

YISD/EHS Sun City Throwdown

Percussion Competition Rules and Guidelines

Eligibility:

Any middle school or high school marching or standstill ensemble may enter. All ensemble members must be eligible by Texas State eligibility rules. All ensemble members must be full-time students at the school they represent. Middle schools may combine ensembles into High School feeder groups, but High School ensembles may not combine.

Instrumentation:

Instrumentation is limited to those instruments typically utilized and recognized as part of a percussion section. Electronic instruments recognized as normal stage band rhythm instruments are allowed. Conventional wind and/or string instruments (other than string bass and guitar) may not be used. No pre-recorded music or pre-recorded audio effects may be used. A performing member must generate all electronically produced sound in real time.

Official Entry:

Official Entries will be accepted at www.trooperband.com starting on the date given by the organizer. All entries will be time stamped at the time they are received. Performance times will be determined in the opposite order of when the entry is received. Example: The earliest received entry will perform last in their category unless they request not to. Once an entry is received it is final and if the school decides to make changes they must submit a new entry thus forfeiting their previous entry and timestamp. If an entry is not paid in full before on the date designated by the organizer, the entry and timeslot will also be forfeited and the group must resubmit their entry and payment if it meets the deadline for entry submission. **The entry deadline with payment will be October 16, 2022. Late entries will be accepted up until October 23, 2022 with a \$50 additional fee. No late entries will be accepted beyond the 23rd due to orders of awards and event shirts productions.**

New!!!Entry Categories:

There will be three competitive categories:

1. Middle School

2. High School Standstill

Class A: Small Ensemble (1A,2A)

Class B: Medium Ensemble (3A,4A)

Class C: Large Ensemble (5A,6A)

3. High School Marching

Class A: Small Ensemble (1A,2A)

Class B: Medium Ensemble (3A,4A)

Class C: Large Ensemble (5A,6A)

Entry Fees: \$275/unit

Rules:

1. Each performing ensemble must provide their own equipment.
2. No pyrotechnics, discharge of arms, pressurized canisters; dangerous materials, Inflammable or flammable liquids; or animals will not be permitted. Smoke machines are not allowed. Electrical or compressed air apparatuses, including lights, lasers, and flashcubes will not be allowed.
3. Performance times will be limited to 4-8 minutes per group. Each performing group will have a total of 15 minutes for set up, minimum to maximum performance time, breakdown, and the removal of all members and equipment from the performance area.
4. For High School Groups Only: A student or drum major may conduct the ensemble. Podiums or platforms may be used, but must be placed within the performance area. If someone other than a student or drum major conducts any part of the performance, that unit will be disqualified.
5. **Standstill only:** All the aforementioned performance rules apply to the standstill competition. Ensembles may reset in between selections without being penalized. Credit will not be given for any battery-based movement, other than predetermined frontline choreography used during your fall performance.

Performance:

Equipment or props may be placed within the performance area by anyone prior to the start of an ensemble's competition. The ensemble will line up at a ready line to be designated by the Contest Director. The unit should move directly and immediately into the performance area. The set up is not judged. Remember, set up and tear down are being timed. After the setup is complete and judges are ready, the announcer will introduce the ensemble and the performance may begin. At the conclusion of the performance all equipment, props and personnel must be removed from the performance within the interval time. Failure to remove equipment and props from the performance area, within the interval time, is subject to a penalty at the discretion of the Contest Director.

Format:

We will use a competitive format (with scores announced) for the competition. In the case of a numerical tie for first place, the school with the most first place votes will be declared the winner. If there is still a tie, whichever school has the highest execution/performance marks, will be declared the winner.

Judging:

Judging will be based on Performance Analysis (quality and repertoire of the performance); and General Effect (musical effectiveness and coordination of the musical program). All four judges' scores will be averaged to determine the final score. Caption Awards will also be given for Overall Middle School and Overall High School in both marching and standstill divisions: Best Snare Line, Best Tenor Line, Best Bass Line, Best Cymbal Line, and Best Front Ensemble. Caption awards will be determined by Judge consensus.

Judges 1 and 2:

PERFORMANCE ANALYSIS *marching and standstill*

Performance Quality Consider: musicianship, blend and balance, segment clarity (rhythmic), uniformity of techniques, ensemble cohesiveness

60 pts.

COMPOSITION: Consider: musical content, technical content, simultaneous responsibility, clarity of intent

40 pts.

Total 100 pts.

Judges 3 and 4:

GENERAL EFFECT *marching only*

Music Effect Consider: musical content, communication, musicianship, creativity, blend and balance, excellence as it relates to effect, expression, idiomatic interpretation

60 pts.

OVERALL EFFECT

Consider: communication, audio/visual coordination, imagination/creativity, pacing/continuity, impact/resolution, range of effects, entertainment

40 pts.

Total 100 pts.

Judges 3 and 4:

GENERAL EFFECT *standstill only*

Music Effect Communication, musicianship, creativity, blend and balance, excellence as it relates to effect, expression, idiomatic interpretation, musical content

60 pts.

OVERALL EFFECT

Communication, pacing/continuity, impact/resolution, range of effects

40 pts.

Total 100 pts.

Penalties:

Overtime: 0.2 point for every 10 seconds over the performance and/or stage time

Performers: DISQUALIFICATION for any ensemble which uses a performer who does not meet the requirements as stated in Eligibility section of this rulebook.

Other: 2 points for each additional rule violation, other than those stated above. (For example, the use of two clarinets would result in a 4-point penalty). The Contest Director will determine rule violations and all decisions are final.

Middle School and Overall High School in both marching and standstill divisions:

Best Snare Line, Best Tenor Line, Best Bass Line, Best Cymbal Line, and Best Front Ensemble. Caption awards will be determined by Judge consensus.

Judges 1 and 2: PERFORMANCE ANALYSIS marching and standstill	
Performance Quality Consider: musicianship, blend and balance, segment clarity (rhythmic), uniformity of techniques, ensemble cohesiveness	60 pts.
Composition Consider: musical content, technical content, simultaneous responsibility, clarity of intent	40 pts.
Total	100 pts.

Music Effect Consider: musical content, communication, musicianship, creativity, blend and balance, excellence as it relates to effect, expression, idiomatic interpretation	60 pts.
Overall Effect Consider: communication, audio/visual coordination, imagination/creativity, pacing/continuity, impact/resolution, range of effects, entertainment	40 pts.
Total	100 pts.

Music Effect Communication, musicianship, creativity, blend and balance, excellence as it relates to effect, expression, idiomatic interpretation, musical content	60 pts.
Overall Effect Communication, pacing/continuity, impact/resolution, range of effects	40 pts.
Total	100 pts.

Penalties:

Overtime: 0.2 point for every 10 seconds over the performance and/or stage time

Performers: DISQUALIFICATION for any ensemble which uses a performer who does not meet the requirements as stated in Eligibility section of this rulebook.

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PERFORMANCE ANALYSIS
(Marching and Standstill Performance)

School: _____ Performance Category: _____

Number of Performers: _____ Director's Name: _____

Performance Analysis + - Musicianship + - Blend and Balance + - Segment Clarity (Rhythmic) + - Uniformity of Technique + - Ensemble Cohesiveness	Score out of 60: _____
Composition + - Musical Content + - Technical Content + - Simultaneous Responsibility + - Clarity of Intent	Score out of 40: _____
Other Comments	

Total Score out of 100 _____

Judges Signature: _____

YISD/EHS Sun City Throwdown General Effect (marching)

School: _____ Performance Category: _____

Number of Performers: _____ Director's Name: _____

<p>Music Effect</p> <ul style="list-style-type: none"> + - Musical Content + - Communication + - Musicianship + - Creativity + - Blend and Balance + - Excellence as it relates to effect + - Expression + - Idiomatic Interpretation 	
	Score out of 60: _____
<p>Overall Effect</p> <ul style="list-style-type: none"> + - Communication + - Audio/Visual Coordination + - Imagination/Creativity + - Pacing/Continuity + - Impact/Resolution + - Range of Effects + - Entertainment 	Score out of 40: _____

Total Score out of 100 _____

Judges Signature: _____

YISD/EHS Sun City Throwdown

General Effect (standstill)

School: _____ Performance Category: _____

Number of Performers: _____ Director's Name: _____

Music Effect + - Communication + - Musicianship + - Creativity + - Blend and Balance + - Excellence as it relates to effect + - Expression + - Idiomatic Interpretation + - Musical Content	Score out of 60: _____
Overall Effect + - Communication + - Pacing/Continuity + - Impact/Resolution + - Range of Effects	Score out of 40: _____
Other Comments	

Total Score out of 100 _____