

# WGI PERCUSSION ENSEMBLE CONTEST RULES

## 2019

**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 independent percussion ensembles are not bound by any age limit.
  - 1.1.1 U.S. Military veterans may be granted one (1) year of eligibility immediately following their end of active service. To qualify, individual must have enlisted prior to their 19<sup>th</sup> birthday, served for no less than four (4) years, and must have been honorably discharged or medically separated. Veteran must submit a copy of their discharge papers and separation documents to WGI prior to December 1 to qualify.
- 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. **The purpose of this exception is to encourage smaller districts to combine students to create a percussion ensemble, not for larger districts to create multiple groups.** Percussion ensembles may not combine names or use any other fictitious 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. Percussion ensembles combining students from different schools may be asked for additional information on reasons for combining students. The Director of Percussion in consultation with the Executive Director will make the final decision on whether a percussion ensemble will be allowed to combine students.
  - 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.

***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. No competition area may exceed the maximum size of competition area (72’ x 106’) offered at the world championships. 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. 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. No penalties shall be assessed for broken sticks, mallets, or hardware falling over the front boundary accidentally.
- 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.
- 2.5 All floor coverings (tarps) must fit in the designated competition area at each particular contest site and cannot enter the safety zone or cover the front boundary line.
- PENALTY: One-tenth of a point (0.1) penalty shall be assessed for each performer or piece of equipment in violation of the competition area boundary. (2.3-2.5)***
- 2.6 The center of the front boundary line shall be marked by a taped line at the front and back of the competition area. The outer edges of the competition area shall also be marked taped lines at the corners to designate 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 Effect-Music = Thirty percent (30%), one judge  
*Overall Effect = Fifteen percent (15%)*  
*Music Effect = Fifteen percent (15%)*
  - 3.1.2 Effect-Visual = Twenty percent (20%), one judge  
*Overall Effect = Ten percent (10%)*  
*Visual Effect = Ten percent (10%)*
  - 3.1.3 Music = Thirty percent (30%), one judge  
*Composition = Ten percent (10%)*  
*Performance Quality = Twenty percent (20%)*
  - 3.1.4 Visual = Twenty percent (20%), one judge  
*Composition = Ten percent (10%)*  
*Performance Quality = Ten percent (10%)*
  - 3.1.5 Timing and Penalties = Penalties assessed per rules
- 3.2 The elements in Concert Percussion to be judged 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. The Artistry, 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. Specific row assignments will be determined by the Chief Judge based on each venue's specific attributes.

## **EQUIPMENT**

- 4.1 For the protection of the facilities, especially wooden competition floors and easements, all equipment and props must be properly prepared to assure that damage of the facilities will not occur. All equipment will be subject to inspection. Any damage to the facility that may occur (dragging the timpani, wheels on carts locking, improperly prepared equipment, etc.) will be the responsibility of the ensemble.

***PENALTY: One-tenth of a point (0.1) penalty per piece of equipment***

- 4.2 Definitions of authorized equipment:
- 4.2.1 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)***
  - 4.2.2 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 Effect & Visual

judging area for one designated staff member to adjust the mix using wireless technology. The soundboard must remain in the competition area. Staff members may also communicate through a text-based messaging tool to a designated performer in the event the soundboard needs adjustment.

- 4.2.3 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. The ensemble will assume any liability for issues arising out of the use of said electrical devices.

***PENALTY: One-tenth of a point (0.1) penalty to Disqualification at the discretion of the Timing and Penalty judge.***

- 4.2.4 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 allowed. Sealed, gel-cell batteries are also permitted.

- 4.3 The following are NOT allowed in the Competition Area:

4.3.1 Pyrotechnics, discharge of arms, pressurized canisters, dry ice, smoke machines, compressed air apparatuses, dangerous materials, and/or flammable liquids or gas will not be permitted in or around the competition area.

4.3.2 Gasoline or manual powered generators.

4.3.3 Live animals.

4.3.4 Use of powder, dirt or any other substance that lingers in the competition area past the interval time.

4.3.5 Use of helium, including helium-filled balloons.

4.3.6 Motorized vehicles such as golf carts, tractors, all-terrain vehicles, etc.

4.3.7 Use of glass objects that may break and/or leave shards of glass in the competition area.

4.3.8 Drones or any remote-controlled airborne device.

4.3.9 Hover boards.

***PENALTY: Ten-point (10.0) penalty or Disqualification for use of any prohibited equipment***

Directors are encouraged to contact the Director of Percussion to inquire about the use of particular equipment or materials when its permissibility under this section or at specific sites may be in question.

The Percussion Administrator, Contest Administrator, or Director of Percussion shall at all times have the authority to prohibit the use of any prop or equipment that presents an unreasonable or unacceptable risk of injury or harm to participants or others or potential danger to a venue or its property.

- 4.4 All lighting and robotic devices must be controlled by a performer in the competition area. Staff members may also communicate through a text-based messaging tool to a designated performer in the event the lighting/robotics need adjustment.

**PENALTY: Ten-point (10.0) penalty**

4.5 The following safety guidelines are applicable to the construction, transport, and use of any prop or structure at any WGI event or facility and to any performer, staff, volunteer, or parent who may be assisting in the construction or transport of the prop or structure. These guidelines are in effect during the entire time in the competition area, including setup and exit.

4.5.1 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 or protective padding around prop to prevent any injury. 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. If a prop is moved with a performer on that prop, a safety rail or harness must be utilized by the performer.

- If a performers' feet are more than six feet above the competition area and the prop is in motion, the performer must actively use the appropriate safety railing or harness the entire time the prop is in motion. If the same prop is not in motion, the safety railing or harness must be in place but performer has the option on whether to use those items while in a stationary position.
- If the performer's feet are less than six feet above the competition area, no safety railing or harness is needed for the prop, whether stationary or in motion.
- A performer executing a lift while atop ANY prop may not lift another performer above six feet (6') without appropriate safety precautions in place or padding around the performers.

Directors are encouraged to contact the Director of Percussion to inquire about the use of a particular prop when its permissibility under this section or at a specific site may be in question.

**PENALTY: Ten-point (10.0) penalty to Disqualification at the discretion of the Percussion Administrator, including (but not limited to) prohibition of the use of the overheight/unsafe prop(s).**

**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.**
- 5.7 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.**
- 5.8 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.

### **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, the 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 The ensemble will line up at a ready line to be designated by the Contest Administrator to enter the competition area.
- 6.4 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**
- 6.5 Once the performance begins, all performers must remain in the designated competition area for the entire performance. Boundary line violations (including first aid cases) do not constitute permanently leaving the floor.  
**PENALTY: Five tenths of a point (0.5) penalty for each performer failing to remain in competition area for the entire performance**

### **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 known 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 Percussion Administrator, Director of Percussion, or Executive Director but any final decision regarding penalties will remain with the Timing and Penalty Judge.

- 8.2 Any ensemble violating any rule or 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 Percussion 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, non-performing personnel may not coach, cue, etc., any performers or control any wireless lighting or robotic events outside the competition area. As per rule 4.2.2 and 4.4, staff members may communicate via text messaging with a designated performer controlling a soundboard, lighting, and robotics.

***PENALTY: One point (1.0) 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.

- 8.6 Groups using the flag of the United States should follow the [U.S. Flag Code](#). Directors are encouraged to contact the Director of Percussion for guidance prior to performance.

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

# Percussion

# Timing & Penalty



## Timing Requirements

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

### Number of Performers

Minimum of 6 members

### Minimum Performance Time

Total Performance Time \_\_\_\_\_

Total Undertime \_\_\_\_\_

Total Seconds Undertime \_\_\_\_\_ x 0.05 = \_\_\_\_\_

### Maximum Performance Time

Total Performance Time \_\_\_\_\_

Total Overtime \_\_\_\_\_

Total Seconds Overtime \_\_\_\_\_ x 0.05 = \_\_\_\_\_

### INTERVAL TIME – Total Time in Competition Area

Total Overall Time \_\_\_\_\_

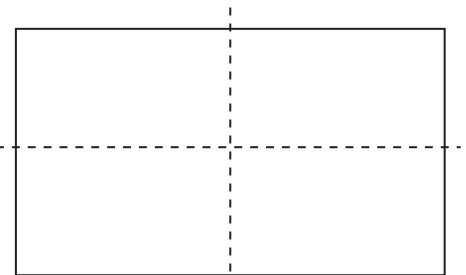
Total Overtime \_\_\_\_\_

Total Seconds Overtime \_\_\_\_\_ x 0.05 = \_\_\_\_\_

### TOTAL SET UP TIME

## Boundary Lines

Time in Show? Point of occurrence? Who?



FRONT STAGE

Total 0.1 per occurrence \_\_\_\_\_

## Penalty Summary

Minimum Performance Time \_\_\_\_\_

Maximum Performance Time \_\_\_\_\_

Total Time in Competition Area  
Interval Time \_\_\_\_\_

Boundary Line \_\_\_\_\_

Unit, Equipment, Personnel \_\_\_\_\_

Other \_\_\_\_\_

## Total

Approved \_\_\_\_\_  
Chief Judge

JUDGE SIGNATURE \_\_\_\_\_