



2022 | VIRTUAL EVENTS **wgi**

WGI VIRTUAL SOLO RULES

1.0 Eligibility

- 1.1 WGI Virtual Solo Events will accept performers of any age. Each performer must register in the appropriate category
 - 1.1.1 Classifications based on age of the participant as of Jan 1 of the competition year:
 - 1.1.1.1 Thirteen (13) years old and under
 - 1.1.1.2 Fourteen (14) – Eighteen (18) years old
 - 1.1.1.3 Nineteen (19) years old and above

2.0 Performance Categories

- 2.1 Performance categories are defined as:
 - 2.1.1 Solo Color Guard categories are **Flag, Rifle, Sabre, Movement, and Mixed-Equipment**.
 - 2.1.1.1 Flag, Rifle, and Sabre performances must use authorized equipment as defined in the current WGI Color Guard Adjudication Manual and Rulebook (see section 4.0 below for details).
 - 2.1.1.2 Mixed-Equipment is defined as a performer using multiple pieces of equipment as defined in section 3.0. Movement is not considered a piece of equipment.
 - 2.1.2 Solo Percussion categories are **Snare Drum, Multi-Tenor Drums, Keyboard, Timpani, and Multi-Percussion** (any number of percussion instruments played by a solo performer including a drum set).
 - 2.1.3 Solo Woodwind categories are **Flute/Piccolo, Oboe, Bassoon, Clarinet/Bass Clarinet, and Saxophone**.
 - 2.1.4 Solo Brass categories are **Trumpet, French Horn/Mellophone, Baritone/Euphonium, Trombone, and Tuba**.
- 2.2 Each participant may perform in as many categories as they wish to register for (e.g. Keyboard Solo, Timpani Solo, Rifle Solo, etc.).
- 2.3 Performers may select from any genre of music for their performance music.
- 2.4 Percussion and Winds soloists have the option to use a live piano accompaniment or a recorded track if desired.

3.0 Authorized Equipment

- 3.1 Definitions of authorized color guard equipment:
 - 3.1.1 Flags are defined as any material attached to a pike, pole, rod or staff other than an authorized weapon and used as a flag, with a minimum size of eight inches by twelve

inches (8" x 12"). National colors must be at least three feet by five feet (3' x 5'). Flagpoles must be at least twenty-four inches (24") in length. (Curved and straight poles are acceptable; however, complete circles, squares, etc. to which material is attached are not flags. Material attached to chains, ropes or hoses are not considered flags.) The intent of this definition is to utilize a flag as a flag and not as a scenic element or a prop.

3.1.2 Rifles are defined as devices with the outward appearance influenced by a rifle. Rifles must be at least twenty-four inches (24") in length.

3.1.3 Sabres/swords are defined as those weapons that are a curved blade (sabre) or a straight blade (sword) and may be constructed of wood, plastic, metal or any other suitable material. Simulated sabers/swords must have either a hand guard or a hilt and must be at least twenty-four inches (24") in length.

3.1.4 Authorized equipment may be modified by the addition of Color Guard items, however, attaching a flag, rifle or sabre/sword to a prop does not make the prop a flag, rifle or sabre/sword – it is still a prop.

3.2 Definitions of authorized Percussion & Winds equipment:

3.2.1 Instruments typically utilized and recognized as part of a band or orchestra, including electronic instruments.

4.0 Timing

4.1 Performance times for solos will be as follows:

4.1.1 Color Guard Solo Performances may not be less than 90 seconds (1:30) nor more than 180 seconds (3:00).

4.1.2 Percussion and Winds Solo Performances may not be less than 120 seconds (2:00) nor more than 240 seconds (4:00). Cuts in sheet music should be made to fit within the performance time.

5.0 Performance Area

5.1 There are no space restrictions on the performance area.

5.2 Performance space can be indoors or outdoors.

6.0 Evaluation

6.1 Feedback will be offered by one evaluator via CompetitionSuite.

7.0 Video Procedure

7.1 Videos must be one take – spliced footage will not be accepted.

7.2 Audio microphone placement is not restricted. Color guard participants may want to add the audio feed to their recording.

7.3 You will be required to upload videos for Prelims and, should you be selected, again for Finals. Updating your video performance between prelims and finals is suggested but not required.

7.4 Each show will be uploaded separately to FloMarching. Information on how to upload will come at a later date. All videos must be uploaded by the upload deadline date will forfeit their entry.

7.5 Performers must own rights to your performance video (have recorded yourself) and consent to it being posted on FloMarching for use in this Virtual Competition, and to WGI for use in any advertising or educational purposes.

7.5.1 WGI requires all participants to comply with US Copyright Law regarding performance and/ or use of arrangements of copyrighted music, visual images and other materials, as well as the use of copyrighted audio, spoken text and display of copyrighted words and images.

8.0 Penalties & Disqualification

8.1 Any participant that does not adhere to the terms and procedures of the "Rules and Regulations" or does not submit their video before the deadline will be subject to disqualification from the competition.

8.2 WGI expects the overall safety of all participants will be the top priority for every production. If it is determined that performers' safety is in question after review of the video, the entry may be disqualified.

8.3 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.

PERCUSSION

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Name/ Ensemble Name _____				
13 & UNDER		14-18		19 & UP
Snare Drum Multi-Tenor Drum Keyboard Timpani Multi-Percussion Mallet				
RATING GUIDE - FREQUENCY AND PERCENTAGES OF UNDERSTANDING AND APPLYING PRINCIPLES				
BOX 1	BOX 2	BOX 3	BOX 4	BOX 5
Limited	Developing	Sometimes	Frequently	Consistently
0 to 59%	60 to 69%	70 to 79%	80 to 89%	90 to 100%
Rating = 1	Rating = 2	Rating = 3	Rating = 4	Rating = 5
EFFECT <ul style="list-style-type: none"> • The Musical Journey • Creativity • Artistry 				EFFECT RATING
PERFORMANCE <ul style="list-style-type: none"> • Musicianship • Sound Production • Rhythmic Clarity 				PERFORMANCE RATING
FINAL RATING				



PERCUSSION VIRTUAL SOLO CRITERIA

One judge will adjudicate the soloists on the following criteria:

Effect (50%)

The Musical Journey

Creativity

Artistry

Performance (50%)

Musicianship

Sound Production

Rhythmic Clarity

Assessments will be determined using the following chart:

Box 1	Box 2	Box 3	Box 4	Box 5
Limited	Developing	Good	Excellent	Superior
0-59%	60-69%	70-79%	80-89%	90-100%
Rating = 1	Rating = 2	Rating = 3	Rating = 4	Rating = 5

Ratings from 1 to 5 will be given in each sub caption with a maximum assessment of 5.

WGI SOLO VIRTUAL PROGRESSION DETAILS

PRELIMS TO FINALS

The top five (5) assessment scores from each age group, classification, and category will progress to the WGI Solo Virtual Event Finals. If the fifth highest assessment is a tie with additional participants, all participants with the fifth highest assessment will advance to finals.

- Color Guard Solo Event Finals are April 2, on FloMarching
- Percussion & Winds Solo Event Finals are April 17, on FloMarching

To qualify for finals each of the top five (5) soloists must obtain the following minimum assessment:

Color Guard – Good (Assessment Score of 7 or higher)

Percussion – Good (Assessment Score of 3 or higher)

Winds – Good (Assessment Score of 3 or higher)

All prelim assessments will be published on WGI.org after the event.

FINALS ONLY

One Most Outstanding Performer per age group, classification, and category will be selected from the finalists and published on WGI.org.