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# Contest Rules 2019



Western United States Pipe  
Band Association

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Last Updated March 18, 2019

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## Part I. Solo Contest Rules

### 1. General Rules

- 1.1. Solo Registration: A solo competitor is any piper, snare drummer, tenor drummer, bass drummer, or drum major who enters solo competition sanctioned by the WUSPBA. The solo competitor must register with the WUSPBA before being allowed to compete. The registration period for all solo members shall terminate at 11:59 pm on December 31 and the new registration period shall commence on January 1.

Members of affiliated associations do not need to register with the WUSPBA unless their primary residence is within the WUSPBA boundaries, then they must register with the WUSPBA. Those soloists whose primary residence is outside the WUSPBA must include a membership number on their entry form and show proof of membership at the registration table prior to any event on the day of the contest.

- 1.2. Solo Judges: The Executive of the WUSPBA must approve Judges for solo contests sanctioned by the WUSPBA. Contest sponsors for WUSPBA sanctioned solo contests will be provided with lists of qualified judges as part of the sanctioning process. Contest sponsors wishing to use judges for WUSPBA sanctioned solo contests not on the WUSPBA list must obtain advance approval of their judges by the WUSPBA Executive Committee.
- 1.3. Solo Sanctioning Fees: Games sponsors must pay a solo-sanctioning fee. The amount is determined periodically by the members of the WUSPBA at the Association's AGM.
- 1.4. Band Sanctioning Fees: Games sponsors must pay a band-sanctioning fee. The amount is determined periodically by the members of the WUSPBA at the Association's AGM.
- 1.5. Games Sponsors: Games sponsors may enforce any solo competition rules which they deem necessary to conduct a solo competition for which the WUSPBA does not provide, so long as they are not in conflict with any WUSPBA rule, and prior approval is obtained from the Executive Committee.

Game sponsors will be provided with this set of rules and any other assistance within the means of the WUSPBA as part of the sanctioning process. A more detailed description is available in the "WUSPBA Piping and Drumming Handbook."

- 1.6. Competition Events: Recommended events for solo piping and drumming competitions and the number of tunes to be submitted by competitors in each event are listed in the sections below. Game sponsors need not offer all of these events. Sponsors wishing to offer competitions not listed must obtain advanced approval from the Executive Committee.
- 1.7. Order of Play: Solo piping and drumming competitors will play in the order determined by the game sponsor. In general, the first to enter is the last to play. The games sponsor has the right to adjust any pre-assigned times in order to eliminate large gaps in the contest due to scratches or disqualifications. It is the responsibility of solo piping, drumming, and drum major competitors to arrive on time, to check in with the appropriate Games Official, and to check periodically on the timeliness of his or her contest. The Games sponsor should make every effort to notify individuals of changes in the times of competitions, and any changes should be posted in a central location as they occur.
- 1.8. Solo Leets: Where a solo contest will consist of more than approximately twenty (20) entries, the contest should be divided into two or more smaller sections. The contest sponsor determines the players in each section randomly except in grade four piping events, where the contest sponsor may elect to determine the sections by age. If determining the sections by age, the contest will be divided into juvenile (under 18) and adult. Any section still exceeding twenty entries will be divided randomly. No playoff is required for split events. Prizes and WUSPBA aggregate points will be awarded for each leet. Each leet within a

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particular grade should contain the same players for all events. However, if there is an overall trophy for the grade, or age division, one of the following methods should be used to determine the aggregate winner.

**Method #1: Assignment of aggregate points:**

The aggregate winner for a grade, or age division, should be determined over all events (minimum of two events). The following table details the points to be awarded for each placing. The aggregate winner for a grade, or age division, is the soloist with the highest point total.

Event Placing	Aggregate Points
1 <sup>st</sup>	88
2 <sup>nd</sup>	56
3 <sup>rd</sup>	38
4 <sup>th</sup>	25
5 <sup>th</sup>	16
6 <sup>th</sup>	10

In the event two or more competitors have the same aggregate point total the soloist's placings in individual events shall be used to break the tie. The following table details the order events should be used to break a tie.

	Piobaireachd	MSR	Hornpipe /Jig	2/4 March	6/8 March	Slow March	Strathspey /Reel	Jig	Hornpipe	Drum Solo
Open Piping	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	7 <sup>th</sup>	4 <sup>th</sup>		5 <sup>th</sup>	6 <sup>th</sup>		
Grade 1 Piping	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	7 <sup>th</sup>	4 <sup>th</sup>		5 <sup>th</sup>	6 <sup>th</sup>		
Grade 2 Piping	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	7 <sup>th</sup>	4 <sup>th</sup>		5 <sup>th</sup>	6 <sup>th</sup>		
Grade 3 Piping	1 <sup>st</sup>			3 <sup>rd</sup>	4 <sup>th</sup>		2 <sup>nd</sup>	5 <sup>th</sup>	6 <sup>th</sup>	
Grade 4 Piping	1 <sup>st</sup>			2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>				
Open Snare		1 <sup>st</sup>	2 <sup>nd</sup>							3 <sup>rd</sup>
Grade 1 Snare		1 <sup>st</sup>	2 <sup>nd</sup>							3 <sup>rd</sup>
Grade 2 Snare		1 <sup>st</sup>	2 <sup>nd</sup>							
Grade 3 Snare				2 <sup>nd</sup>	3 <sup>rd</sup>		1 <sup>st</sup>			
Grade 4 Snare				1 <sup>st</sup>	2 <sup>nd</sup>					
Open Tenor		1 <sup>st</sup>	2 <sup>nd</sup>							
Novice Tenor				1 <sup>st</sup>	2 <sup>nd</sup>					
Open Bass		1 <sup>st</sup>	2 <sup>nd</sup>							

If a tie cannot be broken the contest organizer has the option of: 1. awarding the aggregate to more than one soloist, or 2. holding a playoff between the soloists that qualify for the aggregate.

**Method #2: Playoff**

The playoff method should be used for grades that only offer one (1) event, and are split into leets. The top two (2) or three (3) players from each leet will play against each other for the overall grade trophy. Where possible, the playoff adjudicator should not have judged any of the original grade sections. All playoff competitors must be notified of the playoff time and location no later than thirty (30) minutes before the start of the contest playoff.

- 1.9. Grading: The WUSPBA grading committee has the authority to assign WUSPBA soloists to compete in the grade that is appropriate for each individual. Competitors may not elect to compete outside their grade. The WUSPBA grading committee shall annually review the Competitor Performance Level (CPL) for each registered WUSPBA soloist. The grading committee will submit a list of recommended re-grades for the Executive Committees approval. Soloists wishing to be re-graded must apply to the grading committee. All re-grade applications are due to the WUSPBA Executive Secretary no later than the third Sunday in September. All grading is done by the grading committee, no self-grading is permitted. Any decision may be appealed. All appeals must be submitted in writing, to the Executive Secretary, within three weeks of notification. The EC will then have fourteen (14) days to review the appeal, render a final decision, and notify the competitor.
- 1.10. Contest Placings: In any contest, the judge will rank the top six competitors from first through sixth with no ties. No points are awarded for solo competitions.
- 1.11. Competitor Performance Level (CPL): In addition to the ranking of the top six players, the adjudicator will assess each player in musical, technical, and tonal expectations for the grade. There are five performance levels:
  - Level 5 – Above commonly accepted grade level
  - Level 4 – In upper quartile of commonly accepted grade level
  - Level 3 – At commonly accepted grade level
  - Level 2 – In lower quartile of commonly accepted grade level
  - Level 1 – Below commonly accepted grade level
- 1.12. Violations: Solo competitors found to be in violation of these WUSPBA solo competition rules and/or the Code of Conduct will be disqualified and may be subject to other penalties as determined by the Executive Committee.
- 1.13. Protests: The decisions of the judges are final. Protests must be made in writing on the field prior to the awarding of prizes. Written protests must be accompanied by payment of a deposit in the amount of \$5. Such deposit shall be returned if the complaint or protest is upheld, but may be forfeited if the complaint or protest is found to be unwarranted.
- 1.14. Yearly Champions: At the end of the competition year, solo results from WUSPBA sanctioned contests are aggregated to determine the WUSPBA Champions in each solo competition class. In any given class, the competitor with the most “aggregate points” for the year is the WUSPBA Champion. Aggregate points are determined as follows:

Each solo competitor that finishes in the top six (6) places for an event will earn one (1) aggregate point for placing and an additional one (1) aggregate point for each competitor they best.

*For example, in an event with ten competitors, the first place competitor earns 10 aggregate points, second place earns 9 points, etc., until sixth place which earns 5 points.*

The following restrictions apply:

Only solo competitors who have registered with WUSPBA for the current year are eligible to earn aggregate points, and only for the class(es) in which they are registered.

Aggregate points will be awarded only at contests that have been sanctioned by WUSPBA and adhere to the WUSPBA Contest Rules.

No aggregate points will be awarded at invitation-only solo contests (e.g. events that do not allow open registration).

Aggregate points will be awarded only for WUSPBA approved events, as provided in these Contest Rules. No points will be awarded for local option events.

If an event is separated into two or more leets, aggregate points will be awarded for each leet. No points will be awarded for playoffs.

The number of competitors shall be the actual number of judged competitors. Competitors that enter an event but scratch or do not show are not counted in the total number of competitors.

Competitors that are disqualified and competitors that break down and do not finish the competition are counted for the purpose of determining the total number of competitors in the event. However, such competitors will not be awarded a place and will not earn any aggregate points, even if they would otherwise be in the top six (i.e., if there are six or fewer competitors in the event).

## **2. Piping**

2.1. Grade Designation: Piping competitions shall be organized into the following classes:

A: Open (Highest category for light music and Piobaireachd)

B: Amateur light music grades-1, 2, 3, 4, and 5

C: Amateur Piobaireachd grades-1, 2, 3, and 4

A competitor may have different grade designations for Light Music and Piobaireachd.

Grade 5 is restricted to individuals competing only on the practice chanter, and is not open to any individual who plays the bagpipes in other solo or band contests. Competition in Grade 5 is unsanctioned and does not require solo membership in the WUSPBA.

All other grades are sanctioned and the competition requirements are outlined in Tables 1 and 2. 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.

When an event requires the submission of multiple tunes, the competitor does not have the privilege of organizing the tunes into sets. For example, in the case of Open MSR, the competitor submits four (4) Marches, four (4) Strathspeys, and four (4) Reels and may be required to play any one of the Marches with any one of the Strathspeys and any one of the Reels.

2.2. Tuning: Pipers shall be limited to a five-minute tuning time for all solo events.

2.3. Marching: Pipers in Grades III and above shall be required to march during the March portion of any contest unless physically handicapped and unable to do so.

2.4. Tune Requirements: The tune requirements for each grade and each event are outlined in tables 1 and 2. In light music, a minimum of four-parted tunes are required except where noted. In all "March, Strathspey, and Reel (MSR)" events, the March(es) to be submitted must be in 2/4 time.

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<b>Grade</b>	<b>Competition Event</b>	<b>Number of Tunes to be Submitted</b>
Open Piping	March, Strathspey, and Reel (MSR)	Submit four (4) tunes of each type, play one (1) of each.
	Hornpipe and Jig	Submit three (3) of each type, play one (1) of each.
	2/4 March	Submit four (4) tunes.
	6/8 March	Submit three (3) tunes, play two (2).
	Strathspey and Reel	Submit four (4) tunes of each type, play one (1) of each.
	Jig	Submit four (4) jigs and play one (1) tune (it may be required that the tune be played twice through at the choice of the person responsible for scheduling).
Grade 1	March, Strathspey, and Reel (MSR)	Submit two (2) of each type, play one (1) of each.
	Hornpipe and Jig	Submit two (2) of each type, play one (1) of each.
	2/4 March	Submit two (2) tunes.
	6/8 March	Submit two (2) tunes.
	Strathspey and Reel	Submit two (2) of each type, play one (1) of each.
	Jig	Submit two (2) tunes and play one (1) tune (It may be required that the tune be played twice through at the choice of the person responsible for scheduling).
Grade 2	March, Strathspey, and Reel (MSR)	Submit two (2) 2/4 Marches, one (1) Strathspey and one (1) Reel. Play one (1) of each.
	Hornpipe and Jig	Submit one (1) set.
	2/4 March	Submit two (2) tunes.
	6/8 March	Submit one (1) tune.
	Strathspey and Reel	Submit one (1) set.
	Jig	Submit two (2) tunes.
Grade 3	2/4 March	Submit one (1) tune.
	Strathspey and Reel	Submit one (1) set.
	Hornpipe	Submit one (1) tune.
	Jig	Submit one (1) tune.
	6/8 March	Submit one (1) tune.
Grade 4	2/4 March	Submit one (1) tune.
	Slow March	Submit one (1) tune with a minimum of thirty-two (32) bars of music.
	6/8 March	Submit one (1) tune.

**Table 1. Solo Light Music Piping Events and Requirements**

<b>Grade</b>	<b>Competition Event</b>	<b>Number of Tunes to be Submitted</b>
Open	Piobaireachd	Submit four (4) Piobaireachd.
Grade 1	Piobaireachd	Submit three (3) Piobaireachd.
Grade 2	Piobaireachd	Submit two (2) Piobaireachd.
Grade 3	Piobaireachd	Submit one (1) Piobaireachd
Grade 4	Piobaireachd	Submit one (1) Piobaireachd and play the ground and the next numbered section.

**Table 2. Solo Piobaireachd Requirements**

### 3. Snare Drumming

3.1. Grade Designation: Snare drumming competitions are organized into six (6) grades each denoting a specific expectation of ability and experience. The grades are from 5, 4, 3, 2, 1, and Open ranging from introductory to advanced. The lowest grade, Grade 5, is restricted to individuals competing only on the practice pad playing rudiments and is not open to any individual who plays the snare drum in other solo or band contests. Competition in Grade 5 is unsanctioned and does not require solo membership in the WUSPBA.

All other grades are sanctioned and the competition requirements are outlined in Table 3. 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.

3.2. Drummers' Accompaniment: Each snare drumming competitor in grade four (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. The recording must be loud enough that it is audible to the drumming adjudicator during the performance. There can be no drum scores playing on the recording. It is the responsibility of the competitor to provide the music and audio device and its operation. In the case of failure of the equipment that plays the recording during the performance, the competitor will be required to play as if the equipment providing the accompaniment were operating. Failure to do so will be considered a breakdown. Any snare drummer that does not provide either live or a suitable recorded accompaniment may still play for critique only; they will not be eligible for placement in the contest.

3.3. Tune Requirements: The tune requirements for each grade and each event are outlined in table 3. A minimum of four-parted tunes are required except where noted. In all "March, Strathspey, and Reel (MSR)" events, the March(es) to be submitted must be in 2/4 time.

Grade	Competition Event	Number of Tunes to be Submitted
Open Snare	March, Strathspey, and Reel (MSR)	Submit two (2) sets.
	Hornpipe and Jig	Submit two (2) sets.
	Drum Solo	Submit one (1) unaccompanied solo of two (2) to five (5) minutes.
Grade 1	March, Strathspey, and Reel (MSR)	Submit one (1) set.
	Hornpipe and Jig	Submit one (1) set.
	Drum Solo	Submit one (1) unaccompanied solo of one (1) to three (3) minutes.
Grade 2	March, Strathspey, and Reel (MSR)	Submit one (1) set.
	Hornpipe and Jig	Submit one (1) set.
Grade 3	2/4 March	Submit one (1) tune. 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.
	Strathspey and Reel	Submit one (1) tune of each type. To initiate the contest, the piper will strike up on an E; the drummer will then count off four (4) beats; judging will begin with the first beat of the Strathspey. 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.



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	6/8 March	Submit one (1) tune. 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.
Grade 4	2/4 March	Submit one (1) tune. 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.
	6/8 March	Submit one (1) tune. 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 3. Solo Snare Drumming Events and Requirements**

**4. Tenor Drumming**

- 4.1. Grade Designation: Tenor drumming competitions are organized into three (3) grades each denoting a specific expectation of ability and experience. The grades are Novice, Intermediate, and Open 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.

- 4.2. Drummers' Accompaniment: 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. The recording must be loud enough that it is audible to the drumming adjudicator during the performance. It is the responsibility of the competitor to provide the music and tape recorder and its operation. In the case of failure of the equipment that plays the recording during the performance, the competitor will be required to play as if the equipment providing the accompaniment were operating. Failure to do so will be considered a breakdown. Any tenor drummer that does not provide either live or a suitable recorded accompaniment may still play for critique only; they will not be eligible for placement in the contest. Performances will be evaluated in the same manner as a snare drumming competition with an additional category of "Visual Effect."

- 4.3. 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. In all "March, Strathspey, and Reel (MSR)" events, the March(es) to be submitted must be in 2/4 time.

Grade	Competition Event	Number of Tunes to be Submitted
Open Tenor	March, Strathspey, and Reel (MSR)	Submit one (1) set.
	Hornpipe and Jig	Submit one (1) set.
Intermediate	March, Strathspey, and Reel (MSR)	Submit one (1) set.
Novice	2/4 March	Submit one (1) tune. 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

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		tune twice over.
	6/8 March	Submit one (1) tune. 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 Tenor Drumming Events and Requirements**

**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 Novice, Intermediate, and Open ranging from introductory to advanced.

All grades are sanctioned and the competition requirements are outlined in Table 5. 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. The recording must be loud enough that it is audible to the drumming adjudicator during the performance. It is the responsibility of the competitor to provide the music and tape recorder and its operation. In the case of failure of the equipment that plays the recording during the performance, the competitor will be required to play as if the equipment providing the accompaniment were operating. Failure to do so will be considered a breakdown. Any bass drummer that does not provide either live or a suitable recorded accompaniment may still play for critique only; they will not be eligible for placement in the contest.
- 5.3. Tune Requirements: The tune requirements for each grade and each event are outlined in table 5. A minimum of four-parted tunes are required except where noted. In all "March, Strathspey, and Reel (MSR)" events, the March(es) to be submitted must be in 2/4 time.

<b>Grade</b>	<b>Competition Event</b>	<b>Number of Tunes to be Submitted</b>
Open	March, Strathspey, and Reel (MSR)	Submit one (1) set.
	Hornpipe and Jig	Submit one (1) set.
Intermediate	March, Strathspey, and Reel (MSR)	Submit one (1) set.
Novice	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 5. Solo Bass Drumming Events and Requirements**

**6. Drum Major**

- 6.1. Grade Designations: Solo drum major competition is organized into three (3) categories: Adult Open-18 years or older with more than three (3) years of experience competition in Adult intermediate. Adult Intermediate-18 years or older with previous experience in Juvenile or no previous experience.

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Juvenile-17 years or younger. A juvenile may register with the WUSPBA as an Adult Open competitor and will no longer be allowed to compete in juvenile competitions.

Games sponsors do not have to offer these events. However, if a drum major competition is offered with no juvenile category then a registered juvenile competitor may compete in the open class for that contest only. Their score will not count toward the Champion of Champions award.

Drum Major contests will be judged by the WUSPBA sanction rules [RSPBA rules]. No changes will be allowed without formal amendment changes approved by WUSPBA. Contests will be judged by WUSPBA approved and qualified judges.

- 6.2. Aggregate Points: Points earned from all WUSPBA sanctioned events are included in the Drum Major totals. Only those WUSPBA Drum majors registered for the current season are eligible; any points earned prior to registration will not be included in the aggregate total. Only solo events that match the approved events provided for in the WUSPBA bylaws are tracked. Only events that occur in the area sanctioned by WUSPBA are tracked. Only contests that adhere to the contest rules provided for in the WUSPBA bylaws are tracked. If a contest is divided into elimination and final heats, only points earned in the finals will be counted.
  - 6.2.1. Calculation of Aggregate Points: In contests with six (6) or less Drum Majors competing, the top three (3) positions will be awarded one (1) point for each competitor they best, plus one (1) point for finishing in the top three (a first place will earn 3 points, a second place 2 points and a third place 1 point). In contests with seven (7) or more Drum Majors competing, the top five (5) positions will be awarded one (1) point for each competitor they best, plus one (1) point for finishing in the top five (a first place will earn 5 points, a second place 4 points and a third place 3 points etc. ).
  - 6.2.2. Aggregate prizes at contests: Aggregate prizes awarded at a contest by the contest sponsor are not included in the point total
  - 6.2.3. Ties: If any competitors are tied, the winner is to be determined by flourishing preference. If the flourishing scores are tied, Marching and Deportment score will be used to determine the Champion.

## **Part II. Pipe Band Contest Rules**

### **7. Band Membership and Registration**

- 7.1. Good Standing: All bands, mini-bands and soloists competing in WUSPBA-sanctioned games must be members in good standing of the WUSPBA or an ANAPBA-affiliated piping association to be eligible to participate in such contests.
- 7.2. Band Member Registration & Rosters: Each active band shall submit a roster of the competing band members to the Band Registrar and notify the Band Registrar of any changes made to the roster during the period of registration. This roster must be maintained by the Pipe Major, Band Manager or other designated representative and must show the name, address, phone number, email and role for every competitive player in the band. A band may optionally provide information on non-competitive, administrative and non-musical persons in the band, such as Band Manager, Secretary, etc.

The Band Registrar will maintain a list of current members submitted by each band and provide each band with a validated electronic copy of the list which must be carried by the Pipe Major or a designated representative at all contests and shall be available for inspection by the Association representatives. All requests for a validated roster must be made no less than seven (7) days before they are required.

- 7.2.1. Period of Registration: The registration period for all band members shall terminate at 11:59 pm on December 31 and the new registration period shall commence on January 1. Registration of new members not currently registered with a band shall be furnished to the Band Registrar at any time but must be postmarked or electronically time-stamped not less than fifteen (15) days prior to the contest in which that new member will compete with the band.
- 7.2.2. Juvenile Bands: A Juvenile band is a competitive band in which all playing members must be eighteen (18) years of age or younger except one (1) piper and one (1) drummer, inclusive of any instructors. Juvenile bands will be assigned to a Grade 1, 2, 3, 4 or 5 status for the purpose of participating in non-juvenile events. Except expressly stated in the Bylaws or these Contest Rules, all other rules and procedures regarding Active competing bands apply equally to Juvenile bands. All other roster restrictions apply.
- 7.2.3 Eligibility: No person shall be allowed to play with a band in a contest who has not been a registered member of that band and with that instrument for fifteen (15) days immediately preceding the contest date. No person shall be on the roster of more than one band at any given time, except for the special provisions listed below:
- 7.2.2.1. Registered Instructor Policy: Grade 2, Grade 3, Grade 4, Grade 5, and Juvenile bands may register, for the competition season, at most one (1) piping instructor and one (1) drumming instructor who are also registered with another, higher-graded band. An instructor is defined as an individual from a higher-graded band who provides piping/drumming instruction on an ongoing basis to the lower-graded band in which the instructor is registered, i.e., an instructor is a registered member who regularly attends that band's practices and provides instruction at those practices. The instructor(s) shall not be permitted to make up the minimum number of pipers or drummers required for competition. Instructors for Grade 2 bands may not act as the Pipe Major or lead drummer. A higher-grade band may have more than one piper or drummer who serves as instructors of Grade II, III, IV, V, and Juvenile bands.
- Instructor(s) must be clearly identified on each band's roster.
- 7.2.2.2. Dual Musicians: A musician may play one instrument (pipes, snare drum, tenor drum, bass drum) with one band, and a different instrument with another band of a different grade, provided the musician is appropriately registered with each band for the respective instrument. This must be verified with the band registrar at the time of registration.
- 7.2.2.3. Grade 5 Juvenile Bands: Members of Grade 5 Juvenile bands may be registered with and compete with a higher graded band as well as their own Grade 5 Juvenile band who are 18 years of age and younger.
- 7.2.4. Transfer: A player registered with one band may transfer to another band within the period of registration. All transfers must be declared to the WUSPBA Band Registrar in writing at least fifteen (15) days prior to the first contest in which that player will compete with the gaining band.

Players may only transfer one time within the period of registration, with the following exceptions.

- 7.2.4.1. A player may transfer to a band for purposes of competing in a contest outside of WUSPBA (e.g. the World Pipe Band Championship) and then

transfer back to their original band for the remainder of the period of registration.

7.2.4.2. A player may transfer to a band due to relocation for educational purposes (e.g. college) or military service commitments and then transfer back to their original band for the remainder of the period of registration.

7.2.4.3. A player who has already transferred once during the registration period may request the Executive Committee to grant a special exception and allow a transfer to another band due to some unique circumstances. The request shall be in writing and disclose the nature of his or her special circumstances. No transfer shall be allowed unless the Executive Committee approves the transfer. The special request must be submitted to the Band Registrar at least thirty (30) days prior to the first contest in which the player will compete with the gaining band, and must be acted upon by the WUSPBA Executive Committee within ten (10) days after the request is received. This will allow the person to be added to the roster prior to the required fifteen (15) day period.

All of the listed exceptions are limited to one time within the period of registration.

A band from which the player is transferring may file a grievance with WUSPBA if the transferring member has failed to satisfy all financial or legal obligations which might exist, or if the member has not returned all band property, including uniforms, musical instruments or other equipment belonging to the band. The Executive Committee must be presented with supporting documentation in order to hear any such grievance.

No member band may register any player who is registered with any other pipe band association without the approval of the Executive Committee. Newly registered players, in this event, would be registered to that member band for that season's registration period.

7.2.5. Emergency Bass Drummer Substitution: If a band finds itself without their bass drummer within 15 days of a contest due to unforeseen circumstances, and, have no other registered bass drummer available for the contest, any playing member on the current band roster may play bass drum at that contest. The substitute bass drummer cannot be registered as a bass drummer with any other band. This will not supersede any other roster requirements.

A band representative shall notify the Band Registrar and the Branch President where the contest will take place as soon as the band becomes aware that a substitution under this rule will be necessary. The substitute bass drummer will have "bass drummer" added as a secondary role on the roster effective immediately. A band representative shall also notify the designated WUSPBA Rep on the day of the contest, no later than one hour before the contest starts. The band representative will be expected to produce a roster validated by the Band Registrar more than 15 days prior to the contest, as well the updated validated roster provided by the Band registrar as a result of the substitution, if one has been provided.

7.2.6. Penalties: Any member violating registration rules may be subject to suspension for such period as the Executive Committee may decide. A similar penalty will apply to the Secretary of other official of a band who knowingly lodges a false registration with the Association.

**8. Technical Requirements of the Competition Performance**

8.1. Musical Instruments: Sets shall be restricted to the Highland Bagpipes, Snare Drum, Tenor Drum, and Bass Drum instrumentation only.

8.2. Set Definitions: The following definitions will be used for band competitions.

8.2.1. March Strathspey Reel (MSR):

8.2.1.1. Grades 1, 2, & 3: An MSR shall consist of exactly one (1) 2/4 March, one (1) Strathspey, and one (1) Reel. Each tune shall have a minimum of four (4) parts. In grades that require the submission of two sets, a random draw will determine which set will be played. The random draw shall be conducted at the line prior to each band's performance.

8.2.1.2. Grade 4 only: An MSR shall consist of four (4) parts each of 2/4 March, Strathspey, and Reel. For the March, Strathspey, and Reel, bands may use either two (2) two-parted tunes or one (1) four-parted tune. Should a band choose to use two parts of a longer tune (e.g., a four- or six-parted tune) for their two-parted tunes in the March, Strathspey, and Reel, they must use only parts 1 & 2 of the longer tune.

8.2.2. Time Limit Medley (TLM): A TLM shall consist of any tunes in any time signature.

8.2.3. Quick March Medley (QMM): A QMM shall consist of eight (8) parts of marches in any time signature.

8.2.4. March, Slow March, March (MSM): An MSM shall consist of two (2) to four (4) parts of march in any time signature, one (1) Slow March in any time signature, and another two (2) to four (4) parts of march in any time signature. The marches may be reused between this medley and the QMM. Bands must march into a circle using a traditional three (3) pace roll off.

Tunes in any set may not be used in another set during a contest.

8.3. Grade Event Requirements: Event requirements are outlined in table 6.

	<b>MSR</b>	<b>TLM</b>	<b>QMM</b>	<b>MSM</b>
Grade 1	Submit two (2)	5 - 7 minutes	N/A	N/A
Grade 2	Submit two (2)	4 - 6 minutes	N/A	N/A
Grade 3	Submit one (1)	3 - 5 minutes	N/A	N/A
Grade 4	Submit one (1)	3 - 5 minutes	N/A	N/A
Grade 5	N/A	N/A	Submit one (1)	Submit one (1)

**Table 6. Grade Event Requirements**

8.4. Minimum Numbers: Pipe bands taking part in a band contest shall have the minimum number of players. The minimum number of players is shown in table 7. If a bass section contest is held, such section must consist of at least one (1) bass and one (1) tenor.

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	<b>Pipers</b>	<b>Side Drummers</b>	<b>Tenor Drummers</b>	<b>Bass Drummers</b>
<b>Grade 1</b>	6	2	1	1
<b>Grade 2</b>	6	2	1	1
<b>Grade 3</b>	6	2	1	1
<b>Grade 4</b>	5	2	0	1
<b>Grade 5</b>	5	2	0	1
<b>Juvenile</b>	5	2	0	1

**Table 7. Band Numbers**

8.5. Band Performance and Formations:

- 8.5.1. Subject to the local competition rules, as provided for in clause 8.5.5, 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.
- 8.5.2. In all Contests, except as noted in 8.5.5, 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.
- 8.5.3. 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 introductions, and shall march into a circle formation.
- 8.5.4. 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.
- 8.5.5. 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.

8.6. Juvenile Bands: Juvenile bands shall compete in their regular grade for the duration of the registration period and are subject to the rules of that grade.

8.7. Local Option and Other Variations:

- 8.7.1. Mini Bands: A mini-band shall consist of four (4) to six (6) pipers, two (2) snare drummers, one (1) bass drummer, and zero (0) to two (2) tenor drummers. The contest sponsor may select the type of music with the concurrence of the Executive Committee.
- 8.7.2. Drum Salutes: A drum salute contest will conform to the following requirements. Instruments are restricted to Bass, Tenor, and Snare drums. No piping or other accompaniment is allowed. The minimum numbers are one (1) bass and two (2) snare drums. The time limit is between two (2) and seven (7) minutes.
- 8.7.3. Midsection Competition: Each mid-section competition entry must have a minimum of two (2) tenor drummers and one (1) bass drummer. The selected event must be published on the contest entry form. The midsection competition should have a time

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limit of 3-5 minutes. Each mid-section will be accompanied by a minimum of one (1), and a maximum of two (2) pipers, and one (1) snare drummer provided by the mid-section. In the absence of live accompaniment, a recording may be substituted. The mid-section is responsible to provide the recording. The playback device will also be provided by the mid-section and must be loud enough for the adjudicator to hear the recording during the competition. The mid-section must arrange for the operation of the playback device. The contest organizer will draw for the order of play after the registration period closes.

- 8.7.4. Open Contests: Any band may enter an Open competition regardless of grading.
- 8.7.5. Critique: If the contest sponsor wishes to allow it, bands may play for critique at WUSPBA sanctioned contests if they are competing bands in good standing with the WUSPBA, or another ANAPBA-affiliated piping association. Bands playing for critique should be scheduled to play at the beginning of the grade in which they are wishing to critique. Bands may play if they do not meet the minimum required number of players, and may use substitutes that are not registered with the band. Bands must adhere to the same music, time, and instrument requirements appropriate for the contest being critiqued. Bands must appear in an appropriate uniform.
- 8.7.6. Challenging Up: A games sponsor may elect to provide the option for bands to play up to the next higher grade, in order to increase participation of bands at higher grades. Bands may play up under the following conditions.
- 8.7.6.1. The games sponsor must indicate that they will offer the opportunity to challenge up on the approved entry form. The game sponsor must disclose any restrictions on the number of bands that will be permitted to play up, and how the bands will be chosen in the event more entries are received than there are opportunities to challenge up.
- 8.7.6.2. The game sponsor must disclose in advance any policies for prize money should a band place in contests in more than one grade.
- 8.7.6.3. The games sponsor may decide on the day of the event that time or resources do not allow any or all bands to challenge up.
- 8.7.6.4. The band must enter all events in their normal grade, in addition to the event(s) in which the band is challenging up.
- 8.7.6.5. The band must meet all requirements for numbers of players and music for the grade and event in which the band is challenging up.
- 8.7.6.6. The band may only play members currently on their official roster. Bands may cut members prior to performance in the event(s) in which the band challenges up.
- 8.7.6.7. The band must accept all conditions and limitations resulting from the extraordinary situation, such as limited time between events, lack of time to re-tune, and commitments to the games for participation in mass bands, or other requirements. No protests based upon these conditions will be permitted.
- 8.7.6.8. Results in any contest where a band that challenges up will not count toward any standing in season long standings, championships, or imply that a band is a candidate for upgrading, or imply that any band bested by a lower grade band shall be a candidate for downgrading.



- 8.7.7. ANAPBA Championship Rules: In cases where contest sponsors wish to adopt the ANAPBA championship rules for a contest held within WUSPBA jurisdiction and wish the contest to be sanctioned by WUSPBA, the Executive Committee must approve the request. The contest sponsor shall submit a formal request through the Sanctioning Secretary no less than one hundred and eighty (180) days prior to the requested contest. The Executive Committee shall return the results of the request to the contest sponsor no later than one hundred and twenty (120) days prior to the contest.

## **9. Contest Administration**

- 9.1. Order of Play: Each band taking part in a contest shall send a representative to draw for order of play. The drawing shall take place on the field not less than two hours before the contest. When a band is not represented at the draw, a member of the Executive Committee may carry out the draw for said band. The order of play will be decided by ballot and the time and order of play will be posted at the association headquarters. An official clock shall be on display to reflect the official time as well as to record the length of band medleys. These clocks shall be furnished by the WUSPBA, and maintained and supplied on loan by each branch. Any band refusing or failing to play according to the draw may be disqualified.

In case of emergency, contact the onsite WUSPBA Representative or a member of the WUSPBA Executive Committee.

- 9.1.1. Pre-draw: Contest sponsors/organizers wishing to conduct a pre-draw prior to the contest day may do so providing that (1) prospective permission has been obtained by the Executive Committee, and (2) at least one WUSPBA representative (member of the Executive Committee, WUSPBA-appointed WUSPBA Representative, or official designee) will be in attendance when the Sponsor makes the pre-draw for order of play. Draws held without WUSPBA representation will not be valid. In such cases, a valid draw will be conducted the day of the contest.
- 9.1.2. Spacing Multi-Grade Band Organizations: At any games running different-graded contests in separate venues simultaneously, any bands from the same organization will be scheduled at least twenty (20) minutes apart. The WUSPBA representative doing the draw may move bands in either direction in order to accomplish this timing.
- 9.1.3. Spacing Between Performance and Competition: Each competing pipe band required to perform as part of the obligation(s) to the game sponsor must be allotted a minimum of one (1) hour for preparation/tuning prior to its scheduled individual competition time, and a minimum of ten (10) minutes between events running concurrently.
- 9.1.4. Changes to the Posted Order of Play: Once the official draw has been posted, whether established by draw or pre-draw, the order of play may not be changed unless all of the following pre-requisites are met: (1) the contest organizer, the WUSPBA Representative, and all bands whose order will be altered as a result of the change have agreed to the change, and (2) all parties-including all competing bands in the affected contest, whether their order has changed or not- are notified of the change in order of play no less than one hour prior to the time of the affected contest. In the case of a pre-draw that is changed prior to the day of the contest, the contest organizer must provide each competing band in the affected contest with a hard copy of the updated order of play on the day of the contest, no less than one hour prior to the time of the affected contest.
- 9.2. Competition Area Guideline: Whenever possible: 1) A competition area shall be marked off to the following specifications: Band Circle-26 feet diameter; Adjudicators Circle-46 feet

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diameter; Spectators Barrier-60 feet diameter. The starting line will be marked forty five (45) feet from the center of the concentric circles.

2) A final tuning area shall be clearly designated and located approximately on hundred fifty (150) feet away from the starting line. The final tuning area will be at least twenty-five (25) feet in diameter.

- 9.3. Dress: Bands must wear a uniform of proper Highland or traditional national dress. As a minimum for Highland dress, all competitors shall be attired in head dress, shirt, kilt, sporran, hose and shoes. However, in the event that the above presents some issue of health or safety, the above may be waived by the contest organizer or WUSPBA Rep. In such conditions, bands may wear the uniform designated by the Pipe Major, provided that it is in good taste and does not conflict with any local contest rules.
- 9.4. Band Representative Duties: A representative shall be held responsible for the prompt attendance of his or her band on the contest field. The first band to compete will be advised at the draw as to the time it must be at the starting point in the contest arena. Thereafter, it is the duty of each succeeding band to move forward as directed by the stewards. Bands that are not at the line at their designated time are subject to disqualification. The officials shall mark off final tuning areas in the closest possible proximity to the contest arena, and bands should move forward to these areas upon request. Stewards may be provided as an aid to bands, but they carry no responsibility for the attendance of any band in the playing area. The final responsibility rests with each band to be at the starting point as and when required, and any band failing to do so and not complying with the official instructions is subject to immediate disqualification.
- 9.5. Judges Duties: The judging of a pipe band contest will commence with the first beat of the attack or introduction and shall cease on the last note in the last tune in the set being played. Each judge will be provided with score sheets suitably printed for the allocation of points and remarks. The score sheets must be completed in duplicate and passed to the steward at the end of each event. When less than the maximum number of points is awarded, the judge shall be required to provide constructive criticism in the remarks column. Judges shall not condemn a band for the setting of a tune. Judges shall be in the open, but must not approach nearer than two (2) yards to any member of the competing band, nor shall the judges converse with one another during the entire contest.
- The minimum number of judges engaged at any band contest shall be three. There shall be one or two piping judges, one drumming judge and one an ensemble judge. In the case of a mini-band contest, only a piping judge and one drumming judge are required.
- No judge shall be allowed to judge a contest in which his or her own band is competing.
- 9.6. Executive Committee Members' Duties: A designated WUSPBA Representative shall be in attendance as the Association representatives at all contests and shall be co-opted to the Contest Committee for that day. The WUSPBA Representative shall supervise, check and initial the completed summaries of the judges' results. The Contest Committee thus constituted shall have the power to deal with all complaints, disputes, and protests relating to the contest and shall ensure full compliance with all the rules of the Association.
- 9.7. Band Officials at Contest: Only officials and competitors shall be allowed inside the enclosure. Any information shall be obtained from the steward or Association representative. Any registered member who interferes with, threatens, or uses abusive language towards the judges, officials, stewards, or members of the Committee at any contest shall be liable to suspension from membership of the Association.
- 9.8. Protests: All complaints or protests should be made in writing and be lodged with the Executive Secretary or Contest Secretary, before the distribution of prizes, accompanied by a deposit of \$5.00. Such deposit shall be returnable if the complaint or protest is upheld, but

may be forfeited if the complaint or protest is found to be unwarranted. If a complaint or protest by a band is lodged against any other band on the grounds of substituted personnel or other registration irregularities, the Contest Committee shall deal with the matter. The Contest Committee's decision shall be binding on all parties concerned. Should the aggrieved party disagree with the findings of the Contest Committee, they shall have the right of appeal to the Executive Committee, whose decision shall be final. Pending the result of the appeal, all parties concerned shall accept the findings of the Contest Committee.

The Contest Committee, on the day of the contest and before the distribution of prizes, being satisfied that a band has willfully violated any of the rules, shall have power to debar such band from the prize list, suspend the decision of the judges and award the prizes to the respective bands next in order of merit. The Executive Committee shall have the power to act similarly after the contest if satisfied that a violation of the rules has taken place.

Any Executive Committee member involved or implicated in a band's protest shall be automatically recused from voting on the protest. In the event of a tie vote, the Music Board Chair will review the protest and provide a vote.

- 9.9. Local Rules: The local contest rules, after approval by the Executive Committee, shall become a part of the general Contest Rules and shall be adhered to for that contest.

## 10. Contest Results

- 10.1. Determination of Band Contest Results: Judging will be performed by a panel of one (1) or two (2) piping judges, one (1) ensemble judge, and one (1) drumming judge. Each judge will award a rank to all bands entered into a single event; based upon their evaluation of the bands performance. No ties are allowed.

The contest organizer shall form a Tally Committee whose responsibilities will be the verification of judge's rankings and tabulation of the contest results. The Tally Committee should not contain any members of a band that has taken part in the contest being tabulated. The Tally Committee should include the WUSPBA Representative for the appropriate WUSPBA Branch, or their designated representative.

The Tally Committee will record the rank for each band, from each judge. If the contest uses a single piping judge, the rank will be recorded for both the piping 1 and piping 2 judges. The rank of the two (2) piping judges, the ensemble judge and the drumming judge will be added together. The overall band placement will be determined by the lowest sum to the highest sum of these rankings. If two bands tie after this sum is determined, the result of the tie will be broken by giving preference to the rank given by the ensemble judge.

Band Name	Piping 1 Rank	Piping 2 Rank	Ensemble Rank	Drumming Rank	Sum of Rank	Overall Placement
Band A	4	3	4	4	15	4
Band B	3	4	3	1	11	3
Band C	1	2	2	2	7	2
Band D	2	1	1	3	7	1

### **Example 1. An example of a judging panel using two piping judges**

In Example 1, two (2) piping judges were used. "Band C" and "Band D" are tied with a sum of 7. Using the rank given by the ensemble judge, "Band D" won this contest. "Band C" was the second place band; "Band B" was the third place band; "Band A" was the fourth place band.

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Band Name	Piping 1 Rank	Piping 2 Rank	Ensemble Rank	Drumming Rank	Sum of Rank	Overall Placement
Band A	4	4	4	4	16	4
Band B	3	3	3	1	10	3
Band C	1	1	2	2	6	1
Band D	2	2	1	3	8	2

### **Example 2. An example of a judging panel using a single piping judge**

In Example 2, a single piping judge was used, so the rank for the two (2) piping judges is identical. "Band C" has won this contest. "Band D" was the second place band; "Band B" was the third place band; "Band A" was the fourth place band.

- 10.2. Band Point Sheets: The original judges' score sheets shall be given to the bands after the distribution of prizes. The duplicate sheets will remain with the Association.
- 10.3. Summary Sheets: As soon after a contest as possible, the WUSPBA Representative shall compile a summary of the results and submit a copy to the sponsor for posting.
- 10.4. Aggregate Prizes: Contest sponsors holding more than one sanctioned contest within a single grade may elect to award an aggregate prize for the best overall band within a single grade. This is determined by adding the total points awarded to each band for both contests. The lowest combined total is the aggregate winner for that grade. In the event more than one band has an identical combined total, the ties will be broken by the adding the order of finish in the MSR contest for Grades I, II, and III and ties will be determined by the order of finish in the Timed Medley contest for Grade IV and Juvenile-only contests. In Grade V contests, ties will be broken by the order of finish in the Quick March Medley.
- 10.5. Determination of Results for Local Option Variations:
  - 10.5.1. Mini-Bands: Mini-band contests shall be tabulated as described above, except that no ensemble judge is required. If no ensemble judge is used, all ensemble scores and placement values should be counted as zero. Ties will be broken by giving preference to the band with a higher ensemble score if an ensemble judge is used. If no ensemble judge is used, ties will be broken by giving preference to the miniband with a higher piping score.
  - 10.5.2. Drum Salute: Drum salute contests shall be tabulated as above with only drumming judges to be considered. If multiple drumming judges are used, ties shall be broken by a consultation of judges.
  - 10.5.3. Midsection Competition: Mid-section competitions shall be tabulated as above with only one (1) drumming judge to be considered. The judge's comments will only focus on the performance of the mid-section (tenor and bass) and how well they perform the music, how well they perform the visual elements, how well they perform with each other, and how well they perform with their accompaniment.
  - 10.5.4. Piping Trios and Quartets: Piping trio and quartets shall be tabulated as above with only piping judges to be considered. If multiple piping judges are used, ties shall be broken by a consultation of judges.

## **Part III. Massed Bands Rules**

### **11. Massed Bands**

- 11.1. Massed Bands Tunes: The following is the approved list of tunes for massed bands.

*Green Hills of Tyrol*  
*When the Battle's O'er*

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*Cornwath Mill (No Awa' ta Bide Awa')*  
*Highland Laddie (2 parts)*  
*Scotland the Brave (High Hand)*  
*Bonnie Dundee*  
*Amazing Grace*  
*Brown Haired Maiden*  
*Minstrel Boy*  
*Rowan Tree*  
*Wings*

One or more drum sections will be designated to play the lead (single forte) by the Drum Major in charge of the performance. The standard practice shall be to designate the drum sections from the highest graded bands in a given formation.

- 11.2. Appropriate Dress: Band members participating in a massed band shall be correctly dressed in the uniform of their band as designated for the massed band by the Pipe Major. The Games Committee shall bar band members not in uniform from the massed band.
- 11.3. Band Representation: In the event minimum representation in a massed band is a requirement for payment to bands of any fee or award, band representation shall be reckoned after exclusion of band members out of uniform.
- 11.4. Code of Conduct: Appropriate behavior and dress are expected of bands at all massed band ceremonies. Inappropriate behavior during massed bands includes smoking, drinking, wearing hose rolled down, wearing unauthorized items of clothing, and creating a disturbance by leaving ranks and/or talking in ranks when asked to stand at attention or at ease. Bands exhibiting these or other behaviors deemed inappropriate by the Executive Committee may be fined a portion of their travel money. The fine is to be determined by the Executive Committee and will go to the treasury of the Association.
- 11.5. Association Assistance: Should the Games Sponsor find it desirable, this Association will organize and operate the Massed Bands Display with the assistance of the Sponsor's Stewards. Notification of this desire must be made in writing to the Executive Secretary no later than sixty (60) days prior to the Contest. In order to help defray the expenses involved, the Sponsor will be charged a fee of \$100 for these services.
- 11.6. Recommendations for Amazing Grace: These recommendations are non-binding. Whereas, it has been brought to the attention of the WUSPBA Executive Committee and Music Board that the massed bands playing of Amazing Grace is often of poor quality in terms of unison, especially in the middle and back ranks.

Consistent with the stated WUSPBA Bylaw objective of "promoting ... pipe band music" and the WUSPBA Code of Conduct goal to "promote the advancement of pipe band music," it is resolved and recommended that Drum Majors participating at WUSPBA massed band events during the playing of Amazing Grace:

1. Not use the symphonic style of conducting which is difficult for many pipers to follow.
2. In lieu of using any symphonic style conducting, to use the mace in a simple down/up motion to replicate the foot beat of the solo piper.

Further, it is resolved and recommended that if a Drum Major is not participating at Massed Bands, the solo piper is to be positioned so as to provide maximum visibility to as many pipers as possible and to utilize a pronounced foot beat in order to provide the pipers the best possible visual timing reference.

