Clarification re: Solo Events Requiring Two-Parted Tunes – Submitted by Office of Strategic Planning for Games Organizers (OSPGO)

Existing Text (Contest Rules):

**Part I. Solo Contest Rules**

…

**2. Piping**

 …

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.

 *[Tables 1 and 2 follow]*

Proposed Text (Contest Rules):

**Part I. Solo Contest Rules**

…

**2. Piping**

 …

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.

 For any event that specifically requires two-parted tune(s), it is equally acceptable to submit and play the first two parts (i.e., parts 1 & 2 only) of a longer tune.

 *[Tables 1 and 2 follow]*

Rationale

The practice of playing two parts (specifically the first two parts) of a longer tune–in lieu of a tune that was specifically written to have only two parts–is common and generally understood to be acceptable. However, while this is specifically noted in applicable sections of the Band Rules, the Solo Rules are silent. This amendment will clarify and acknowledge this practice.