

# EUSPBA COMPETITION RULES AND REGULATIONS

APRIL, 2010

*SUPERCEDES ALL PRIOR VERSIONS*

**Changes and additions are in bold type**

*An affiliate of the Alliance of North American Pipe Band Associations and  
the Royal Scottish Pipe Band Association*

## **EUSPBA Executive Committee**

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Vice President – Tom Kee

Executive Secretary – Sheldon Hamblin

Recording Secretary – Steve Serneels

Treasurer – Jim Roberts

Officer at Large – Helen Harlow

Officer at Large – Kenton Adler

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## EUSPBA COMPETITION RULES AND REQUIREMENTS

Unless otherwise specified, violations of rules contained in this rulebook shall be subject to a penalty up to and including disqualification.

### A. GENERAL RULES

All EUSPBA sanctioned contests, including pipe band, solo piping and drumming, and drum major competitions, shall be open to the following individuals or bands:

- 1) members in good standing of the EUSPBA
- 2) all others who are members in good standing of associations recognized by the EUSPBA.

*Exception:* Any band other than defined in #1 or #2 above, not having previously competed in an EUSPBA sanctioned games, may compete once in a sanctioned competition before being required to become a member of the EUSPBA, but will be subject to all rules applying to member bands.

Competitors are prohibited from competing in either solo or band events while using any form of printed music on the competition field (i.e., sheet music taped to drum heads, etc.).

#### Grading System

The Grading Sub-Committee of the Music Board/Advisory Committee shall assign a competitive grade to all member bands and individuals. All grade changes are subject to the approval of the Executive Committee.

Individual competitors and bands must compete in their assigned grade only. For players from other affiliated associations competing in solo events, the EUSPBA will honor the grading of the individual's home association, including "split" grading. Former individual EUSPBA members who are returning to individual membership shall be graded their most recent former grade, unless their membership has lapsed for seven years or more. In those instances, the competitors shall be graded by the Music Board on a case by case basis. Competitors who join the EUSBA for the first time on the day of the games in which they are competing must compete in the beginning grade for their instrument. A competitor or band may be recommended to be regraded by the EUSPBA Grading Sub-Committee at any time during the year. Regardless of when the regrade recommendation is made, once the Executive Committee votes to approve, the regrade will become effective immediately.

Bands: Member bands shall be graded as follows: Grade 1, Grade 2, Grade 3, Grade 4, Grade 5. Each band will receive notification of its grade classification.

An additional classification has been created for Juvenile Bands. Qualification to be classified Juvenile: all members age 18 or under, except may have one adult piper, one adult snare drummer, and one adult midsection drummer. Bands who meet these qualifications can apply for additional classification as juvenile. If a band meets the qualifications of a juvenile band and is grade 4 or grade 5, they will be a Novice Juvenile band. If a band meets the qualifications of a juvenile band and is grade 3 or higher, they will be a Juvenile band. This will be only for contests that offer a separate Juvenile grade competition. Regular EUSPBA grade and roster rules will apply to any other contests.

Bands shall compete only in their assigned grades, except as follows:

Time permitting, games should make every effort to permit Grade 3 bands to challenge Grade 2 bands, and Grade 2 bands to challenge Grade 1 bands, provided they meet *all* of the requirements of the higher grade for that day's contest. Bands will be awarded points toward year-end standings in their own grade only. If a band wins prizes in both grades, games may award only the higher of the two monetary prizes.

All band grades will be reviewed at the end of each competition season by the EUSPBA Grading Sub-Committee, and any band may be regraded if appropriate. All band-initiated requests for regrading will be considered at that time.

In order to ensure a level playing field, especially at the novice pipe band level, Grade 5 bands will be subject to upgrading at any time during the season.

**Individuals:** Individual competitors shall be graded as follows:

- 1) Piping: Professional; Amateur 1, 2, 3, 4Jr. (17 & under), and 4Sr. (18 & older)
- 2) Snare Drumming: Professional; Amateur 1, 2, 3, 4Jr. (17 & under), 4Sr. (18 & older)  
Grade 4 Jr. is designated as the John Murray Juvenile Grade 4
- 3) Tenor Drumming: Professional; Amateur 1, 2; Novice
- 4) Bass Drumming: Professional; Amateur

## 5) Drum Major: Professional; Amateur

In any event where there is a maximum or minimum age requirement, the age will be as of March 1 of that competition season. In instances where some associations allow "split" solo competitive piping grades, the EUSPBA will honor the grading of the individual's home association

All individual grades will be reviewed by the EUSPBA Grading Committee *at the end of each competition season*. Individual competitors should NOT assume their grade will automatically be changed as a result of seasonal points and/or ranking in their current grade. Competitors wishing to change their competition grade are expected to submit their regrade request in writing along with a completed following year membership application and dues to the EUSPBA Executive Secretary. These requests must be postmarked NO LATER THAN November 1. *ALL REQUESTS RECEIVED AFTER THIS DATE WILL BE REJECTED*. Supporting documentation from instructors, judges, etc. does NOT eliminate the need for the competitor to indicate his/her desire to be regraded.

Grade 5 Piping (Practice Chanter), Grade 5 Snare (Drum Pad), and Novice Tenor events are unsanctioned events and are discussed in Section C. Competitors in these events are NOT subject to the regrading rules for sanctioned events. They may upgrade themselves at any time during or after the season. Once upgraded, they may NOT compete in these unsanctioned events. Note: competitors who play bagpipes in a competing pipe band may not compete on practice chanter in solo competition. Competitors who play snare drum in a competing band may not compete on practice pad in solo competition. Competitors who play tenor drum in a competing band may not compete in novice tenor in solo competition.

### **Contest Committee**

The Contest Committee shall be composed of two (2) EUSPBA representatives (any EUSPBA member in good standing may serve as an EUSPBA representative), plus an official representative for the games.

This committee shall be responsible for:

- 1) Conducting and recording results of all draws for position and tune selection.
- 2) Supervising and checking all contest results.

The Contest Committee shall have the power to deal with all complaints and protests relating to the contests for that day. The Committee shall ensure that all EUSPBA rules are fully adhered to, and shall have the power to disqualify any band or individual not adhering to the rules.

### **Splitting Large Solo Contests**

Any contest Grade 2 and below having more than 20 entrants must be split into separate events with a minimum of 10 and a maximum of 20 competitors per heat (example: 50 competitors divided by 3 = 2 events with 17 and 1 event with 16). Professional and Amateur Grade 1 Piping events may be run with a maximum of 30 entrants in each event. No playoff is required for split events, and points and season standings will be awarded for each event. Each heat within a particular grade should contain the same players for all events, except in the case where both Ground Only and Full Piobaireachd are offered in Grade 4. In that case, a small heat of full piobaireachd players should be added back into larger heats for light music.

### **Protests**

Any protest may be filed by any EUSPBA member in good standing. A \$5 filing fee must accompany the protest at the time of filing.

All protests should be made in writing and lodged with the Contest Committee before the end of the games in question. All protests shall be dealt with by the Contest Committee, whose decision shall be binding on all parties concerned. Should the aggrieved party disagree with the decision of the Contest Committee, they shall have the right of appeal to the Executive Committee, whose decision shall be final; however, no protest shall be lodged directly with the Executive Committee without a prior ruling by the contest committee. All such appeals must be submitted in writing to the Executive Secretary within ten (10) days of the date of the competition in question. Pending the results of the appeal, the findings of the Contest Committee shall be binding.

If a protest is filed, each affected individual or band involved must sign a statement agreeing to return any prize money and/or trophy.

The Contest Committee, on the day of the contest, being satisfied that a competitor has violated any of the EUSPBA rules, shall be empowered to bar such competitor from the prize list, suspend the decision of the judges, and award the prize(s) to the next in order of merit. If a pipe band is disqualified, the judges' scores for the disqualified band will be disallowed and the contest results will be recalculated as though that band had not played for the purposes of determining contest winners. For the purposes of awarding points for season standings, the disqualified band will be counted as though they had taken last place.

If and only if it has been determined that a rule violation has occurred, the Executive Committee shall be empowered to act similarly for up to one year after the contest.

### Contest Results

EUSPBA copies of all score sheets and tabulation forms for all sanctioned events shall be collected by the EUSPBA monitor and forwarded to the Recording Secretary or his/her designated representative no later than three (3) days after the date of the contest. It shall be the responsibility of the EUSPBA monitor to ensure these documents are sent within the time limit.

## B. RULES AND REQUIREMENTS GOVERNING PIPE BAND COMPETITION

### Band Member Requirements

Each band must meet the minimum player requirements according to grade\*. These requirements are:

2010					
Grade	Pipers	Snares	Tenors	Bass	Total
1	8	3	1	1	13
2	7	3	1	1	12
3	6	2	1	1	10
4	5	2	1	1	9
5	5	2		1	8

*\*bands not meeting the minimum number of players may, at the discretion of the games, be permitted to play for comments only, and will not be scored or given a placing in the contest.*

### Band Selection Requirements

Requirements fall into three basic musical categories, M/S/R, Medley and March Set. For the M/S/R, all three tunes will consist of at least four parts of music and the march must be in 2/4 time. The Medley will be a selection of tunes of any length, type, tempo, and time signature, which varies in overall length according to grade and may not include an M/S/R set that would qualify to meet the M/S/R requirement. In Grade 4 the medley can not include any 2/4 Set tunes.

The number of submissions and the time limits for each band grade are as follows:

The number of submissions and the time limits for each band grade are as follows:

Grade	M/S/R	Medley	March Set
1	2	2 (5 to 7 minutes)	n/a
2	2	1 (4 to 6 minutes)	n/a
3	1	1 (3 to 5 minutes)	n/a
4	n/a	1 (3 to 5 minutes)	<b>* 6-8 Parts</b>
5	n/a	n/a	<b>* 6-8 Parts</b>

**\*The QMM for grades 4 and 5 shall be defined as six to eight parts of march music, simple time, no time limit. The list of tunes provided for each grade is strongly recommended, but not required. The QMM should contain tunes that by tradition are considered marches (such as written in time signatures 2/4, 3/4, and 4/4) played in quick time. The QMM shall not contain bridges or reprises. The music should be structured traditionally i.e. 2/4 marches-8 bars/16 beats per part repeated, 4/4 marches 8 bars/32 beats per part not repeated, 3/4 marches 8 bars/24 beats repeated. The QMM is to include a traditional attack of two three pace rolls, with the chanters sounding E on the seventh beat.**

**Marches are to be played as written, and if a part is written with repeats, the repeat does not count as an additional part. So a QMM could consist of 6 parts with nothing repeated, 8 parts all repeated, or anything in between, as long as the tunes are played the way they were written. Additionally, other time signatures of non-compound time can be included, such as a 5/4. Compound time signatures of 6/8, 9/8 and 12/8, or any other time signature where the beat is divisible by 3, are not permitted.**

### **Selection of Tunes, Draw for Position, Order of Play**

Tune selection will be based on even/odd days and will be determined as follows:

Even Days: Grade 1 M/S/R; Grade 2 Medley; Grade 3 M/S/R; Grade 4 Medley.

Odd Days: Grade 1 Medley; Grade 2 M/S/R; Grade 3 Medley; Grade 4 March Set

Provided that a games holds the required band event in a given grade as determined by the even/odd day, the games may also hold the other event in that same grade as an additional sanctioned event.

The draw for playing position within a grade will be held no less than two (2) hours before the competition. The Contest Committee shall conduct the draw, and all bands may send a representative to the draw. The Committee will draw for any band not providing a representative. If a band has already registered and knows it will not be playing, it should notify the director of piping as soon as possible.

In the event that a band is disqualified or withdraws after the draw has been made, their allotted time slot will be left open before the next band is expected on the field.

For order of play, all bands entered in a particular grade will have their names submitted to a ballot. Playing position shall be submitted to a separate ballot with the two ballots being drawn simultaneously. Grade 1 and challenging Grade 2 bands shall submit printed manuscripts of their tunes at the time of the draw. These will be available to judges on the field, and will be returned to the bands with their score sheets.

**Grade 1** bands (and challenging Grade 2 bands) will submit tune listings for two M/S/R's OR two medleys with the entry form for each games and will submit these lists at the draw on contest day. There will be a last minute draw (aka "shotgun draw") as each band comes to the start line of the contest area to determine which of the two M/S/R's or medleys will be played. Names of the tunes for M/S/R's #1 and #2 OR manuscripts of the tunes for medleys #1 and #2 will be presented to a steward at the shotgun draw, who will then hand them to the judges.

**Grade 2** bands (and challenging Grade 3 bands) will submit tune listings for two M/S/R's OR one medley with the entry form for each games. If the contest is M/S/R, the same procedure for selection of which M/S/R to play will be followed as in a Grade 1 M/S/R contest.

In the case of a shotgun start (M/S/R's for Grades 1 and 2, Medleys for Grade 1), bands are prohibited from dropping playing members at the line.

### **Definitions:**

Playing Member: A piper or drummer whose name appears on the band roster as submitted to the EUSPBA Membership Coordinator. Bands must notify the EUSPBA Membership Coordinator of any new band member(s) (not to include instructors) who have not registered in an EUSPBA member pipe band during the current season at least ten (10) days prior to the competition in which such band member(s) will first compete. New band member(s) who have previously been registered on another band's roster during the current season may change bands once during the season. These persons must be registered with the Membership Coordinator by their new band at least thirty (30) days prior to the competition in which such band members will begin competing with the new band.

A playing member of a band may compete only with the band with which he or she is registered, with the exception of school bands, substitute bass/tenor drummers, full time piping or drumming instructors, and dual musicians, as defined. School band members (high school or college) may transfer from their school band to another band and back to the school band in the fall. This transfer may happen once only in the spring and once only in the fall. A letter should be sent to the Membership Coordinator informing him/her when the changes to and from the School band will take place. *All roster additions and deletions must be submitted in writing whether by email or letter.*

Roster additions received after April 1<sup>st</sup> must be accompanied by supporting documentation, i.e., last band played with, grade of last band and date membership was terminated (if applicable).

Full-time Piping or Drumming Instructor: A full-time Piping or Drumming Instructor is defined as a person who instructs the band on a *regular* basis. One full-time piping and/or one full time drumming instructor may register and compete with one lower graded band, provided they are not one of the minimum number of players, and also provided that they complete a signed registration form and submit it to the Membership Coordinator by March 1 preceding the season. Instructors will not be considered “members” of the band they are instructing. No changes or registration of instructors may occur after March 1. The only exception to the March 1 deadline is newly formed (not reformulated), registered pipe bands provided the instructor is listed with the initial roster submission.

Penalty for not adhering to the conditions of the instructor rule: The penalty for first offense will be to forfeit the prize money and results of the competition in question. The second offense will result in the band being suspended from competition for a period of one year.

Dual Musician: A musician who plays more than one instrument (whether it be pipes, snare, tenor, or bass), may play one instrument with one band and a different instrument with one other band of a different grade, provided that he or she is registered with the Membership Coordinator on both band's rosters with the appropriate instrument.

Substitute Bass/Tenor Drummers: In the event that a bass or tenor drummer is unable to compete with his band, that band may choose a bass or tenor drummer from another band of the same grade or a lower grade, if that bass or tenor drummer is so willing, or, the band may select any member that appears on their band roster, with the exception of instructors and dual musicians in the lower grade band, to perform as a substitute bass or tenor drummer.

Definition of “tenor drum”: The percussion instruments used by tenor drummers will be limited to drums marketed as “tenor drums” (for their pitch range, defined as approximately equal to that of a tenor voice). For EUSPBA purposes, these include drums in the slightly higher or lower end of the tonal spectrum, marketed as so-called “alto” and “baritone” drums. This may include the use of non-traditional tenors, or multiples. Please note: this “expanded” definition of a tenor drum applies to pipe band competition only – it does not apply to solo tenor contests.

The use of traditional “flourishing” tenor players, although not mandatory, is encouraged by the EUSPBA in order for bands to attempt to develop and include this element of pipe band performance culture in their presentations.

## **Band Representatives**

Each band shall have an official representative present at the games. This individual may be present for all drawings (though not required to attend) but shall be responsible for having his or her band at the competition area at the scheduled time. The Games Committee will have the power to disqualify any band from competition if that band fails to report to the competition area on time.

## **Performance on the Field**

Bands should not begin their competition performance until getting an okay signal from the ensemble judge.

All bands with the exception of Grade 5 must begin marching at the beginning of the roll-off, form a circle while playing, and finish their selection in that circle. Grade 5 bands have the option of tapping into the circle.

At the conclusion of each competition performance, the band must march off the field in an orderly fashion.

## **Ties**

No judge will award any two or more competitors in a band event the same placing. All bands must be ranked with no ties.

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

- 1) Pipe Section - the pipe section's performance will be evaluated in the following areas:
  - a) Introduction
  - b) Tempos, breaks between tunes, and finish
  - c) Tuning and tone of chanters and drones
  - d) Execution
  - e) Expression

Criticism in each of the above areas shall be given on the Pipe Band Piping score sheet.

- 2) Drum Section - the drum section's performance will be evaluated in similar fashion based on the following areas:
- a)Rolls
  - b)Tone
  - c)Tempo
  - d)Execution
  - e)Rhythm and Expression
  - f)Quality and Variety
  - g)Blend

Criticism in each of the above areas shall be given on the Pipe Band Drumming score sheet.

- 3) Ensemble – the band's performance as a group will be evaluated based on the following areas:
- a) Technical Integration (technique and unison)
  - b) Tonal integration (sound quality)
  - c) Musicality
  - d) Quality of Arrangement

Criticism in each of the above areas shall be given on the Pipe Band Ensemble score sheet.

### Determining Band Score

The tabulators will convert the judges' placings to points so that placing #1 is awarded points equal to the number of bands in that competition, and each lower placing is awarded one point less. The sum of the piping points is multiplied by a factor to give the total piping points. In a similar manner the drumming and ensemble placings are converted to points and multiplied by the drumming factor or ensemble factor, respectively, to give the total drumming or ensemble points. The piping, drumming, and ensemble points are added to give the final totals.

If the final total shows a tie for two or more bands, the ensemble score shall be the tie-breaker.

The purpose of the multipliers (factors) is to maintain the relative balance of piping, drumming, and ensemble at a ratio of Piping 60%, Drumming 20% and Ensemble 20%. The multiplier will vary with the number of judges employed. The most common scenarios follow:

# Piping Judges	# Drumming Judges	# Ensemble Judges	Piping Multiplier	Drumming Multiplier	Ensemble Multiplier
2	1	1	3	2	2
3	1	1	1	1	1

## C. RULES AND REQUIREMENTS GOVERNING INDIVIDUAL PIPING AND DRUMMING COMPETITIONS

### Order of Play

Competitors must register with the steward for their particular event prior to the start of that event. If an order of play has been established, all competitors must follow that order of play. Any competitor failing to report to the steward (or the judge, in the absence of a steward) when called may be disqualified from that event. Reasonable effort will be made to maintain the written order of play; however, the steward (with input from the judge if the judge desires) is the final determiner of the order of play. If a competitor has registered and knows he/she will not be competing that day, they should notify the director of piping as soon as possible.

### Number of parts

Unless otherwise noted and except for piobaireachd, all tunes are to be a minimum of 4 parts.

### Ties

No judge will award any two (or more) competitors within a solo event the same score/placing through sixth (6th) place.

### Piping Selection Requirements - Solo Piping

Piping competition is organized into six grades according to ability and experience. Individual piping competitors shall submit the following number of tunes according to grade and type of competition to the piping adjudicator(s):

Listed below are number of submissions required; one tune of each type is to be played unless otherwise noted.

Grade	2/4 March	S&R	Piob	6/8 March	H/J Or	Jig	Slow March
Prof	4	4&4	4	3, play 2	3 & 3	4(play 1 twice through*)	
1	2	2&2	3	2	2 & 2	2(play 1 twice through*)	
2	2	1&1	2	1	1 & 1	2 (play 1)	
3	1	***1&1	1	1		1	
4	1	<b>1&amp;1</b>	Ground only or full tune**	1			1
5	See below						

\* jig twice through time permitting, to be decided by person responsible for scheduling events.

Piobaireachd competitors (except for those playing ground only) will be awarded "double points" toward year-end standings.

In any grade where a March contest is run as a separate event from a Strathspey and Reel contest, the two separate events may **not** be run simultaneously. "Simultaneously" is defined as requiring a competitor to play the march and then requiring the strathspey & reel event to be played immediately thereafter before the same judge.

Professional. The games may specify the March, Strathspey & Reel as a single contest to be played straight through with one score sheet. Tunes will be submitted separately and the judge will select the set. When M/S/R is run as a single contest, points will be awarded twice toward year-end standings. If not specified in the entry form, the competition will be two separate events.

Grade 1 & Grade 2: The games may specify the March, Strathspey & Reel as a single contest to be played straight through. In this case, grade 1 competitors will submit two M/S/R sets, one of which will be chosen by the judge. Grade 2 competitors will submit their tunes and the judge will select a march. If not specified in the entry form, the competition will be two separate events. When M/S/R is run as a single contest, points will be awarded twice toward year-end standings.

\*\*\*Grade 3: Two 2-parted or one 4-parted strathspey and reel. Each tune (strathspey and reel) shall be a minimum of four parts of music. One four-parted tune or two two-parted tunes are acceptable for each.

Grade 4 has been divided into two separate categories according to age: *age 17 and under*, and, *age 18 and over*. The musical requirement for the 2/4 march is one four-parted or two different two-parted marches. \*\*Grade 4 Piobaireachd may be offered as ground only or as the full tune. It will be a ground only competition unless designated as the full tune on the entry form. Both ground only and full piobaireachd can be offered as sanctioned events. Grade 4 Slow March shall be two eight-bar parts of music, repeated, for a total of 32 bars. Grade 4 strathspey and reel shall consist of one 2-parted strathspey and one 2-parted reel.

Grade 5 is restricted to those playing the practice chanter only in competition and is not open to those playing the bagpipe in band competition. Grade 5 does not require membership in the EUSPBA. The musical requirement is one four-parted or two different two-parted marches in 2/4, 4/4, or 6/8 time.

### Tune Submission

A competitor who plays a different tune than he/she submitted to the judge will be disqualified. *To further clarify, if a competitor submits one tune to the judge, it is his/her responsibility to play that tune and no other. If the competition requires that more than one tune be submitted, it is the responsibility of the competitor to play the tune the judge selects and no other.*

Each competitor's performance will be evaluated in the following areas:

- 1) Time, including tempos and breaks between tunes
- 2) Tuning and tone of chanter and drones
- 3) Execution
- 4) Expression

Specific criticism in each of the above areas is given on the Individual Piping Evaluation Sheet, including space for additional comments by the judge.

In any professional piping competition, a stopped bass drone during a performance will result in automatic disqualification.

Competitors in any march competition (except Amateur Grade 5 and Grade 4 Slow March/Air) must march during their performance, unless physically unable, or be disqualified.

### Snare Drumming Selection Requirements

Individual snare drumming competitors shall submit the following selection of tunes according to grade:

Grade	2/4 March	6/8 March	M/S/R	H/J	Drum Solo	QMM (see below)
Prof			Submit 2, Play 1 set	Submit 2, Play 1 set	1, 3-5 minutes	
1			1	1	1, 2-4 minutes	
2			1	1		
3*	1	1				1
4Sr	See below					1
4 (JMJ)	See below					1
5	See below					

Professional and Grade 1: In the “Drum Solo” event, the individual competitor shall perform only on a pipe band snare drum without any additional accompaniment.

Grade 3: An additional competition may be added for a strathspey/reel contest consisting of (4) parts each – two 2-parted or one 4-parted strathspey and reel. This is optional and does not replace the required events.

Grade 4Sr (18 & over): One 4-part March or two different 2-part Marches or one 2-part March played twice. May be of any time signature.

Grade 4Jr/John Murray Juvenile Contest (17 & under): One 4-part March or two different 2-part Marches or one 2-part March played twice. May be of any time signature.

Grade 5: Two parts of a march, any time signature on the drum pad. No piper required. Grade 5 competitions are restricted to those playing the drum pad only in competition and are not open to those playing the snare drum in band competition. Grade 5 does not require membership in the EUSPBA.

### Solo QMM

Solo Quick March Medley contests shall consist of traditional quick march music and shall be no less than one minute forty five seconds and no more than three minutes fifteen seconds in length.

### Snare Drumming Competitions

Each Snare drumming competitor's performance will be evaluated as follows:

- 1) Rolls
- 2) Tone
- 3) Tempo
- 4) Execution
- 5) Rhythm and Expression
- 6) Quality and variety
- 7) Blend

Space for additional comments by the judge is provided on the Drumming Evaluation Sheet.

Each snare drumming competitor in grade 4 or higher will be accompanied by a minimum of one (1) and a maximum of two (2) pipers obtained by the competitor, or in the absence of accompaniment, a piping recording may be substituted. It is the responsibility of the competitor to provide the music and tape recorder and its operation.

## Tenor Drum Competitions

Tenor drum competitions will be held as a separate event. These events will be evaluated in the same manner as snare drumming. Snare judges who are not on the bass/tenor judges' list are not qualified to judge solo bass and tenor events and should not judge these contests.

### Tenor Drumming Selection Requirements

Professional: M/S/R (A second solo event: Hornpipe/Jig may also be offered)  
Amateur 1: M/S/R, QMM  
Amateur 2: A 4-part Quick March in 2/4, 4/4, or 6/8 time (A second solo event –QMM– may also be offered)  
Novice: A 4-part Quick March in 2/4, 4/4, or 6/8 time

Each tenor drumming competitor will be accompanied by a minimum of one (1), and a maximum of two (2) pipers provided by the competitor. The competitor may also provide one (1) bass drummer and/or one (1) snare drummer (optional). In the absence of accompaniment, a piping recording may be substituted. It is the responsibility of the competitor to provide the music and tape recorder and its operation.

For professional tenor only, a second competition may be conducted in a line format with a band providing the accompaniment but only in addition to the individual competition and not as a replacement for the individual event.

Guidelines for the competition are:

- 1) Deportment - competitors must maintain proper stance at attention.
- 2) Competitors must perform:
  - a) Two three-pace roll-offs
  - b) Rhythm beatings in the proper tempo in the piano segment of each part
  - c) Flourishes, or swinging of the sticks, in the proper tempo in the forte segment of each part.
- 3) Competitors will also be judged on:
  - a) Their ability to display smoothness and rhythm while playing
  - b) Their ability to play in time to the music, regardless of which time signature is chosen.

## Bass Drum Competitions

Bass drum competitions will be offered as individual events. These events will be evaluated in the same manner as snare drumming. Snare judges who are not on the bass/tenor judges' list are not qualified to judge solo bass and tenor events and should not judge these contests.

### Bass Drumming Selection Requirements

Professional: M/S/R

Amateur: A medley of tunes three (3) to five (5) minutes in length with a minimum of two distinct tempo changes. (A second solo event – QMM- may also be offered)

Each bass drumming competitor will be accompanied by a minimum of one (1), and a maximum of two (2) pipers provided by the competitor. The competitor may also provide one (1) snare and/or one (1) tenor drummer (optional). In the absence of accompaniment, a piping recording may be substituted. It is the responsibility of the competitor to provide the music and tape recorder and its operation.

Bass drum competitors will be evaluated in the following areas:

- 1) Drum tone - the drum must blend with, not overpower, the pipes and snare drum. It must be clear enough to be distinguished by the pipers and snare drummer, and must have a proper bass sound, with no "rumbling" or "ringing" during the band's performance.
- 2) Breaks and tempos - tempos for all tunes must begin on the first beat of each tune. Rhythm beats must coincide with the pipes and snare drums for a pointing effect.

## D. RULES AND REQUIREMENTS GOVERNING DRUM MAJOR COMPETITION

## Competition Requirements

Drum Major competition will consist of the following two sections:

- 1) Inspection in ranks, including position of attention and appearance of uniform\*
- 2) Marching - Competition is based on a 6/8 march as follows:
  - a) Thirty two beats as a slow march with a tempo range of 56 – 60 BPM, segue into a quick march with a tempo range of 92 to 104 BPM;
  - b) 'Quick march only' may be substituted at the discretion of the judge.
  - c) Countermarch signals (number to be determined by the judge)
  - d) Mark time and halt
  - e) Cease playing

If both Amateur and Professional competitions are to be held, each should be run as a separate event.

\*The options below outline acceptable dress for Drum Major competitors in EUSPBA sanctioned contests.

- 1) Uniform of the Band
  - a) A Drum Major Competitor is encouraged to wear the uniform of his/her band
  - b) If a competitor does not belong to a band, the following should be guidelines for competition dress
- 2) Civilian Dress
  - a) Headgear: Balmoral or Glengarry with cap badge
  - b) Shirt and Tie
  - c) Argyle Jacket and Waistcoat - or -
  - d) Argyle Jacket and Waist Belt
  - e) Kilt with appropriate Sporrans, Hose and Flashes, Ghillie Brogues (black or brown to match belts/kilts) or Oxford Style Shoe or
  - f) Trews with Oxford Style or Army shoes
  - g) Optional: Accoutrements common to traditional Highland Civilian Dress: i.e. Sgian Dhu, Kilt Pin, Drum Major's sash
- 3) Full Highland Dress (Number One's)
  - a) Headgear: Feather Bonnet or Glengarry (with or without cock feather)
  - b) Tunic or Doublet
  - c) Full Plaid with Brooch
  - d) Accoutrements: Cross belt, Waist Belt, Baldrick, D/M Sash (where applicable)
  - e) Kilt with Sporrans and Regimental Kilt Pin or Rosettes (where applicable) – or - Trews
  - f) Hose/Hose Tops with Flashes with Kilt
  - g) Spats with Hose/Hose Tops (where applicable)
  - h) Shoes: Ghillie Brogues or Oxford style/army shoes
  - i) Optional: Accoutrements common to Number One Dress: i.e. Sgian Dhu, Dirk, Sword

## Evaluation of Performance

1) Professional Drum Majors' performance will be evaluated in the following areas:

- 1) Inspection
- 2) Deportment, Marching and Execution
- 3) Flourishing

Specific criticisms in each of the above areas are as follows:

- 1) Inspection (relative merit of 30%): The character of the uniform shall be either civilian or military. There will be no "mix and match" uniforms. Exception: If the uniform is consistent with that of the Drum Major's band, it will be considered acceptable and marked accordingly.
- 2) Deportment, Marching and Mace Commands (relative merit of 45%): The position of attention will be observed throughout the competition unless directed to "stand easy" or otherwise directed by the Senior Drum Major or judge. Mace commands will be executed while the group is on the march. All movements must be precise, and must be performed in tempo with the music. The transition from slow to quick march must be smooth.

- 3) Flourishes (relative merit of 25%): Flourishes will be performed in the forte segment of the part only. The standard swing and mace walk are acceptable as flourishes or non-flourishes. Tossing of the mace is acceptable as part of a flourish only. Competitors will be penalized if, for any reason, there is a loss of control of the mace.

II) Amateur Drum Majors' performance will be evaluated in the following areas:

Amateur Drum Majors will be judged in the same manner with the exception that flourishing is optional. If an amateur Drum Major chooses not to flourish, he will not be penalized. However, if an amateur Drum Major so chooses to flourish, he will be judged accordingly.

### **Critique**

Each drum major competitor will receive a critique of his performance. It will take the form of written comments by the judge, and all competitors will be advised of their strong and weak points. A legible recording of points on an EUSPBA tally sheet will be submitted by the judge to the games and by the monitor to the EUSPBA recording secretary for the purpose of points tabulation.

## **E. RULES AND REQUIREMENTS FOR JUDGING**

### **Judging Qualifications**

Any judge asked to judge a pipe band, individual piping or drumming, or drum major competition at an EUSPBA sanctioned games must be a member of the EUSPBA Judges' panel. For piping contests judges must be on the qualifying panel of the event he is asked to judge, i.e. solo light music, piobaireachd, pipe bands. Written approval may be granted on a case-by-case basis by the Music Board to guest judges provided they are currently judges in good standing on their home association's panel.

### **Number of Judges Per Contest**

For pipe band contests, there must be a minimum of two (2) and a maximum of three (3) piping judges, one (1) ensemble judge only, and one (1) snare drumming judge only. Individual contests must have at least one (1) judge selected from the respective panel.

### **Use of EUSPBA Evaluation Sheets**

The appropriate EUSPBA evaluation sheets will be provided to each judge prior to the start of the contest. Judges are asked to make the fullest use of the sheets provided in evaluating the competitor. Judges shall assign a numeric placing in the "placing" box for the first (1<sup>st</sup>) through sixth (6<sup>th</sup>) place winners in solo contests, and for all competitors in band contests. Each sheet used by the judge must bear the judge's signature, and all forms, used or unused, must be returned to the games recording office at the conclusion of the contest. In addition, judges will sign the tally sheets to certify that the results are correct.

### **General Judging Rules**

During any band performance, judges will not be allowed to converse with one another about the performance, or to compare notes.

Judges will not enter the circle formed by a band during its performance, nor come closer than ten (10) feet to any individual player of that band (provided space allows).

Judging for a band performance shall begin with the commencement of the performance and shall end after the last note of the last tune played. Timing for the medley competition shall begin with the first tap of the drum.

No judge will award any two (or more) competitors within a solo event the same score/placing through sixth (6th) place. No judge will award any two or more competitors in a band event the same placing. All bands must be ranked with no ties.

Year-end points will be awarded through six places for solos and bands (please refer to the Policy Manual for points being awarded in contests with less than seven competitors).

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

Pipe band judges shall not judge their own band.

From time to time situations may arise where a judge may be called upon to judge their students, fellow band members, etc. in solo competition. If possible, the judge should make a reasonable effort to avoid these situations.

Judges should make a reasonable effort to avoid judging “feeder” bands affiliated with their own band.

“Reasonable effort” means the affected judge should notify the responsible contest scheduler (usually the Director of Piping) as quickly after the conflict is discovered as possible. Judges will be considered to have abided by the spirit of this rule even if the conflict cannot be resolved.

#### **F. SPECIAL COMPETITION EVENTS**

Games organizers are allowed to offer special competition events such as quartet competitions, age 50 & over piping events, drum corps competitions, etc. However, these events will not be sanctioned, recorded or governed in any way by EUSPBA rules, regulations or policies.