

CONTEST RULES AND REGULATIONS – 2008 SEASON

Disclaimer: Some Rules have been added or changed as a result of the MWPBA Annual Meeting held on November 3, 2007. 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, MWPBA and The Association shall be interchangeable throughout this document.

I. INTRODUCTION

The **MidWest Pipe Band Association** is organized and authorized by member bands to further the development of piping and drumming in Arkansas, Illinois, Indiana, Iowa, Kansas, Michigan, Minnesota, Missouri, Nebraska, North Dakota, Ohio, Oklahoma, South Dakota, Texas (partial) and Wisconsin. The management of the MWPBA consists of the Executive Committee (President, Vice President, Secretary-Treasurer, Band Registrar and Solo Registrar), the Advisory Committee (four or more members), and the Music Board (five members). The Executive and Advisory Committees together constitute the Advisory Board. A Chief Steward shall be responsible for coordinating and running all sanctioned highland games and whose decisions shall be final in that capacity. The Music Board is named by the President and oversees the Rules, the Judging Panel, grading of bands and soloists and it computes Champion Supreme awards. The members of the Music Board must be current members of the MWPBA Judging Panel. Jointly, all of these individuals monitor the activities of The Association including all contests and rules governing those contests. The Association is a member of the Alliance of North American Pipe Band Associations (ANAPBA). “He,” “his” and “him” are used in place of he/she, et cetera.

II. RESPONSIBILITIES OF THE MWPBA

II. A. GENERAL

All MWPBA sanctioned contests, including bag pipe band, quartet, mini-band, drum major, drum corps, solo piping and piobaireachd, solo snare drumming, solo tenor drumming and group tenor drumming competitions shall be open to the following: 1) Member bands and member soloists in good standing of the MWPBA; and 2) Member bands and member soloists in good standing of another association of ANAPBA, or any other association properly recognized by the MWPBA Advisory Board without joining the MWPBA. Champion Supreme points, when available, are awarded only to member bands and member soloists. See Champion Supreme (Section V. H.)

All formal requests from a member shall be submitted to the MWPBA in writing and will be addressed and answered on letterhead within thirty (30) days; verbal and email are not acceptable.

Shortly after a games-contest, the results will be posted on the MWPBA website as well as being made available to that game’s sponsor for their website.

II. 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. Ungraded bands will be allowed to compete in the grade of their choice and will be evaluated by the Music Board after their second competition. All members of other recognized pipe band associations shall enter the grade assigned by their home association. Bands may only compete in their own grade. Exceptions: 1) 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. 2) Bands may “challenge up” to the next grade so long as there are at least 3 bands already competing in that grade. No Champion Supreme points (if available) will be awarded to bands that Place in a grade in which they are not registered. It is at the discretion of the Games Committee to allow for “challenging up” and, if allowed, sponsors should indicate challenging up in their entry form.

The Music Board will review competition bands and solo competitors after the last games of the MWPBA outdoor season. Any band or soloist may be regraded if appropriate. All band and solo requests to be regraded will be considered by the Music Board when appropriate.

II. C. RULE CHANGES

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

II. D. CHAMPION SUPREME POINTS (a.k.a. CS-Points)

Points awarded toward the title of Champion Supreme will be accumulated at designated MWPBA Contests. No band or solo Champion Supreme points are awarded at All-Solos Contest or the Mini-Bands Contest. The MWPBA band and soloist accumulating the most points during the competition season will be awarded the title Champion Supreme of that band-grade or solo grade/contest. The number of points for 1st Place at a Sanctioned Champion Supreme competition will be the number of bands or soloists in that grade/contest for as many as six (6) points; each place thereafter receives one less point per place 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. Examples follow.

1st MWPBA band (band receives 6 CS-points)	1st MWPBA band (band receives 4 CS-points)
2nd MWPBA band (band receives 5 CS-points)	2nd non-MWPBA band (no points awarded)
3rd non-MWPBA band (no points awarded)	3rd MWPBA band (band receives 2 CS-points)
4th non-MWPBA band (no points awarded)	4th MWPBA band (band receives 1 CS-point)
5th MWPBA band (band receives 2 CS-points)	
6th MWPBA band (band receives 1 CS-point)	
7th MWPBA band (band receives 0 CS-point)	

Only bands and soloists that actually 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 Champion Supreme points.

Ties - bands and soloists: In the event of ties for the Champion Supreme award, a review of the competitors' placings during the season will occur with the competitor winning first place at the greatest number of competitions determining the result. If a tie still exists, 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.

III. RESPONSIBILITIES OF COMPETING BANDS

III. A. DEFINITIONS

Playing Member: a piper or drummer whose name appears on the band roster as submitted to The Association's 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) working 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 thirty (30) working 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 pipe player of a *higher-graded* pipe band who is registered to play pipes with *one lower-graded* pipe band during competition -or- a drum player 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. The drum playing RI may *not* compete as the lead drummer. Registered Instructors *do not* count toward fulfilling the minimum player requirements (Sect. III.D). 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.

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.

Champion Supreme Games: those games officially granted Champion Supreme status by The Association. Champion Supreme points are awarded from competing in those games. (See Sect. II. D.)

Minimum Proper Uniform: includes appropriate band shoes (no tennis, sandal, boot), socks, shirt, kilt and a traditional cap as 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. This individual shall also be responsible for having their band report to the Final Tuning Area on time.

Competition Season: The MWPBA operates on a fiscal year of January through December. Dues must be paid by January 31st in order to be eligible to compete in Association sanctioned events during the forthcoming year.

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

A **Band Pre-Draw** will be produced by the MWPBA's Chief Steward who shall possess a methodical, predetermined random generated order-of-play. The games planner 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 organizer in timely fashion for publication and notice to the bands entered in the games. At no time will a games committee draw its own order-of-play for a pipe band contest. The pre-drawn order-of-play received by the games committee 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 10:00 Meeting at the Administrative Tent. The band representatives will check-in for their bands and fill out Games paperwork; hear from the Senior Drum Major; be advised of any scheduling changes; be informed of Final Tune 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 last band of the highest grade to compete shall be the duty band for any tenor drumming and/or drum major contests and usually leading Amazing Grace at Massed Bands. The duty band shall receive a \$100.00 stipend from the game's sponsor.

In the event that a band withdraws or is disqualified from competition, the pre-drawn order-of-play shall remain intact so as not to force any bands a different competition time-slot.

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 sponsor and the Association Representative and provided each competition meets the minimum judging requirements and other Rules including placement of Final Tuning Areas.

III. 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. The official time will be that of a "central clock" visible at the administrative 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 Association Representative 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 to be notified of the band's intention to either march in playing from The Line or to begin playing in circle.

Quick March Medley (QMM) 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 march or set in that circle.

III. 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:

- Instructors must be registered with MWPBA by March 31st (the membership and roster due date)
- See Section III.A
- Minimum player requirements exceptions. 1) 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; 2) the same lead drummer may play in all mini-bands. 3) 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. Note: A drumming RI may not compete as a mini-band's lead drummer.
- Registered Instructors may not serve as such in two or more bands.

III.D. (cont'd)

<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	*	9
5	5	2	1	*	8

* Tenors are optional in Grades 4 & 5

<u>PLAYER REQUIREMENTS FOR MINI-BANDS</u>				
<u>Grade</u>	<u>Pipers</u>	<u>Snares</u>	<u>Bass</u>	<u>TOTAL</u>
All	4	2	1	7

Grades 1, 2 & 3 must also have a tenor drummer.
See exceptions (above) for tenors and bass.

III. 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>		
1	2 MSR ^A	1 Medley ^C	(5-7 minutes)
2	2 MSR ^A	1 Medley ^C	(4-6 minutes)
3	1 MSR ^A	1 Medley ^C	(3-5 minutes)
4	1 QMM ^B	1 Medley ^C	(3-5 minutes)
5	1 QMM ^B	---	

A **MARCH/STRATHSPEY/REEL, MSR:** Minimum: 4-parted 2/4 march, 4-parted strathspey, 4-parted reel. (Not timed)
B **QUICK MARCH MEDLEY, QMM:** Any number of quick marches of any common or compound time signatures played in succession within a time limit of 2:45-4:30 minutes.
C **MEDLEY:** Minimum of 4 different tune categories.

The Advisory Board 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 10:00AM Meeting and the selection will be made by draw at the Starting Line witnessed and announced by the Line Steward. Bands are required to play their grade's pre-chosen Music Requirements for the day of the contest.

III. F. RULE INFRACTIONS

Explanation of the Association's Rules whereby bands lose points or become disqualified.

Loss of points:

- When any playing member in a competition band does not finish the contest and this results with a below-minimum player status for the band, the band shall receive a penalty of 10 points per judge.
- If a band has a playing member not properly attired (Sect. III.A), the band shall receive a penalty of 10 points per judge.
- A band not adhering to "Performance on the Field" requirements (Sect. III.C) shall receive a penalty of 10 points per judge.
- If a band is more than three (3) minutes late to the Starting Line and has not crossed through the Final Tuning Area, that band shall receive a penalty of 10 points per judge.
- A band playing 1-10 seconds *over* the time parameter set for the contest shall receive a penalty of 10 points per judge.

Disqualification:

- Less than the minimum number of players for the grade at the starting line shall result in disqualification.
- A band playing 11 seconds or more *over* the time parameter or any time *under* the time parameter for the contest shall result in disqualification.
- Failure to comply with the definition of a March-Strathspey-Reel (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 Section III.A. Definitions, and Section III.D. Band Member Requirements).

On the day of a contest, if the Chief Steward or the MWPBA Representative 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.

III. G. CONSENT and PROTESTS

By competing at a sanctioned event of the MidWest Pipe Band Association, a pipe band or soloist consents to accept decisions of the MWPBA Advisory Committee or Executive Committee in the case of all complaints or protests, whether lodged by or against the pipe band or the soloist. 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 Advisory Committee, or ultimately the Executive Committee, nullifies that party’s right to such prize money, trophy or medal. The Advisory Committee shall have the power to rule on all complaints and protests relating to the competitions of the day. The decision of the Advisory Committee shall be binding on all parties concerned. All protests 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. Should the aggrieved party disagree with the decision of the Advisory Committee, they shall have the right of appeal to the Executive Committee whose decision shall be final. Resolution shall be within fourteen (14) days of receipt of written protest (in person or via postal service). On appeal, the Executive Committee shall be empowered to act similarly, after the contest, if satisfied that a violation of the rules has taken place.

IV. RESPONSIBILITIES OF SOLO COMPETITORS

IV. A. DEFINITION

Minimum Proper Uniform: all competitors and accompanists must wear not less than the minimum highland dress as defined under Section III.A. “Definitions, Responsibilities of Competing Bands.” The Novice Chanter contestant is fully excused from the minimum proper uniform requirements.

IV. B. GRADES

Solo players shall be graded as professional, 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 shall be subdivided into 2 categories by age: Senior Novice (30 years and over as of the 1st games of the season) and Junior Novice (29 years and under). One additional category is included so games’ sponsors may offer an event for individuals just beginning to play the practice chanter. Competition in “Novice Practice Chanter” is restricted to one (1) contest season. Notice: Practice Chanter contestants will automatically be raised to Junior Novice or Senior Novice when entering their second contest season.

The competition grade assigned by the Association’s 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.

IV. 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. Failure to comply with the music requirements (in the boxes below) shall result in disqualification.

<u>Solo Piping</u>	<u>March</u>	<u>S/R</u>	<u>H/J</u>	<u>6/8 Mar</u>
Professional	3	3	3	3
Amateur 1	2	2	2	2
Amateur 2	1	1	1	1
Amateur 3	1	1	1 Jig Only	1
Amateur 4	1	--	--	1
Novice (Junior/Senior)	1*	--	--	--
Chanter	1*	--	--	--

Music referred to shall always be a minimum of 4-parted 2/4 March, 4-parted Strathspey, 4-parted Reel, 4-parted Hornpipe, 4-parted Jig.
 *Exceptions: Junior & Senior Novice shall play 4 parts of 2/4 March time and Chanter shall play 2 parts of 2/4 March time.

<u>Piobaireachd</u>	
Professional	Submit 4 full piobaireachd
Grade 1	Submit 3 full piobaireachd
Grade 2	Submit 2 full piobaireachd
Grade 3	Submit 1 full piobaireachd
Grade 4	Submit Ground & 1 st Variation
Piper must supply music to the judge.	
Notice:	
A piper is not required to compete in the same grade of Piobaireachd as with Light Music.	

IV. C. MUSIC REQUIREMENTS (cont'd)

<u>Solo Snare Drumming</u>	<u>March</u>	<u>MSR</u>	<u>H/J</u>	<u>Solo Tenor Drumming</u>
Professional	--	2	2	Open min. 4-parted MSR
Amateur 1	--	1	1	Intermediate min. 4-parted MSR
Amateur 2	--	1	1	Novice 4-parted 2/4 March
Amateur 3	--	1	--	<u>Group Tenor Drumming</u> <i>follows last band contest</i>
Amateur 4	1	--	--	Open and Intermediate and Novice shall
Novice	1	--	--	compete together to a 4 prtd 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 (who shall not be judged) but no accompanying tenors. Solo Tenor may have one snare accompanist. Music for Snare shall always be a minimum of 4-parted 2/4 March, 4-parted Strathspey, 4-parted Reel, 4-parted Hornpipe, 4-parted Jig. *Exception:* Novice shall play 4 parts of 2/4 March time. Recorded music is not permitted.

IV. D. SOLOIST CHECK-IN IS REQUIRED

At solo contests, competitors 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.

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

The order-of-play shall be determined by the Advisory Board or the games' sponsor and will be mailed to the competitors in advance. When practical, the first entry received shall play last and the last entry shall play first. 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. When more than one tune is submitted, the judge shall choose the tune/tunes to be played just prior to tune-up. Printed music is to be given to the judge for piobaireachd contests.

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.

IV. F. CONSENT and PROTESTS See Section III.G. It applies to bands and soloists.

V. RESPONSIBILITIES OF GAMES' SPONSOR(S)

V. A. GENERAL

Prior to printing the entry form for any MWPBA-sanctioned competition, the games' sponsor shall gain the review and approval of the MWPBA. In fairness to non-MWPBA bands, the games' sponsor shall send copies of the MWPBA rules upon receipt of band entries -or- direct non-MWPBA bands and soloists to the Association's website (www.mwpba.org.)

Challenging-up by bands is at the discretion of the Games Committee. This is when a band also competes in a higher grade against at least the number of bands equal to the number of prize positions. If allowed, the sponsor should indicate challenging-up on their entry form.

Where a Grade 5 band contest is not offered, a Grade 5 band may play up to Grade 4 on the condition of meeting all Grade 4 requirements (this is not challenging-up).

A representative of the MWPBA must be on hand in an official, "non-competing" capacity to answer questions or resolve problems on the day of the contest; the sponsor will pay related expenses.

Field Entries, that is, signing up for an event on the day of the games, is not allowed for any band or solo contest.

Additional current information can be found in the Games' Sponsor booklet. The games' sponsor will agree to abide by the decision of the MWPBA regarding the awarding of cash prizes, trophies, medals and placings and the result of any protest registered on the day of the games. See Massed Bands at end of Rules. Most Sanctioning of Games information is addressed in a separate document.

The Duty Band is the final, highest-graded band to compete. After competing, that band will remain near the competition

circle and then return to the circle to play for tenor drum and/or drum major contests. The duty band shall receive a \$100.00 stipend.

When choosing judges for the games, the 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) you are choosing him to judge. (e.g. piobaireachd) Judges are to receive the current judging fee and all related expenses including accommodations, transportation and meals. Additional current information can be found in the Games Sponsor booklet.

V. B. 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.

V. C. COMPETITION AREAS

1. The Band contest area shall be marked using the following dimensions:

Band circle 25' diameter [12ft 6in radius]

Judges circle 40' diameter [20ft radius]

Spectator barrier 60' diameter [30ft radius] with 1 or 2 aisles for access by competing bands.

The Starting Line shall be marked 45 feet from the center of circles.

Band contests require four judges: 2 for Piping, 1 for Drumming & 1 for Ensemble.

Judging Tables: Situate four (4) tables just inside of the spectator barrier at approx 2, 5, 8 & 10 o'clock positions.

A Final Tuning Area shall be clearly designated by the game's 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.

Stewards required: 2 stewards are needed. A *Line Steward* and a *Final Tuning Steward* will assist bands to be timely. An *Exit Steward* may also be used particularly for crowd control when a circle with entry and exit is used.

2. 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. Stations are usually numbered as "Sta.1" or "Sta.2" or just the number.

Station Stewards: each station should have a steward to check-in the soloists, to help adjust schedules of those who may need to be in more than one place at a time. A Station Steward does not chase nor seek a competitor. Stewards should move about in their area and take charge of it. The steward attends to the judge's need for drinks, short times away, the transfer of scoresheets to the scorekeepers, keeping audience away from soloist and keeping the judge on time. To be available to soloists for questions or check-in, the Steward should not be seated with the judge as that makes Steward inaccessible.

V. D. 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.

All Piping: Piobaireachd: 20min Professional & Grade 1. 15min Grades 2 & 3. 10min Grade 4
Light Music: 5min March. 7min Strathspey/Reel. 7min Hornpipe/Jig. 5min Jig only

All Drumming: 7min for March 10min for March/Strathspey/Reel 10min for HJ.

V. E. SCORESHEETS FOR SOLO AND BAND CONTESTS

The initial scoresheets and summary sheets will be supplied to the Sponsor by the MWPBA. All score sheets should be 2-piece NCR paper with white on top and yellow as the back/copy. The appropriate scoresheets and summary sheets for all events should 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 written 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 Administration Tent. The scorekeepers then pass out medals to the top winners and give each soloist the original front page of his scoresheet. The second page of the scoresheet shall be retained and given to the Association Representative along with a copy of the summary sheets of *each* solo contest.

After a band contest is completed, the piping, drumming and ensemble score sheets shall be delivered to the scorekeepers who will determine the placings after applying any penalties. Next, scorekeepers shall produce a summary sheet for the event and make copies for each participating band in that contest plus one for the Association. The scoresheets 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. Do not enlighten anyone with these results.* The band scoresheets and summary sheets shall be passed to the bands after the Massed Bands awards, that is, each band shall receive its four judges' scoresheets 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.

V. F. CONTEST RESULTS FOR THE ASSOCIATION

A copy of all scoresheets and all contest summary sheets for each contest/event held at a sanctioned games shall be placed in the hands of the MWPBA representative at the end of the games. Under adverse conditions, the full results package shall be sent to the Chief Steward of the MWPBA no later than ten (10) days after the date of the games.

V. G. CANCELLATION OF A CONTEST

If the games' sponsor wishes to cancel an event due to lack of band entries, they must notify by telephone the MWPBA (any current Advisory Board member) and any bands already entered as soon as that decision is made. At the same time, the sponsor shall put that decision in writing to the MWPBA and any entered bands by a letter sent first-class and postmarked at least ten (10) days prior to the event. A contingency plan must be arranged in advance for inclement weather (lightning); the MWPBA representative will determine the need to institute the contingency plan.

V. H. CHAMPION SUPREME GAMES

To be sanctioned as a MWPBA Champion Supreme Games, the Games 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 Professional Grade soloist awards. In a 2-day contest, an average is acceptable. The following are minimums.

- Band Prize Awards -				- Competing Band Travel Allowances -				
Grade 1	1 st	\$1,400	2 nd	\$1,300	3 rd	\$1,200	0-99 miles	\$100
Grade 2	1 st	\$1,000	2 nd	\$900	3 rd	\$800	100-199 mi	\$200
Grade 3	1 st	\$800	2 nd	\$700	3 rd	\$600	200-299 mi	\$300
Grade 4	1 st	\$600	2 nd	\$500	3 rd	\$400	300-399 mi	\$400
Grade 5	1 st	\$300	2 nd	\$200	3 rd	\$100	400 + mi	\$500

Professional Solo Awards for Light Piping (March, S/R, H/J), Piobaireachd and Drumming: 1st \$75 2nd \$50 3rd \$30

VI. RESPONSIBILITIES OF CONTEST JUDGES

VI. A. GENERAL

When hiring, the sponsor shall inform each Judge 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) named by the sponsor (e.g. 2 Piobaireachd or Tenor Drum events or Gr.1 Band Ensemble). Judges must be on the Judging Panel of a recognized pipe band association/society. A Judge will not be allowed to compete individually on the day he is judging a solo contest nor should he judge a band in which he is a registered member. Judges are to receive the current judging fee and all related expenses including accommodations, transportation, parking, gate entry pass and meals. **For Band judging:** Judges are to use whole numbers from 1-100 with no fractions or decimals. Judges shall not 'Place' or 'Rank' bands! Judges shall not award the same numerical score to more than one band in a grade. The Scorekeepers will review and apply any penalties

before Placing the winners. **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.

VI. 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. Additional Judges (e.g. Bass Section, Dress & Department, Apprentice/Shadow) may be allowed to evaluate certain portions of the band contest, *but they will have no bearing on the outcome of the contest.* A Judge may not judge a band for one season after he has left that band. Secondary prizes such as "Best Bass Section" or "Best Marching and Discipline" may be noted by these additional judges, but only at the discretion of the Games Sponsor and with the permission of the MWPBA. **At a Mini-Bands contest,** only two judges are employed, one piping and one drumming, and they shall use the point-score method. A Judge's comments, critiques and criticisms are to be recorded on their scoresheets. The following are the adjudication criteria for each section.

VI.B. 1. 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

The piping score may be the sum of the scoring points awarded by the two piping judges or the sum of the converted points-to-placements. The maximum piping point-score is 200 points (100 per judge). Judges do not place/rank.

VI.B. 2. DRUM SECTION: The drum section's performance will be evaluated in the following areas:

- Rolls ◦ Tone ◦ Tempo ◦ Execution ◦ Rhythm & Expression ◦ Quality & Variety blend

The drumming score is the point-score awarded by the drumming judge or the converted points-to-placements. The maximum drumming point-score is 100 points. Judges do not place/rank.

VI.B. 3. ENSEMBLE: The band's performance will be evaluated in the following areas:

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

The ensemble score is the scoring points awarded by the ensemble judge or the converted points-to-placement. The maximum ensemble point-score is 100 points. Judges do not place/rank.

VI.B. 4. BASS SECTION shall be judged by the drumming judge (or the bass section judge, as noted above) 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

VI.B. 5. DETERMINING THE FINAL BAND SCORES OR PLACEMENTS:

In contests of three or less bands, the band score shall be determined as the sum of the two (2) piping judges' scoring points, the drumming judge's scoring points and the ensemble judge's scoring points, minus infraction points if any, with a perfect score being 400 points. The band with the highest total point score will be declared the winner of the competition unless that band has been banned from the prize list. When adding scores, the possibility of a tie exists and shall be broken by the following criteria (in descending order): the highest ensemble score; the highest total piping score; the highest total drumming score; a special meeting of the judges of that contest.

In contests of four or more bands, the scoring points of each judge will be converted into that judge's band placings. After converting, the placings/rankings of each judge are tallied and the lowest placing points wins. E.g. the four judges award placings for one band as 3rd+2nd+2nd+5th. Outcome is 12. For another band they place as 2nd+1st+3rd+2nd. Outcome is 8. The "8" is closer to winning than is the "12." The lowest possible placings outcome is 1st+1st+1st+1st+1st=4. Ties will be broken by (in descending order): lowest ensemble place; lowest total piping places; lowest drumming place; special meeting of the judges of the contest. Bands may not perform for "sheets only."

VI. C. 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 (1st, 2nd, 3rd...) on the scoresheet of each competing soloist.

1. 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

2. An **individual snare drummer** shall be judged on the following:
 - Rolls ◦ Tempo ◦ Tone ◦ Execution ◦ Rhythm and expression
 - Quality and variety. (Requires 1 or 2 piping accompanists who shall not be judged.)
3. An **Individual Tenor Drummer** shall play at the halt and be judged on the following.
 - Deportment ◦ Two 3-pace rolls ◦ Rhythm & Expression ◦ Flourishing & Interpretation
 - Distinguishing piano from forte in each part ◦ Quality & Variety ◦ Tempo
 - Tone ◦ Execution ◦ Transitions & Ending
 Music Requirements: Novice 4-parted 2/4 March. Advanced minimum 4-parted MSR set.
 (Requires 1 or 2 pipers and may have 1 snare drummer. The piping and snare drumming are not judged.)
4. **The Flourishing Tenor Drummers (group contest) shall play at the halt and be judged on:**
 - Deportment ◦ Two 3-pace rolls ◦ Rhythm & expression ◦ Flourishing & interpretation
 - Distinguishing piano from forte in each part ◦ Quality & variety ◦ Tempo
 - Tone ◦ Execution ◦ Competition while standing
 Music Requirements: 4-parted 6/8 March
 (Music to be supplied by a “duty” pipe band that is not to be judged.)
5. **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

MASSED BANDS (For drum majors, pipers, drummers, bands and sponsors.)

A minimum distance of 2-1/2 yards between files should be assured. All bands are expected to know and play all of the Massed Bands Tunes on the Association’s official list that can change from year to year. Players who are late may NOT enter the field to ‘catch up’ to their bands already on the field. The bands should not be called onto the field until all speeches have been made, other awards (dance, athletic, etc) have been presented, and any other miscellaneous ceremonial functions are completed.

The Massed Bands can be a moving experience. All Games should have a Senior Drum Major who is knowledgeable in setting up and leading bands. He must choose and direct the music as well as the physical movements of the bands in a professional manner. The pipers and drummers of the Massed Bands are on the field to perform for the audience, to receive their awards of the day and then to leave the field. After completion of awards, normal dismissal is the march-off of each first-place band beginning with Gr.1 through Gr.5. (Other grades of same bands shall remain on the field.) Next, the remaining bands shall be directed to strike up and play while marching off of the field. No bands shall be left standing on the field.

The MidWest Pipe Band Association’s Tunes for Massed Bands

4/4 Marches	Scotland the Brave (Low Hand)	Wings	
2/4 Marches	The Barren Rocks of Aden	Highland Laddie	79 th Farewell to Gibraltar
6/8 Marches	Glendaruel Highlanders	Bonnie Dundee	
3/4 Marches	Green Hills of Tyrol/Battle’s O’er Balmoral		
Slow Marches	Road to the Isles	Amazing Grace	

MWPBA RULES & REGULATIONS Revised Jan-Feb 2008 for the 2008 Competition Season. Best Wishes to the Pipe Bands, The Soloists, The Judges and The Sponsors ...from your Advisory Board.

Drew Hoinacki – Pres & Chf Steward	Tad Myers – Band Registrar	Jim Higgins	Bentley Wall
Cliff Davis – Vice President	Dana Freiberg – Solo Registrar	Adrian Melvin	Tristan Wilson
Martin Boyle – Sec/Treasurer	Jim Sim – Music Board Chair		