

EXISTING TEXT:

WUSPBA Contest Rule 7.15 currently reads as follows:

7.15. Band Formations: In the case of the March, Strathspey, and Reel and March Medley contests, the performance and the judging shall commence at the line with the two traditional three-paced rolls, with the band playing into the circle. In the case of the Time Limit Medley Contest, the musical performance and judging shall begin at the line with bands playing into the circle. In both the MSR and Medley contests, bands must begin marching upon the first beat of the two traditional three-paced rolls. There shall be no marking time at the line.

PROPOSED TEXT:

7.15. Band Performance and Formations: ~~In the case of the March, Strathspey, and Reel and March Medley contests, the performance and the judging shall commence at the line with the two traditional three-paced rolls, with the band playing into the circle. In the case of the Time Limit Medley Contest, the musical performance and judging shall begin at the line with bands playing into the circle. In both the MSR and Medley contests, bands must begin marching upon the first beat of the two traditional three-paced rolls. There shall be no marking time at the line.~~

7.15.1 Subject to the local competition rules, as provided for in Clause 7.15.5, bands shall march to the starting line, halt and await instructions from the Steward and/or Ensemble Judge. Once a band has stopped marching at the starting line, no players shall be dropped from the performing band.

7.15.2 In all contests, except as noted in 7.15.3, the performance and the judging shall commence at the line upon the first beat of the band's introduction, and shall continue until the last beat of the final tune. Bands shall begin marching away from the line immediately upon the first beat of the introduction.

7.15.3 In the case of the March, Strathspey and Reel (MSR), Mini-MSR, Quick March Medley (QMM) and March-Slow March-March (MSM), bands shall execute the two traditional three-paced rolls to begin their introduction, and shall march into a circle formation.

7.15.4 In the case of the Time Limit Medley (TLM), bands may execute the two traditional three-paced rolls or another introduction of their choosing, as long as it is clearly defined with a first beat, and shall march into a circle formation.

7.15.5 For the TLM, a Games Sponsor may choose to have bands form up and compete in concert formation if this requirement is advertised in the entry form for the event. Concert Formation is defined as any configuration except for a circle and is to be specified by the Games Sponsor. No marching is required as part of the performance, but as with all other contests the judging and performance commence upon the first beat of the band's introduction and continue until the last beat of the final tune.

RATIONALE:

Existing Contest Rule 7.15 contains conflicting language that could unfortunately be interpreted in different ways. The first sentence implies that only the MSR and March Medley (QMM) are required to

start with two 3-paced rolls, since there is no mention of any other contest event. And the second sentence seems to support this, by stating that the Time Limit Medley (TLM) musical performance and judging begins at the line (with no mention of how the bands are to execute the introduction).

However, the third sentence (probably a leftover from a previous version of the rule) refers to 3-paced rolls for both the MSR and Medley (QMM or TLM is not clearly designated). This third sentence is the source of the confusion.

I believe that one intent behind this general language was to allow for an introduction different than the traditional 3-paced rolls for the TLM, but also included language to remind bands that judging begins at the line and with the beginning of the musical performance and that bands must not dawdle at the line once they begin. The newly proposed language is clearer in this regard, breaking out the specific issues (7.15.2, 7.15.3, and 7.15.4).

I also added language preventing bands from dropping players once they have established themselves at the starting line. This is presumed but did not exist in the rules. (7.15.1)

In addition, due to the fact that there has been interest in the so-called “concert formation” I added proposed language similar to the BCPA rules in this regard. (7.15.5)

ADDITIONAL INFO – OTHER ASSOCIATIONS:

PPBSO: The only similar language relates to Medley only. No reference to the 3-paced rolls.

D-13 Medley Contest Requirements:

D-13.1 Starting Position. Except as pre-approved by the PPBSO bands are required to begin their performance at the starting line.

D-13.2 Music Director. Each band may designate one member to act as music director during medley contests. The designated music director shall perform no other function during the contest.

BCPA: Defines introduction as requiring the two 3-paced rolls

2.9.3 Bands shall use two three pace rolls for the beginning of all competition performances.

2.9.4 A Games Sponsor may choose to have bands compete in Concert Formation if this requirement is advertised in the entry form for the event. No marching is required as part of the performance.

2.9.5 Concert Formation is defined as any configuration of players of the band's choice, except for a circle.

MWPBA: References starting the Medley in the circle if desired by the band.

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

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

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

EUSPBA: Very sparse language; presumes but doesn’t define two 3-paced rolls for all contests.

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.