

PERCUSSION CONTEST RULES 2012

WGI discourages independent ensembles from utilizing membership composed of any high school students who were previously enrolled in an active high school program and have not yet graduated.

WGI also discourages independent ensembles from utilizing membership who have outstanding monies owed to a previous ensemble.

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

ELIGIBILITY

- 1.1 Percussion ensembles from the United States composed of members not over 22 years of age as of March 31st of any given year shall be permitted to compete in contests governed by WGI. Each ensemble appearing at a WGI contest shall be prepared to show proof of age. International percussion ensembles are not bound by any age limit and must compete in the independent classes.
- 1.2 All performers of any percussion ensemble competing in any scholastic class must be approved for participation by the principal of the sponsoring school. Each scholastic percussion ensemble 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 percussion ensemble. The WGI Scholastic Eligibility Certification form must be filed with the WGI office by each scholastic percussion ensemble.
 - 1.2.1 Percussion ensembles may combine students from multiple schools within their district provided the percussion ensemble competes under the name of a single school. Percussion ensembles 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 legally does not 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 ensemble 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 percussion ensemble may compete with less than six (6) members on the floor of competition at any time including the student conductor (optional).
- 1.4 Marching percussion ensembles may use one optional student conductor positioned in the competition area. Concert percussion ensembles may use one non-student conductor positioned in the competition area.

PENALTY: Disqualification – any ensembles violating any requirements 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. Percussion ensembles 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 percussion ensembles to identify the competition area. While the competition area will be increased whenever possible, all percussion ensembles 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. All equipment and props (including all sound equipment) must be grounded within the competition area except during setup and teardown. No props or equipment may be staged within the safety zone and no choreography outside the competition area including the safety zone is allowed.
- 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.
- 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.
- 2.7 110 volt grounded power sources shall be available at the front and back of the center line of the competition area. Ensembles must provide their own extension cords.

PENALTY: One-tenth (0.1) of a point penalty up to disqualification at the discretion of the Chief Judge.

SCORING

- 3.1 The elements to be judged are:

<u>MARCHING PERCUSSION</u>		
<u>Caption</u>	<u>Points</u>	<u># of Judges</u>
Performance Analysis	40%	1
<i>Composition</i>	15%	
<i>Overall Effect</i>	25%	
General Effect	40%	1
<i>Music Effect</i>	20%	
<i>Overall Effect</i>	20%	
Visual	20%	1
<i>Composition</i>	10%	
<i>Performance Quality</i>	10%	
<u>Timing and Penalty</u>	Penalty	1
TOTAL	100%	4

<u>CONCERT</u>		
<u>Caption</u>	<u>Points</u>	<u># of Judges</u>
Performance	50%	1
<i>Composition</i>	20%	
<i>Performance Quality</i>	30%	
Artistry	50%	1
<i>Program</i>	20%	
<i>Fulfillment</i>	30%	
<u>Timing and Penalty</u>	Penalty	1
TOTAL	100%	3

- 3.2 The Performance Analysis Judge will be positioned low in the stands and may be moved by the Chief Judge in order to better appraise the individuals within the ensemble. Timing and Penalty adjudicators will be positioned on the floor. The General Effect and Visual Judge will be positioned higher in the stands.

EQUIPMENT

- 4.1 Instrumentation is limited to those instruments typically utilized and recognized as part of a percussion section. Also allowed are electronic instruments recognized as normal stage and band rhythm section instruments. Conventional wind and/or string instruments (other than string bass and guitar) may not be used. Single tone, non-keyed horns (i.e. whistles, sirens, animal calls, etc.) may be used only if generating an effect, and may not be used in any melodic form.

PENALTY: 10 Points

- 4.2 No single, triggered, electronic sound may produce rhythmic intent.

PENALTY: 10 Points

- 4.3 Allow all ensembles to manipulate their soundboard by using a remote controlled wireless device through a self-supplied wireless network. WGI will provide an area in or near the GE & Visual judging area for one designated staff member to adjust the mix using wireless technology. The soundboard must remain in the competition area.

- 4.4 Permission for use of copyrighted material is the responsibility of the percussion ensemble.

- 4.5 No motorized vehicles will be allowed. Wheelchairs for disadvantaged performers are accepted.

PENALTY: Disqualification

- 4.6 Other equipment definitions:

- 4.6.1 Ensembles may 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 Percussion and/or Executive Director. Ensembles should consult with the Director of Percussion prior to using any equipment not specifically defined in these rules. Ensemble will assume any liability for any liability for issues arising out of the use of said electrical devices.

- 4.6.2 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.

- 4.6.3 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.

- 4.6.4 Use of lasers and flashcubes (electrical and chemical) will not be permitted.

- 4.6.5 Live animals shall not be allowed.

- 4.6.6 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.

- 4.6.7 Use of helium, including helium-filled balloons, shall be strictly prohibited.

PENALTY: 10 Points to Disqualification.

4.7 For the protection of the wooden competition floors, all equipment must be properly taped or otherwise be prepared to assure that damage to the floors will not occur. Inspection will occur at all contests. Any damage to the floor that may occur (dragging the timpani, wheels on carts locking, etc.), will be the responsibility of the ensembles and is subject to penalty.

PENALTY: .1 to Disqualification at the discretion of the Timing and Penalty judge.

4.8 The use of powder, dirt or any other airborne substance shall be strictly prohibited.

PENALTY: .1 to Disqualification at the discretion of the Timing and Penalty judge.

TIMING

5.1 Percussion ensembles will be scheduled to compete at a minimum of nine (9) minute intervals for ‘A’ class ensembles; ten (10) minute intervals for ‘Open’ class ensembles; and eleven (11) minute intervals for ‘World’ class ensembles. The time interval will include set up, entrance, warm up, performance, exit and removal of all equipment, props, personnel, etc.

PENALTY: 0.5 points for each five (5) minutes of lateness (missing scheduled performance time) or part thereof up to the conclusion of the contest.

5.2 The maximum performance time ceases when an ensemble quits playing or leaves the floor, whichever comes first, and shall not exceed six (6) minutes for ‘A’ class ensembles; seven (7) minutes for ‘Open’ class ensembles; eight (8) minutes for ‘World’ class ensembles.

PENALTY: 0.05 points for each second of overtime.

5.3 Percussion ensembles, with all competing personnel, shall remain within the competition area and be judged in all captions for a minimum of four (4) minutes.

PENALTY: 0.05 points for each second of under time.

5.4 All captions will be judged for the maximum performance time or until the ensemble ceases playing or leaves the floor, whichever comes first. Timing and penalty will continue until performers and equipment are off of the floor. The Contest Administrator will place an appropriate line defining when an ensemble has left the floor for timing purposes.

5.5 Ensembles competing at WGI Regional Contests cannot be required to perform before the time set in the latest schedule for the contest, distributed by the WGI Office.

ENSEMBLE TIMING OVERVIEW: Marching & Concert Ensembles			
<u>Class</u>	<u>Min. Perform Time</u>	<u>Max Perform Time</u>	<u>Interval Time</u>
WORLD	4 Minutes	8 Minutes	11 Minutes
OPEN	4 Minutes	7 Minutes	10 Minutes
A CLASS	4 Minutes	6 Minutes	9 Minutes

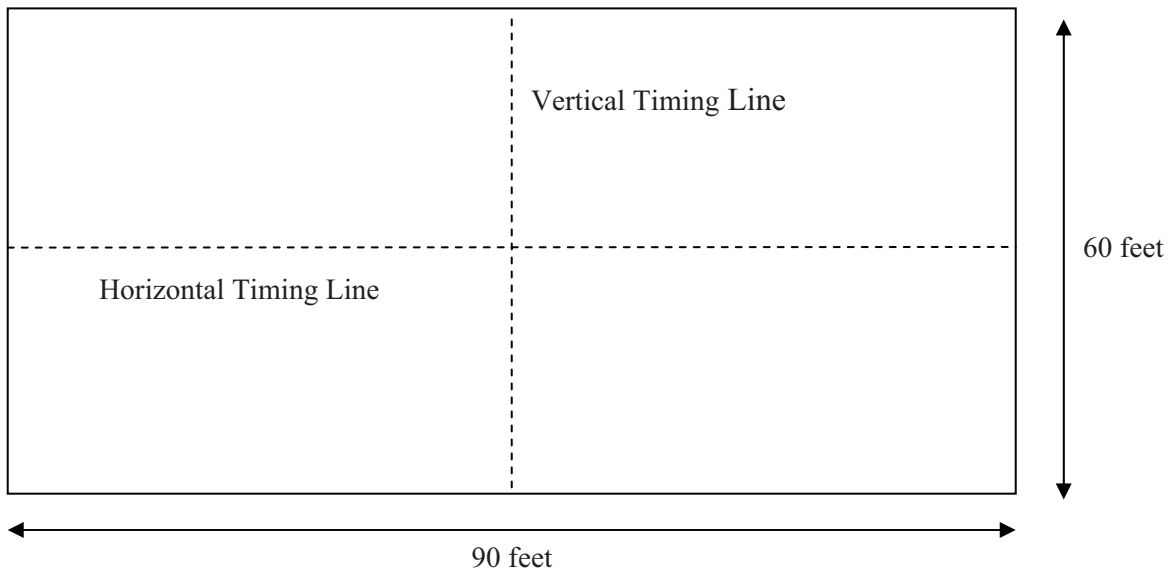
ENTRY & EXIT

6.1 An ensemble may enter the contest floor over any line.

PENALTY: 0.1 points for each offense for violating the front safety zone.

- 6.2 Ensembles may include a playing entrance as a part of the performance following introduction.
- 6.3 Any equipment or props may be placed within the competition area by anyone prior to the start of competition. Before the performance begins, all non-performing personnel must be off of the competition area. (Adults are not permitted to stay in the competition area during a performance.)
PENALTY: .1 to 5 points per violation at the discretion of the Timing and Penalty judge.
- 6.4 The ensemble will line up at a ready line (preferably side and back line if facility allows) to be designated by the Contest Administrator. From this point, the ensemble should move directly and immediately into the competition area when directed by the starter or Timing and Penalty Judge. Ensemble may set up anywhere in the competition area.
- 6.5 Performance time begins with the first note or step following the introduction
- 6.6 Exit may be over any line at the conclusion of the performance.
- 6.7 All performers, equipment, and/or props must exit the competition area before the conclusion of interval time by passing a vertical or center timing line designated by the Contest Administrator. After crossing the timing line, all equipment and/or props must continue to make forward progress out of the competition area in a timely manner or receive a penalty at the discretion of the Contest Administrator.

The following is an example of interval timing lines:



Facilities may designate how ensembles will unfold and fold floors front to back, back to front, left to right or right to left depending on entrance and exit doors.

- 6.8 Flying of tarps (also known as “ballooning”) to clear floor at conclusion of performance is not allowed.

PENALTY: Disqualification

- 6.9 During a performance, adult or non-performing student personnel may not coach, cue, etc. any performing members.

PENALTY: .1 to Disqualification at the discretion of the Timing and Penalty judge.

PENALTIES

- 7.1 Timing and Penalty judges will assess all penalties for infractions that take place in the competition area. Contest Administrators may not waive competition area penalties. An ensemble 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.
- 7.2 Any ensemble violating any rule of part of a rule, breaching standard contest etiquette, or failing 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 Chief Judge, Contest Administrator, Director of Percussion or Executive Director.
- 7.3 All timing penalties shall be 0.05 points per second. All boundary penalties shall be 0.1 points per offense.