



RULES AND REGULATIONS – 2017 SEASON

Disclaimer: It is in the best interest of games sponsors, judges, bands and soloists to read this document in its entirety. The terms Midwest Pipe Band Association and MWPBA shall be interchangeable throughout this document.

I. RESPONSIBILITIES OF THE MWPBA

I. A. GENERAL

All MWPBA sanctioned contests, including pipe band, quartet, mini-band, drum major, drum corps, solo piping, solo snare drumming, and tenor drumming competitions shall be open to the following:

- Member bands and member soloists in good standing of the MWPBA.
- Member bands and member soloists in good standing of another association of ANAPBA, or any other association properly recognized by the MWPBA Executive Committee.
- Champion Supreme points are awarded only to member bands and member soloists. **See IV. I CHAMPION SUPREME CONTEST.**

I. B. GRADING SYSTEM

- Bands shall be graded as follows: Grade 1, Grade 2, Grade 3, Grade 4 and Grade 5 (Grade 1 is the uppermost grade). The MWPBA Music Board will assign a grade to member bands.
- Each band will receive notification of its classification with the grade assigned being the minimum level at which the band may compete.
- All pipe bands and soloists from other recognized Pipe Band Associations shall enter the grade assigned by their home association.
- Bands may only compete in their own grade. Exception: Where a Grade 5 contest is not offered, a Grade 5 band may play up to Grade 4 on the condition of meeting all Grade 4 requirements of the day.
- The two top bands in the previous year's Champion Supreme point standings (including ties) from bands that are not upgraded will be allowed to play up into the next highest grade for the season at any contest. The bands will be notified by the MWPBA. The bands must meet all playing requirements and music requirements of the grade they are playing in. The RI rule will be enforced per the grade rule as well. The band will have to enter the contest on the MWPBA web site, but pay NO entry fee. The draw will give no special treatments to any band. The band playing in the higher grade will be given sheets and placings in the contest. However, they will not earn any Champion Supreme points or collect Prize Money. The Prize Money and Champion Supreme points in the grade will be given out as though no lower bands were in the contest, but the results will be announced as they are scored. See the example below:

Place	Grade 3 (6) Band Contest (Non CS)	CS Points	Prize Money
1	Grade 3 Band A	4	1st Place \$
2	Grade 4 Band B	0	0
3	Grade 3 Band C	3	2nd Place \$
4	Grade 4 Band D	0	0
5	Grade 3 Band E	2	3rd Place \$
6	Grade 3 Band F	1	4th Place \$

- The Music Board will review bands and solo competitors after the last Games of the MWPBA outdoor season. Any band or soloist may be re-graded if appropriate. The Music Board may regrade, either up or down, any band or soloist at any time during the year to correct what the Music Board determines is a serious grading disparity.
- All band and solo requests to be re-graded will be considered by the Music Board if postmarked by March 31st.
- Band and solo re-grade requests will not be effective until 21 days after Music Board approval.

I. C. RULE CHANGES

The Executive Committee reserves the right to change any contest rules with website notice to member bands and soloists.

I. D. CHAMPION SUPREME POINTS

- Points awarded toward the title of “Champion Supreme” (CS-Points) will be accumulated at all sanctioned MWPBA contests.
- No band or solo CS-Points are awarded at Solo-Only Contests or Mini-Bands Contests unless so designated.
- No CS-Points points shall be awarded in the Beginning Solo Snare, Beginning Solo Tenor or Practice Chanter events.
- The MWPBA band and soloist accumulating the most CS-Points during the competition season will be awarded the title “Champion Supreme” of that band grade or solo grade.
- The number of points awarded for 1st Place at a sanctioned competition will be the number of bands or soloists in that grade/contest up to a maximum six (6) points; each place thereafter receives one less point per placing through zero (0).
- Points will be assigned consecutively to the top placings, but only MWPBA member bands and member soloists will actually receive these points.
- Points awarded at MWPBA Champion Supreme Contests will be exactly double those awarded at Sanctioned MWPBA Contests. Examples follow:

Placing	Competitor	CS-Points Sanctioned	CS-Points Champion Supreme
1 st	MWPBA Member	6	12
2 nd	MWPBA Member	5	10
3 rd	Non-Member	0	0
4 th	Non-Member	0	0
5 th	MWPBA Member	2	4
6 th	MWPBA Member	1	2
7 th	MWPBA Member	0	0

Placing	Competitor	CS-Points Sanctioned	CS-Points Champion Supreme
1 st	MWPBA Member	4	8
2 nd	MWPBA Member	3	6
3 rd	Non-Member	0	0
4 th	MWPBA Member	1	2

- Only bands and soloists that perform to completion of the event are eligible for CS-Points.
- Bands and soloists that are disqualified for any Rules violation are not eligible for CS-Points. However, bands and soloists that start an event but fail to finish the event (i.e., “break down”) and bands and soloists that are disqualified in an event are still counted toward the number of competitors in that event for CS-Point calculations, despite the fact that they are not awarded any CS-Points. Bands and soloists who are registered for a given event but do not perform in the event are not counted toward the number of competitors in that event for CS-Point calculations.
- CS-Points will be tallied by the MWPBA music board and the title of “Champion Supreme” for the calendar year of competition shall be awarded at the annual general meeting of the MWPBA.

Ties - bands / soloists: In the event of ties for the Champion Supreme award, a review of the competitors’ placings throughout the competition season will occur.

- The competitor found to have won most often against the other competitor(s) shall be awarded Champion Supreme.
- If a tie still exists, the competitor found to have won the greatest number of first places shall be awarded Champion Supreme.
- The review will continue to determine which competitor has won second place at the greatest number of

- competitions.
- This process will continue until only one competitor remains as Champion Supreme in each grade.
- If any competitors are eliminated along the way, they are not considered in the next level of tie-breaking.

II. RESPONSIBILITIES OF COMPETING BANDS

II. A. DEFINITIONS

Playing Member: A piper or drummer whose name appears on the band roster as submitted to MWPBA Band-Registrar.

- Players may play pipes in one registered band and drums in a registered band of a different grade and vice versa.
- A pipe-playing member of a band may compete only with that band during the competition season (with Registered Instructor exception).
- A drum-playing member of a band may compete only with that band during the competition season (with Registered Instructor exception).
- At no time shall any player compete with two bands of the same grade.
- Only one (1) band change will be allowed per person in one competition season (with School Band Member exception).

New Roster Addition: A person who *is not* on the roster of a MWPBA member band, nor on the roster of a band that is a member of a recognized Pipe Band Association, may be added to the roster of a MWPBA member band four (4) days prior to a sanctioned event provided the MWPBA member band has added that person to their roster in writing, and that written notification is received by the MWPBA Band Registrar.

Band Transfer: A person who *is or was* on the roster of a MWPBA member band, or on the roster of a band that is a member of a recognized Pipe Band Association, may be added to the roster of a MWPBA member band ten (10) days prior to a sanctioned event provided the MWPBA member band has added that person to their roster in writing, and that written notification and a roster update form is received by the MWPBA Band Registrar.

Registered Instructor (RI): A piper of a *higher-graded* pipe band who is registered to play pipes with *one lower-graded* pipe band during competition - OR – a drummer in a *higher-graded* pipe band who is registered to play drums with *one lower-graded* pipe band during competition.

- A band in grades 3, 4 or 5 may have one pipe playing RI and/or one drum playing RI. RI's do not count toward fulfilling the minimum player requirements. **See II. D BAND MEMBER REQUIREMENTS**
- A registered instructor CAN act as the band's Leading Drummer or Pipe Major in competition.
- Instructors *must be registered* with MWPBA by March 31st (the membership and roster due date) and so noted on a band's first and subsequent competition rosters for the season.
- No changes may be made to the Registered Instructors after the March 31st date except in the event of a new band forming and registering after March 31st.
- A player may not be a Registered Instructor and a Playing Member of the same band.
- All bands must adhere to the MWPBA RI policies regardless of their home association rules and will be disqualified for failing to do so. **See II. F RULE INFRACTIONS.**

School Band Member: A member of a recognized school band who is a student in good standing (by the schools admissions department standards), may make one additional band transfer during the competition season. (For example, a person may be on the roster of a school band then transfer to a second band during the summer and then transfer back to the school band for the end of the season.)

- Transfers follow the Band Transfer rules as noted above.

Minimum Proper Uniform: Includes appropriate band shoes (no tennis, sandal, boot), socks, dress or band uniform shirt, kilt and a traditional cap such as a Balmoral or Glengarry (no baseball, cowboy) for *all performances* on the field including Massed Bands.

Band Representative: At every contest, each band will provide an official representative who will be present for all meetings.

II. B. DRAW FOR PLAYING POSITION, SELECTION OF TUNES, ORDER-OF-PLAY

A Band Pre-Draw will be produced by the MWPBA by a methodical, predetermined random generated order-of-play.

- The Games Sponsor will send or call in the list of the entered bands sorted by grade and then by order received.
- The pre-draw order-of-play results will be passed to the Games Sponsor in a timely fashion for publication and notice to the bands entered in the Games.
- At no time will a Games Sponsor draw its own order-of-play for a pipe band contest.
- The pre-drawn order-of-play received by the Games Sponsor may be published and distributed.
- After the order-of-play has been determined there will be no changing of times permitted.
- If a band withdraws, the start times of all remaining bands will remain as originally drawn.

On the morning of Games Day, all bands must send their representatives to the 10:30 Meeting at the MWPBA Tent.

- Each Band's Representative will check-in for their bands and fill out Games paperwork; be advised of any scheduling changes; be informed of Final Tuning Area(s) and Competition Circle(s). Bands in Grade 2 and 1 will submit their tunes for the draw at the line.

Duty Band: The Duty Band is selected from Grades 1-2-3 and is selected at the pre-draw.

- This *shall* be the Duty Band for any Tenor Drumming and/or Drum Major contests and *may* be the leading band for Amazing Grace at Massed Bands.
- Once selected as Duty Band at an MPWBA Sanctioned Event, that band will not serve in this capacity for the remainder of the Calendar Year. **Exception:** A band may be required to fulfill the role of Duty Band additional times if there are no other qualified bands in attendance of an MWPBA Sanctioned Event.

Band competitions will be run in the order: Grade 5, Grade 4, Grade 3, Grade 2 and Grade 1.

- Competitions in two separate circles may be run simultaneously at a separating distance determined as adequate by the Games Sponsor and the Chief Steward and provided each competition meets the minimum judging requirements and other Rules including placement of Final Tuning Areas.

II. C. PERFORMANCE ON THE FIELD

- Competing bands shall adhere to the pre-drawn order-of-play and appear at the Starting Line at their designated times.
- Bands shall appear at the Starting Line on time.
- The official time will be that of a “central clock” visible at the MWPBA Tent.
- Each competing band must report to the Final Tuning Area before approaching the Starting Line.
- A band shall enter the Final Tuning Area only after the previously scheduled band has vacated that area.
- The band in the Final Tuning Area must await a signal from the Starting Line Steward or the Chief Steward before advancing toward the Competition Circle.
- Bands are usually requested to “play off” after their competition music has ended, however, this is not a requirement.

Medley (MED): Bands may use any introduction, formation and tunes within the required time units.

- The Line Steward and Judges must be notified of the band's intention to either march in playing from the Starting Line or to begin playing in the circle.

Quick March Medley (QMM), Mini MSR and March/Strathspey/Reel (MSR): Bands must begin marching forward into the prescribed competition circle on the first 3-pace roll, form a circle while playing and finish the performance in that circle.

II. D. BAND MEMBER REQUIREMENTS

- For pipe band competitions and massed bands, each band must meet the minimum player requirements
- Each band may have one non-playing conductor, one piping and/or one drumming registered instructor.
- If a band elects to use a registered instructor, the following applies:

Minimum player requirements exceptions:

- Tenor and bass drummers may play in more than one mini-band as long as they play only with their rostered band and do not switch instruments.
- The same Lead Drummer may play in all mini-bands.
- Each RI may play in only one quartet or one mini-band in which they are the RI and will be counted as a playing member.

<u>MINIMUM PLAYER REQUIREMENTS</u>					
<u>Grade</u>	<u>Pipers</u>	<u>Snares</u>	<u>Bass</u>	<u>Tenors</u>	<u>TOTAL</u>
1	8	3	1	1	13
2	8	2	1	1	12
3	6	2	1	1	10
4	6	2	1	Optional	9
5	5	2	1	Optional	8

<u>MINIMUM PLAYER REQUIREMENTS FOR MINI-BANDS</u>					
<u>Grade</u>	<u>Pipers</u>	<u>Snares</u>	<u>Bass</u>	<u>Tenors*</u>	<u>TOTAL</u>
1	4	2	1	1	8
2	4	2	1	1	8
3	4	2	1	1	8
4	4	2	1	Optional	7
5	4	2	1	Optional	7

* Minimum Tenors = 1 (Grades 1-3). Maximum Tenors = 2 (all grades)

II. E. MUSIC REQUIREMENTS

For pipe band competitions, each band must be prepared to submit the following selection(s) according to grade:

<u>GRADE</u>	<u>BAND MUSIC</u>		<u>Medley Duration</u>
1	2 MSR ^A	1 Medley ^D	5-7 minutes
2	2 MSR ^A	1 Medley ^D	4-6 minutes
3	1 MSR ^A	1 Medley ^D	3-5 minutes
4	1 Mini MSR ^B	1 Medley ^D	3-5 minutes
5	1 QMM ^C	—	2:45-4:30 minutes (QMM only)

^A**MARCH/STRATHSPEY/REEL, MSR:** Minimum: 4-parted 2/4 march, 4-parted strathspey, 4-parted reel. (Not timed)
^B**Mini MSR:** Four parts of 2/4 March, four parts of strathspey, and four parts of reel. A selection of two different two-parted tunes in any or all categories is permitted. (Not timed)
^C**QUICK MARCH MEDLEY, QMM:** Any number of quick marches of any common or compound time signatures played in succession. ^D**MEDLEY:** Minimum of 4 different tune categories.

The Executive Committee determines the Music Requirements for each competition and relays the decision to the Games Sponsors. Where the requirement is for 2 MSR Sets, the tunes will be submitted by a band's representative at the 10:30 Meeting (but without penalty for missing the meeting) and the selection will be made by draw of the Ensemble Judge at the Starting Line witnessed by the Line Steward and announced by either the Line Steward or the Ensemble Judge. Bands are required to play their grade's pre-chosen Music Requirements for the day of the contest.

II. F. RULE INFRACTIONS

Disqualification:

- Less than the minimum number of players for the grade at the starting line shall result in disqualification.
- Failure to comply with the definition of a March-Strathspey-Reel (MSR), a Mini MSR, a Medley or a Quick March Medley (QMM) shall result in disqualification.

- A competitor playing pipes in more than one band shall result in the disqualification of both bands. Likewise, a competitor playing drums in more than one band shall result in the disqualification of both bands. (Exceptions are the Registered Instructors as listed under **II. A DEFINITIONS** and **II. D BAND MEMBER REQUIREMENTS**).
- Competing band members must be registered as a competitor with only one band, regardless of association.
 - It does not matter if both or all bands are attending the competition. If a band member competes at a sanctioned MWPBA contest while rostered as a piper or a drummer in multiple bands in multiple associations each band affected by the member's roster violations will be disqualified.
 - This disqualification can take place upon discovery of the violation, after the fact, at any time throughout the calendar year's competition season.
 - This type of disqualification will result in forfeiture of placings and CS-Points as well as prize monies earned.
 - Prize monies must be returned to any and all affected competitions for re-distribution. Additionally, bands whose placings are affected by this disqualification will be awarded any additional CS-Points and prize monies necessary.
 - **Example:** A competitor is registered as a piper in a grade 5 band in Association A, and also registered as a piper in a grade 3 band in Association B. The Grade V band competes in May with the individual, the Grade 3 band competes in June with the individual, and then the Grade V band competes again in July with the individual. Upon discovery of this evidence, either band will be disqualified after the fact from any and all sanctioned MWPBA competitions it has participated in throughout the season.
- On the day of a contest, if the Chief Steward or his designee is satisfied that a band has violated any of the contest or MWPBA Rules and citing such rule or rules, he shall be empowered to bar said band from the prize list, suspend the decision of the Judges and award the prizes and placings to the bands next in order of merit.

II. G. CONSENT and PROTESTS

By competing at a sanctioned event of the MWPBA, a pipe band or soloist consents to accept decisions of the MWPBA Executive Committee in the case of all complaints or protests, whether lodged by or against the pipe band or the soloist.

- All protests from competitors (individuals or bands) must be in writing and lodged with MWPBA officials within 7 days of the competition, along with a \$10.00 fee that will be refunded if the complaint is upheld.
- If a Rule is violated or a protest is filed, **each band or individual involved agrees to return any prize money**, trophy or medal if the decision of the Executive Committee nullifies that party's right to such prize money, trophy or medal.
- The Executive Committee shall have the power to rule on all complaints and protests relating to the competitions of the day.
- The decision of the Executive Committee shall be binding on all parties concerned.
- In the case of multiple roster violations, bands may be disqualified after the fact for all contests violating the roster rules (**see II. F RULE INFRACTIONS**) upon discovery of the violator(s) and/or violation(s) and affected sanctioned events.

III. RESPONSIBILITIES OF SOLO COMPETITORS

III. A. DEFINITION

Minimum Proper Uniform: all competitors and accompanists must wear no less than the minimum highland dress as defined under **Section II. A DEFINITIONS**

III. B. GRADES

- Solo players shall be graded as open, amateur or novice.
- The Amateur Grade shall be further divided into Grade 1, Grade 2, Grade 3 and Grade 4.
- In piping, the Novice Grade and Grade 4 Light Music events shall be subdivided into 2 categories: Senior (30 years and over as of the 1st Games of the season), and Junior (29 years and under).
- The Practice Chanter event shall be open to all ages. Practice Chanter soloists must be registered members of the MWPBA or another pipe band association and may only play in the grade for 1 season, but are exempt from the highland dress requirement (See **Section II. A DEFINITIONS**).

- In snare drumming, in addition to the Amateur Grades mentioned above, the grade shall include the grade Beginning Solo Snare. A competitor may only play in the Beginning Solo Snare grade for one competition season regardless of the number of games entered.
- In tenor drumming, the Grade shall be divided into Advance, Intermediate, Novice, and Beginning Solo Tenor. A competitor may only play in the Beginning Solo Tenor grade for one competition season regardless of the number of games entered.
- In bass drumming, the Grade shall be divided into Advanced, Intermediate, and Novice.
- The competition grade assigned by the Music Board shall be the grade in which the player is eligible to compete.
- If the solo player is a member of another Pipe Band Association, the grade assigned by that association shall be accepted.
- Where the assigned grade is not offered, a player may play up and not be required to remain in the higher grade.

III. C. MUSIC REQUIREMENTS

- Individual pipers and drummers shall submit the number of tunes shown below for the respective contest(s).
- Where multiple tunes are required to be submitted, the Judge may select the individual tunes from those submitted from each of the categories to be played.
- The selection for MSR, S/R and H/J categories are to be played straight through.
- A solo competitor need not march while competing in any solo event.
- Failure to comply with the music requirements presented below shall result in disqualification:

Light Music Contest Requirements						Piobaireachd Contest Requirements**	
Grade	MSR	S/R	H/J	6/8 March	2/4 March	Grade	Requirement
Open	4	--	3	3	--	Open	Submit 4 full piobaireachd
Grade 1	2	--	2	2	--	Grade 1	Submit 3 full piobaireachd
Grade 2	--	1	1	1	2	Grade 2	Submit 2 full piobaireachd
Grade 3	--	1	1 Jig Only	1	1	Grade 3	Submit 1 full piobaireachd ***
Grade 4	--	--	--	1	1	Grade 4	Submit Ground & next Variation
Novice (Junior/Senior)	--	--	--	--	1*	**Piper must supply music to the Judge. A piper is not required to compete in the same grade of Piobaireachd as with Light Music.	
Practice Chanter	--	--	--	--	1*		
All music must be a minimum of 4-parted tunes. *Exceptions: Jr & Sr Novice shall play 4 parts of 2/4 March music. Practice Chanter shall play 2 parts of Quick March music.							

*** A Grade 3 competitor is not required to play an a mach variation on any piobaireachd and shall not be penalized for the omission of the variation unless the setting of the piobaireachd played has a taorluath a mach, in which case the taorluath a mach and crunluath a mach must be played. The adjudicator must be informed of the player's intent prior to the commencement of the tune. In all other solo grades, the decision to play an a mach variation is within the discretion of the performer, provided, however, that if an a mach variation is not played, an adjudicator may consider whether an a mach variation is traditionally played in that tune and consider the omission of the variation as a factor in the evaluation.

Snare Contest Requirements					Solo Tenor Contest Requirements				Bass Contest Requirements		
Grade	MSR	H/J	6/8 March	2/4 March	Grade	MSR	H/J	2/4 March	Grade	MSR	2/4 March
Open	1	1	--	--	Advanced	1	1	--	Advanced	1	--
Grade 1	1	1	--	--	Intermediate	1	--	--	Intermediate	1	--
Grade 2	1	1	--	--	Novice	--	--	1**	Novice	--	1**
Grade 3	1	--	1	--	Beginning	--	--	1*			
Grade 4	--	--	1	1	Group Tenor Contest Requirements						
Beginning	--	--	--	1*	All Grades		6/8 March				

Solo drummers may use a drum stand. The solo Snare and solo Tenor drummers must be accompanied by one or two properly attired pipers but no accompanying tenors. Solo Tenor may have one snare accompanist. Solo Bass must be accompanied by one or two properly attired pipers with one snare optional. All music for Snare, Advanced Tenor, Intermediate Tenor, and Advanced Bass must be a minimum of 4-parted scores. *All music for Beginning Snare and Beginning Tenor consists of one 2-parted 2/4 march played twice through the full tune without stopping. **Novice Tenor and Novice Bass may play one 4-parted or two 2-parted tunes played without stopping. Group Tenor Drumming competition follows the last band contest. Recorded music is not permitted.

- Any aggregate award for best performance in more than one event in solo piping or drumming (e.g., Piper of the Day, Drummer of the Day, Overall Winner, etc.) shall be awarded to the player competing on the day in the highest grade eligible for the award who is awarded the highest total number of Champion Supreme Points in that grade. Unless the award is announced in advance as restricted to MWPBA members, for purposes of this award only, Champion Supreme points shall be calculated for all competitors in all events offered in the highest grade eligible and points will be assigned to all competitors (and not limited to a maximum of 6 points). A tie in points between players in the same grade shall be broken first by the Piobaireachd result in that grade, if applicable. If a tie still exists, the tie shall be broken by the MSR result (or 2/4 March result) in that grade, as applicable. Game Sponsors may adopt any other criteria for such aggregate awards, provided the criteria are announced in advance of the contest.

III. D. SOLOIST CHECK-IN IS REQUIRED

- At solo contests, competitors (Soloists) must register with the Station Steward for their event.
- The Station Steward will not attempt to locate the Soloist.
- If the Soloist arrives over five minutes late, per the contest schedule, the Soloist may be disqualified at the Judge's discretion.
- Soloists with conflicts in their schedule should contact the Station Steward(s) regarding playing time(s).
- Field entries are not permitted.

III. E. ORDER-OF-PLAY AND SELECTION OF TUNES

- The order-of-play shall be determined by the MWPBA and will be posted in advance.
- Any competitor failing to play at his/her scheduled time may be disqualified.
- Except for piobaireachd, there shall be an allowable tuning time of three minutes for all events.
- Piobaireachd shall have a tuning time limit of up to five (5) minutes after which the Judge may issue a 1-minute warning to begin the competition piece or be disqualified.
- In all Solo Contests, the Judge shall score the top six (6) contestants with no ties.
- Competitors who scratch or fail to appear will not be counted among the total number of competitors in the event. Players, including non-MWPBA competitors, who begin their competition piece but break down will be counted among the total number of competitors in that contest though not receiving a placing.
- Champion Supreme points will be awarded to MWPBA members only, based on their placings among all competitors.

III. F. CONSENT and PROTESTS

See II. G CONSENT and PROTESTS. It also applies to Soloists.

IV. RESPONSIBILITIES OF GAMES SPONSOR

IV. A. GENERAL

When choosing Judges for the Games, the Games Sponsor must make the Judge aware that he will not be allowed to compete as a soloist on the day he is judging solo contests nor shall he judge a band in which he is a registered member.

- A Judge may not judge a band for one season after he has left that band.
- Judges must be on the Judging Panel of the MWPBA or on the Judging Panel of another recognized association/society.
- A Judge shall be informed of the contests he will be expected to adjudicate and, additionally, a Judge must be authorized by his home association to adjudicate the event(s).
- Judges are to receive the current judging fee and all related expenses.
- Additional current information can be found in the Games Sponsor booklet.

IV. B. JUDGING CONSECUTIVE CONTESTS

An adjudicator may judge pipe band events at up to 3 non-championship contests per season (regardless of discipline and regardless of whether the contests are consecutive).

- In addition, an adjudicator may judge pipe band events at one championship pipe band contest per season regardless of discipline.
- Two day contests (e.g., Alma) count as a single contest for purposes of this rule.
- There are no restrictions on the number of contests at which an adjudicator may judge solo events.

IV. C. JUDGING IMMEDIATE FAMILY MEMBERS.

Judges shall not adjudicate members of their immediate family or spouses of immediate family members in solo or band events.

IV. D. MASSED BANDS / BAND CONTEST TIME-FRAME

When an early or mid-day Massed Bands is held, there must be a minimum of one (1) hour between the completion of the Massed Bands and the scheduled time for band competitions.

- If necessary, a band or bands may be excused from participation in Massed Bands. Such bands shall not lose their Travel Allowances due to an excused absence.
- If the Massed Bands starts late or ends at a time with less than an hour remaining before non-excused bands should be competing, the entire band competition schedule(s) shall be moved to a later starting time.
- If Massed Bands is scheduled to begin prior to the end of all solo contests, those soloists still to compete and their bands, if below minimum member requirements, shall be fully excused without loss of band travel allowance.

IV. E. COMPETITION AREAS

- **The Band contest area** shall be marked using the following dimensions:
 - Band circle: 32' diameter [16ft radius]
 - Judging circle: 44' diameter [22ft radius]
 - Spectator barrier: 60' diameter [30ft radius] with 1 or 2 aisles for access by competing bands.
 - Access Aisles: 35' width to accommodate bands entering or exiting the circle.
 - The Starting Line: Shall be marked 45' from the center of circles.
- **Concert Formation:** Subject to prior approval of the Executive Committee, a Games Sponsor may choose to have bands compete in Concert Formation for any event, provided this requirement is announced in advance. The Games Sponsor shall designate an adequate area for the Concert Formation event within which each band shall play in any formation of the band's choosing. No marching is required as part of a Concert Formation performance. Adjudicators shall evaluate the bands from one or more predetermined locations outside the Concert Formation area
- **A Final Tuning Area** shall be clearly designated by the Games Sponsor and be located approximately 50 yards from the band contest circle. The size of the Final Tuning Area shall be at least 25' in diameter (12'6" radius). There shall be a relatively clear pathway from the Final Tuning Area to the Starting Line of the competition circle.
- **Each Solo event** requires a judge, a table, a chair and a steward. Each of the judging stations should be situated as distant from each other as possible. Note that drumming station soloists will have pipers performing accompaniment. Consider the volume level when placing the stations

IV. F. MINIMUM TIME ALLOTMENT FOR SOLO CONTESTS

The following timings are only recommended as the *minimum* time slots for scheduling solo contests. More time can be allotted, if desired and/or available.

Piping Minimum Time	Piobaireachd	2/4 & 6/8 March	MSR	S/R	H/J
Open & Grade 1	20 min	5 min	10 min	—	7 min
Grades 2	15 min	5 min	—	7 min	7 min
Grade 3	15 min	5 min	—	7 min	5 min (1 Jig Only)
Grade 4	10 min	5 min	—	—	—
Novice (Sr., Jr., Practice Chanter) *See MUSIC REQUIREMENTS pg 7	—	5 min *	—	—	—

Drumming Minimum Time	2/4 March	6/8 March	MSR	H/J
Open, Grade 1 & 2 Snare	—	—	10 min	7 min
Grade 3 Snare	—	5 min	10 min	—
Grade 4 Snare	5 min	5 min	—	—
Beginning Snare	5 min	—	—	—
Advanced Tenor	—	—	10 min	7 min
Intermediate Tenor	—	—	10 min	—
Novice Tenor	5 min	—	—	—
Beginning Tenor	5 min	—	—	—
Advanced Bass	—	—	10 min	—
Novice Bass	5 min	—	—	—

IV. G. SCORESHEETS FOR SOLO AND BAND CONTESTS

- The score sheets and summary sheets will be supplied by the MWPBA.
- The appropriate score sheets and summary sheets for all events will be prepared prior to the day of the Games.
- The soloist's or band's name, date, judge's name and event (e.g. Gr.3-MSR or 3MSR) shall be on each sheet.

After a solo contest is completed, scorekeepers will review and record the placings from 1 thru 6, produce a summary sheet for each contest and post the summary sheets near the MWPBA Tent.

- The scorekeepers then pass out any medals to the top winners and give soloists their score sheet(s) not earlier than 11:00 at the MWPBA Tent.

After a band contest is completed, the piping, drumming and ensemble score sheets shall be delivered to the scorekeepers who will determine the placings.

- Scorekeepers shall produce a summary sheet for the event and make copies for each participating band in that contest plus one for the MWPBA.
- If a Games Sponsor offers one or more band awards based on best aggregate performance in more than one event, a band must compete in each and every one of those designated events to be considered for any aggregate award. The order of placing in such a contest shall be determined by totaling the rankings of all judges in all designated events that are part of the aggregate contest. First place shall be awarded to the band with the lowest ranking total, second place to the band with the next lowest ranking total, and so forth. In the case of a tie, the band with the higher finish in the MSR event (after applying all tie-breakers for the MSR event) shall be placed higher in the aggregate contest than the band with the lower finish in the MSR event.
- The score sheets and summary sheets must be retained and guarded until presented to the Chief Steward or the awards presenter for Massed Bands/Awards Ceremony.
- **DO NOT POST BAND CONTEST RESULTS. Contest results are to remain confidential.**

- The band score sheets and summary sheets shall be passed to the bands after the Massed Bands awards, that is, each band shall receive its four Judges’ score sheets and a copy of the summary sheet for their grade’s contest.
- The prize money/checks and travel allowance funds should be included with the score and summary sheets at that time.

IV. H. CONTEST RESULTS FOR THE MWPBA

A copy of all contest summary sheets for each contest/event held at a sanctioned Games shall be placed in the hands of the Chief Steward at the end of the Games.

IV. I. CHAMPION SUPREME CONTEST

To be sanctioned as a MWPBA Champion Supreme Contest, the Contest must adhere to the points noted in the “Sanctioning Requirements” and offer all soloist contests as well as the band contests for Grades 1 through 5, 1 through 4, or 2 through 5. These Games shall adhere to the band awards and travel allowances listed for the placings shown as well as the Open Grade soloist awards. The following are minimums:

Band Prize Awards					
<u>Place</u>	<u>Grade 1</u>	<u>Grade 2</u>	<u>Grade 3</u>	<u>Grade 4</u>	<u>Grade 5</u>
1 st	\$1,400	\$1,000	\$800	\$600	\$300
2 nd	\$1,300	\$900	\$700	\$500	\$200
3 rd	\$1,200	\$800	\$600	\$400	\$100

Competing Band Travel Allowances -	
<u>Distance Traveled</u>	<u>Allowance</u>
0 – 99 miles	\$100
100 or more miles	\$150

Open Solo Awards for Piping and Drumming	
<u>Place</u>	<u>Award per Event</u>
1 st	\$75
2 nd	\$50
3 rd	\$30

V. RESPONSIBILITIES OF CONTEST JUDGES

V. A. GENERAL

For Band judging: Judges shall rank the bands with no ties allowed.

- Bands may not perform for “sheets only.”

For Solo judging: the Judge shall award Places 1 through 6 with no ties.

- Soloists not in the top 6 Placings shall receive their score sheets, but will not be scored or placed.
- Judges are required to complete the Grade Level sheets.

V. B. EVALUATION OF BAND PERFORMANCE & OUTCOME OF COMPETITION

Each band’s performance will be evaluated by a panel of two (2) Piping Judges, one (1) Drumming Judge and one (1) Ensemble Judge.

- **At a Mini-Bands contest**, only two Judges are employed, one piping and one drumming. The piping ranking is doubled.
- A Judge’s comments, critiques and criticisms are to be recorded on their score sheets.

The following are the adjudication criteria for each section:

PIPE SECTION: The pipe section's performance will be evaluated in the following areas:

- Introduction or attack • Tempos, breaks between tunes & finish • Execution
- Tuning and Tone of chanters & drones • Expression

DRUM SECTION: The drum section's performance will be evaluated in the following areas:

- Rolls, Tone • Tempo • Execution • Rhythm & Expression

ENSEMBLE: The band's performance will be evaluated in the following areas:

- Introduction • Band sound • Tempo • Arrangements • Musicianship • Breaks • Finish

BASS SECTION: shall be judged by the Drumming Judge within the context of the band contest in each grade. The Bass Section includes the bass drummer and any tenor drummer who, at any time during the performance, strikes the drum. A Best Bass Section Award is made at the discretion of the sponsor but shall have no bearing on the outcome of the actual band contest. The following judging criteria are used:

- Rhythm & Expression • Tone • Execution

V. C. DETERMINING THE FINAL BAND PLACEMENTS:

The rankings of each judge shall be tallied and the lowest placing points wins.

- **Example:** the four Judges award rankings for one band as $3^{\text{rd}} + 2^{\text{nd}} + 2^{\text{nd}} + 5^{\text{th}} = 12$. For another band, the rankings are as $2^{\text{nd}} + 1^{\text{st}} + 3^{\text{rd}} + 2^{\text{nd}} = 8$. The placing of 8 is closer to winning than 12. The lowest possible placing is $1^{\text{st}} + 1^{\text{st}} + 1^{\text{st}} + 1^{\text{st}} = 4$.
- Ties will be broken by (in descending order):
 1. lowest ensemble place
 2. lowest total piping places
 3. lowest drumming place
 4. special meeting of the Judges of the contest

V. D. EVALUATION OF SOLO PERFORMANCE

When a solo competitor must submit more than one tune, the judge shall choose which of the submitted tunes are to be played while the player stands before the judge.

- For piobaireachd, Soloist shall supply printed music to the judge.
- In all solo contests, the judge shall note the placement (1^{st} , 2^{nd} , 3^{rd} ...) on the score sheet of the top six (6) contestants with no ties.

An **individual piper** shall be judged on the following:

- Tuning and tone of chanter and drones • Expression • Tempos and breaks between tunes where applicable
- Execution

An **individual snare drummer** shall be judged on the following:

- Rolls • Tempo • Tone • Execution • Rhythm and expression • Quality and variety.

An **Individual or Group Tenor Drummer** shall be judged on the following.

- Rolls • Rhythm & expression • Flourishing & Interpretation • Quality & variety • Tempo • Tone
- Execution • Transitions & ending

Drum Majors shall perform together to a 4-parted 6/8 March and be judged on:

- Deportment • Inspection of dress • Mace flourishes while marching
- Commands using the mace while marching

VI. MASSED BANDS

VI. A. The MWPBA Tunes for Massed Bands

4/4 Marches: Scotland the Brave (High Hand); Wings

2/4 Marches: The Barren Rocks of Aden; Highland Laddie

6/8 Marches: Glendaruel Highlanders; Bonnie Dundee

3/4 Marches: Green Hills of Tyrol; When the Battle's O'er; Balmoral

Slow Marches: Amazing Grace