

WGI PERCUSSION ENSEMBLE CONTEST RULES

2015

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.

WGI strongly recommends that performing groups and their directors/staff use the utmost caution and forethought in planning and use of props that might place participants (and others) in potential danger during assembly or use.

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 competing in the independent classes and composed of members not over 22 years of age as of 12:01 a.m. on April 1st 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 WGI Scholastic Eligibility Certification Form provided by WGI and signed by the authorizing school principal or administrator listing all approved participants of that school's percussion ensemble to the WGI office.
 - 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 or the school district name. Percussion ensembles may not combine names or use any other fictional name. Combined scholastic percussion ensembles may only use students that are in their district and/or home-schooled students that would be zoned for those schools.
 - 1.2.2 The WGI Scholastic Eligibility Certification Form provided by WGI must be signed by each principal of the schools involved and filed with the WGI office.
 - 1.2.3 A letter on district letterhead from the district superintendent that allows combining students from multiple schools within the district must be filed with the WGI office. Content of letter will be provided by 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.
- 1.5 No percussion ensemble may use music on the "Restricted Music" list as published on the WGI website. Directors are responsible to verify music eligibility.

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 feet by ninety feet (60' x 90') 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 a minimum sixty foot by ninety foot (60' x 90') competition area.
- 2.2 All WGI contest sites must have a minimum of seventy feet 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 foot by ninety foot (60' x 90') competition area within the minimum seventy feet 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.
PENALTY: One-tenth of a point (0.1) penalty shall be assessed for each member for each boundary violation of the competition area
- 2.5 The center of the front boundary line shall be marked by a six (6") inch taped 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 taped 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. Power specifications will be available on the competition area footprint for each event.
- 2.8 Power sources must be dedicated for ensemble use only and have no other electrical devices using designated power sources.

SCORING

- 3.1 The elements in Marching Percussion to be judged are:
- 3.1.1 Music = Forty percent (40%), one judge
Composition = Fifteen percent (15%)
Performance Quality = Twenty-five percent (25%)
 - 3.1.2 General Effect = Forty percent (40%), one judge
Music Effect = Twenty percent (20%)
Overall Effect = Twenty percent (20%)
 - 3.1.3 Visual = Twenty percent (20%), one judge
Composition = Ten percent (10%)
Performance Quality = Ten percent (10%)
 - 3.1.4 Timing and Penalties = Penalties assessed per rules
- 3.2 The elements in Concert Percussion to be judges are:
- 3.2.1 Music = Fifty percent (50%), one judge
Composition = Twenty percent (20%)
Performance Quality = Thirty percent (30%)
 - 3.2.2 Artistry = Fifty percent (50%), one judge
Program = Twenty percent (20%)
Fulfillment = Thirty percent (30%)
 - 3.2.3 Timing and Penalties = Penalties assessed per rules
- 3.3 The Music 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. The General Effect and Visual judges will be positioned higher in the audience viewing area. The Timing and Penalty judge will be positioned in the competition area.

EQUIPMENT

- 4.1 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: One-tenth of a point (0.1) penalty to Disqualification at the discretion of the Timing and Penalty judge.***
- 4.2 Definitions of authorized equipment:
- 4.2.1 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: Ten points (10.0)***

- 4.2.2 “No single, triggered, electronic sound may produce rhythmic intent. Lyrics with rhythmic intent may be triggered on a per word basis. Spoken word phrases without rhythmic intent may be performed with a single trigger.”

PENALTY: Ten points (10.0)

- 4.2.3 Ensembles may 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. All lighting must be controlled by a performer in the competition area.
- 4.2.4 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 issues arising out of the use of said electrical devices.
- 4.2.5 Battery operated devices using common off-the-shelf flashlight 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.

4.3 Definitions of prohibited equipment:

- 4.3.1 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.
- 4.3.2 Gasoline, electric or manual powered generators will not be allowed.
- 4.3.3 Use of lasers and flashcubes (electrical and chemical) will not be permitted.
- 4.3.4 Use of live animals is not permitted.
- 4.3.5 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.
- 4.3.6 Use of helium, including helium-filled balloons, shall be strictly prohibited.
- 4.3.7 No motorized vehicles will be allowed except for motorized wheelchairs used by disabled performers.

PENALTY: Ten point (10.0) penalty to Disqualification for use of any prohibited equipment

- 4.4 Props built and/or used, including drum major podiums, that measure over six feet (6') high and are used in such a way that result in a participant whose feet are more than six feet (6') above the competition area must have appropriate safety railings in place. Participants are prohibited from jumping or leaping off any prop that exceeds six feet (6') in height unless protective padding is in place or other adequate safety precautions are taken.

PENALTY: At the discretion of the Contest Administrator, including (but not limited to) prohibition of the use of the overheight/unsafe prop(s) or disqualification

TIMING

- 5.1 Percussion ensembles will be timed to compete at intervals according to class.

Class	Interval Time	Minimum Performance Time	Maximum Performance Time
World Class	11 minutes	4 minutes	8 minutes
Open Class	10 minutes	4 minutes	7 minutes
A Class	9 minutes	4 minutes	6 minutes

- 5.2 Interval time will include entrance, setup, performance, exit and removal of all performers, props, floors and equipment from the competition area.
- 5.3 Each percussion ensemble, with all competing performers, shall remain in the competition area and be judged in all captions for a minimum of four (4) minutes.
- 5.4 The end of the maximum performance time is at the obvious conclusion of the show. All captions will be judged until the obvious conclusion of the show.
- 5.5 Percussion ensembles cannot be required to perform before the time set in the most recent contest schedule.

PENALTY: Five-hundredths of a point (.05) penalty per second for any timing violation

- 5.6 Any percussion ensemble unable to make their scheduled performance time will be rescheduled to perform during the next most logical performance slot in their class. Schedule adjustments will be made at the discretion of the Contest Administrator.

PENALTY: Five-tenths of a point (0.5) penalty for each class interval time of delay.

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, percussion ensemble may utilize the competition area for setup and pre-show preparations.

PENALTY: Five-tenths of a point (0.5) penalty per performer for failing to use designated entry door, tunnel or ramp

- 6.2 All props must be able to fit through designated entry door, tunnel or ramp. No timing exceptions will be made for oversized props. Props will not be allowed in the competition area before the ensemble's performance time.

- 6.3 Any ensemble creating a delay in the schedule will be subject to penalty.

PENALTY: Five-hundredths of a point (0.05) penalty per second of delay up to 10 points.

- 6.4 The ensemble will line up at a ready line to be designated by the Contest Administrator to enter the competition area.

- 6.5 Authorized equipment and/or props may be placed anywhere in the competition area by ensemble performers or anyone prior to the start of the performance. Any non-performers involved in set up must exit the competition area prior to the start of performance time.

PENALTY: One tenth of a point (0.1) penalty for each non-performer failing to exit competition area prior to performance time

- 6.6 Ensembles may include a playing entrance as part of the performance following introduction.

6.7 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.

6.8 Once the performance begins, performers must remain in the designated competition area for the entire performance.

PENALTY: Five tenths of a point (0.5) penalty for each performer failing to remain in competition area for the entire performance

6.9 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. No penalties shall be assessed for broken sticks, mallets, or hardware falling over the front boundary accidentally.

PENALTY: One-tenth of a point (0.1) penalty for each member per front boundary violation

6.10 Floor coverings (tarps) may not cover the front boundary line at the beginning of performance time.

PENALTY: Two point (2.0) penalty

EXIT

7.1 Exit may be over any line at the conclusion of the performance.

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

PENALTY: Five-tenths of a point (0.5) penalty per performer for failing to use designated exit door, tunnel or ramp

7.3 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.

7.4 For purposes of timing, equipment and props are considered removed when they cross the vertical or horizontal centerline. 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 Timing and Penalty judge.

PENALTY: Half of one tenth of a point (.05) penalty per second

7.5 There will be no flying of tarps (also know as “ballooning”) to clear floor at the conclusion of an ensemble’s performance.

PENALTY: Disqualification

PENALTIES

8.1 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.

8.2 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.

- 8.3 All timing penalties shall be 0.05 points per second. All boundary penalties shall be 0.1 points per offense.
- 8.4 During a performance, adult or non-performing student personnel may not coach, cue, etc., any performers or control any wireless lighting events outside the competition area.

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

- 8.5 All programs, soundtracks, thematic and costuming choices must reflect the qualities that would be acceptable for performance at a scholastic venue or suitable for marketing to sponsors on a national level.

PENALTY: Denial of performance or possible disqualification as determined by the Executive Director in consultation with the Director of Percussion.

Timing and Penalty Score Sheet

Announcement Procedure

- Prior to the ensemble entering the floor to setup, the Timing and Penalty judge will announce the start of the interval time. During this time, music will be played through the PA system.
- As the ensemble is setting up, the Timing and Penalty judge will periodically announce the setup time to the director. The Timing and Penalty judge will also monitor the judges to be sure they are ready for the start of the performance. During this time, music will be played through the PA system.
- If at any time the judges are not ready, the interval time will be suspended and the ensemble will be notified of the suspension of the interval time by the Timing and Penalty judge.
- If the ensemble has any pre-show music, the house music will be faded out at the start of the pre-show music.
- When the ensemble is ready, the director will notify the Timing and Penalty judge and he/she will cue the announcer. The music will be faded out and the announcer will say: *"Please welcome from (city and state/country), (name of ensemble). (Pause) Performing their program (program title), WGI Sport of the Arts is proud to present (name of ensemble)."*
- At the conclusion of the performance, the announcer will say, *"(Name of ensemble) from (city and state/country), under the direction of (director's name)."* Music will fade in as the ensemble leaves the floor. WGI announcer will make no other announcements.
- Ensembles must plan on this announcement as part of their interval time.

ROUNDS AND SEEDING FOR PERFORMANCE ORDER AT WORLD CHAMPIONSHIPS

WORLD CHAMPIONSHIPS PRELIMINARIES

Classes with twenty (20) or more ensembles will be seeded in “tournament-style” rounds for preliminary performance. Rounds will be seeded based on input from adjudicators and coordinated by the Director of Percussion. Once placed into a round, ensembles will be placed in reverse order of entry postmark date with the earliest postmark performing last. Identical postmark dates will draw for performance order.

Classes with nineteen (19) or less ensembles will perform in reverse order of entry postmark date. Identical postmark dates will draw for performance order.

A double panel of judges will judge all preliminaries.

WORLD CHAMPIONSHIPS SEMI-FINALS

World Classes with more than twenty (20) ensembles registered in preliminaries as of December 1 will have Semi-finals. A and Open Classes with more than forty (40) ensembles in preliminaries will have Semi-finals. A double panel of judges will judge all Semi-finals.

<u>Total Entries in Prelims</u>	<u>Number to Semi-finals</u>
20-30	20
31-49	24
50-64	32
65-80	40
81 or more	48

In the case of multiple preliminary contest sites, an equal amount from each contest site will be taken to make the total number of semi-finalists (for example, two contest sites and 40 semi-finalists, 20 will be taken from each preliminary contest site).

After preliminaries are completed, Semi-finalists will be placed in rounds with the top three in each round performing last in score order: lowest third place, highest third place, lowest second place, highest second place, lowest first place, and highest first place last. The wild card ensembles will perform first in ascending score order to complete the prescribed number of Semi-finalists.

The Director of Percussion will have sole discretion, based on situations such as contest scheduling or judge availability, to add a Semi-finals contest to any class with fewer than forty (40) ensembles.

WORLD CHAMPIONSHIPS FINALS

- All Percussion marching classes will have fifteen (15) finalists.
- Concert World class will advance 75% of class to Finals up to a maximum of twelve (12) finalists.
- Concert Open class will advance 50% of the class to Finals up to a maximum of twelve (12) finalists.
- A double panel of judges will judge all Finals.

Performance order for all Finals contests using rounds in Semi-finals will utilize a wild card seeding

process. Depending on the number of performing ensembles, the Director of Percussion has the discretion to choose an equal number from each round (top 3, top 4, top 5, etc.), and then add wild card ensembles to complete the designated number of finalists.

Performance order for all Finals contests not utilizing rounds in the event leading to Finals will be in reverse order of scores.

The Director of Percussion will have sole discretion, based on situations such as semi-finals performance times, to determine the performance order of classes in a Finals contest.

ROUNDS AND SEEDING FOR PERFORMANCE ORDER AT REGIONALS AND REGIONAL CHAMPIONSHIPS

REGIONAL AND REGIONAL CHAMPIONSHIPS PRELIMINARIES

Order of performance for all classes in all prelims will be determined by the postmark date of entry. The earlier the entry postmark, the later that ensemble will appear in the schedule. Ensembles sharing the same postmark date will be randomly drawn within that group with the same postmark date.

REGIONAL AND REGIONAL CHAMPIONSHIPS FINALS

The number of finalists at all Regionals and Regional Championships shall be determined by the formula of 100% of World Class, 75% of Open Class and 50% of A Class percussion ensembles. Each Finals contest will accept a minimum of three (3) finalists in each class.

The number of finalists at all Regional Championships Finals shall be applied using the same method as Regionals. In cases where the number of finalists does not reach eight (8), the Director of Percussion has sole discretion to increase the number of finalists in any other class based on the total number of entries and time permitting. Each Finals contest will accept a minimum of three (3) finalists in each class.

In cases where applying the finalist percentages would eliminate only one (1) percussion ensemble, all would advance to Finals. The percentage is also rounded to the nearest whole number when determining number of finalists.

Examples:

- *Six Open Class ensembles have entered a Regional. 75% of 6 equal 4.5 so the number of finalists would be rounded up to 5. However, this means only one ensemble would be eliminated so all six would be allowed to advance to finals.*
- *Seven Open Class ensembles have entered a Regional. 75% of 7 equal 5.25 so the number would be rounded down to 5. Since this means two ensembles would be eliminated, the provision of eliminating only one ensemble would not be applied.*

Order of appearance in Finals shall be determined by the reverse order of finish in prelims.