

Waipu Highland Games

Rules for Solo Side and Solo Bass & Tenor Drumming Competition

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1. Introduction

These rules have been adopted by the Waipu Highland Games from those currently used by the Canterbury Centre of the RNZPBA. Where applicable the rules have stayed the same, with the intention of keeping solo drumming competitions within New Zealand run under the same guidelines.

2. Competition Rules

2.1 The Games Organising Committee, Chief Steward, and Chief Scorer

2.1.1 The Games Organising Committee shall manage and run the competition activities on Contest day. The Games Organising Committee shall designate a Chief Steward and a Chief Scorer. In the event of a formally submitted protest or grievance, the Games Organising Committee shall take sole responsibility in the handling of any such protest.

2.2 Steward's Responsibilities

2.2.1 A Steward shall be assigned to each event. The Steward shall be responsible for ensuring a regular and orderly progression of competitors to the event's competition area.

2.3 Competitor's Responsibilities

2.3.1 Competitors shall be responsible for reporting to the Steward prior to the event, for obtaining their position in the order of play for the event, and for being ready to compete when their position in the order of play arrives.

2.3.2 All Side drummers shall provide their own piper(s). All Bass & Tenor drummers shall provide their own piper(s) and side drummer.

2.3.3 Competitors shall signal the adjudicator when they are ready to commence their performance.

2.3.4 Any competitor who interferes with, threatens, or uses abusive language towards the adjudicators, officials, stewards, or members of the Games Organising Committee shall cause themselves to be liable for suspension from further competitions for as long as the Games Committee deems is necessary in the circumstances.

2.3.5 The same penalty shall apply to situations involving the abuse of private property at the Contest site.

2.4 Splitting an Event

2.4.1 If there are more than twenty (20) competitors in an event, that event may be divided into two or more sections and designated as such, and prizes shall be given to each section of the event as if it was a separate event.

2.4.2 Games Organisers shall avoid placing a numerical limit on the number of competitors who can enter for an event.

2.5 Order of Play

2.5.1 All orders of play and the start time for each event shall be posted at the Competition Registration Area prior to the commencement of the competitions.

2.5.2 Competitors should be ready to play in the posted order.

2.5.3 If given, posted competitor times are always subject to change at the discretion of the Steward for the event.

2.6 Accompanying Performers

2.6.1 Side drummers shall perform their events accompanied by a minimum of one to a maximum of three pipers, while Novice Side drummers playing drum pads shall be accompanied by a practice chanter.

2.6.2 Bass & Tenor drummers shall perform their events accompanied by one Side drummer and a minimum of one to a maximum of three pipers.

2.7 Communication of the Selected Music

2.7.1 For events where submission of more than one tune/set is required, the adjudicator shall select the tune/set from the competitor's list submitted with

their entry form. The selected tune/set shall be posted on the morning of the Games at least 3 hours prior to the start of the event.^{15/11/10}

2.8 Performing without the Aid of Music

2.8.1 All competitors shall perform their event without the aid of printed music.

2.9 Acceptable Highland Dress

2.9.1 Competitors may be prevented from competing and accepting trophies onstage for not wearing acceptable and properly worn highland dress. Kilt (or trewes), shirt, hose and shoes are the minimum requirement. For beginners, dress pants, shirt and shoes (for boys or girls) & skirt, blouse & shoes (for girls) are acceptable.

2.10 Entry Requirements

2.10.1 Entries may be received from individuals from within New Zealand and abroad.

2.10.2 There are no requirements for a drummer to be registered with a pipe band or pipe band association.

2.10.3 Novice Beginners should be undertaking lessons within a band organization or by private tuition.

3. Grades and Grading

3.1 Grades

3.1.1 Side Drumming grades shall be classified, in ascending order of ability, as Novice Drum Pad, D Grade, C Grade, B Grade and A Grade. Side drummers shall compete in one grade only.

3.1.2 Bass & Tenor Drumming grades shall be classified, in ascending order of ability, as Intermediate and Open. Bass & Tenor drummers shall compete in one grade only.

3.1.3 Grades shall be determined by ability and not by age, sex or affiliation, with the exception of confined or special events as defined by a Games Organising Committee.

- 3.1.4 Any Novice event is limited to competitors who have not previously won a solo competition in any discipline (whether Side, Bass, or Tenor). It is not a separate grade in itself, and therefore competitors may enter a Novice event as well as with one or more events in their appropriate grade.

3.2 Grading

- 3.2.1 Competitors shall compete in the grade appropriate for their ability, as determined by their previous solo winning history.
- 3.2.2 The Games Committee has the right to deny a competitor right of entry into a specific grade should that competitor not met the accepted national standard for competing within that grade.
- 3.2.3 The Games Committee shall have the authority to regrade a competitor at any time.
- 3.2.4 In accordance with rule 3.1.4 above, competitors who win a Novice event are automatically ineligible to enter a Novice event for the next competition. However, should a competitor win a Novice event that had fewer than 3 entrants then this rule will not be enforced, and they will be able to enter the Novice event again.
- 3.2.5 A competitor who chooses to appeal his/her grading shall make the appeal in writing to the Games Committee.

4. Music Requirements

4.1 Music

- 4.1.1 Any drummer in a particular grade shall be required to play any of the music listed for the grade as set out in Appendix A "Music Requirements for The Waipu Highland Games Solo Drumming Competition".

5. Rules for Adjudicators

5.1 Selection of Adjudicators

- 5.1.1 The Games Committee has the sole responsibility for selecting adjudicators and will undertake to appoint qualified adjudicators.

5.2 Number of Adjudicators

- 5.2.1 Only one adjudicator is required to adjudicate a solo Side drumming or Bass & Tenor drumming competition.
- 5.2.2 Special individual competitions, when practical, should be adjudicated by two or more adjudicators, who may sit as a panel.

5.3 Guidance for Adjudication

- 5.3.1 Side Drumming grades shall be adjudicated under the categories of Execution, Expression, Quality and Variety, Tone and Tuning and Tempo.
- 5.3.2 Bass & Tenor Drumming grades shall be adjudicated under the categories of Execution, Expression, Tone and Tempo. With respect to Tenor Drumming events, the judge will also adjudicate under the category of Flourishing, although it is not compulsory for competitors to flourish.
- 5.3.3 On the adjudication sheets, adjudicators shall provide an accurate assessment of the competitor's performance and, where appropriate, constructive criticism. Adjudicators may make a comment regarding scores that, in their opinion, are not musically complimentary to the pipe music.
- 5.3.4 Following commencement, any drummer breaking down during his/her performance shall be disqualified. Other serious flaws, such as unintended stopping then resuming or mistakes in the score, shall be left to the discretion of the adjudicator.
- 5.3.5 Drummers may continue to play through their performance if the piper(s) should inadvertently stop. However, should the drummer stop to accommodate the piper(s), he/she shall be disqualified.

5.4 Determination of Final Result

- 5.4.1 Adjudicators shall be allotted up to five minutes at the end of each event to arrive at a decision.
- 5.4.2 The Adjudicator's decision shall prevail in determining the merits of each performance, and his/her decision shall be final.
- 5.4.3 No ties are permitted for placing's.

6. Interpretation of Rules and Protests

6.1 Interpretation of Rules

- 6.1.1 In the event of any misunderstanding or ambiguity in these rules, the Games Committee reserves the right to supply its own interpretation, which shall be final and binding.
- 6.1.2 The Games Committee shall ensure that written records are maintained on every decision resulting from a protest or interpretation of the rules to create a list of precedents that can be available to assist in the future interpretation of the rules.
- 6.1.3 No member of the Games Committee or their designate shall be allowed to rule on a protest in which his/her student or immediate family is involved.

6.2 Protests and Grievances

- 6.2.1 Any protests shall be made in writing accompanied by a \$20 deposit and lodged with the Games Organising Committee.
- 6.2.2 Where relevant, the complainant shall submit the original adjudication and adjudicator's result sheets, which will be verified by the adjudicators involved and the Chief Scorer as authentic.
- 6.2.3 The Games Organising Committee will make the final decision relating to any such protest or complaint.
- 6.2.4 The Games Organising Committee on the day of the competition and before the distribution of prizes, being satisfied that a competitor has wilfully violated or is wilfully violating any of the rules, shall have the power to de-bar such competitor from the prize list, suspend the decision of the adjudicators for that competitor, and award the prizes to the respective competitors next in order of merit.
- 6.2.6 In the event of a prize being awarded to the wrong competitor because of an error, it shall be the responsibility of the Games Organising Committee to re-award such prizes to the deserving competitor as soon after such discovery is made.

7. Allocation of Trophies

7.1 Allocation of Championship Trophies

- 7.1.1 Where a shield or cup is allocated for a specific event, it will be awarded for that event.
- 7.1.1 The Cameron Cup for the overall winner of the C Grade Drumming will be awarded to the overall winner of that grade and decided by the highest placing

across the three events. To qualify a competitor must compete in all three events.

- 7.1.1 If an A Grade Drumming Championship Trophy is to be awarded, it will be awarded to the overall winner of that grade decided by the highest placing across the four events. To qualify a competitor must compete in all four events.

Appendix 1: Music Requirements

SNARE DRUMMING		
Novice Drum Pad Grade	D1	For first time competitors having never played in a solo contest. Competitors to play one of three massed bands scores provided on the Waipu Highland Games web site
D Grade	D2	2/4 March – 4 parts
D Grade	D3	4/4 March – 4 parts and can consist of two 2 parted marches
D Grade	D4	6/8 March – 4 parts
C Grade	D5	2/4 March – 4 parts
C Grade	D6	4/4 March - 4 parts and can consist of two 2 parted marches
C Grade	D7	6/8 March – 4 parts
B Grade	D8	March, Strathspey & Reel – 4 parts minimum each
B Grade	D9	Hornpipe & Jig – 4 parts minimum each
B Grade	D10	6/8 March – 4 parts
A Grade	D11	March, Strathspey & Reel – 4 parts minimum each
A Grade	D12	Hornpipe & Jig – 4 parts minimum each
A Grade	D13	Compound Marches - 4 parts minimum of two marches in compound time
A Grade	D14	Individual Drum Fanfare Competition (not to exceed five minutes in length)

TENOR & BASS DRUMMING		
Novice Tenor Grade	D15	March – 2 parts, simple time (2/4, 3/4, 4/4) For first time competitors having never played in a solo contest
Intermediate Tenor Grade	D16	March, Strathspey & Reel – 4 parts minimum of each
Open Tenor Grade	D17	March, Strathspey & Reel – 4 parts minimum of each
Open Tenor	D18	Hornpipe & Jig – 4 parts minimum each
Open Bass Drum	D19	March, Strathspey & Reel – 4 parts minimum of each

