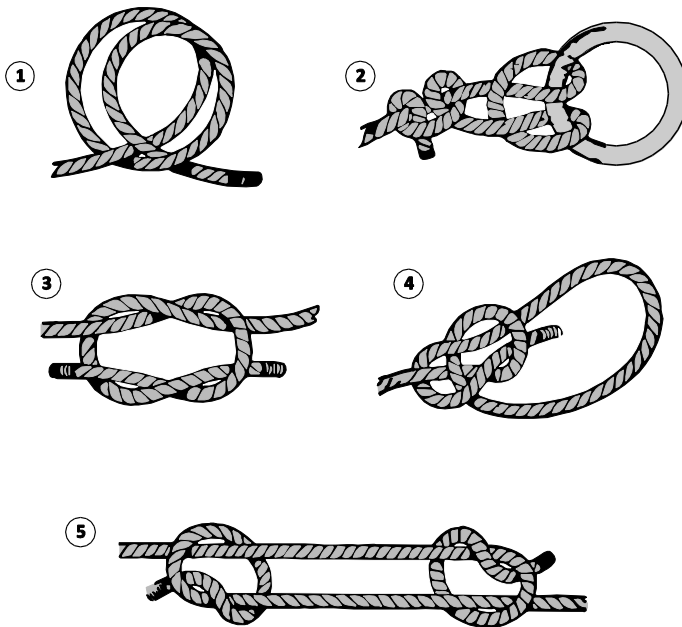


FIGURE 9: COMMONLY USED KNOTS