

**Current Wording:**

Part I. Solo Contest Rules

5. Bass Drumming

5.1. Grade Designation: Bass drumming competitions are organized into two (2) grades each denoting a specific expectation of ability and experience. The grades are Professional and Amateur ranging from introductory to advanced.

All grades are sanctioned and the competition requirements are outlined in Table 4. Game sponsors do not have to offer all of the events in each grade. However, when events are offered, individual competitors shall submit the number of tunes according to grade and type of competition.

5.2. Drummers' Accompaniment: 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.

5.3. Playing in Another Grade: Competitors may not elect to compete outside of their grade.

5.4. Tune Requirements: The tune requirements for each grade and each event are outlined in table 2. A minimum of four-parted tunes are required except where noted.

<b>Grade</b>	<b>Competition Event</b>	<b>Number of Tunes to be Submitted</b>
Professional	2/4 March, Strathspey and Reel	Submit one (1) set
	Hornpipe and Jig	Submit one (1) set
Amateur	March	Submit one (1) March in any time signature. The drummer must play four (4) different parts of music. However, the piper may either play a four-parted tune, two (2) two-parted tunes, or one (1) two-parted tune twice over.

**Table 4. Solo Bass Drumming Events and Requirements**

**Proposed Wording:**

Part I. Solo Contest Rules

5. Bass Drumming

5.1. Grade Designation: Bass drumming competitions are organized into **three (3)** grades each denoting a specific expectation of ability and experience. The grades are Professional, **Intermediate**, and Amateur ranging from introductory to advanced.

All grades are sanctioned and the competition requirements are outlined in Table 4. Game sponsors do not have to offer all of the events in each grade. However, when events are offered, individual competitors shall submit the number of tunes according to grade and type of competition.

5.2. Drummers' Accompaniment: 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.

5.3. Playing in Another Grade: Competitors may not elect to compete outside of their grade.

5.4. Tune Requirements: The tune requirements for each grade and each event are outlined in table 4. A minimum of four-parted tunes are required except where noted.

<b>Grade</b>	<b>Competition Event</b>	<b>Number of Tunes to be Submitted</b>
Professional	2/4 March, Strathspey and Reel	Submit one (1) set
	Hornpipe and Jig	Submit one (1) set
<b>Intermediate</b>	<b>2/4 March, Strathspey and Reel</b>	<b>Submit one (1) set</b>
Amateur	March	Submit one (1) March in any time signature. The drummer must play four (4) different parts of music. However, the piper may either play a four-parted tune, two (2) two-parted tunes, or one (1) two-parted tune twice over.

**Table 4. Solo Bass Drumming Events and Requirements**

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