

Suggestions and Recommendations

Band Competition Circles

You are asked to use some identifying markers to indicate the circle in which each band competes and another outer circle indicating the distance the judges should remain from the band. These circles may be marked with chalk or flat objects (such as cardboard disks or plastic container lids) lying flush to the ground so that the bands and judges do not trip. The center of the circle should be approximately 45 feet from the start line. The inner circle should be approximately 24 feet in diameter, and the outer circle approximately 44 feet in diameter (the judges must maintain a distance of ten feet from the competing bands).

Entry Forms

You are urged to publish the solo piping and solo drumming selection requirements in your entry form for the events you will be offering. If challenges to Grade 1 and/or 2 will be offered at your games, please indicate this on the entry form, and allow registration for this event by the challenging bands. Grade 1 and 2 pipe band contestants must submit tune listings for their MSR's, and Grade 1 pipe band contestants must also submit tune listings for their two medleys with their entry form as well as at the draw on contest day.

Request rosters from all bands.

Drum Majors and Massed Bands

In addition to conducting drum major competitions, drum majors on the EUSPBA Judges Panel are prepared to serve as parade marshal; organizing and conducting massed bands or parades in cooperation with your committee.

Although the massed band performances are among the most stirring and moving activities at games, they can be disastrous for a competing band. Generally, within a few hours before competition, bands are required to perform and often end up standing for long periods on the field in the mid-day sun, which plays havoc with their instruments. One way to avoid this situation is to have the massed bands enter the field following opening introductions, speeches, announcements or songs. The bands can play and immediately leave. If you choose this approach, be sure to have a band staging area away from the field, as the bands will be tuning during the opening introductions, speeches, announcements or songs.

The parade marshal should select a band with a competent drum corps to be the lead corps during the massed band performance. This band should be strategically placed in the middle of the arrangement of bands. The EUSPBA recommends band members be provided with complimentary admission tickets or reimbursement.

Canceling Band Competitions

Games committees should notify entered bands at least 72 hours before the date of the games if they intend to cancel events because of too few entries. The EUSPBA recommends that if a band attends the games and no contest is held, the games consider the expenses incurred and work out an accommodating settlement.

Piper//Drummer of the Day

The EUSPBA does not specify the method to be used to determine aggregate scores for Piper or Drummer of the Day awards. However, we do recommend using an 8, 5, 3, 1 formula, i.e. 8 points for first place, 5 points for second, 3 points for third, 1 point for fourth. By assigning these points to the top four competitors in each event and adding up each individual's score in each grade, the aggregate winner will be the individual with the highest score. In the event of a tie (as it may occur in piping), we recommend that the winner is the one who placed highest in the Piobaireachd event.

Problems and Concerns

Details of the sanctioning process may be addressed to the Sanctioner, Helen Harlow (540-373-4890). Concerns with respect to judges may be addressed to the Music Board, musicsec@euspba.org

Selected Rules and Procedures To Answer the Most Frequently Asked Questions

EUSPBA Rules and Regulations

EUSPBA rules and regulations take precedence at sanctioned contests in all cases where there are conflicts with other rules, regulations, or instructions.

Eligible Competitors

All EUSPBA sanctioned contests including pipe band, solo piping and drumming, and drum major competitions shall be open to the following individuals or bands:

- All members of the EUSPBA
- All non-members who are members in good standing of an association recognized by the EUSPBA.

EUSPBA Monitors

The EUSPBA will provide one or two monitors to each sanctioned contest. Monitors are **EUSPBA members who will be compensated \$100 per sanctioned contest** to assist sanctioned games. Monitors will check membership of competitors, check event tabulation sheets, accept EUSPBA membership applications, serve on the contest committee to handle any protest, and take all EUSPBA paperwork with them at the end of the day.

Sanctioned games are expected to list EUSPBA membership numbers for each competitor in the space provided on the event tabulation sheets. Competitors who are not members of the EUSPBA but are members of a recognized association should indicate so by an abbreviation of their association name. Competitors who are not members of any association must join the EUSPBA. Monitors will accept their applications and dues. Complimentary admission to the games, convenient parking, and a work area near the piping and drumming officials' area for the EUSPBA monitors is greatly appreciated.

Judges

All judges must be selected from the current EUSPBA Judges panel, list enclosed. Requests to use individuals who are not members of the EUSPBA judges' panel will be considered on a case by case basis provided that:

1. Guest judges do not comprise more than 50% of the total of judges employed per day.
2. The written request is submitted to the EUSPBA's sanctioning officer AT LEAST 60 days prior to the contest (preferably by email)
3. The request MUST include a brief description of the judging credentials of the requested guest judge(s)
4. The proposed guest judge MUST be a member of their home adjudicator's panel, as well as be certified by that panel to judge the events they will be judging

Once the request is received, the EUSPBA's Judges' sub-committee will render a decision as to whether or not the judge will be approved. Their decision will be forwarded to the sanctioning officer who will forward the information to the games. Due to the amount of time necessary to handle guest judge requests, games are strongly urged to send in their requests as soon as possible but absolutely no later than 60 days prior to the contest.

The usual judge honorarium is **\$250** per day plus expenses. Please see the enclosed expense sheet for a guideline of suggested expenses.

Judges must only be used to judge events for which they are qualified as specified in the judges' panel listing. A minimum of two piping judges, one ensemble judge, and one drumming judge must be used for band contests. Individual contests require at least one judge. Judges may not adjudicate members of their immediate family or spouses of immediate family members in solo or band events.

Apprentice Judges

Individuals being trained for admission to the EUSPBA Judges' Panel may sit with the official judge during a contest. The score sheets of the apprentice judges are not collected by the games and do not affect the outcome of the contest.

Contest Committee

The contest committee is composed of two EUSPBA representatives (usually the monitors) plus the Director of Piping and Drumming or other official representative for the Games. The committee is responsible for conducting and recording of all draws for position of play and tune selection, and supervising and checking all contest results. The contest committee will support all EUSPBA and Games rules and, if necessary, disqualify any band or individual competitor not adhering to the rules or the time requirements of the competition.

Protests

Competition protests must be made in writing and lodged with the contest committee before the conclusion of the games. All protests shall be dealt with by the contest committee, whose decision shall be binding on all parties concerned. Should the aggrieved party disagree with the decision of the contest committee, they shall have the right of appeal to the EUSPBA Executive Committee, whose decision shall be final. All such appeals must be submitted in writing to the Executive Secretary within ten (10) days of the date of the competition in question. Pending the results of the appeal, the findings of the contest committee shall be binding.

The contest committee, on the day of the contest, being satisfied that a competitor has willfully violated any of the contest or EUSPBA rules, is empowered to bar such a competitor from the prize list, suspend the decision of the judges, and award prizes to the competitors next in order of merit.

Minimum Band Membership:

Grade	Pipers	Snare	Tenor	Bass	Total
1	8	3	1	1	13
2	7	3	1	1	12
3	6	2	1	1	10
4	5	2	1	1	9
5	5	2	1	1	8

Band Selection Requirements:

Grade	MSR	Medley	QMM*	Footnotes
1	2	2		1,3
2	2	1		2,4
3	1	1		2,5
4	(mini MSR)	1		5
5	None	None	1	6

Note #1: Grade 1 bands must submit two MSR's (sets) and two medleys. The selection between set one or two, or medley one or two, will be made as each band enters the contest area.

Note #2: Grade 2 bands must submit two MSR's. The selection between sets will be made as each band enters the contest area.

Note #3: For Grade 1, the medley shall be 5 to 7 minutes in length.

Note #4: For Grade 2, the medley shall be 4 to 6 minutes in length.

Note #5: For Grades 3 and 4, the medley shall be 3 to 5 minutes in length.

Note #6: The *Quick March Medley (QMM) for Grade 5 shall be defined as six to eight parts of march music, simple time, no time limit. The list of tunes provided for each grade is strongly recommended, but not required. The QMM should contain tunes that by tradition are considered marches (such as written in time signatures 2/4, 3/4, and 4/4) 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, 3/4 marches 8 bars/24 beats repeated. The QMM is to include a traditional attack of two three pace rolls, with the chanter sounding E on the seventh beat.

Draw for Band Order of Play and Selection of Tunes

The EUSPBA requests that the draw for playing position within a grade will be held no less than one week, but in no case no later than two (2) hours before the competition. If a band has already registered and knows it will not be playing, it should notify the director of piping as soon as possible. Grade 1 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.

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

Even Days: Gr 1: MSR; Gr 2: Medley; Gr 3: MSR; Gr 4 Medley

OR

Odd Days: Gr 1: Medley; Gr 2: MSR; Gr 3: Medley; Gr 4 Mini MSR

Challenging Up

Games have the option to allow Grade 3 bands to challenge Grade 2 bands, and Grade 2 bands to challenge Grade 1 bands, provided they meet all requirements of the higher grade. If no band of the higher grade is present, games may still hold this contest as a non-sanctioned 'premier event', providing the playing requirements of the higher grade are met. The games has the option to only award the higher of the monetary prizes.

Vacant Playing Positions

In the event that a band withdraws or is disqualified after the draw has been completed, a 10 minute time period will be left open before the next band is expected on the field. Bands' scheduled playing times must not be advanced once the draw is completed.

Individual Piping Selection Requirements

Please see rule book, Section C: Rules and Requirements Covering Individual Piping and Drumming Competitions

Individual Drum Major Requirements

Drum Major judges have the option of choosing either a Slow/Quick March or a Quick March only.

Individual Snare Drumming Selection Requirements

Please see rule book, Section C: Rules and Requirements Covering Individual Piping and Drumming Competitions

Practice Chanter, Drum Pad, Novice Tenor Competition

EUSPBA membership is not required for practice chanter, drum pad, or novice tenor competition. However, games are encouraged to conduct these special events to allow beginners an opportunity to receive comments and gain competition experience. These players cannot be playing in band competition.

Grade 5 Piping: One four-parted or two different two-parted quick marches in 2/4, 4/4 or 6/8 time, played on a practice chanter.

Grade 5 Snare: Two parts of march music (piper not required), played on a practice pad.

Novice Tenor – 4 parts of quick march in 2/4, 4/4 or 6/8 time.

Eastern United States Pipe Band Association



Sanctioning Pamphlet 2016 Season

Please send all completed documents to:

Helen Harlow
Sanction Officer
24 Highlander Drive
Fredericksburg, VA 22406

PLEASE NOTE!

- Under no circumstances are judges allowed to judge family members, either in solo or band competition. Please be sure this rule is adhered to or disqualification of the competitor may result.
- Be sure to have the 2016 Rulebook and refer to it for all rule questions.
- You may offer both band events in all grades; both will be sanctioned if run according to the rules.