



EUSPBA
COMPETITION RULES AND REGULATIONS
EFFECTIVE JANUARY 11, 2018
SUPERSEDES ALL PRIOR VERSIONS

An affiliate of the Alliance of North American Pipe Band Associations (ANAPBA)
and the
Royal Scottish Pipe Band Association (RSPBA)

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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 individuals' home association, including "split" grading. Former individual

EUSPBA members who are returning to individual membership shall be graded in 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 re-graded 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:

Games may permit bands grades 5 through 2, to challenge the next grade, provided they meet all of the requirements of the higher grade for that day's contest. Time permitting, games are highly encouraged to allow Grade 3 to challenge Grade 2 and Grade

2 to challenge Grade 1, again provided they meet all requirements for the higher grade. Bands will be awarded points toward year-end standings in their own grade only. If a band wins prizes in both grades, games have the option to 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: **Open**; Amateur 1, 2, 3, 4Jr. (17 & under), 4Sr. (18 & older), **and 5**.

2) Snare Drumming: **Open**; Amateur 1, 2, 3, 4Jr. (17 & under), 4Sr. (18 & older), **and 5**.

Grade 4 Jr. is designated as the John Murray Juvenile Grade 4

3) Tenor Drumming: **Open**; Amateur; Novice

4) Bass Drumming: **Open**; Amateur

5) Drum Major: **Open**; 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.

Novice Piping (Practice Chanter) and **Novice** Snare (Drum Pad), 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.

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.

Events with fewer than twenty competitors MAY NOT be split without permission from the Executive Committee.

Protests

Protests may only be filed for violations of EUSPBA rules or the misapplication of EUSPBA rules.

Any protest may be filed by any EUSPBA member in good standing. A **\$20** 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, he/she 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 tabulation forms for all sanctioned events shall be collected by the Director of Piping and Drumming and forwarded to designee indicated by the EUSPBA Executive Committee no later than three (3) days after the date of the contest. It shall be the responsibility of the Games Director of Piping and Drumming 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:

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 and mini MSR, Medley and Grade 5 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 mini MSR will consist of four parts 2/4 march, 2 or 4 parts strathspey and 2 or 4 parts reel only. The Medley will be a selection of tunes of any length, type, tempo, and time signature, which varies in overall length according to grade. No tunes played in the MSR or the mini-MSR may be played in the medley, and vice versa.

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 6 minutes)	n/a
4	**1 mini-M/S/R	1 (3 to 5 minutes)	n/a
5	n/a	n/a	*6-8 Parts

*The March Set for grade 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 March Set 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 March Set 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 March Set 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 March Set 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.

** The mini - MSR for Grade 4 shall be defined as:

Four parts 2/4 march, two parts strathspey and two parts reel OR four parts 2/4 march, four parts strathspey and four parts reel. For all three tune types, either two 2-parted tunes or one 4-parted tune may be played. If bands elect to play four-parted strathspeys and reels, these must be selected from the RSPBA's Prescribed Tune List.

This was further clarified on April 21, 2017, this is only a clarification, not a change.

"The mini - MSR for Grade 4 shall be defined and must be played as: Four parts 2/4 march, two parts strathspey and two parts reel (4-2-2) OR four parts 2/4 march, four parts strathspey and four parts reel (4-4-4). No other part combinations (such as 4-2-4 or 4-4-2) allowed. For all three tune types, either two 2-parted tunes or one 4-parted tune may be played. If bands elect to play four parted strathspeys and reels, these must be selected from the RSPBA's Prescribed Tune List. "

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 Mini-M/S/R

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 EUSPBA requests that the draw for playing position within a grade will be held no less than one week, but in no case no later 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 game 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.

If a game offers BOTH M/S/R and medley for Grade 1, then Grade 1 bands (and challenging Grade 2 bands) will submit tune listings for two M/S/Rs and one medley of their choice with the entry form and will submit the M/S/R lists at the draw on contest day. In this case, names of the tunes for M/S/R's #1 and #2 will be presented to a

steward at the shotgun draw, who will then hand them to the judges. (this is a clarification only, not a change in rules).

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 game. 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, including bands registered with other associations when competing in the EUSPBA, 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 1st must be accompanied by supporting documentation, i.e., last band played with, grade of last band and date membership was terminated (if applicable). Members that participate in bands that are registered members of other associations can only play on one roster at EUSPBA events.

Full-time Piping or Drumming Instructor: A full-time Piping, Drumming, **or Midsection** Instructor is defined as a person who instructs the band on a regular basis. One full-time piping and/or one full time drumming **and/or Midsection** instructor may register and compete with one lower graded band, provided they are not one of the minimum number of players (**Midsection instructor may not play bass**), and also provided that they complete a signed registration form and submit it to the Membership Coordinator **at least 60 days before the band's first contest**. Instructors will not be considered "members" of the band they are instructing. No changes or registration of instructors may occur **less than** 60 days before the band's first contest.

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 bands' 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.

Exception: “Concert Format.” When approved by the executive committee, a band may form on a stage or field in a semi circle formation facing the audience. If at all possible, this contest will be held on a stage with all band competitors starting and ending in a stationary position. When possible, judges should

be able to move freely around the band. If this is not possible, judges should evaluate each band from a similar position or pattern.

At the conclusion of each competition performance, the band must march off the field (or stage) 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

On the Band Tabulation Sheet, the tabulators will enter the judges’ placing. The weight of each discipline, will be Piping 50%, Drumming 25% and Ensemble 25%. Total points across the sheet and the Lowest Points wins. Ensemble Placing will break ties. Points for season standings will remain the same such that placing #1 is awarded points equal to the number of bands in that competition, and each lower placing is awarded one point less.

C. RULES AND REQUIREMENTS GOVERNING INDIVIDUAL PIPING AND DRUMMING COMPETITIONS

Appropriate Apparel

It must be understood that we are representing a proud and ancient culture. Highland Dress is required and includes a kilt, dress shirt, tie if you choose, kilt hose, flashes (optional), Ghillie brogues or dress shoes, jacket or vest (optional if it is very hot), rain cape or coat if raining, male competitors must wear a hat. (does not apply to **Novice grade**)

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. The EUSPBA supports the posting of the order of play on their website, or the games website for all solo events, one week prior to the contest. If times are posted, it must be clearly understood that these times are approximate and may be adjusted in order to keep the contest running smoothly. Players must check in with stewards to ensure playing times.

Number of parts

Unless otherwise noted and except for piobaireachd, all tunes are to be a minimum of 4 parts. **(Except Grade 5)**

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 **seven** 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.

<u>Grade</u>	2/4 Ma rch	S&R	Piobaireachd+	6/8 March	H/J Or	Jig	Slow March
Premier Piping+	4	4&4	6	3, play 2	3&3	4(play 1 twice through**)	
Open	4	4&4	4	3, play 2	3 & 3	4(play 1 twice through**)	
1++	3	3&3	3	3, play 2	2 & 2	2(play 1 twice through**)	
2+++	2	2&2	2	1	1 & 1	2 (play 1)	
3	1	***1& 1	1	1		1	
4	1	1&1	Full Tune or Ground Only*	1			1
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In all instances where more than one tune is required, the judge will select the tunes to make the set. (clarification 7/20/17)

**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.

Piobaireachd Competitors playing settings of tunes or tunes which are not in the Piobaireachd Society or Kilberry Book are strongly encouraged to bring a written copy of the music when competing.

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.

+Premier Piping shall play an MSR; submit 4, play 1 of each repeat or double MSR format. Judge picks set.

Open: Professional shall play an MSR; submit 4, play 1 of each. Judge picks set. H/J submit 3 of each. Judge picks set.

++ Grade 1: The games may specify either separate M and SR or an MSR. If the contest is MSR, submit 3 of each, play 1 of each (judge picks set); H/J submit 2 of each, play one of each; 6/8 submit 3, play 2

+++ Grade 2 shall play March submit 2, play 1; S/R submit 2, play 1 of each; H/J submit 1 of each, play one of each. Grade 2 shall not play an MSR. Clarification 7/20/17

*******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 and the 6/8 march when offered, is one four-parted or two different two-parted marches. Grade 4 Piobaireachd will either be a full tune competition or both full tune and ground only will be offered and sanctioned. Players will register for only one of the two. Full tune will be awarded double points. Ground only may be offered as an unsanctioned event, but in order to provide a sanctioned ground only contest, the full tune

must also be offered. 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: Competitors shall submit and play one (1) two-parted march in simple time (2/4, 3/4, or 4/4) once through on the bagpipe. This can be a two-parted march or the first two parts of a longer tune. At least two drones must be sounding (one bass and one tenor). Marching is optional.

Grade 4 Junior and Senior competitors may petition the Music Board for reassignment to Grade 5 based on their record and ability.

Any Grade 5 competitor who receives an AGL may voluntarily upgrade to the age appropriate Grade 4 level (Junior or Senior) at any time during that season. If an AGL is awarded, the competitor will be automatically upgraded at the end of the season. All other requests for upgrade will be submitted through the annual EUSPBA upgrade process or on a limited case by case basis during the season.

Novice is restricted to those playing the practice chanter only in competition and is not open to those playing the bagpipe in band competition. **Novice** 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) must march during their performance, unless physically unable, or be disqualified.

D. 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	March Set (see below)
Open			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					

Open 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: Competitors shall submit and play one (1) two parted in simple time (2/4, 3/4, or 4/4) once through played on the snare drum. This can be a two-parted march or the first two parts of a longer tune. Piper recommended but not required.

Grade 4 Junior and Senior competitors may petition the Music Board for reassignment to Grade 5 based on their record and ability.

Any Grade 5 competitor who receives an AGL may voluntarily upgrade to the age appropriate Grade 4 level (Junior or Senior) at any time during that season. If an AGL is awarded, the competitor will be automatically upgraded at the end of the season. All other requests for upgrade will be submitted through the annual EUSPBA upgrade process or on a limited case by case basis during the season.

Novice: Two parts of a march, any time signature on the drum pad. No piper required. **Novice** 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. **Novice** does not require membership in the EUSPBA.

Solo March Set

Solo March Set 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 audio device and its operation.

E. Tenor Drum Competitions

Tenor drum competitions will be held as a separate event. 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

Open: M/S/R (A second solo event: Hornpipe/Jig may also be offered and a third solo event: Medley may also be offered)

Amateur: M/S/R (minimum 4 parts march, 2 parts strathspey, 2 parts reel), (a second event: March Set may also be offered)

Novice A 4-part Quick March in 2/4, 4/4, or 6/8 time (A second solo event –March Set– may also be offered)

Unsanctioned beginner tenor may be offered by games.

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) 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 “player / audio device” and its operation.

For **open** 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.

Tenor drum competitors will be evaluated in the following areas:

1. Deportment – competitors must maintain proper stance at attention

2. Introduction- competitors must perform a roll off two three pace rolls.
3. Ability to display smoothness and rhythm while playing
4. Ability to play in time to the music, regardless of which time signature is chosen

At Games' discretion, an unsanctioned grade of "Beginner" may be offered. EUSPBA membership is not required. Musical requirement is a 4-part Quick March in 2/4, 4/4, or 6/8 time.

F. Bass Drum Competitions

Bass drum competitions will be offered as individual events. 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

Open: M/S/R (a second event: Hornpipe/Jig, and a third solo event: Medley may also be offered)

Amateur: M/S/R (minimum 4 parts march, 2 parts strathspey, 2 parts reel), (a second solo event: Medley may also be offered. Competitors are permitted to play a march set in the medley event.)

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 drummer (optional). In the absence of accompaniment, a piping audio device may be substituted. It is the responsibility of the competitor to provide the music and audio device 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" .

2) Breaks and tempos - tempos for all tunes must begin on the first beat of each tune. Rhythm beats must coincide with the pipe(s) and snare drums to enhance pipe melody and/or snare score.

G. RULES AND REGULATIONS GOVERNING DRUM MAJOR COMPETITION

Competition Requirements

The Drum Major's competition will be conducted in the following manner:

A. The Drum Major adjudicator shall not be scheduled for other duties that would preclude him/her from conducting a proper contest, i.e., the judge must not feel the need to shorten any portion of the inspection or performance in order to arrive at the next assignment.

B. The competition will commence at one end of the arena to encompass the whole length of the field in a single pass. The size of the arena should be a minimum of 64 paces (160 feet) with a width of approximately 50 feet.

C. Amateur Drum Majors will march a minimum of 3.5 lengths of the field and **open** will march a minimum of 4.5 lengths of the field. The adjudicator shall set the number of countermarches.

D. When amateur and **open** competitions are conducted at games, each should be run as a separate event with the amateur contest held first before the **open** contest.

E. The maximum number of competitors in a heat shall be four.

F. Final heats are to be used to determine top placing's when the total number of competitors in a specific grade number ten or more.

G. The music requirement for competition will consists of two 3 paced rolls, 32 beats of slow march in 6/8 time at a tempo range of

56-60 bpm with a segue into a 6/8 quick march with a tempo range of 92-104 bpm.

H. Quick march only may be substituted at the discretion of the judge when the duty band cannot play the music requirement.

Evaluation of Performance

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

- A. Dress Inspection
- B. Marching and Deportment
- C. Execution of Mace Commands
- D. Flourish

Acceptable dress for Drum Major competitions in EUSPBA sanctioned competitions is as follows

A. The uniform of the Band

1. If the uniform of the competitor is consistent with that of the competitor's band, it will be considered acceptable and marked accordingly.

B. No. 1 Full Military Dress

1. Headgear: feather bonnet or glengarry (with or without cock feather)

2. Tunic or doublet

3. Full plaid with brooch

4. Cross belt waist belt baldric, Drum Major sash

5. Kilt with regimental kilt pin or rosettes (where applicable) or Trews

6. Hose/Hose tops with flashes with a kilt

7. Spats with hose/hose tops (where applicable)

8. Ghillie Brogues or Oxford style/Army shoes

9. Optional items common to the No. 1 uniform: Sgian Dhu, Dirk, sword

C. No. 2 Civilian Dress

1. Headgear: Balmoral or Glengarry, both with cap badge

2. Dress shirt and tie

3. Argyle jacket

4. Waistcoat or waist belt
5. Kilt with appropriate sporran, hose, flashes, Ghillie Brogues (black or brown to match belts/kilts) or Oxford style shoe –or-
6. Trews with Oxford style or Army shoes
7. Optional items common in traditional highland civilian dress: Sgian Dhu, kilt pin, Drum Major’s red sash

Marching and Department (M&D)

A. Preliminary commands

1. The competitors shall begin the competition in the “stand easy” position
2. When the adjudicator gives the preparatory command “Drum Majors,” the competitor assumes the “at ease” position.
3. The preparatory command is then followed by the command of execution, “Drum Majors, Shun” or “Atten-Shun.”

B. The slow march (at the adjudicator’s discretion)

1. The beginning of the marching portion shall commence with the command: “by the right (center) slow march”. This command will be given in an appropriate tempo.
2. In the piano section of the slow march, a state walk or the carry position is acceptable
3. In the forte section, a slow and musical stately flourish is allowed but cannot interfere with the drill involved with the change of tempo.

C. The segue (tempo change)

1. The transition from slow to quick march must be smooth and in time with the music.

D. The quick march

1. In the piano section, the carry, body swing (rolling the mace) and state walk are acceptable.
2. In the forte section, the open competitor will execute a musical flourish; the amateur competitor may execute the state walk or mace roll.

E. Counter march/ mark time/ cut off commands: during the commands, the foot and mace drill shall be executed in an orderly and military manner.

F. Other drill components

1. The position of attention will be observed throughout the competition unless otherwise directed by the adjudicator.
2. All movements must be precise and must be performed in time with the music.
3. For amateur competitions, the body swing or state walk may be executed in either part of the music with the provision that if either is used in particular part, that movement is reserved for that part throughout the competition.
4. Noticeably increasing or decreasing one's stride or stopping short when arriving at a countermarch, mark time and/or catching a throw, may result in a lower placing.

Execution of Mace Commands

- A. The following mace commands are to be given by the competitor: tempo change from slow to quick march, one countermarch signal for each countermarch, mark time, halt and cut off.
- B. The evaluation of mace commands shall be based on:
 1. Visual clarity of signal
 2. Proper position of the mace during the signal
 3. Marching and deportment are not compromised in the execution of signals
 4. Timeliness of starting the signal so that it is not given too late or too early
 5. Using the proper signals for the intended commands.

Flourish

- A. A flourish may be defined as any deliberate movement of the mace not associated with a specific drill movement or command and shall be subject to evaluation as a flourish.
- B. Flourishes shall be performed only within the forte section of the music.
- C. Flourishes must not negatively impact M&D; if so, the competitor will be marked accordingly.

D. In the event of loss of control of the mace, which results in a drop or “bobble”, the competitor’s individual flourish and M&D will be affected based on the severity of the mistake.

E. Amateur Drum Majors will be adjudicated in the same manner as **open** Drum Majors with the exception that flourishing is optional.

Critique

A. Competitors will be given an overall placing (1st, 2nd, 3rd, etc.) for the contest. There will be no placing’s for individual areas (Dress, M&D, Mace Commands and Flourishing); therefore eliminating ties.

B. All competitors are entitled to a verbal and /or written performance critique. The adjudicator will make every effort to provide a written critique to each competitor, but will as a minimum, provide a verbal critique.

C. A legible recording of placing’s on a EUSPBA tally sheet will be submitted by the adjudicator to the games and by the monitor to the EUSPBA recording secretary for the purpose of recording the results.

H. 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 shall be two (2) 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 (1st) through sixth (6th) 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

After and between each band’s competitive performance, judges may confer for a brief period if they choose.

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.

I. 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.