

# WGI ASIA CONTEST RULES

## ELIGIBILITY

- 1.1 Performers of any age may compete in the independent classes.
- 1.2 Performers competing in any scholastic class must be enrolled in the sponsoring school and may not be over eighteen (18) years of age as of the date of the event .
- 1.3 No competing group may compete with less than six (6) performers on the floor of competition at any time including any student conductors (optional).
- 1.4 Percussion ensembles may use one optional student conductor positioned in the competition area. Winds groups may use one optional student conductor positioned in the competition area or in a designated place in the stands.

***PENALTY: Disqualification - Any competing group violating any requirement 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. Competing groups 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 groups to identify the competition area. No competition area may exceed the maximum size of competition area (78' x 106') offered at the world championships. While the competition area will be increased whenever possible, all competing groups must be prepared to perform within the minimum sixty-foot by ninety-foot (60' x 90') 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. Equipment and props may be placed into safety zones, but not extend more than five (5') feet beyond the designated competition area. There can be no equipment choreography outside the competition area including the safety zone at any time.

***PENALTY: Five-tenths of a point (0.5) penalty per performer for failing to use designated entry door, tunnel or ramp***

- 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.

***PENALTY: One-tenth of a point (0.1) penalty shall be assessed for each member for each boundary offense of violation of the competition area***

- 2.5 The center of the front boundary line shall be marked by a six (6") inch taped line at the front and back of the competition area. The outer edges of the competition area shall also be marked by six (6") inch-taped lines at the corners to designate the safety zone.

- 2.6 Grounded power sources shall be available at the front and back of the center line of the competition area. Competing groups must provide their own extension cords.
- 2.7 Power sources must be dedicated for competing group use only and have no other electrical devices using designated power sources.
- 2.8 All contests must utilize a high-quality sound system with the capability to use external devices such as MP3 players and/or iPods.

## **SCORING**

### 3.1 The elements for **COLOR GUARD** scoring are:

- 3.1.1 Individual Analysis Equipment = Twenty (20) points, one judge
  - Vocabulary = Ten (10) points (A Classes = Seven (7) points)*
  - Excellence = Ten (10) points (A Classes = Thirteen (13) points)*
- 3.1.2 Individual Analysis Movement = Twenty (20) points, one judge
  - Vocabulary = Ten (10) points (A Classes = Seven (7) points)*
  - Excellence = Ten (10) points (A Classes = Thirteen (13) points)*
- 3.1.3 Design Analysis = Twenty (20) points, one judge
  - Composition = Ten (10) points*
  - Excellence = Ten (10) points*
- 3.1.4 General Effect = Twenty (20) points, two judges
  - Composition = Ten (10) points*
  - Excellence = Ten (10) points*
- 3.1.5 Timing and Penalties = Penalties assessed per rules

### 3.2 The elements for **PERCUSSION** scoring are:

- 3.2.1 Effect-Music = Thirty percent (30%), one judge
  - Overall Effect = Fifteen percent (15%)*
  - Visual Effect = Fifteen percent (15%)*
- 3.2.2 Effect-Visual = Twenty percent (20%), one judge
  - Overall Effect = Ten percent (10%)*
  - Visual Effect = Ten percent (10%)*
- 3.2.3 Music = Thirty percent (30%), one judge
  - Composition = Ten percent (10%)*
  - Performance Quality = Twenty percent (20%)*
- 3.2.4 Visual = Twenty percent (20%), one judge
  - Composition = Ten percent (10%)*
  - Performance Quality = Ten percent (10%)*
- 3.2.5 Timing and Penalties = Penalties assessed per rules.

### 3.3 The elements for **WINDS** scoring are:

- 3.3.1 Music analysis = Thirty percent (30%), one judge
  - Composition = Fifteen percent (15%)*
  - Achievement = Fifteen percent (15%)*

- 3.3.2 Visual Analysis = Thirty percent (30%), one judge  
*Composition = Fifteen percent (15%)*  
*Achievement = Fifteen percent (15%)*
- 3.3.3 Overall Effect = Forty percent (40%), one judge  
*Repertoire Effectiveness = Twenty percent (20%)*  
*Communication Effectiveness = Twenty percent (20%)*
- 3.3.4 Timing and Penalties = Penalties assessed per rules.
- 3.4 All judges will be located in the audience viewing area.

## **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 (wheels on carts locking, improperly prepared equipment, etc.) that may occur will be the responsibility of the competing group.

***PENALTY: Two-point (2.0) penalty per piece of improperly prepared equipment and/or prop.***

- 4.2 Definitions of **COLOR GUARD** authorized equipment:
  - 4.2.1 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.
  - 4.2.3 Rifles are defined as devices with the outward appearance influenced by a rifle. Rifles must be at least twenty-four inches (24") in length.
  - 4.2.3 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.
  - 4.2.4 Authorized equipment may be modified by the addition of visual 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. Timing and Penalty judges have the right to inspect and challenge guards for authorized equipment either before or after the maximum performance time with permission of the Contest Administrator.
  - 4.2.5 Color guards may manipulate their soundboard by using a remote-controlled wireless device through a self-supplied network. WGI will provide an area in the stands with a direct line of sight to the competition area for one (1) designated staff member to adjust the mix or control any device using wireless technology. The soundboard/controlled device must remain in the competition area.
  - 4.2.6 Performers playing musical instruments or singing using a 115/120-volt power source provided to allow amplification is permitted in the competition area.

- 4.2.7 Color guards may use any electrical device within their program deemed safe by the WGI Contest Administrator. The Contest Administrator has the ultimate decision regarding safety of any electrical device. Color guards should consult WGI prior to using any equipment not specifically defined in these rules. Color guard will assume any liability for issues arising out of use of said electrical devices.
- 4.2.8 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 also allowed. Sealed gel-cell batteries are also permitted.
- 4.3 Definitions of **PERCUSSION** authorized equipment:
- 4.3.1 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)**
- 4.3.2 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.
- 4.3.3 Ensembles may use any electrical device within their program deemed safe by the WGI Contest Administrator. The Contest Administrator has the ultimate decision regarding safety of any electrical device. Percussion ensembles should consult WGI prior to using any equipment not specifically defined in these rules. Ensemble will assume any liability for issues arising out of use of said electrical devices.
- PENALTY: One-tenth of a point (0.1) penalty to Disqualification at the discretion of the WGI Contest Administrator.**
- 4.3.4 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.
- 4.4 Definitions of **WINDS** authorized equipment:
- 4.4.1 Instruments typically utilized and recognized as part of a band or orchestra, including electronic instruments, are allowed as well as visual only performers such as color guard.
- 4.4.2 Winds groups 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 upstairs judging area for one designated staff member to adjust the mix using wireless technology or communicate to a performer running the sound board via wireless voice/two-way radio. The soundboard must remain in the competition area. A performer in the competition area must control all lighting.
- 4.4.3 Any sound generating source, computer, synthesizer, etc. must be located in the competition area. The triggering/controlling/playing of this equipment must be performed by a performing member of the group who is in the competition area. All electronic sounds

are permitted except the direct and simultaneous duplication of wind parts that exist within the group's wind score by similar electronic voices.

4.4.4 Winds groups 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 electrical device. Winds groups should consult with WGI prior to using any equipment not specifically defined in these rules. Group will assume any liability for issues arising out of the use of said electrical devices.

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

***PENALTY: Ten-point (10.0) penalty to Disqualification at the discretion of the Timing and Penalty judge.***

4.5 The following are NOT ALLOWED in the Competition Area for **COLOR GUARD, PERCUSSION, OR WINDS:**

4.5.1 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.

4.4.2 Gasoline, electric or manual powered generators.

4.4.3 Live animals.

4.4.4 Powder, dirt, or any other substance that lingers in the competition area past the interval time.

4.4.5 Helium, including helium-filled balloons.

4.4.6 Motorized vehicles such as golf carts, tractors, all-terrain vehicles, etc. Motorized wheelchairs for disabled performers will be allowed.

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

4.4.8 Drones or any remote-controlled airborne devices.

4.4.9 Hover boards.

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

The Contest Administrator 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.

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

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 WGI 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 Contest Administrator, including (but not limited to) prohibition of the use of the overheight/unsafe prop(s).***

## **TIMING**

5.1 Competing groups will be timed to compete at intervals according to class.

<b><u>Class</u></b>	<b><u>Interval Time</u></b>	<b><u>Minimum Performance Time</u></b>	<b><u>Maximum Performance Time</u></b>	<b><u>Authorized Equipment Time</u></b>
Color Guard	9 minutes	4 minutes	6.5 minutes	3.5 minutes
Percussion	10 minutes	4 minutes	7 minutes	N/A
Winds	10 minutes	4 minutes	7 minutes	N/A

5.2 Interval time will include entrance, setup, performance, exit and removal of all performers, props, floors and equipment from the competition area. Competing groups must continue to make a deliberate and obvious exit from the competition area and not impede the entrance of the next group.

5.3 Each group, 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 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. 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 Each color guard must accumulate a minimum of three and one half (3 1/2) minutes of authorized equipment time during their performance. Authorized equipment may be flags, rifles or sabres/swords.

5.5.1 Authorized equipment must be in hand to be considered for accumulating authorized equipment time. (In hand means equipment must be in hand ready to be used or being

used. For example, a sabre hung at side with hand touching is not considered authorized equipment in hand.)

- 5.7 Any competing group 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 lateness or part thereof up to the conclusion of the class and/or contest***

## **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, groups may utilize the entire arena 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 a standard size double door with the center bar removed. No timing exceptions will be made for oversized props. Props will not be allowed in the competition area before the competing group's performance time.

- 6.3 Any competing group creating a delay in the schedule will be subject to penalty.

***PENALTY: Five-tenths of a point (0.5) penalty for each class interval time of lateness or part thereof up to the conclusion of the class and/or contest***

- 6.4 The competing group will line up at a ready line to be designated by the Contest Administrator to enter the competition area.

- 6.5 Authorized equipment and/or props may be placed anywhere in the competition area by performers or anyone prior to the start of the performance. Authorized equipment and/or hand-held props may be placed in front of the front boundary line not to exceed five (5') feet beyond designated competition area. 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.***

- 6.6 When the competing group first enters the competition area, an announcement of...*"Please welcome from (city, state, and/or country), (name of competing group)"* will be made. At one minute thirty seconds (1:30) of the interval time the announcer will be cued to say, *"Performing their program (title), WGI Sport of the Arts is proud to present (name of color guard)*. Competing groups may not deviate from the wording of this announcement.

- 6.7 Once the performance begins, performers must remain in the designated competition area for the minimum performance time as designated in Rule 5.1. Performers may not re-enter competition area during performance time once they exit until after performance has concluded.

***PENALTY: Five-tenths of a point (0.5) penalty for each performer failing to remain in competition area for designated time or returning after they exit before conclusion of performance.***

- 6.8 The front boundary line is inviolate at all times except for performers involved in entrance set up or tear down at the end of the performance. Boundary line violations (including first aid cases) do not constitute permanently leaving the floor.

***PENALTY: One-tenth of point (0.1) penalty for each member per offense***

- 6.9 All floor coverings (tarps) must fit in the designated competition area at each particular contest site and may not cover the front boundary line and/or cannot enter the safety zone.

***PENALTY: Two-point (2.0) penalty***

## **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 Contest Administrator 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 Contest Administrator.

***PENALTY: One-tenth of point (0.1) penalty for each 3 seconds or fraction thereof***

- 7.5 There will be no flying of tarps (also known as “ballooning”) to clear floor at the conclusion a color guard’s performance.

***PENALTY: Disqualification***

## **PENALTIES**

- 8.1 Contest Administrators will assess all penalties for infractions that take place in the competition area. A competing group has a right to challenge any penalty, but any final decision regarding penalties will remain with the Contest Administrator.

- 8.2 Any competing groups 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 Contest Administrator.

- 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.

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