



## ***THE ALASKAN SCOTTISH HIGHLAND GAMES***

Piping and Drumming Competition Rules dated 29 October 2006

### **Part I – Pipe Band Competition**

- A. Pipe bands entering competition have no maximum limit as to the number of pipers and drummers in the band performing. However, the band must have a minimum of at least eight (8) members organized with five (5) pipers, two (2) side (snare) drummers and one (1) bass drummer.
- B. **Competing bands** must **register** for competition and shall submit a band roster with their registration form no later than the deadline specified on the competition entry form. No person shall be allowed to compete with a band who is not on the submitted band roster.
- C. **One Person, One Band:**
1. With the exception of an instructor, no member shall be allowed to register in more than one band.
  2. **Instructors:** a piper or drummer may register in two bands of two different grades providing that piper or drummer serves as the registered instructor for the lower grade band that season. A band may not have more than one piper or drummer registered with them as an instructor.
  3. A higher grade band may have more than one piper or drummer who serve as instructors to lower grade bands.
  4. An instructor to any band is an addition to the minimum number of pipers (5) or side drummers (2) required for competition.
  5. Only members of Grade IV bands will be allowed to “play up” under this rule.
- D. All band personnel must be attired in recognizable highland dress. Bands not conforming to this are subject to disqualification and forfeiture of travel money.
- E. There is no minimum number of band members required when performing for critique only.
- F. **Competition Categories:** There are four categories of band competition which are: Grade I, Grade II, Grade III and Grade IV. Grade IV represents the basic level of pipe band competition. Grades III, II and I represent the graduated increased skill levels of the pipe band competition. Bands present but not competing are classified as “Performance Bands”.

- G. **Grade Level Performance:** Judges may indicate on each band's score sheets whether the band is performing "below grade level", "at grade level" or "above grade level".
- H. **Competition Order:** The order of band competition play shall be determined by a drawing at the Piping and Drumming Administration Center on the Highland Games grounds. The drawing shall be conducted not less than two hours prior to the competition. A representative from each competing band shall be present to draw for the competition placement of the band they represent. In the event that a band representative is not present at the designated time of drawing, a designee of the Piping & Drumming Chair will draw for the placement of the band not represented. The posted order of play shall include the starting time for each band. Once established, no changes to the order or starting time may be made without the agreement of all the affected bands and the Piping & Drumming Chair.
- I. **I. Event Options:** Each band has the option to compete in one or more of the following:
1. Quick Marches Medley (QMM): This event is limited to Grade IV bands, only. Tunes played must consist of quick marches in any time signature(s). Bands will play from two minutes, forty-five seconds (2:45) to four minutes, thirty seconds (4:30).
  2. Medley: A "medley" consists of a selection of tunes of any length, type, tempo and time signature, but may not include an MSR set that would qualify to meet the MSR requirements. Time requirements for each grade level are: Grades III & IV: three (3) to five (5) minutes; Grade II: four (4) to six (6) minutes; and Grade I: five (5) to seven (7) minutes
  3. March, Strathspey & Reel (MSR): Grade III bands will play one set consisting of tunes that are all at least four (4) parts in length. Grades I & II will be required to submit two sets consisting of tunes that are all at least four (4) parts in length. Drawing to determine which set shall be played shall be conducted at the line immediately prior to each band's competition.
- J. A competing band will start its competition performance from a single designated point. Judging will start at the first strike of the first tune as the band marches to form on a specified point within the competition area. At the conclusion of the set, any tune played by the band used to march away from the competition circle will not be judged.
- K. **The Band Representative's Duties:** A representative shall be held responsible for the prompt attendance of his or her band on the contest field. The first band to compete will be advised at the draw as to the time it must be at the starting point in the contest area; thereafter, it is the duty of each succeeding band to move forward as directed by the stewards. To reduce the gap between final tuning and competing to the lowest possible margin, there will be a (5) five minute MAXIMUM time period from the conclusion of one band's performance or from the posted time of play, which ever is later, to appearance of the following band (in the same contest) at the starting position ready to play, or face disqualification. The officials shall mark off final tuning areas in the closest possible proximity to the contest area. Bands should move forward to these areas upon request. Stewards may be provided as an aid to bands, but they carry no responsibility for attendance of any band in the playing area. The final responsibility rests with each band to be at the starting point as and when required. Any band failing to do so or not complying with official instructions is subject to immediate disqualification.

## Part II – Trio Competition

- A. A trio shall consist of any three pipers; however, no piper may compete in more than a single trio event.
- B. The trio event shall consist of a free choice of three tunes played as a set with a minimum of two (2) tempo changes.
- C. The sequence of trio competition shall be determined by the order of registration – first to enter will be last to play.

## Part III - Individual Piping Competition

- A. There shall be two (2) categories of individual piping: **Amateur** and **Professional**.
  - 1. The amateur category is delineated into Grades I, II, III & IV and Senior. Grade IV represents the elementary piper. Grades III through I represent the graduated more advanced levels of amateur pipers. Senior entrants must be at least 50 years old.
  - 2. **Amateur** pipers compete for standing and medals, not for a monetary award.
  - 3. **Professional** pipers compete for and accept prize money. They are not eligible for amateur standing once having accepted a monetary award.
- B. The Chairperson of the Piping and Drumming Committee has the responsibility to maintain a record of those pipers who competed in the professional events.
- C. Individual piping events may be held when there is only one competitor in an event. Awards are granted at the discretion of the judges. However, the piper has other options if he or she elects not to compete as a single competitor (see Part VII, paragraph O).
- D. Solo competitors will play in the order of first to enter is last to play, as determined by the game's Piping Chair. The Chair has the right to adjust the announced playing times in order to eliminate large gaps in the contest due to scratches or disqualification, providing the changes allow adequate tuning/preparation time for the next competitor.
- E. **Tuning:** Pipers are limited to two minutes tuning time when in front of the judge. All other pipers and drummers are to tune and warm in designated areas only.
- F. Pipers in **Grades III** and above shall be required to march during the march portion of any contest unless physically handicapped and unable to do so.
- G. Any solo contest having fifteen (15) or more competitors may be split at the Chair's discretion into two separate events (short leets).
- H. Each competitor shall be issued a number which must be pinned to his or her kilt so that it is readily visible to the judges.
- I. **Individual Piping Events**
  - 1. When an event requires the submission of multiple tunes, the competitor does not have the privilege of organizing the tunes into "sets". *For example, in the case of professional MSR,*

*the competitor submits 4 Marches, 4 Strathspeys and 4 Reels and may be required to play any one of the Marches with any one of the Strathspeys with any one of the Reels.*

**Competition Event                      Number of tunes to be submitted**

(In light music, minimums of four-parted tunes are required except where noted)

**PROFESSIONAL PIPING**

|                            |  |
|----------------------------|--|
| 2/4 March                  | Submit four tunes.   |
| March, Strathspey and Reel | Submit four of each tune, play one of each.  |
| 6/8 March                  | Submit three tunes, play two.  |
| Hornpipe and Jig           | Submit three of each tune, play one of each.   |
| Jig                        | Submit four jigs, play one tune. (Tune may be required to be played twice through at choice of person responsible for scheduling.) |
| Piobaireachd               | Submit four Piobaireachd.  |

**GRADE 1**

|                          |  |
|--------------------------|--|
| March, Strathspey & Reel | Submit two of each tune, play one.   |
| 6/8 March                | Submit two tunes.  |
| Hornpipe and Jig         | Submit two of each tune, play one of each.   |
| Piobaireachd             | Submit two Piobaireachd.   |
| March                    | Submit two.  |
| Strathspeys & Reel       | Submit two of each tune, play one of each.   |
| Jig                      | Submit two jigs, play one tune (Tune may be required to be played twice through at choice of person responsible for scheduling.) |

**GRADE 2**

|                          |  |
|--------------------------|--|
| March, Strathspey & Reel | Submit two marches, one strathspey & one reel, Play one of each. |
| Hornpipe and Jig         | Submit one set.  |
| 6/8 March                | Submit one tune.   |
| Piobaireachd             | Submit two Piobaireachd  |
| March                    | Submit two.  |
| Strathspey & Reel        | Submit one set.  |
| Jig                      | Submit two tunes.  |

**GRADE 3**

|                     |                          |
|---------------------|--------------------------|
| 2/4 March           | Minimum four parts       |
| Strathspey and Reel | Minimum four parts each  |
| Jig                 | Minimum four parts       |
| 6/8 March           | Minimum four parts       |
| Piobaireachd        | Submit one Piobaireachd. |

**GRADE 4**

|                   |  |
|-------------------|--|
| 2/4 March         | Minimum four parts                                 |
| Slow Air          | Minimum two parts, repeats to be observed          |
| Piobaireachd      | Submit one piobaireachd (ground & next variation). |
| Strathspey & Reel | Two parts each played twice or four parts each     |
| 6/8 March         | Minimum four parts                                 |

2. Competitors in grades 2, 3 and 4 have the option of playing up one grade in Piobaireachd.

3. Piobaireachd competitors shall be prepared to submit a copy of their musical selection(s) to the Piobaireachd judge upon request.

#### **Part IV – Individual Drumming Competition**

- A. There shall be two (2) categories of individual drumming: **Amateur** and **Professional** .
  1. The **amateur** category is delineated into Grades I, II, III & IV. Grade IV represents the elementary drummer. Grades III through I represent the graduated more advanced levels of amateur drummers.
  2. **Amateur** drummers compete for standing and medals, not for a monetary award.
  3. **Professional** drummers compete for and accept prize money. They are not eligible for amateur standing once having accepted the monetary award. **Once a drummer accepts monetary award in a professional event, the drummer is no longer eligible to compete in amateur events.**
- B. The Chief Steward of the Piping and Drumming Committee has the responsibility to maintain a record of those drummers who competed in the professional events.
- C. Individual drummer events may be held when there are no competitors. Awards are made at the discretion of the judges. The drummer has other options if he or she elects not to compete as a single competitor (see Part VII, paragraph O).
- D. Competing drummers must compete at the grade level in which they performed at their last competition, or at a higher grade level unless documentation is provided indicating they were judged as performing “below grade level”. Any competing drummer judged as performing “above grade level” in their last competition must compete at the next higher grade level.
- E. Solo competitors will play in the order of first to enter is last to play, as determined by the game’s Piping & Drumming Chair. The Chair has the right to adjust the announced playing times in order to eliminate large gaps in the contest due to scratches or disqualification, providing the changes allow adequate tuning/preparation time for the next competitor.
- F. Any solo contest having fifteen (15) or more competitors may be split at the Chair’s discretion into two separate events (short leets).
- G. Each competitor shall be issued a number which must be pinned to his or her kilt so that it is readily visible to the judges.

## H. Individual Drumming Events

1. **SNARE DRUM** - Individual competitors shall submit the following number of tunes according to grade and type of competition. Note: *Each snare-drumming competition will be accompanied by a minimum of one and a maximum of two pipers for any event where accompaniment is required. No recorded music. Snare drum competition will be held as a separate event.*

| <b>Competition Event</b>   | <b>Number of Tunes to be submitted</b>          |
|--|---|
| (minimums of four-parted tunes are required except where noted.) |   |
| <b>PROFESSIONAL (Snare-drumming)</b>                             |   |
| <b>March, Strathspey &amp; Reel</b>                              | Submit one set.                                 |
| <b>March, Strathspey &amp; Reel</b>                              | <b>Submit two sets, play one.</b>               |
| Hornpipe and Jig   | Submit one set.                                 |
| Hornpipe and Jig   | Submit two sets, play one.                      |
| Drum Solo  | Submit one unaccompanied solo of 2 – 5 minutes. |
| <b>GRADE 1</b>   |   |
| March, Strathspey & Reel   | Submit one set.                                 |
| Hornpipe and Jig   | Submit one set.                                 |
| Drum solo  | Submit one unaccompanied solo of 1 – 3 minutes. |
| <b>GRADE 2</b>   |   |
| March, Strathspey & Reel   | Submit one set.                                 |
| Hornpipe and Jig   | Submit one set.                                 |
| <b>GRADE 3</b>   |   |
| 2/4 March  | Submit one tune.                                |
| 6/8 March  | <b>Submit one tune.</b>                         |
| <b>GRADE 4</b>   |   |
| 2/4 March  | <b>Submit one Tune.</b>                         |

2. **TENOR DRUM** – Drum competition is organized into three grades according to ability and experience. Individual competitors shall submit the following number of tunes according to grade and type of competition. All grades are sanctioned. A *minimum of one and a maximum of two pipers provided by the competitor will accompany each solo tenor drumming competition. No recorded music. Tenor drum competition will be held as a separate event.*

| <b>Competition Event</b>   | <b>Tunes to be submitted.</b> |
|--|-------------------------------|
| (minimums of four parted tunes are required except where noted.) |                               |
| <b>PROFESSIONAL</b>  |                               |
| March, Strathspey & Reel   | Submit one set.               |
| Hornpipe and Jig   | Submit one set.               |

## **GRADE 1**

March, Strathspey & Reel                      Submit one set.  
Hornpipe and Jig                                 Submit one set.

## **GRADE 2**

March     One four-parted march in 2/4, 4/4, or 6/8 quick  
time, competitors choice of signature.

**SOLO BASS DRUM** –Games organizers may offer an event in each band competition for “Best Bass Section”. This event may be judged by a dedicated judge during each band competition or by the drumming judge.

### **Part V - Drum Salute**

- A. The Drum Salute is an optional competition event within which only one (1) group of specified drummers is allowed from any specific band. The Drum Salute shall not be considered as part of the composite score for determination of “Band of Games”.
- B. The minimum composition of a Drum Salute is:
  - 1. One (1) bass drum.
  - 2. Two (2) snare drums.
  - 3. One (1) tenor or alto drum.
- C. There is no limit as to the number of drums stated above as long as the minimums are met.
- D. The time limit for each Drum Salute performance is three (3) to five (5) minutes.
- E. The Drum Salute shall consist of any selection of tunes as long as there are at least two (2) tempo changes.

The individual Drumming Score Sheet will be used to evaluate each Drum Salute Team.

### **Part VII – Ranking/Scoring**

All piping and drumming events will be critiqued and ranked by qualified piping and drumming judges.

- A. The judging of pipe band competitions will require one (1) piping judge, one (1) ensemble judge and one (1) drumming judge.
- B. The judging of trio piping competitions will require two (2) piping judges (whenever possible).
- C. The judging of individual drumming and piping events will be on a “one-on-one” basis. [Exceptions may be made for piobaireachd events when two (2) piping judges will adjudicate.]
- D. 1st, 2<sup>nd</sup> and 3<sup>rd</sup> place band standings (within each grade level III and IV) are determined by **the judges**.

1. Judging will be performed by a panel of three judges, one for piping, one for ensemble, and one for drumming. Judging **is at the total discretion of the judges**
2. The tally committee will rank bands within each grade level from the highest to the lowest judge's standings in each category and then assign 5 points to the first place band, 4 points to the 2second place band, 3 points to the third place band and 2 points to the fourth place band and 1 point to the fifth place band. For Grade IV, the **Piping** aggregate points will be multiplied by 1, the **Ensemble** aggregate points will be multiplied by 2 & the **Drumming** aggregate points will be multiplied by 1.

For Grades III, II and I, the **Piping** aggregate points will be multiplied by 2, the **Ensemble** aggregate points will be multiplied by 1 & the **Drumming** aggregate points will be multiplied by 1. These three categories will then be added together for each placing band and the highest point total will be declared the winner, the next highest point total will be declared second place and the third highest point total will be declared the third place winner.

Example 1. Grade IV Competition

| Band   | Piping |        | Ensemble |        | Drumming |        | Total |
|--------|--------|--------|----------|--------|----------|--------|-------|
|        | Rank   | Points | Rank     | Points | Rank     | Points |       |
| Band A | 3      | 3      | 4        | 4      | 4        | 2      | 9     |
| Band B | 4      | 2      | 3        | 6      | 1        | 5      | 13    |
| Band C | 2      | 4      | 2        | 8      | 2        | 4      | 16    |
| Band D | 1      | 5      | 1        | 10     | 3        | 3      | 18    |

Example 2. Grade III Competition

| Band   | Piping |        | Ensemble |        | Drumming |        | Total |
|--------|--------|--------|----------|--------|----------|--------|-------|
|        | Rank   | Points | Rank     | Points | Rank     | Points |       |
| Band A | 3      | 6      | 4        | 2      | 4        | 2      | 10    |
| Band B | 4      | 4      | 3        | 3      | 1        | 5      | 12    |
| Band C | 2      | 8      | 2        | 4      | 2        | 4      | 16    |
| Band D | 1      | 10     | 1        | 5      | 3        | 3      | 18    |

3. Piping Trios: In the event of more than one piping judge, aggregate totals of rank positions will be divided by the number of judges to give an average rank.
4. Drum Salute: Aggregate totals will be divided by the number of judges used.
5. **Ties:** In the event of a tie, the decision shall be reached as follows:
  - (a.) **Band Contest:**
    - 1<sup>st</sup> Preference      Ensemble
    - 2<sup>nd</sup> Preference      Piping total
    - 3<sup>rd</sup> Preference      Drumming total
    - 4<sup>th</sup> Preference      Consultation with judges
  - (b.) **Piping only, Trios and Quartets, etc.:** Consultation with judges.
  - (c.) **Contest where Drumming Prizes are awarded:** Consultation with judges.

- E. 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place trio standings are determined by the judge(s).
- F. 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place standing in the snare and tenor drumming are determined by the judge(s) in each of the four grade levels, IV, III, II and I.
- G. 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place standings in individual piping is determined by the judge(s) in each event of each piping grade level, IV, III, II and I.
- H. “Tenor Drummer of the Day” standing is determined by the highest rank(s) of individual competing tenor drummers, regardless of grade level category (IV, III, II or I), as adjudicated by the drumming judges during individual competition.
- I. “Snare Drummer of the Day” standing is determined by the highest rank(s) of individual competing snare drummers, regardless of grade level category (IV, III, II or I), as adjudicated by the drumming judges during individual competition.
- J. “Bass Drummer of the Day” standing is determined by the highest rank adjudicated by the drumming judges during band Medley and MSR competition.
- K. “Piper of the Day” standing is determined as a result of the individual piping competition to allow pipers of less advanced grade a more equal basis for competing with pipers of advanced grade levels.
1. **In each piping event**, regardless of grade level (IV, III, II or I), the top three (3) ranks (1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place) in that event will be awarded values of 5 for 1<sup>st</sup> place, 3 for 2<sup>nd</sup> place and 1 for 3<sup>rd</sup> place. **In solo events where there is only one performer with no competitor, no points are given for the single performance or added into aggregate scores used to select “Piper of the Day”.**
  2. Upon completion of the individual piping events, the representative values stated above will be totaled for each competing piper in the top three scores.
  3. The highest total of these value scores determines the “Piper of the Day”.
- L. In the case of **tie** value scores for “**Piper of the Day**”, the piper attaining the highest piobaireachd score is the “Piper of the Day”.
- M. In cases of tie scores other than for “Piper of the Day”, breaking decisions for all piping and drumming competitions will be reached as a result of deliberation and decision by the judges involved.
- N. In competitions where only one competitor is entered in an individual piping or drumming event, if the competitor elects not to compete for award he or she may elect to:
1. Play for critique only.
  2. Decline to play (authorizing the return of the competition entry fee to the appropriate sponsor or individual).
  3. Compete at the next highest grade level.

## Part VIII – Duties of the Judges

- A. During band competition, the judging of pipes and drums shall commence with the first beat of the attack of the first tune and will cease on the last note of the event being judged. Tunes played on the march out of the competition will not be judged with relationship to scoring.
- B. Each judge will be provided with appropriate adjudication sheets for the allocation of ranks and remarks. At the conclusion of each event, adjudication sheets will be collected by a steward of the Piping and Drumming Committee. The setting of a tune will not be subject to comment. Judges are encouraged to provide constructive criticism within the provided adjudication sheets. Judges of individual piping and drumming events are further encouraged to express an opinion within the adjudication sheet regarding the status of any individual piping or drumming competitors grade level of performance

During the performance of any band or trio, judges are not to converse with one another or to compare notes until after their score sheets have been collected by the Piping and Drumming Committee steward.

- D. Judges will not approach any competitors nearer than six (6) feet immediately prior to, during or after the performance until all judging for that event is complete. **The intent is to avoid impressions of judge/competitor communication in any event.**

**Part IX – Awards** will be determined by the Alaska Highland Games Committee and noted on the competition application.

## Part X – General Rules for Competition and Administration

- A. **Know the Rules:** All competitors of individual or team or group events should be aware of the contents of the foregoing rules and regulations before competing in an effort to preclude misunderstanding during or after the competition.
- B. **Award Presentations:** With the exception of the Band Medley and Band MSR results, all other awards will be posted following the closing ceremonies at the Piping and Drumming Administrative Center. In addition to the postings, if there is an appropriate occasion or ceilidh, major category awards may be presented at the discretion of the Games Chair.
- C. **Appeals:** Decisions of the judges are considered as final. Challenges to procedures or adjudication must be made in writing on the field accompanied by a \$5.00 fee prior to the awarding of prizes. Appeals which are upheld authorize the return the \$5.00 filing fee.
- D. **Field Registration Deadline:** As a routine policy, individual piping or drumming registrations will **not** be accepted after the announced time of competition commencement. **Exceptions may be made at the discretion of the Piping & Drumming Committee Chair** only if time allows. A late fee of twice the normal entry fee will charged to such entrants. The rule “Last to enter, first to play” applies to this situation.
- E. **Massed Bands: All bands competing and or receiving travel or performance money are required to participate in the opening and closing massed band ceremonies, in highland dress and must be prepared to perform the following tunes:**

1. “Green Hill of Tyrol”
2. “When the Battle’s O’er”
2. “Scotland the Brave”
3. “Amazing Grace”
5. “Bonnie Dundee”

**F. Competitor Passes:**

- a. Passes will be issued for:
  1. Each Solo Piping and Drumming Competitor.
  2. Each performing Member of each Performing Band.
- b. Only one pass will be issued for each performer regardless of the number of events the individual competes in (i.e. solo, band, athletics, etc.)
- c. All individual competitors must perform in at least one competition. All band members issued passes must perform in band competitions or the massed bands.