



## **THE SANDY JONES PIPE & DRUM CHALLENGE**

The purpose of this event is to create a non-sanctioned Pipe & Drum Competition to be held at Highland Games Festivals throughout the Carolinas. The Event will consist of three (3) Classes of competition.

### **Judges**

- There shall be one (1) Ensemble Judge per Class. All judges must have at least 5 (five) years' experience as a Pipe Major.

### **Bands**

- Band Ensembles may be made up from any five (5) members– even if they are not from the same Pipe & Drum Band.
- Each Band Ensemble shall be comprised of three (3) pipers and two (2) drummers. Drummers must consist of one (1) snare and one (1) bass drummer.
- Pipe & Drum Bands may submit more than one (1) Band Ensemble to complete the Challenge. The same bass drummer may play with more than one (1) Band Ensemble in the same Division but no other member of one (1) Band Ensemble shall play with another Band Ensemble at a Challenge. The bass drummer is only allowed to compete in one specific Class and may not cross into another Class.
- No Band Ensemble can cross into another Class. You may only register for one Class Division.
- Bands perform in a circle, facing inwards.

### **Performance on the Field**

- Band shall not begin their Challenge until getting an okay signal from the judge. All Bands must begin marching at the beginning of the roll-off at the designated starting point. They shall then form a circle and finish their selection in that circle.
- At the conclusion of each Challenge performance, the band must march off the field in an orderly fashion with the option to march to the tap. The Band will be judged until the bass drummer crosses the finish line.

### **Attire**

All members of each Mini Band must be in marching attire to include (but not limited to) a traditional kilt, sporran, glengarry, shoes, hose, tie and flashes. Each uniform is not required to match among members as performers may participate from different bands. If all five (5) members are not in marching uniform, they will not be allowed to compete.

## **Entry Rules & Fees**

### **Class A Division -**

In Class A Division, all bands will perform an 'MSR'. The 'MSR' is a set consisting of three traditional types of tunes: a March, a Strathspey and a Reel.

**Entry Fee:** \$15.00 per member or \$75.00 per Mini-Band

### **Class B Division –**

In Class B Division, all bands will perform a Medley consisting of three (3) 2/4, 3/4 or 6/8 tunes. There will be no 4/4 tunes allowed in the Class B Division Challenge.

**Entry Fee:** \$15.00 per member or \$75.00 per Mini-Band

### **Class C Division –**

In Class C Division, all bands will perform a Medley consisting of three (3) 4/4 tunes only.

**Entry Fee:** \$10.00 per member or \$50.00 per Mini-Band

## **Band Ensemble Scoring**

Each Band Ensemble's performance will be evaluated in the following areas:

- |  |                    |
|--|--------------------|
| • Entrance / Exit                        | 20 possible points |
| • Tempo, Breaks between tunes and finish | 20 possible points |
| • Tuning and tone of chanters and drones | 20 possible points |
| • Expression / Rhythm                    | 20 possible points |
| • Quality of Arrangement                 | 10 possible points |
| • Rolls, Marching and Blend              | 10 possible points |

Each Band Ensemble will have the potential of earning 100 total points. On the Band Score Form, the judge will enter the score of each category. The Band with the highest score wins that Class.

## **Ties**

In the event of a tie, those bands with the highest score will compete in a runoff with two (2) judges now scoring the Runoff Challenge. At the completion of the Runoff Challenge, the band with the highest combined score of the two (2) judges wins the Challenge. All decisions by the Judge(s) are final.

## **Prizes**

Class A Division Winner - \$1000.00

Class B Division Winner - \$750.00

Class C Division Winner - \$500.00