

## WUSPBA Band Contests Quick Reference Guide

**Order of Play:** All bands must play according to the order of play established by the draw. (CR 9.2.)

**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.

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. (CR 8.5.2, 9.6.)

**Conflicts:** No judge shall be allowed to judge a contest in which his or her own band is competing. (CR 9.6.)

**Comments:** Please provide constructive criticism for each band on their judging sheet. (CR 9.6.)

**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 at the bottom of 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.

**Summary Form:** Please rank all bands that competed in the event with no ties. Please also note if, in your opinion based on this performance only, any 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.

**Band Dress Requirements:** 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 of some issue of health or safety (e.g. extreme heat), the above requirements may be waived by the contest organizer or WUSPBA Contest Steward. In such conditions, each band 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.

### Band 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

**Set Requirements & Definitions on Reverse →**

## Band Set Requirements & Definitions

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

### 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 by the WUSPBA Contest Steward at the line prior to each band's performance. (CR 8.2.1.1.)
- **Grade 4 only:** Shall consist of exactly 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. (CR 8.2.1.2.)

Introduction and formation: The band shall execute two traditional three-paced rolls to begin their introduction, and shall march into a circle formation. (CR 8.5.3.)

### Time Limit Medley (TLM):

Shall consist of any tunes in any time signature. (CR 8.2.2.)

Introduction and formation: The band may execute 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. (CR 8.5.4.) Alternatively, 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 in concert formation. (CR 8.5.5.)

### Quick March Medley (QMM):

Shall consist of eight (8) parts of marches in any time signature. (CR 8.2.3.)

Introduction and formation: The band shall execute two traditional three-paced rolls to begin their introduction, and shall march into a circle formation. (CR 8.5.3.)

### 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. (CR 8.2.4.)

Introduction and formation: The band shall execute two traditional three-paced rolls to begin their introduction, and shall march into a circle formation. (CR 8.5.3.)

**Reusing Tunes Between Sets:** In Grades 1-4, a band may not use tunes in any set in another set in the same contest. In Grade 5, a band may reuse marches between the MSM and QMM. (CR 8.2, CR 8.2.4.)