



THE RULES – 2026 SEASON

Disclaimer: It is in the best interest of games sponsors, judges, bands and soloists to read this document in its entirety. The terms Midwest Pipe Band Association and MWPBA shall be interchangeable throughout this document.

I. RESPONSIBILITIES OF THE MWPBA

I. A. GENERAL

All MWPBA sanctioned contests, including pipe band, quartet, mini-band, drum corps, solo piping, solo snare drumming, tenor drumming, and bass drumming competitions shall be open to the following:

- Member bands and member soloists in good standing of the MWPBA.
- Member bands and member soloists in good standing of another association of ANAPBA, or any other association properly recognized by the MWPBA Executive Committee.
- Champion Supreme points are awarded only to member bands and member soloists. *See IV. H. CHAMPION SUPREME CONTEST.*

I. B. BAND GRADING SYSTEM

- Bands shall be graded as follows: Grade 1, Grade 2, Grade 3, Grade 4, and Grade 5 (Grade 1 is the uppermost grade). The MWPBA Music Board will assign a grade to member bands.
- Each band will receive notification of its classification with the grade assigned being the minimum level at which the band may compete.
- All pipe bands from other recognized Pipe Band Associations shall enter the grade assigned by their home association.
- Bands may only compete in their own grade. Exception: Where a Grade 5 contest is not offered, a Grade 5 band may play up to Grade 4 on the condition of meeting all Grade 4 requirements of the day.
- The two top bands in the previous year's Champion Supreme point standings (including ties) from bands that are not upgraded will be allowed to play up into the next highest grade for the season at any contest. The bands will be notified by the MWPBA. The bands must meet all playing requirements and music requirements of the grade they are playing in. The RI rule will be enforced per the grade rule as well. The band will have to enter the contest on the MWPBA website but pay NO entry fee. The draw will give no special treatment to any band. The band playing in the higher grade will be given sheets and placings in the contest. However, they will not earn any Champion Supreme points or collect Prize Money. The Prize Money and Champion Supreme points in the grade will be given out as though no lower bands were in the contest, but the results will be announced as they are scored. See the example below:

Place	Grade 3 (6) Band Contest (Non CS)	CS Points	Prize Money
1	Grade 3 Band A	4	1 st Place \$
2	Grade 4 Band B	0	0
3	Grade 3 Band C	3	2 nd Place \$
4	Grade 4 Band D	0	0
5	Grade 3 Band E	2	3 rd Place \$
6	Grade 3 Band F	1	4 th Place \$

- The Music Board will review bands after the last Games of the MWPBA outdoor season. Any band may be re-graded if appropriate. The Music Board may re-grade, either up or down, any band at any time during the year to correct what the Music Board determines is a serious grading disparity.
- All band requests to be re-graded will be considered by the Music Board if submitted by March 31st.
- Band re-grade requests will not be effective until 21 days after Music Board approval.

I. C. RULE CHANGES

These Rules shall remain in effect until superseded. The Executive Committee reserves the right to change any contest rules with website notice to member bands and soloists.

I. D. CHAMPION SUPREME POINTS – BAND, DRUM CORPS, AND SOLOISTS

- Drum Corps points will be accumulated at all sanctioned contests to award the title of “Champion Supreme” Drums Corps in each Grade.
- Points awarded toward the title of “Champion Supreme” (CS-Points) will be accumulated at all sanctioned MWPBA contests.
- No band or solo CS-Points are awarded at Solo-Only Contests or Mini-Bands Contests unless so designated.
- No CS-Points points shall be awarded in the Grade 5 Solo Snare, Beginning Tenor or Practice Chanter events.
- The MWPBA band, drum corps, and soloist accumulating the most CS-Points during the competition season will be awarded the title “Champion Supreme” of that band grade or solo grade.
- The number of points awarded for 1st Place at a sanctioned competition will be the number of bands, drum corps, or soloists in that grade/contest up to a maximum six (6) points; each place thereafter receives one less point per place through zero (0).
- Points will be assigned consecutively to the top placings, but only MWPBA member bands, drum corps, and member soloists will receive these points.
- Band, drum corps, and solo Champion Supreme points for any given contest can only be earned if the band/soloist is a registered MWPBA member PRIOR to that contest.
- In the unlikely event that a band or soloist is upgraded to a higher grade mid-season, the points earned in the lower grade are forfeited toward Champion Supreme status in the lower grade. (*See I. B. BAND GRADING SYSTEM and III. B. GRADES*)
- Points awarded at MWPBA Champion Supreme Contests will be exactly double those awarded at Sanctioned MWPBA Contests. Examples follow:

Placing	Competitor	CS-Points Sanctioned	CS-Points Champion Supreme
1 st	MWPBA Member	6	12
2 nd	MWPBA Member	5	10
3 rd	Non-Member	0	0
4 th	Non-Member	0	0
5 th	MWPBA Member	2	4
6 th	MWPBA Member	1	2
7 th	MWPBA Member	0	0

Placing	Competitor	CS-Points Sanctioned	CS-Points Champion Supreme
1 st	MWPBA Member	4	8
2 nd	MWPBA Member	3	6
3 rd	Non-Member	0	0
4 th	MWPBA Member	1	2

- Only bands and soloists that perform to completion of the event are eligible for CS-Points.
- Bands and soloists that are disqualified for any Rules violation are not eligible for CS-Points. However, bands and soloists that start an event but fail to finish the event (i.e., “break down”) and bands and soloists that are disqualified in an event are still counted toward the number of competitors in that event for CS-Point calculations, even though they are not awarded any CS-Points. Bands and soloists who are registered for a given event but do not perform in the event are not counted toward the number of competitors in that event for CS-Point calculations.
- CS-Points will be tallied by the MWPBA music board and the title of “Champion Supreme” for the calendar year of competition shall be awarded at the Annual General Meeting of the MWPBA.
- CS-Points are awarded as follows for the 2026 band competition season (actual Games TBD):

Games	Sanctioning	Points Allocation
McHugh Memorial	Standard	Single points per event
Ohio Valley Indoor	Standard	Single points per event
St. Louis	Champion Supreme	Double points per event
Alma	Champion Supreme	Double points per event
Milwaukee	Standard	Single points per event
Chicago	Champion Supreme	Double points per event
Ohio	Champion Supreme	Double points per event
Minnesota	Standard	Single points per event
Wisconsin	Champion Supreme	Double points per event
Tulsa	Standard	Single points per event

- **Ties - bands / drum corps / soloists:** In the event of ties for the Champion Supreme award, a review of the competitors’ placings throughout the competition season will occur.
 - The competitor found to have won most often against the other competitor(s) shall be awarded Champion Supreme.
 - If a tie still exists, the competitor found to have won the greatest number of first places shall be awarded Champion Supreme.
 - The review will continue to determine which competitor has won second place in the greatest number of competitions.
 - This process will continue until only one competitor remains as Champion Supreme in each grade.
 - If any competitors are eliminated along the way, they are not considered in the next level of tie breaking.

II. RESPONSIBILITIES OF COMPETING BANDS

II. A. DEFINITIONS

Playing Member: A piper, snare drummer, tenor drummer, or bass drummer whose name appears on a band's roster as submitted to the MWPBA Band-Registrar.

A musician may play one instrument (pipes, snare drum, tenor drum, or bass drum) with one band and a different instrument with another band of a different grade, provided the musician is appropriately registered with each band for the relevant instrument (with Registered Instructor exception as listed under **II. A DEFINITIONS** and **II. D BAND MEMBER REQUIREMENTS**).

- An individual that plays different instruments in different bands must register as a band member in each band and must, at the time of registration, identify the only instrument that the individual will play in each band (e.g., specifically register as a piper in band A and a snare drummer in band B).
- At no time shall any player compete with two bands of the same grade.
- **Competing band members must be registered as a competitor with only one band, regardless of association.**
- **A competitor playing pipes in more than one band shall result in the disqualification of both bands.** Likewise, a competitor playing drums in more than one band shall result in the disqualification of both bands. (*See II. F. RULE INFRACTIONS Disqualification*)
- Only one (1) band change will be allowed per person in one competition season (with School Band Member exception).

New Roster Addition: A person who *is not* on the roster of a MWPBA member band, nor on the roster of a band that is a member of a recognized Pipe Band Association, may be added to the roster of a MWPBA member band four (4) days prior to a sanctioned event provided the MWPBA member band has added that person to their roster in writing, and that written notification is received by the MWPBA Band Registrar.

Band Transfer: A person who *is or was* on the roster of a MWPBA member band, or on the roster of a band that is a member of a recognized Pipe Band Association, may be added to the roster of a MWPBA member band ten (10) days prior to a sanctioned event provided the MWPBA member band has added that person to their roster in writing, and that written notification and a roster update form is received by the MWPBA Band Registrar.

School Band Member: A member of a recognized school band who is a student in good standing (by the school's admissions department standards) may make one additional band transfer during the competition season. (For example, a person may be on the roster of a school band then transfer to a second band during the summer and then transfer back to the school band for the end of the season.)

- School band members are to notify the MWPBA Band Registrar at least ten (10) days prior to the date that they wish their Band Transfer to be effective.
- School band members shall indicate the band *from which* they are transferring and the band *to which* they are transferring and the effective date of the transfer.
- School band members returning to their school band for the fall semester shall make the same notification.
- School band members are eligible to compete with the band to which they transfer on the date indicated as the effective date of the transfer.

Registered Instructor (RI): Definitions

RI (Piping): A piper of a *higher-graded* pipe band who is registered to play pipes with one *lower-graded* pipe band during competition. **RI (Snare Drumming):** A snare drummer of a *higher-graded* pipe band who is registered to play snare drum with one *lower-graded* pipe band during competition. **RI (Tenor Drumming):** A tenor drummer of a *higher-graded* pipe band who is registered to play tenor drum with one *lower-graded* pipe band during competition.

- A band in grades 2, 3, 4 or 5 may have one pipe playing RI and one snare drum playing RI and one tenor drum playing RI. RIs do not count towards fulfilling the minimum player requirements. (*See II. D. BAND MEMBER REQUIREMENTS*.)
- A band that fields a Registered Tenor Instructor must also field at least one other tenor drummer. The Registered Tenor Instructor cannot be the only tenor drummer playing during competition.
- A RI can act as the band's Leading Drummer or Pipe Major in competition.

- Instructors must be registered with MWPBA by March 31st (the membership and roster due date) and so noted on a band's first and subsequent competition rosters for the season.
- No changes may be made to the Registered Instructors after the March 31st date except in the event of a new band forming and registering after March 31st.
- A player may not be a Registered Instructor and a Playing Member of the same band.
- All bands must adhere to the MWPBA RI policies regardless of their home association rules and will be disqualified for failing to do so. (*See II. F. RULE INFRACTIONS.*)

Minimum Proper Uniform: Includes appropriate band shoes (no tennis, sandal, boot), socks, dress or band uniform shirt, kilt and a traditional cap such as a Balmoral or Glengarry (no baseball, cowboy) for *all performances* on the field including Massed Bands.

Band Representative: At every contest, each band will provide an official representative who will be present for all meetings.

II. B. DRAW FOR PLAYING POSITION, SELECTION OF TUNES, ORDER-OF-PLAY

A **Band Draw** will be produced by the MWPBA by a methodical, predetermined random generated order-of-play.

- At no time will a Games Sponsor draw its own order-of-play for a pipe band contest.
- The drawn order-of-play will be passed to the Games Sponsor in a timely fashion for publication, distribution, and notification to the bands entered in the Games.
- After the order-of-play has been determined, no changing of times will be permitted.
- If a band withdraws, the start times of all remaining bands will remain as originally drawn.

On the morning of Games Day, all bands must send their representatives to the 10:30 Meeting at the MWPBA Tent.

- Each Band's Representative will check-in for their bands and fill out Games paperwork; be advised of any scheduling changes; be informed of Final Tuning Area(s) and Competition Circle(s). The draw to determine whether all Grade 1 bands will play either the MSR 4MAX or the MSR 4MIN in the MSR Contest will take place at the 10:30 meeting. (*See II. E. MUSIC REQUIREMENTS*)

Duty Band: The Duty Band is selected from the highest-grade bands at that contest and is selected at the pre-draw.

- The Duty Band shall be the leading band for Amazing Grace at Massed Bands.
- Once selected as Duty Band at an MPWBA Sanctioned Event, that band will not serve in this capacity for the remainder of the Calendar Year. **Exception:** A band may be required to fulfill the role of Duty Band additional times if there are no other qualified bands in attendance at an MWPBA Sanctioned Event.

Band competitions will be run in the order: Grade 5, Grade 4, Grade 3, Grade 2, and Grade 1.

- Competitions in two separate circles may be run simultaneously at a separating distance determined as adequate by the Games Sponsor and the Chief Steward and provided each competition meets the minimum judging requirements and other Rules including placement of Final Tuning Areas.

II. C. PERFORMANCE ON THE FIELD

- Competing bands shall adhere to the drawn and published order-of-play.
- Bands shall arrive at the starting line for their competition ready to play by their scheduled time, or their adjusted time as advised by the Chief Steward or her/his delegate.
- The official time will be that of a “central clock” visible at the MWPBA Tent.
- Each competing band must report to the Final Tuning Area before approaching the Starting Line.
- A band shall enter the Final Tuning Area only after the previously scheduled band has vacated that area.
- The band in the Final Tuning Area must await a signal from the Starting Line Steward or the Chief Steward before advancing toward the Competition Circle.
- Bands are requested to “play off” after their competition music has ended, however, this is not a requirement.

Medley (MED) and Quick March Medley (QMM): Bands may use any introduction, formation and tunes within the requirements delineated as a pipe band **Medley**. (*See II. E. MUSIC REQUIREMENTS*)

- Notification of a band’s intention to begin playing in the circle should be made at the 10:30 Band Representative Meeting at the MWPBA on the morning of the competition. The Line Steward and Judges must also be notified of the band’s intention to either march in playing from the Starting Line or to begin playing in the circle.

Mini MSR and March/Strathspey/Reel (MSR): Bands must begin marching forward into the prescribed competition circle on the first 3-pace roll, form a circle while playing, and finish the performance in that circle.

Accommodation for Persons with Physical or Mobility Impairments competing in a band can be made at any contest. Bands needing such accommodation should identify such a need at the 10:30 Band Representative Meeting. Details of the accommodation, e.g., band forming in the circle prior rather than marching in, should be made at this time.

II. D. BAND MEMBER REQUIREMENTS

- For pipe band competitions and massed bands, each band must meet the minimum player requirements
- Each band may have one non-playing conductor, one piping and/or one drumming registered instructor.
- If a band elects to use a registered instructor, the following applies (Minimum player requirements exceptions):
 - Tenor and bass drummers may play in more than one mini-band as long as they play only with their rostered band and do not switch instruments.
 - The same Lead Drummer may play in all mini-bands.
 - Each RI may play in only one mini-band in which they are the RI and will be counted as a playing member.

<u>MINIMUM PLAYER REQUIREMENTS</u>					
<u>Grade</u>	<u>Pipers</u>	<u>Snares</u>	<u>Bass</u>	<u>Tenors</u>	<u>TOTAL</u>
1	8	3	1	1	13
2	8	2	1	1	12
3	6	2	1	1	10
4	6	2	1	Optional	9
5	5	2	1	Optional	8

<u>MINIMUM PLAYER REQUIREMENTS FOR MINI-BANDS</u>					
<u>Grade</u>	<u>Pipers</u>	<u>Snares</u>	<u>Bass</u>	<u>Tenors*</u>	<u>TOTAL</u>
1	4	2	1	1	8
2	4	2	1	1	8
3	4	2	1	1	8
4	4	2	1	Optional	7
5	4	2	1	Optional	7

* Minimum Tenors = 1 (Grades 1-3). Maximum Tenors = 2 (all grades)

II. E. MUSIC REQUIREMENTS

For pipe band competitions, each band must be prepared to submit the following selection(s) according to grade:

<u>GRADE</u>	<u>BAND MUSIC</u>		<u>Medley Duration</u>
1	2 MSR ^A	1 Medley ^D	5-7 minutes
2	2 MSR ^B	1 Medley ^D	4-6 minutes
3	1 MSR ^B	1 Medley ^D	3-5 minutes
4	1 Mini MSR ^C	1 Medley ^D	3-5 minutes
5	1 QMM ^E	—	N/A

^A **MARCH/STRATHSPEY/REEL (MSR):** Grade 1 bands will submit 1 x MSR containing tunes of only 4 parts (where the tune is written as a 4 parted tune) (MSR 4MAX) and 1 x MSR of a Minimum 4 Parted tunes (MSR 4MIN)

^B **MARCH/STRATHSPEY/REEL (MSR):** Minimum: 4-parted 2/4 march, 4-parted strathspey, 4-parted reel. (Not timed)

^C **Mini MSR:** Four parts of 2/4 March, four parts of strathspey, and four parts of reel. A selection of two different two-parted tunes in any or all categories is permitted. (Not timed)

^D **MEDLEY:** Minimum of 4 different tune categories. (Timed)

^E **QUICK MARCH MEDLEY (QMM):** Exactly 8 parts of quick march music in simple time (2/4, 3/4, 4/4 5/4, etc.). Tunes in compound time (6/8, 9/8, 12/8, etc.) are not permitted.

Marches in 2/4 time traditionally consist of eight bars of music with two beats per bar which are repeated for a total of 32 beats per part. A band is required to play the repeats in these tunes.

Marches in 3/4 time traditionally consist of eight bars of music with three beats per bar which are repeated for a total of 48 beats per part, respectively. A band is required to play the repeats in these tunes.

Marches in 4/4 time traditionally consist of eight bars of music with four beats per bar which are not repeated for a total of 32 beats per part. It is the performance of the music that governs, not the manner in which the music is notated. For example, if a 4/4 march is written with a “part” of four bars repeated, the repeat is required to meet the traditional requirement of 32 beats per part. However, if a 4/4 march is written with eight bars per “part” and the written music indicates that these eight bars should be repeated, a band may omit the repeat because the eight bars, as played, meet the traditional requirements. If a band chooses to play the repeats in this situation, the repeats will not count as an additional part for purposes of the requirement to play “8 parts of quick march music” and the band would play the additional music at their own risk.

If there is any question about whether a medley meets these requirements, a band may contact the Music Board and submit their proposed medley for review.

The Executive Committee determines the Music Requirements for each competition and relays the decision to the Games Sponsors. Where the requirement is for 2 MSR Sets, the tunes will be submitted by a band's representative at the 10:30 Meeting (but without penalty for missing the meeting). For Grade 1 bands the selection between MSR 4MAX and MSR 4MIN will be made at the Meeting. For Grade 2 bands, the draw between the two submitted MSRs is made by the Ensemble Judge at the Starting Line witnessed by the Line Steward and announced by either the Line Steward or the Ensemble Judge. Bands are required to play their Grade's pre-chosen Music Requirements for the day of the contest.

II. F. RULE INFRACTIONS

Disqualification:

- Less than the minimum number of players for the grade at the starting line shall result in disqualification.
- Failure to comply with the definition of a March-Strathspey-Reel (MSR), a Mini MSR, a Medley or a Quick March Medley (QMM) shall result in disqualification.
- **A competitor playing pipes in more than one band shall result in the disqualification of both bands.** Likewise, a competitor playing drums in more than one band shall result in the disqualification of both bands. (Exceptions are the Registered Instructors as listed under **II. A DEFINITIONS** and **II. D BAND MEMBER REQUIREMENTS**).
- **Competing band members must be registered as a competitor with only one band, regardless of association.**
 - It does not matter if both or all bands are attending the competition. If a band member competes at a sanctioned MWPBA contest while rostered as a piper or a drummer in multiple bands in multiple associations each band affected by the member's roster violations will be disqualified.
 - This disqualification can take place upon discovery of the violation, after the fact, at any time throughout the calendar year's competition season.
 - This type of disqualification will result in forfeiture of placings and CS-Points as well as prize monies earned.
 - Prize monies must be returned to any and all affected competitions for re-distribution. Additionally, bands whose placings are affected by this disqualification will be awarded any additional CS-Points and prize monies necessary.
 - **Example:** A competitor is registered as a piper in a grade 5 band in Association A, and also registered as a piper in a grade 3 band in Association B. The Grade V band competes in May with the individual, the Grade 3 band competes in June with the individual, and then the Grade V band competes again in July with the individual. Upon discovery of this evidence, either band will be disqualified after the fact from any and all sanctioned MWPBA competitions it has participated in throughout the season.
- On the day of a contest, if the Chief Steward or his designee is satisfied that a band has violated any of the contest or MWPBA Rules and citing such rule or rules, they shall be empowered to bar said band from the prize list, suspend the decision of the Judges and award the prizes and placings to the bands next in order of merit.

II. G. CONSENT and PROTESTS

By competing at a sanctioned event of the MWPBA, a pipe band or soloist consents to accept decisions of the MWPBA Executive Committee in the case of all complaints or protests, whether lodged by or against the pipe band or the soloist.

- All protests from competitors (individuals or bands) must be in writing and lodged with MWPBA officials within seven (7) days of the competition, along with a \$10.00 fee that will be refunded if the complaint is upheld.
- If a Rule is violated or a protest is filed, **each band or individual involved agrees to return any prize money, trophy or medal** if the decision of the Executive Committee nullifies that party's right to such prize money, trophy or medal.
- The Executive Committee shall have the power to rule on all complaints and protests relating to the competitions of the day.
- The decision of the Executive Committee shall be binding on all parties concerned.
- In the case of multiple roster violations, bands may be disqualified after the fact for all contests violating the roster rules (*See II. F. RULE INFRACTIONS*) upon discovery of the violator(s) and/or violation(s) and affected sanctioned events.

III. RESPONSIBILITIES OF SOLO COMPETITORS

III. A. DEFINITION

Minimum Proper Uniform: all competitors and accompanists must wear no less than the minimum highland dress as defined under **Section II. A. DEFINITIONS**

III. B. GRADES

- Solo players shall be graded as open or amateur.
- The Amateur Piping and Snare Grades shall be further divided into Grade 1, Grade 2, Grade 3, Grade 4, and Grade 5.
- In piping, the Grade 5 and Grade 4 Light Music events shall be subdivided into 2 categories: Senior (18 years and over as of January 1) and Junior (17 years and under).
- Pipers who have competed for one or more years at either Grade 5 Junior or Senior may register for Grade 4 Junior or Senior without Music Board approval. **Pipers may not change their registration after the first outdoor contest of the contest season.**
- The Practice Chanter event shall be open to all ages. Practice Chanter soloists must be registered members of the MWPBA or another pipe band association and may only play in the grade for one season but are exempt from the highland dress requirement (*See Section II. A. DEFINITIONS*). After competing for one year in Practice Chanter (regardless of the number of events entered), players are automatically re-graded to Grade 5 Junior or Senior Piping.
- In snare drumming, a competitor may only play in Grade 5 Solo Snare for one competition season regardless of the number of games entered.
- In tenor drumming, the Grade shall be divided into Advanced, Intermediate, Novice, and Beginning Tenor. A competitor may only play in the Beginning Tenor grade for one competition season regardless of the number of games entered.
- In bass drumming, the Grade shall be divided into Advanced, Intermediate, and Novice.
- The competition grade assigned by the Music Board shall be the grade in which the player is eligible to compete.
- If the solo player is a member of another Pipe Band Association, the grade assigned by that association shall be accepted.
- Where the assigned grade is not offered, a player may play up and not be required to remain in the higher grade.
- The Music Board will review solo competitors after the last Games of the MWPBA outdoor season. Any soloist may be re-graded if appropriate. The Music Board may re-grade, either up or down, any soloist at any time during the year to correct what the Music Board determines is a serious grading disparity.
- All solo requests to be re-graded will be considered by the Music Board if submitted by March 31st.
- Solo re-grade requests will not be effective until 21 days after Music Board approval.
- Current regular Individual membership in the MWPBA (or another recognized pipe band association) is required to participate in MWPBA sanctioned Solo Piping and Drumming events. Membership in a registered pipe band does not qualify a band member to compete in solo competition events.

III. C. MUSIC REQUIREMENTS

- Individual pipers and drummers shall submit the number of tunes shown below for the respective contest(s).
- For Open, Grade 1 and Grade 2 contests where multiple tunes of each type are submitted, the competitor shall play one tune of each type as chosen by the Judge from the tunes submitted.
- The selection for MSR, S/R and H/J categories is to be played straight through.
- A solo competitor need not march while competing in any solo event.
- Failure to comply with the music requirements presented below shall result in disqualification:

Listed below is the number of tunes to be submitted per contest event; one tune of each type is to be played.

Light Music Contest Requirements						
Grade		<u>2/4 M</u>	<u>S/R</u>	<u>MSR</u>	<u>H/J</u>	<u>6/8 M</u>
Open		--	--	4,4,4	4/4	4
Grade 1		--	--	2,2,2	2/2	2
Grade 2		2	1	--	1-Jig Only	1
Grade 3		1	1	--	--	1
Grade 4		1	2 parts of strathspey and reel	--	--	--
Grade 5 Jr./Sr.	1*		--	--	--	--
Practice Chanter	1*		--	--	--	--

All music must be a minimum of 4-parted tunes.*
**Exceptions: Grade 5 Piping and Practice Chanter shall play 2 parts of quick march music in simple time (2/4, 3/4, 4/4, etc.) which may be a single 2-parted tune or the first 2 parts of a longer tune.*
Tunes in compound time (6/8, 9/8, 12/8, etc.) are not permitted.

Piobaireachd Contest Requirements**	
Grade	Requirement
Open	Submit 4 full piobaireachd
Grade 1	Submit 3 full piobaireachd
Grade 2	Submit 2 full piobaireachd
Grade 3	Submit 1 full piobaireachd *** see box below
Grade 4	Submit Ground & next Variation ****

****Piper must supply music to the Judge.**

****For Grade 4 a total of **two (2) parts of music** are to be played—the Ground and whatever variation is next in the setting of the tune. The player will end after playing two parts of the submitted piobaireachd.

A piper is not required to compete in the same grade of Piobaireachd as with Light Music.

Piobaireachd, Grade 3
*** A Grade 3 competitor is not required to play an a mach variation on any piobaireachd and shall not be penalized for the omission of the variation unless the setting of the piobaireachd played has a taorluath a mach, in which case the taorluath a mach and crunluath a mach must be played. The adjudicator must be informed of the player's intent prior to the commencement of the tune. In all other solo grades, the decision to play an a mach variation is within the discretion of the performer, provided, however, that if an a mach variation is not played, an adjudicator may consider whether an a mach variation is traditionally played in that tune and consider the omission of the variation as a factor in the evaluation.

Snare Contest Requirements					Tenor Contest Requirements				Bass Contest Requirements		
Grade	MSR	H/J	6/8 March	2/4 March	Grade	MSR	H/J	2/4 March	Grade	MSR	2/4 March
Open	1	1	--	--	Advanced	1	1	--	Advanced	1	--
Grade 1	1	1	--	--	Intermediate	1	--	--	Intermediate	1	--
Grade 2	1	1	--	--	Novice	--	--	1**	Novice	--	1**
Grade 3	1	--	1	--	Beginning	--	--	1*			
Grade 4	--	--	1	1							
Grade 5	--	--	--	1*							

<p>Music Requirements: All music for Snare, Advanced and Intermediate Tenor, Advanced and Intermediate Bass must be a minimum of 4-parted scores. *All music for Grade 5 Snare and Beginning Tenor consists of 2 parts of quick march music in simple time (2/4, 3/4, 4/4, etc.) which may be a single 2-parted tune or the first 2 parts of a longer tune. <i>Tunes in compound time (6/8, 9/8, 12/8, etc.) are not permitted.</i> **Novice Tenor and Novice Bass may play one 4-parted tune or two 2-parted tunes, played without stopping.</p> <ul style="list-style-type: none"> • Solo drummers may use a drum stand. • Solo drummers playing in Grade 5 Snare and Beginning Tenor are not required to be accompanied. • All other solo drummers are required to be accompanied by live or recorded music. <ul style="list-style-type: none"> ▪ For live accompaniment: Solo Snare, Solo Tenor, and Solo Bass drummers must be accompanied by one or two properly attired pipers, <i>but no accompanying tenors or basses</i>. Solo Tenor and Solo Bass drummers may have one optional properly attired snare accompanist. ▪ For recorded accompaniment: Solo Snare, Solo Tenor, and Solo Bass drummers may use recorded music instead of live accompaniment. Solo Snare drummers should be accompanied by a recording of one or two bagpipers, <i>but no tenors or basses, and not a pipe band or ensemble</i>. Solo Tenors and Solo Basses should use a recording of one or two bagpipers and one optional snare drummer, <i>but no tenors or basses, and not a pipe band or ensemble</i>. ▪ Any soloist using recorded accompaniment must provide a device capable of operating without external power and which can broadcast the audio recording at an adequate volume to be heard over their own performance by both the competitor and the judge(s) of the event.

- Any aggregate award for best performance in more than one event in solo piping or drumming (e.g., Piper of the Day, Drummer of the Day, Overall Winner, etc.) shall be awarded to the player competing on the day in the highest grade eligible for the award who is awarded the highest total number of Champion Supreme Points in that grade. Unless the award is announced in advance as restricted to MWPBA members, for purposes of this award only, Champion Supreme points shall be calculated for all competitors in all events offered in the highest grade eligible and points will be assigned to all competitors (and not limited to a maximum of 6 points). A tie in points between players in the same grade shall be broken first by the Piobaireachd result in that grade, if applicable. If a tie still exists, the tie shall be broken by the MSR result (or 2/4 March result) in that grade, as applicable. Game Sponsors may adopt any other criteria for such aggregate awards, provided the criteria are announced in advance of the contest.

III. D. SOLOIST CHECK-IN IS REQUIRED

- At solo contests, competitors must check in with the Station Steward for their event.
- The Station Steward will not attempt to locate the Soloist.
- Soloists with conflicts in their schedule should contact the Station Steward(s) regarding playing time(s).
- If the Soloist arrives over five minutes late per the contest schedule and has not yet checked in, the Soloist may be disqualified at the Judge's discretion.
- Field entries are not permitted.

III. E. ORDER-OF-PLAY, TUNING TIME LIMITS, AND CS-POINT CONSIDERATIONS

- The order-of-play shall be determined by the MWPBA and will be posted in advance.
- Any competitor failing to play at his/her scheduled time may be disqualified.
- Except for piobaireachd, there shall be an allowable tuning time of three (3) minutes for all events.
- Piobaireachd shall have a tuning time limit of up to five (5) minutes after which the Judge may issue a 1-minute warning to begin the competition piece or be disqualified.
- In all Solo Contests, the Judge shall score the top six (6) contestants with no ties.
- Competitors who scratch or fail to appear will not be counted among the total number of competitors in the event. Players, including non-MWPBA competitors, who begin their competition piece but break down will be counted among the total number of competitors in that contest though not receiving a placing.
- Champion Supreme points are awarded to MWPBA members only, based on their placings among all competitors.

III. F. QUARTET COMPETITION

- As part of the solo portion of a contest, the MWPBA will now offer a Quartet Contest at our Sanctioned Contests. Thus, Games organizers are allowed to offer Pipe Quartet contests as part of the morning solo events.
- There will be no prize money or physical awards for Quartets. Winning Quartet results may be announced at the Closing Ceremonies.
- A Quartet will consist of four (4) pipers all rostered on the same band's roster. Names will be included with the entry and will be judged by one (1) piping judge. Pipers can play in only one (1) Quartet on the day and no RI's are allowed to play.
- Music requirements for each Contest will be announced with the entry form and will be those of the Pipe Band Grade entered. (*See II. E. MUSIC REQUIREMENTS*).
- A Quartet can enter the Quartet contest in their band registered grade or one grade higher, but not both. A Quartet playing up from their registered band grade must fulfill/play the musical requirements of that higher grade.
- Quartet members will comply with Minimum Proper Uniform.
- Contest locations will be listed along with the other solo events of the day. As with solo events, Quartet should check in with the Steward at their contest location.
- Tuning and Presentation: Quartets will present themselves to the Adjudicator of their event FULLY TUNED as in a Pipe Band Competition. Quartets can position themselves in either an arc facing the judge or a square.
- All Quartets in each Grade will be ranked 1st through 6th like solo events with no ties.

III. G. CONSENT and PROTESTS *See II. G. CONSENT and PROTESTS*

IV. RESPONSIBILITIES OF GAMES SPONSOR

IV. A. GENERAL

When choosing **Judges**, the Games Sponsor must make the Judge aware that they will not be allowed to compete as a soloist on the day they are judging solo contests nor shall they judge a band in which they are a registered member.

- A Judge may not judge a band for one season after they have left that band.
- Judges must be on the current Judging Panel of the MWPBA or on the Judging Panel of another recognized association/society.
- A Judge shall be informed of the contests they will be expected to adjudicate and, additionally, a Judge must be authorized by their home association to adjudicate the event(s).
- Judges are to receive the current judging fee (\$300/day) and all related expenses (including hotel, travel, plus \$50 per diem), paid for by the Games Sponsor.
- The **Chief Steward**, designated by the MWPBA, is to receive an honorarium of \$250/day and all related expenses (including hotel, travel, plus \$50 per diem), paid for by the Games Sponsor.
- The **Scorekeeper**, designated by the MWPBA, is to receive all related expenses (including hotel, travel, plus \$50 per diem), paid for by the Games Sponsor.

IV. B. JUDGING LIMITATIONS

An adjudicator may judge pipe band events at up to three (3) non-Champion Supreme contests per season (regardless of discipline and regardless of whether the contests are consecutive). In addition, an adjudicator may judge pipe band events at only one Champion Supreme pipe band contest per season regardless of discipline.

- Two-day contests count as a single contest for purposes of this rule.
- There are no restrictions on the number of contests at which an adjudicator may judge solo events.

IV. C. JUDGING IMMEDIATE FAMILY MEMBERS.

Judges shall not adjudicate members of their immediate family or spouses of immediate family members in solo or band events.

IV. D. MASSED BANDS / BAND CONTEST TIME-FRAME

When an early or mid-day Massed Bands is held, there must be a minimum of one (1) hour between the completion of the Massed Bands and the scheduled time for band competitions.

- If necessary, a band or bands may be excused from participation in Massed Bands.
- If the Massed Bands starts late or ends at a time with less than an hour remaining before non-excused bands should be competing, the entire band competition schedule(s) shall be moved to a later starting time.
- If Massed Bands is scheduled to begin prior to the end of all solo contests, those soloists still waiting to compete and their bands, if below minimum member requirements, shall be fully excused.

IV. E. COMPETITION AREAS

- **The Band contest area** shall be marked using the following dimensions:
 - Band circle: 32' diameter [16ft radius]
 - Judging circle: 46' diameter [23ft radius] *where possible given the available space at a Games venue.*
 - Spectator barrier: 60' diameter [30ft radius] with 1 or 2 aisles for access by competing bands.
 - Access Aisles: 35' width to accommodate bands entering or exiting the circle.
 - The Starting Line: Shall be marked 45' from the center of the band circle.
- **Concert Formation:** Subject to prior approval of the Executive Committee, a Games Sponsor may choose to have bands compete in Concert Formation for any event, provided this requirement is announced in advance. The Games Sponsor shall designate an adequate area for the Concert Formation event within which each band shall play in any formation of the band's choosing. No marching is required as part of a Concert Formation performance. Adjudicators shall evaluate the bands from one or more predetermined locations outside the Concert Formation area.
- **A Final Tuning Area** shall be clearly designated by the Games Sponsor and be located approximately 50 yards from the band contest circle. The size of the Final Tuning Area shall be at least 25' in diameter (12'6" radius). There shall be a relatively clear pathway from the Final Tuning Area to the Starting Line of the competition circle.
- **Each Solo Event** requires a judge, a table, a chair and a steward. Each of the judging stations should be situated as distant from each other as possible. Note that drumming station soloists will have pipers performing accompaniment. Consider the volume level when placing the stations.

IV. F. MINIMUM TIME ALLOTMENT FOR SOLO CONTESTS

The following timings are only recommended as the *minimum* time slots for scheduling solo contests. More time can be allotted, if desired and/or available.

Piping Minimum Time	Piobaireachd	2/4 & 6/8 March	MSR	S/R	H/J
Open & Grade 1	20 min	5 min	10 min	—	7 min
Grades 2	15 min	5 min	—	7 min	7 min
Grade 3	15 min	5 min	—	7 min	5 min (1 Jig Only)
Grade 4	10 min	5 min	—	—	—
Grade 5 (Sr., Jr., Practice Chanter) *See MUSIC REQUIREMENTS p. 8	—	5 min*	—	—	—

Drumming Minimum Time	2/4 March	6/8 March	MSR	H/J
Open, Grade 1 & Grade 2 Snare	—	—	10 min	7 min
Grade 3 Snare	—	5 min	10 min	—
Grade 4 Snare	5 min	5 min	—	—
Grade 5 Snare	5 min	—	—	—
Advanced Tenor	—	—	10 min	7 min
Intermediate Tenor	—	—	10 min	—
Novice Tenor	5 min	—	—	—
Beginning Tenor	5 min	—	—	—
Advanced Bass	—	—	10 min	—
Novice Bass	5 min	—	—	—

IV. G. SCORESHEETS AND PRIZES FOR SOLO AND BAND CONTESTS

- The score sheets, band placement sheets, and summary sheets will be supplied by the MWPBA.
- The appropriate score sheets and summary sheets for all events will be prepared prior to the day of the Games.
- The soloist's or band's name, date, judge's name and event (e.g. Gr.2-MSR or 2MSR) shall be on each sheet.

After a solo contest is completed, the scorekeeper will review and record the placings from 1 through 6, produce a summary sheet for each contest, and post the summary sheets at or near the MWPBA Tent.

- The scorekeeper will pass out any medals to the top winners and give soloists their score sheet(s) not earlier than 11:00 at the MWPBA Tent.

After a band contest is completed, the piping, drumming and ensemble judges will produce a results sheet, listing the placing of each band in each event. These band placing result sheets shall be delivered to the scorekeeper after each event. The scorekeeper will determine the final placings and create a summary band placement sheet for each event.

- The scorekeeper shall produce a summary band placement result sheet for each event and make copies for each participating band in that event plus one copy for the MWPBA.
- If a Games Sponsor offers one or more band awards based on best aggregate performance in more than one event, a band must compete in each and every one of those designated events to be considered for any aggregate award.
- Games Sponsors are to give band awards based on MWPBA scoring practices as enumerated in **V. C. DETERMINING THE FINAL BAND PLACEMENTS**.
- The summary band placement result sheets must be retained and guarded until presented to the Chief Steward or the awards presenter for Massed Bands/Awards Ceremony.
- **DO NOT POST BAND CONTEST RESULTS UNTIL AFTER MASSED BANDS / CLOSING CEREMONIES. Band Contest results are to remain confidential until public announcement at MASSED BANDS / CLOSING CEREMONIES.**
- The summary band placement result sheets compiled by the scorekeeper shall be passed to the bands after the Massed Bands awards.
- Prize money/checks should be included with the score and summary sheets at that time.

The following are **minimums**:

Standard Contest Minimum Prize Money

Place	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
1 st	900	600	500	400	300
2 nd	800	500	400	300	200
3 rd	600	400	300	200	150
4 th	400	300	200	100	100

Open Prize Money for Solo Piping and Drumming

Place	Award per Event
1 st	\$75
2 nd	\$50
3 rd	\$30

IV. H. CHAMPION SUPREME CONTEST

To be sanctioned as a MWPBA Champion Supreme Contest, the Contest must adhere to the points noted in the “Sanctioning Requirements” and offer all soloist contests, as well as the band contests for Grades 1 through 5, Grades 1 through 4, or Grades 2 through 5. These Games shall adhere to the band awards listed for the placings shown as well as the Open Grade soloist awards. The following are **minimums**:

Champion Supreme Contest Minimum Prize Money

Place	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
1 st	1400	1000	800	600	400
2 nd	1300	900	700	500	300
3 rd	1200	800	600	400	200
4 th	1000	600	400	200	100

Open Solo Awards for Piping and Drumming at Champion Supreme Contests are the same as **Standard Contests** (*see above*)

IV. I. CONTEST RESULTS FOR THE MWPBA

A copy of all contest summary sheets for each contest/event held at a sanctioned Games shall be placed in the hands of the Chief Steward at the end of the Games.

V. RESPONSIBILITIES OF CONTEST JUDGES / SCOREKEEPER

V. A. GENERAL

For Band judging: Judges shall rank the bands with no ties allowed.

- Except as noted under **I. B. BAND GRADING SYSTEM**, bands may not perform for “sheets only.”

For Solo judging: the Judge shall award Places 1 through 6 with no ties.

- Soloists not in the top 6 Placings shall receive their score sheets but will not be scored or placed.
- Judges are required to complete the Grade Level sheets.

V. B. EVALUATION OF BAND PERFORMANCE & OUTCOME OF COMPETITION

Each band’s performance will be evaluated by a panel of two (2) Piping Judges, one (1) Drumming Judge and one (1) Ensemble Judge. **At a Mini-Bands contest**, only two Judges are employed, one piping and one drumming. The piping ranking is doubled.

USE OF *CompetitionSuite* SOFTWARE FOR BAND ADJUDICATION

- Judges will not produce written comment sheets for Pipe Band contests. Judges will verbally record their comments and critiques on a mobile device (Tablet with Lavalier Noise Canceling Headset Microphone) utilizing *CompetitionSuite* computer software.
- Following every performance, each Judge’s commentary is uploaded to the cloud. Representatives from each band will be able to access each Judge’s comments after the announcement of prizes at Massed Band.
- Although there will be no written scoresheets for bands, each Judge will produce a written results sheet listing the placing of each band in each event based on the evaluations of the bands in that contest. These results sheets will be given to the Scorekeeper for final tally after each event.

V. C. ADJUDICATION CRITERIA

PIPE SECTION: The pipe section’s performance will be evaluated in the following areas:

- Introduction or attack • Tempos, breaks between tunes & finish • Execution
- Tuning and Tone of chanters & drones • Expression

DRUM SECTION: The drum section’s performance will be evaluated in the following areas:

- Rolls, Tone • Tempo • Execution • Rhythm & Expression

ENSEMBLE: The band’s performance will be evaluated in the following areas:

- Introduction • Band sound • Tempo • Arrangements • Musicianship • Breaks • Finish

BASS SECTION: shall be judged by the Drumming Judge within the context of the band contest in each grade. The Bass Section includes the bass drummer and any tenor drummer who, at any time during the performance, strikes the drum. A Best Bass Section Award is made at the discretion of the sponsor but shall have no bearing on the outcome of the actual band contest. The following judging criteria are used:

- Rhythm & Expression • Tone • Execution

V. D. DETERMINING THE FINAL BAND PLACEMENTS

The rankings of each Judge shall be tallied, and the lowest placing points wins.

- **Example:** the four Judges award rankings for one band as $3^{\text{rd}} + 2^{\text{nd}} + 2^{\text{nd}} + 5^{\text{th}} = 12$. For another band, the rankings are as $2^{\text{nd}} + 1^{\text{st}} + 3^{\text{rd}} + 2^{\text{nd}} = 8$. The placing of 8 is closer to winning than 12. The lowest possible placing is $1^{\text{st}} + 1^{\text{st}} + 1^{\text{st}} + 1^{\text{st}} = 4$.
- Ties will be broken by (in descending order):
 1. lowest total ensemble points
 2. lowest total piping points
 3. lowest total drumming points
 4. special meeting of the Judges of the contest
- For band events where there is an **aggregate award**, ties will be broken (in descending order) by:
 1. lowest total ensemble points
 2. lowest total ensemble points in the MSR event
 3. lowest total piping points
 4. lowest total piping points in the MSR event
 5. lowest total drumming points
 6. lowest total drumming points in the MSR event
 7. a special meeting of the ensemble Judges of the contest

V. E. EVALUATION OF SOLO PERFORMANCE

When a solo competitor must submit more than one tune, the Judge shall choose which of the submitted tunes are to be played while the player stands before the Judge.

- For piobaireachd, **the soloist shall supply printed music to the Judge.**
- In all solo contests, the Judge shall note the placement (1st, 2nd, 3rd...) on the score sheet of the top six (6) contestants with no ties.

An **individual piper** shall be judged on the following:

- Tuning and tone of chanter, drones
- Expression
- Tempos, breaks between tunes where applicable
- Execution

An **individual drumming competitor in snare, tenor, and bass disciplines** shall be judged on the following:

- The Roll Off
- Tempo
- Execution
- Rhythm & expression
- Quality & variety
- Transitions & ending, and
- Tone & Tuning of the drum.

An **individual tenor drum competitor** shall also be judged on • Visual Execution and • Interpretation in addition to all other areas of drumming assessment.

VI. MASSED BANDS

VI. A. The MWPBA Tunes for Massed Bands

- 4/4 Marches: Scotland the Brave (High Hand); Wings
- 2/4 Marches: The Barren Rocks of Aden; Highland Laddie
- 6/8 Marches: Glendaruel Highlanders; Bonnie Dundee
- 3/4 Marches: Green Hills of Tyrol; When the Battle's O'er; Balmoral
- Slow March: Amazing Grace

B. The MWPBA Drums Scores for Massed Bands

The Alliance of North American Pipe Band Associations (ANAPBA) adopted new massed band scores for all drummers beginning with the 2022 season. These scores will be used at all MWPBA events. Scores and performance examples can be found on the MWPBA website.

https://www.mwpba.org/mwpba_material/massed_bands/anapba-all-Massed-Band-Scores.pdf

<https://youtu.be/WStjW9CdheA>
