



Marching Orders - 2023

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1. Entry Parade

- The bands are to be marshaled in the designated area, outside the dispersal bay, by 0830 hrs and will be directed to proceed individually to a point just outside the Harrison oval by the marshals. The **Parade Marshals** will be visible by their yellow vests and will be at the marshalling area from 0800 hrs.
- The clan societies, under the direction of the **Parade Marshals**, will have been formed up behind the bands prior to the band stepping off.
- The order of procession of bands, clans, dancers, follow on attached sheet.
- The bands are to march onto the oval at the direction of the **Parade Marshals** (Tim Seymour & Keith Miles) at **0900 hrs**. The individual drum majors will salute the stage as they pass and will perform a left wheel and march to their allocated position where they will halt facing the stage.
- Clan representatives and others will also march on for the massed bands and the inspection.

2. Massed Bands – Opening Ceremony

- The bands, led by Scone RSL Pipes & Drums, will march onto the oval, as per the above direction and will march past the stage with the official quests.
- Under the direction of the **Parade Marshals** and **Senior Drum Major DM Matthew Abrahams**, and with the assistance of the other drum majors, the massed bands will be formed into one, two or maybe three files, depending upon the numbers in each band and squared off so that drummers are not mixed with pipers and vice versa. All bass drummers are to be in line. This may in fact have the effect of mixing some of the bands.
- Under the direction of the **Senior Drum Major**, the massed bands will move forward in line abreast and after countering twice (2) will come to a halt in front of the stage.
- The clan societies, under the direction of the **Parade Marshals**, will have been formed up behind the bands prior to the step off. The clan reps (max of 2 per clan) will step off when the massed bands have completed the final counter and will then march up through the ranks of the massed bands where they will come to a halt in front of the massed bands. It will be necessary for the bands to keep playing till the clan reps come to the halt facing the stage. The bands will be stopped at the end of the tune or part.
- Upon the massed bands finishing the tunes the, Chief of the Day, **Rt. Hon Simon Abney-Hastings, 15th Earl of Loudoun**, will be introduced by the **MC**.
- National Anthem to be sung by **Heather Kelly**.
- The massed bands will play the standing set.
- The **Chief** and the **President** of the Games Committee will be escorted by the **Senior Drum Major** to inspect the bands and meet the clan representatives.
- Under the direction of the **MC**, the President will have a few words and the chieftain will then officially open the games.
- The massed bands will then retire under the direction of the **Senior Drum Major** and the clans under the direction of a Parade Marshal. For this purpose, the massed band will be divided into three sections with an appointed Drum Major for each section.

Please Note:

It is imperative that all bands play in time and to this end we need to have the bass drummers playing the same time. Bass Drummers will be appointed as the controlling Bass Drummers for this parade. All other drummers are requested to follow the instructions of the appointed personnel.

NB. All Bass Drummers should play beat notes in groups of 3 with a rest between. (As in 3 pace rolls)

3. Massed Bands – Closing Ceremony

The individual bands will march onto the Harrison Oval, at the tap, and will form up in similar positions under the direction of the **Senior Drum Major**, and the **parade marshals**.

Upon the command of the **Senior Drum Major**, the massed band will advance to the selected tunes, counter twice and come to the halt under the direction of the DM.

The selected tunes will be played by the massed band. **The MC** will follow with any announcements including that of the winning bands and then the closing words of our Chieftain, **Rt. Hon. Simon Abney-Hastings, 15th Earl of Loudoun**. The flags will be lowered during the playing of a lone piper, folded and taken to the chieftain.

The massed band will then retire under the direction of the Senior Drum Major in a similar manner to the opening parade.

We seek your help and assistance with these matters. If there are any queries with regards these marching orders, please do not hesitate to contact me.

4. Individual Band Displays

For the purpose of the band displays the following points need to be considered,

- Minimum requirements for a band - 5 pipers, 1 bass drummer and 2 side drummer.
- As well as the above the band may also include persons carrying signs and or flags.
- Dancers are not deemed to be part of a band unless they march on with the band playing either pipes or a drum. Adequate arrangements are in place for dancers on the stage and the committee is of the belief that this is where dancing should take place.

5. Drum Major's Competition

The Aberdeen Highland Games, Drum Major's Competition has been introduced this year, to promote and improve the Drum Major's skills and talents as part of a pipe band. This to be run in conjunction with the individual pipe band displays. Any Drum Major of a pipe band registered to play at the Aberdeen Highland Games can enter this activity. There are two trophies to be awarded for The Drum Majors Competition. The Senior Trophy is to be awarded, to The Best Drum Major on the Day, over the age of sixteen year of age. The Junior Trophy is to be awarded to The Best Drum Major on the Day, under the age of sixteen years of age. For full detail go to www.aberdeenhIGHLANDgames.com .

The bands have been exemplary with their approach to the displays and for that we were very grateful. The following needs to be kept in mind,

- DM and Bands must be at the marshalling point ten (10) minutes before step-off time.
- Bands must not exceed their allotted performance time.
- Advise the marshals if they cannot be there.
- To confirm with the Marshal if involved with the DM competition.

To alleviate this problem and to have bands ready on time this year, we intend to have the following policies in place.

- Roster times will be strictly adhered to; in the situation of a band not turning up times will not be changed.
- There will be a steward attending on bands to ensure that all are ready to step of on time.
- We expect each band to supply a mobile phone number of either the PM or DM or a member responsible for the band's activities so that there is no problem in retaining contact.

It is expected that each band will do their display in the area allocated for same. This area will be marked clearly and will be over toward the eastern side of the ground. Bands are to marshal on the western side of the ground where the bands and others come onto the ground. The bands will march on and off the oval.

The band roster for the purpose of display is included in these orders and may also be found on the Games web site www.aberdeenhIGHLANDGAMES.com

Massed Band Tunes - Aberdeen Highland Games - 2023.

Upon arriving at Jefferson Park, all bands should report to the Parade Marshals, situated in the designated area just outside the dispersal bay. (See separate notes).

The bands will, as directed, march onto the Harrison Cricket Oval, falling into place as directed by the **Senior Drum Major, DM Matt Abrahams**. They will be supported by clan societies and others.

Opening Ceremony

<u>March In</u>	Scotland the Brave (4/4) No Awa (4/4) Rowan Tree (4/4)
<u>At the Halt</u>	Green Hills (3/4) Battles Orr (3/4)

➤ Official Opening by Chief of the Day Rt. Hon. Simon Abney-Hastings 15th Earl of Loudoun.

<u>March Out</u>	Cock of the North (4 parts) Athol Highlanders (2 parts)
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Closing Ceremony

<u>March In</u>	Green Hills (3/4) Battles Orr (3/4)
<u>Standing</u>	Marie's Wedding (2/4) Brown Haired Maiden (2/4)

- Presentation of Trophies and Official Closing by Chief of the Day - Rt. Hon. Simon Abney-Hastings 15th Earl of Loudoun.
- Lone Piper - Lowering of the Flags

<u>March Out</u>	100 Pipers (6/8) Bonnie Dundee (6/8)
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NB: Music for massed band tunes and drum settings may be found on the Games web site www.aberdeenhIGHLANDGAMES.com

AHG - Pipe Band Roster – 2023

<u>Entry Parade</u>		<u>Individual Band Displays</u>			
		<u>Start</u>	<u>Finish</u>		
1	Scots Old Boys Pipe Band				
2	Clan MacLeod Pipe Band	1020	1040	City of Maitland Pipe Band	1
3	City of Maitland Pipe Band	1040	1100	Hills District Pipe Band	2
4	Moree Caledonia Society Pipes & Drums	1100	1120	City of Newcastle RSL Pipe Band	3
5	Hills District Pipe Band	1120	1140	Sydney Thistle Pipe Band	4
6	Lithgow Highland Society Pipe Band	1140	1200	Tamworth District Pipe Band	5
7	Tamworth District Pipe Band	1200	1220	Lithgow Highland Society Pipe Band	6
8	Northern Suburbs Pipe Band	1220	1240	Northern Suburbs Pipe Band	7
9	Armidale City Pipe Band	1240	1320	Break for Lunch	
10	City of Newcastle RSL Pipe Band	1320	1340	Scots Old Boys Pipe Band	8
11	City of Blacktown Pipe Band	1340	1400	Moree Caledonia Society Pipes & Drums	9
12	Sydney Thistle Pipe Band	1400	1420	United Mine Workers Pipe Band	10
13	United Mine Workers Pipe Band	1420	1440	Clan MacLeod Pipe Band	11
		1440	1500	Armidale City Pipe Band	12
		1500	1520	City of Blacktown Pipe Band	13
		1520	1540		14
		1600	Massed Bands, Closing Ceremony & Lone Piper (TBC)		

NB This roster may be subject to change.