

WUSPBA Band Contests Quick Reference Guide

Order of Play: All bands must play according to the established order of play.

Adjudication: Judging will commence with the first beat of the attack or introduction and shall cease on the last note in the last tune of the set being played. Judging shall commence at the line with the band marching away from the line immediately upon the first beat of the introduction.

If playing a MSR, QMM, or MSM bands shall execute the two (2) traditional three-paced rolls to begin their introduction, and shall march into a circle formation.

For the TLM games sponsors may choose to have bands form up and compete in concert formation. No marching is required as part of the performance.

Tunes in one set may not be used in another set during a contest. With one exception; grade 5 bands may use the same marches in both their MSM and QMM.

Judges shall not condemn a band for the setting of a tune.

Judges shall be in the open, but must not approach nearer than six (6) feet to any member of the competing band.

Judges shall not converse with one another during the entire contest.

Judging Sheet: Please provide constructive criticism in the remarks section, and then rank all bands entered into a single event with no ties.

Competitor Performance Level: All bands should be judged based on evaluating the band's performance against the standard for the grade. It is **very** important to mark the performance level on the judging sheet: 5-Above grade level, 4-In the upper quartile of this grade level, 3-At grade level, 2-In the lower quartile of this grade level, 1-Below grade level. Please note if, in your opinion based on this performance only, the band should be moved up or down in grade. Bands are evaluated based on season-wide performances using both the Competitor Performance Level and this information.

Dress Requirements: At all contests bands must wear a uniform of proper Highland or traditional national dress, as designated by the Pipe Major, provided that it is in good taste and does not conflict with any local contest rules. As a minimum for Highland dress, all competitors shall be attired in head dress, shirt, kilt, sporran, hose and shoes. In the event that that the above presents some issue of health or safety, the above may be waived by the contest organizer or WUSPBA Rep.

WUSPBA Band Contest Set Definitions:

March Strathspey Reel (MSR) Grades 1, 2 & 3: Shall consist of 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

March Strathspey Reel (MSR) Grade 4 only: Shall consist of four (4) parts each of 2/4 March, Strathspey, 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, or Reel, they must use only parts 1 & 2 of the longer tune.

Time Limit Medley (TLM): Shall consist of any tunes in any time signature.

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

March, Slow March, March (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 the circle using the traditional three (3) pace roll.

WUSPBA Band Contest Set Requirements

	MSR	TLM	QMM	MSM
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)

WUSPBA Band Contest Minimum Numbers

	Pipers	Side Drummers	Tenor Drummers	Bass Drummers
Grade 1	6	2	1	1
Grade 2	6	2	1	1
Grade 3	6	2	1	1
Grade 4	5	2	0	1
Grade 5	5	2	0	1
Juvenile	5	2	0	1