

NOTE:

For 2009 grade 4 and 5 bands shall have the option to follow the current QMM rules and time limit or chose the 2/4 Set or 4/4 March Set format as appropriate for each grade. For 2010 the 2/4 Set or 4/4 March Set will replace the QMM which will no longer be allowed. Full rules and regulations regarding the 2/4 Set and 4/4 March Set are listed below

Band Selection Requirements

Requirements fall into three basic musical categories, M/S/R, Medley and March Set, The March set will be further divided into the Quick March Medley (QMM), the 2/4 Set and the 4/4 Set as defined below. For the M/S/R, all three tunes will consist of at least four parts of music and the march must be in 2/4 time. The Medley will be a selection of tunes of any length, type, tempo, and time signature, which varies in overall length according to grade and may not include an M/S/R set that would qualify to meet the M/S/R requirement. In Grade 4 the medley can not include any 2/4 Set tunes.

The number of submissions and the time limits for each band grade are as follows:

Grade	M/S/R	Medley	March Set
1	2	2 (5 to 7 minutes)	n/a
2	2	1 (4 to 6 minutes)	n/a
3	1	1 (3 to 5 minutes)	n/a
4	n/a	1 (3 to 5 minutes)	QMM or 2/4 Set
5	n/a	n/a	QMM, 2/4 Set, or 4/4 Set

Quick March Medley (QMM) requirements

The QMM for grades 4 and 5 shall be defined as any number of tunes that by tradition are considered marches (such as written in time signatures 2/4, 3/4, 4/4, 6/8, 9/8 and 12/8) played in quick time. The QMM shall not contain bridges or reprises. The music should be structured traditionally i.e. 2/4 marches-8 bars/16 beats per part repeated, 4/4 marches 8 bars/32 beats per part not repeated, 6/8 marches 8 bars/16 beats per part repeated, 3/4 marches 8 bars/24 beats repeated and so forth for less common time signatures. The QMM is to include a traditional attack of two three pace rolls, with the chanters sounding E on the seventh beat. **The QMM shall be between 2min 45sec and 4min 30sec**

2/4 Set requirements:

Choose any three 2/4 march tunes from the list of approved tunes (See list on EUSPBA Website). A total of six (6) parts of music are to be played. Any of the 2/4s listed that are four parted tunes, the first two parts only shall be played. The 2/4 Set shall not contain bridges or reprises. The music should be structured traditionally. The 2/4 Set is to include a traditional attack of two three pace rolls, with the chanters sounding E on the seventh beat. There will be no time limits associated with this set.

4/4 March Set requirements:

Choose any three 4/4 march tunes from the 4/4 March Set list of approved tunes (See list on EUSPBA Website). A total of six (6) parts of music are to be played. Any of the 4/4s listed that are four parted tunes, the first two parts only shall be played. The 4/4 Set shall not contain bridges or reprises. The music should be structured traditionally. The 4/4 Set is to include a traditional attack of two three pace rolls, with the chanters sounding E on the seventh beat. There will be no time limits associated with this set.

Grade 4 will only be allowed to choose from the 2/4 set of tunes.

Grade 5 shall have the option of playing a 4/4 March Set or a 2/4 set. **This is an either or choice and no mixing of time signatures is allowed.**

Bands will be required to notify the steward or the judges which choice they are making prior to playing. If the band is playing a 2/4 Set or 4/4 March Set the time limits will not apply. If a band is competing under the 2/4 Set or 4/4 March set rules and plays a tune not on the list of approved tunes that band will be disqualified.

Selection of Tunes, Draw for Position, Order of Play

Tune selection will be based on even/odd days and will be determined as follows:

Even Days: Grade 1 M/S/R; Grade 2 Medley; Grade 3 M/S/R; Grade 4 Medley.

Odd Days: Grade 1 Medley; Grade 2 M/S/R; Grade 3 Medley; Grade 4 March Set

Provided that a games holds the required band event in a given grade as determined by the even/odd day, the games may also hold the other event in that same grade as an additional sanctioned event.

The draw for playing position within a grade will be held no less than two (2) hours before the competition. The Contest Committee shall conduct the draw, and all bands may send a representative to the draw. The Committee will draw for any band not providing a representative. If a band has already registered and knows it will not be playing, it should notify the director of piping as soon as possible.

In the event that a band is disqualified or withdraws after the draw has been made, their allotted time slot will be left open before the next band is expected on the field.

For order of play, all bands entered in a particular grade will have their names submitted to a ballot. Playing position shall be submitted to a separate ballot with the two ballots being drawn simultaneously. Grade 1 and challenging Grade 2 bands shall submit printed manuscripts of their tunes at the time of the draw. These will be available to judges on the field, and will be returned to the bands with their score sheets.

Grade 1 bands (and challenging Grade 2 bands) will submit tune listings for two M/S/R's OR two medleys with the entry form for each games and will submit these lists at the draw on contest day. There will be a last minute draw (aka "shotgun draw") as each band comes to the start line of the contest area to determine which of the two M/S/R's or medleys will be played. Names of the tunes for M/S/R's #1 and #2 OR manuscripts of the tunes for medleys #1 and #2 will be presented to a steward at the shotgun draw, who will then hand them to the judges.

Grade 2 bands (and challenging Grade 3 bands) will submit tune listings for two M/S/R's OR one medley with the entry form for each games. If the contest is M/S/R, the same procedure for selection of which M/S/R to play will be followed as in a Grade 1 M/S/R contest.

In the case of a shotgun start (M/S/R's for Grades 1 and 2, Medleys for Grade 1), bands are prohibited from dropping playing members at the line.