

COLOR GUARD CONTEST RULES 2012

WGI discourages independent color guards from utilizing high school students who were previously enrolled in an active winter guard high school program and have not yet graduated.

WGI also discourages independent color guards from utilizing performers who have outstanding monies owed to a previous color guard.

All performers at a WGI event will be required to wear protective footwear while outside the performance area.

ELIGIBILITY

- 1.1 Color guards from the United States composed of performers not over 22 years of age on March 31st of any given year shall be permitted to compete in contests governed by WGI. This age rule applies to all color guards except those entered in Independent World Class. Independent World Class Color guards may compete with performers of any age. Each color guard appearing in a WGI contest shall be prepared to show proof of age. International color guards are not bound by any age limit and must compete in the independent classes.
- 1.2 All performers of any color guard competing in any scholastic class must be approved for participation by the principal of the sponsoring school. Each scholastic color guard shall submit a form either notarized by a notary public OR stamped with an official seal by the school registrar listing all approved participants of that school's color guard. The WGI Scholastic Eligibility Certification form must be filed with the WGI office by each scholastic color guard.
 - 1.2.1 Color guards may combine students from multiple schools within their district provided the color guard competes under the name of a single school. Color guards may not combine names or use any other name. For example, if Mountain East HS and Mountain West HS combine, they must choose one of those names. They would not be allowed to compete as Mountain HS, as it does not legally exist.
 - 1.2.2 The WGI Scholastic Eligibility Certification form must be signed and notarized by each principal of the schools involved. If a school does not have a notary on campus, it is the responsibility of the director to make those arrangements.
 - 1.2.3 A letter from the district superintendent that allows combining students from multiple schools within the district must be provided to the satisfaction of WGI.
- 1.3 No color guard performer shall compete in more than one color guard at the same contest.
- 1.4 Color guards in the A and Open classes may not compete with less than five (5) nor more than thirty (30) performers in the competition area at any time. Color guards in the World classes may not compete with less than five (5) nor more than forty (40) performers in the competition area at any time.

PENALTY: Disqualification - Any color guard violating any requirement in the ELIGIBILITY section shall be disqualified from that contest and must forfeit any scores, placements or awards.

COMPETITION AREA

- 2.1 For the purpose of interpretation, the “competition area” shall measure a minimum of sixty by ninety (60’ x 90’) feet and does not include entry ramps, hallways, bleachers or seating area. Color guards are permitted to utilize the entire designated competition area for their performance. All performers must be in the designated competition area when performance time begins. Depending on the performance venue, WGI will authorize additional competition area space whenever possible and include that information in the diagram (footprint) to be made available to all competing color guards to identify the competition area. While the competition area will be increased whenever possible, all color guards must be prepared to perform within the minimum sixty by ninety foot (60’ x 90’) area.
- 2.2 All WGI contest sites must have a minimum of seventy by one hundred feet (70’ x 100’) to accommodate a “safety zone” of five (5) feet from any spectator seating. If no spectators are seated on the sides, then the safety zone may be measured from the left and right walls of the competition area. This will ensure the minimum sixty by ninety (60’ x 90’) foot competition area within the minimum seventy by one hundred feet (70’ x 100’) of the contest site.
- 2.3 Once performance timing begins, no performer may enter the safety zone. Equipment and props may be placed into safety zones, but not extend more than five (5’) feet beyond the designated competition area. There can be no equipment choreography outside the competition area including the safety zone.
- 2.4 The front boundary line shall be considered to extend the full width of the competition area and shall be clearly marked at a minimum of five (5’) feet from the first row of spectator seating.
PENALTY: One-tenth (0.1) of a point penalty shall be assessed for each member for each boundary offense of violation of the “competition area”.
- 2.5 The center of the front boundary line shall be marked by a six (6”) inch tape line at the front and back of the competition area. The outer edges of the competition area shall also be marked by six (6”) inch tape lines at the corners to designate the safety zone.
- 2.6 All floor coverings (tarps) must fit in the designated competition area at each particular contest site and cannot enter the safety zone.
- 2.7 All contests must utilize a high quality sound system with a variable speed CD player and the capability to use external devices such as MP3 players and/or iPods.

SCORING

3.1 The elements to be judged are:

<u>Caption</u>	<u>Points</u>	<u>#of Judges</u>
Timing and Penalty	Penalty	1
Indiv. Movement Analysis	20.0	1
<i>Vocabulary</i>	<i>10.0 (A Class 7.0)</i>	
<i>Excellence</i>	<i>10.0 (A Class 13.0)</i>	
Indiv. Equipment Analysis	20.0	1
<i>Vocabulary</i>	<i>10.0 (A Class 7.0)</i>	
<i>Excellence</i>	<i>10.0 (A Class 13.0)</i>	

<u>Caption</u>	<u>Points</u>	<u>#of Judges</u>
Ensemble Analysis	20.0	1
<i>Composition</i>	<i>10.0</i>	
<i>Excellence</i>	<i>10.0</i>	
General Effect	20.0	2
<i>Repertoire Effect</i>	<i>10.0</i>	
<i>Performance Effect</i>	<i>10.0</i>	
TOTAL	100.0	6

All adjudicators with the exception of the Timing and Penalty Judge will be located in the stands.

- 3.2 Each level of classification will have a set of score sheets unique to its classification.

EQUIPMENT

- 4.1 All equipment tips on rifles, flagpoles, and sabres must be padded or taped. The bottom of all props, flats and scenery made of wood, metal or PVC type plastic must be padded or taped so as not to damage the floor. Soft-soled shoes need no added protection. Hard-soled shoes must be taped.

PENALTY: Two (2) point penalty

- 4.2 Props, and/or authorized equipment may be utilized or placed in the competition area by color guard performers at any time during the “maximum performance time” (see timing for clarification) or may be placed in the competition area by other than performers prior to the start of competition. Authorized equipment and/or hand-held props may be placed in front of the front boundary not to exceed five (5) feet.

- 4.3 Definitions of authorized equipment:

4.3.1 Flags are defined as any material attached to a pike, pole, rod or staff other than an authorized weapon and used as a flag, with a minimum size of eight (8) inches by twelve (12) inches. National colors must be at least three (3) feet by five (5) feet. Flagpoles must be at least twenty-four (24) inches in length. (Curved and straight poles are acceptable; however, complete circles, squares, etc. to which material is attached are not flags. Material attached to chains, ropes or hoses are not considered flags.) The intent of this definition is to utilize a flag as a flag and not as a scenic element or a prop.

4.3.2 Rifles are defined as devices constructed so as to conform to the outward appearance of a military rifle past or present. Sights, slings, trigger, trigger housing, bolt and bolt levers are optional. Rifles must be at least twenty-four (24) inches in length.

4.3.3 Sabers/swords are defined as those weapons which are designed to be hand held for cutting, thrusting or slashing an enemy, with either a curved (saber) blade or a straight (sword) blade which may be constructed of wood, plastic, metal or any other suitable material. A cutting edge is not required. Simulated sabers/swords must have either a hand guard or a hilt and must be at least twenty-four (24) inches in length.

4.3.4 Authorized equipment may be modified by the addition of visual items, however, attaching a flag, rifle or sabre/sword to a prop does not make the prop a flag, rifle or sabre/sword – it is still a prop. Timing and Penalty judges have the right to inspect and challenge guards for authorized equipment either before or after the maximum performance time with permission of the Contest Administrator.

- 4.4 Amplification can be used in the competition area by performers playing musical instruments, singing or voice. The electrical source for electronic instruments must be a 115/120 V typical wall outlet (if available) as noted on the footprint of the facility as supplied by the sponsor. Car/truck type wet batteries cannot be used. The only batteries that will be allowed are “off the shelf” type flashlight batteries. Gasoline, electric or manual powered generators will not be allowed. Lighting cannot be turned off in the competition area by a color guard.

PENALTY: Disqualification

- 4.5 Tap and/or dancing shoes will only be allowed on a hard surface provided by the competing color guard. The hard surface will be properly padded (carpeting, foam, etc.) so as not to damage the floor. A “floor” or tarp alone is not proper padding.

PENALTY: Two (2.0) points each infraction.

- 4.6 The use of recorded music and/or live musical instruments is optional. Proficiency of playing shall not be judged but how the live music contributes to the overall design and effect of the performance may be reflected in the commentary. Musician's age must be consistent with Rule 1.1 under Eligibility.
- 4.7 All props must be able to fit through a standard size (36") single door. No timing exceptions will be made for oversized props. Props will not be allowed in the competition area before the color guard's performance time.
- 4.8 Definitions of other equipment:
- 4.8.1 World Class color guards will have access to two electrical 115/120-volt power sources at the front and back centerline to use any electrical device within their program deemed safe by the Contest Administrator. The Contest Administrator has the ultimate decision regarding safety of any device in consultation with the Director of Color Guard and/or Executive Director. Color Guard should consult with Director of Color Guard and/or Executive Director prior to using any equipment not specifically defined in these rules. Color guard will assume any liability for issues arising out of the use of said electrical devices.
- A & Open Class color guards may only use the electrical power sources provided as defined in Rule 4.4 (Use of amplification).
- 4.8.2 No pyrotechnics, discharge of arms, pressurized canisters, dangerous materials, flammable liquids or gas will be permitted in or around the competition area. Smoke machines and/or compressed air apparatuses will not be permitted.
- 4.8.3 Battery operated devices using "common use" batteries (AA, AAA, AAAA, C, D, N, 9V and button cells) are allowed. Devices using dry-cell secondary "rechargeable batteries", including cell phones, cameras, MP3 players and computers are also allowed. Car and/or truck batteries are not permitted.
- 4.8.4 Use of lasers and flashcubes (electrical and chemical) will not be permitted.
- 4.8.5 Live animals shall not be allowed.
- 4.8.6 Use of powder, dirt or any other substance that lingers in the competition area past the interval time of the percussion ensemble shall be strictly prohibited.
- 4.8.7 Use of helium, including helium-filled balloons, shall be strictly prohibited.

PENALTY: Disqualification

TIMING

- 5.1 Color guards will be scheduled to compete at minimum of seven (7) minute intervals for Regional A Class color guards; eight (8) minute intervals for A Class color guards; nine (9) minute intervals for Open Class color guards; and ten (10) minutes intervals for World Class color guards. This time interval will include setup, entrance, performance, exit and removal of all props, floors and equipment.
- 5.1.1 The end of the maximum performance time is at the obvious conclusion of the show.
- 5.1.2 Interval time will stop once personnel, equipment and/or props have crossed a horizontal or vertical center line depending on the contest site. Color guards must continue to make a deliberate exit so as not to delay the entrance of the next color guard in competition.

PENALTY: One-tenth (0.1) of a point for each 3 seconds or fraction thereof.

5.2 Any color guard creating a delay in the schedule will be subject to penalty. The time schedule may be expanded at the option of the Contest Administrator, but not lessened.

PENALTY: Five-tenths (0.5) of a point for each class interval time of lateness or part thereof up to the conclusion of the class and/or contest.

5.3 Each color guard must accumulate a minimum of three and one half (3 1/2) minutes of “authorized equipment time” during their performance except for Regional A Class where the minimum is three (3) minutes. Authorized equipment may be flags, rifles, sabres or swords. Any weapon used may be simulated. Injuries and/or instantaneous exchanges are included in authorized equipment time. Penalties for “authorized equipment time” will be waived the first two weekends of the competitive calendar.

5.3.1 Authorized equipment must be IN HAND to be considered for accumulating authorized equipment time. (In hand means equipment must be in hand ready to be used, or being used. EXAMPLE: Saber hung at side with hand touching is not considered authorized equipment in hand.)

5.3.2 If any color guard member is visible to the adjudicators with authorized equipment in hand, the time counts as authorized equipment time.

5.3.3 A color guard member is considered visible as determined by the timing and penalty adjudicator with a view from the front sideline.

PENALTY: One-tenth (0.1) of a point for each 3 seconds or fraction thereof.

5.4 If other than competing personnel are removing props or equipment, they may only do so at the obvious conclusion of the color guard’s performance.

PENALTY: One-tenth (0.1) of a point for each infraction.

5.5 Each color guard, with all competing personnel, shall remain in the competition area and be judged in all captions for a minimum of four (4) minutes with the exception of the Regional A classes which shall have a minimum of three (3) minutes. Penalties for under time in competition area will be waived the first two weekends of the competitive calendar.

5.6 All captions will be judged for the “maximum performance time” or until the color guard leaves the floor, whichever occurs first.

PENALTY: One-tenth (0.1) of a point for each 3 seconds or fraction thereof.

5.7 Color guards competing at WGI Regional Contests cannot be required to perform before the time set in the latest contest schedule distributed by the WGI Office.

COLOR GUARD TIMING OVERVIEW (IN MINUTES)

<u>CLASS</u>	<u>INTERVAL TIME</u>	<u>MIN. PERF. TIME</u>	<u>MAX PERF TIME</u>	<u>MIN EQUIP TIME</u>
WORLD	10	4	7.5	3.5
OPEN	9	4	6.5	3.5
A	8	4	5.5	3.5
REGIONAL A	7	3	4.5	3.0

ENTRY

- 6.1 All performers must enter the competition area through the designated entry door, tunnel or ramp. Prior to the actual start of the performance time, color guard may utilize the entire arena for setup and pre-show preparations. Once the performance time begins, performers are limited to the designated competition area.
- 6.2 Any equipment and/or props may be placed in the competition area by anyone prior to the start of competition. Any non-performers involved in set up must exit the competition area prior to the start of performance time.
- 6.3 The color guard will line up at a ready line to be designated by the Contest Administrator to enter the competition area. Interval time will start when the color guard is told by the Timing and Penalty Judge to enter the competition area. The color guard may place performers anywhere in the competition area (not judged). All performers must start and remain in the competition area for the entire performance.
- 6.4 World Class color guards will be allowed to use music as part of their setup process through the house sound system after one (1) minute of the color guard's interval time. If a color guard chooses to use music they must communicate this to the T & P judge so performance time can begin. The T & P judge determines the beginning of the color guard's interval time. The color guard is responsible for any music direction required at the sound table, which must be given in person.
- 6.5 When the color guard first enters the competition area, an announcement of... "*Please welcome from (city, state, country), (name of color guard).*" When the color guard is in position or at any specific time noted to the Timing and Penalty Judge, the announcer will be cued to say, "*Performing their show (name of show), is the guard ready?*" An instructor designated "OK" to the Timing and Penalty Judge, a clear and distinct salute, verbal or visual point of interest shall acknowledge the color guard is ready to begin their performance time. The announcer will then say, "*(name of color guard), you may take the floor in competition.*"
- 6.6 Timing for the "maximum performance time" will begin with the first step of body movement, first move of equipment or the first note of music whichever comes first after the announcement ends. Judging will also begin at this time. No music played through the house system will be allowed until after this acknowledgement.
- 6.7 The front boundary line is inviolate at all times except for performers involved in entrance set up or tear down at the end of the performance. Boundary line violations (including first aid cases) do not constitute permanently leaving the floor.

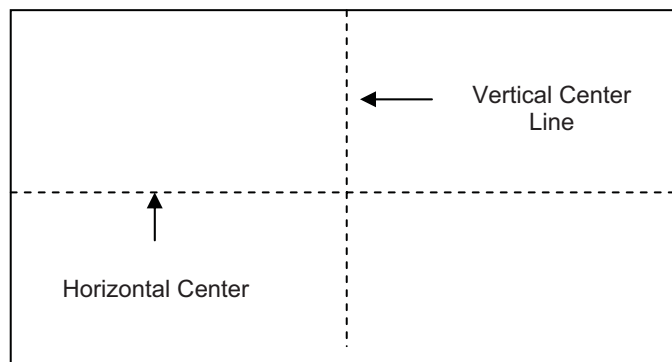
PENALTY: One-tenth (0.1) of a point penalty for each member per offense.

- 6.8 Floor coverings (tarps) may not cover the front boundary line at the beginning of performance time.
PENALTY: Two (2) point penalty
- 6.9 Non-competitive, excess uniformed performers must avoid any area where they could be considered as competitive performers.

EXIT

- 7.1 All performers must exit the competition area through the designated exit door, tunnel or ramp.

- 7.2 All personnel, equipment and/or props must clear the vertical or horizontal center-line at the conclusion of interval time. The timing line shall be for visual use by the Timing and Penalties judge and not designated by tape.
- 7.3 For purposes of timing, equipment and props are considered “removed” when they cross a center-line either horizontal or vertical depending on the contest site. After the equipment/props have crossed this line, they must continue to make forward progress out of the competition area.



- 7.4 There will be no flying of tarps (also know as “ballooning”) to clear floor at the conclusion a color guard’s performance.

PENALTY: Disqualification.

PENALTIES

- 8.1 Timing and Penalty judges will assess all penalties. Contest Administrators may not waive penalties. A color guard has a right to challenge any penalty in consultation with the Chief Judge but any final decision regarding penalties will remain with the Timing and Penalty judge.
- 8.2 Any color guard violating any rule or part of a rule, breaches standard contest etiquette or fails to comply with directions from contest personnel for which no specific penalty is provided, shall be penalized for each such violation, not less than 0.1 point up to disqualification at the discretion of the Contest Administrator, Director of Color Guard or Executive Director.