



**The Rules and Regulations
Governing Piping, Drumming
Pipe Band Competitions**

Adopted by

**The Atlantic Canada Pipe Band Association
(October 1996)**

Last Revision – April 26, 2011

Other Documents Enclosed:

Practice Chanter Tune List, page 17

Music Board Appendix, page 18

Games Sanctioning Policy, page 19

Games Sanctioning Application, page 21

Standardized list of Events for Games Organizing Committees, page 22

Table of Contents

Rules and Regulations.....
Adjudication.....	3
General Rules for all Competitors.....	3
Individual Piping Competitions	4
Individual Drumming Competitions	8
Pipe Band Competitions	9
Grading Regulations	14
Champion Supreme Awards.....	15
Code of Conduct.....	16
Practise Chanter Tune List.....	17
Music Board Appendix	18
ACPBA Games Sanctioning Policy.....	19
ACPBA Games Sanctioning Application.....	21
Standardized List of Events for Games Organizing Committees.....	22

Rules and Regulations Regarding Piping, Drumming and Pipe Band Competitions

1. Section 1 – Adjudication

- 1.1. Adjudicators must evaluate competitors without prejudice and be impartial in making their determinations.
- 1.2. Piping adjudicators will have a thorough knowledge of, and be conversant with, the class of music for which they are accredited. Drumming adjudicators will have a thorough knowledge of drumming rudiments and a practical knowledge of pipe band drumming. Adjudicators of an ACPBA sanctioned competition must be a member of the ACPBA Adjudication Panel or a member in good standing of the panel of a recognized and/or affiliated association. All adjudicators must be approved by the Music Board of the ACPBA and comply with ACPBA sanctioning and guidelines.
 - 1.2.1. To be admitted to the ACPBA Adjudicators Panel, one must be an individual/family member of the ACBPA.
- 1.3. Adjudication sheets approved by the Association must be used for all competitions sanctioned by the Association.
- 1.4. The decision of an adjudicator shall be based on their honest and best judgment of the relative merit of the performance adjudicated, as indicated on the score sheet for the event, and will be based on the criteria set by the Music Board and Executive.
- 1.5. If more than one (1) adjudicator is assigned to adjudicate a particular solo event, the aggregate of the placings will decide the winner. In the event of a tie, the adjudicators will confer and decide on an overall winner.
- 1.6. The decision of the adjudicator(s) is final.
- 1.7. Immediately upon completion of each class, the Steward will collect the adjudication sheets.

2. Section 2 – General Rules for all Competitors

- 2.1. It is the responsibility of the competitor to be present when his or her turn comes up. Posted times are approximate and may differ from actual performance times. It is the responsibility of players to check with the Steward within one-half hour prior to the posted starting time for his or her class.
- 2.2. In the event that the registration for any class exceeds eighteen competitors, the class will be split into two groups. Awards and Championship Supreme points shall be given

as if each group was a separate class. To make the split, the players will be assigned to their group on an alternating basis, beginning with the first entry received.

- 2.3. The order of play shall be in keeping with the practice that the last to register plays first.
- 2.4. Competitors may be required to present the adjudicator with a written list of the tunes being submitted and copies of the music should be available should the adjudicator request them.
- 2.5. In individual competition, places shall be given to the top six finishers only, namely, first, second, third, fourth, fifth and sixth. The adjudicator shall not assign marks to any competitors.
 - 2.5.1. No ties shall be permitted in individual piping and drumming competitions.

3. Section 3 – Individual Piping Competitions

3.1 If a solo piper up-grades to the next higher grade any time during the competition year they have accepted that higher grade as a permanent promotion. All champion supreme points from the lower grade are forfeited. An individual may not upgrade themselves at the same games or competition in which they have already competed in their current grade.

3.2. Grades - The categories for individual piping shall be as follows:

- 3.2.1. **Chanter:** Open to all beginner competitors who have not advanced to the bagpipes.
- 3.2.2. **Grade 5:** Open to all players, on the pipes, who have not been promoted to Grade 4.
- 3.2.3. **Grade 4:** This shall be open to all competitors who have not been promoted to Grade 3.
- 3.2.4. **Grade 3:** Open to all competitors who have been promoted from Grade 4. Competitors may enter this grade of their own free will but, having done so, may not be downgraded to Grade 4.
- 3.2.5. **Grade 2:** Open to all competitors who have been promoted from Grade 3. Competitors may enter this grade of their own free will but, having done so, may not be downgraded to Grade 3.
- 3.2.6. **Grade 1:** The highest amateur grade, open to all competitors who have been promoted from Grade 2. Competitors may enter this grade of their own free will but, having done so, may not be downgraded to Grade 2.

- 3.2.7. **Professional:** This, the highest category in piping, is open to all competitors who have been promoted from Grade 1. Competitors may enter this grade of their own free will but, having done so, may not be downgraded to Grade 1.
- 3.2.8. A piper may apply to play in a different grade of piobaireachd than light music, upon approval of the music board. Requests to play in a different grade of piobaireachd must be reviewed yearly by the Music Board.
- 3.3. **Music Requirements** - Games organizers may offer the following for individual piping competitions:
- 3.3.1. **Chanter:** Two parts of a march in quick time, selected from a list of set tunes provided by the Association.
- 3.3.2. **Grade 5:** A minimum of four (4) parts of a march in quick time. This may be a two (2)-parted tune played twice or a four (4)-parted tune played once. Any time signature will be accepted. Repeat parts where required.
- 3.3.3. **Grade 4:** A minimum of four (4) parts of a march in quick time. This may be a two-parted tune played twice or a four (4)-parted tune played once. Any time signature will be accepted. Repeat parts where required.
- 3.3.4. **Grade 3 March and Strathspey/Reel Competitions:**
- 3.3.4.1. **2/4 March:** Submit two (2) marches in 2/4 time, minimum four (4) parts, one of which will be chosen by the adjudicator. The tune will be played once only, though each part must be repeated.
- 3.3.4.2. **6/8 March:** Submit two (2) marches in 6/8 time, minimum four (4) parts, one of which will be chosen by the adjudicator. The tune will be played once only, though each part must be repeated.
- 3.3.4.3. Submit one (1) four (4) parted Strathspey and one (1) four (4) parted reels
NOTE: For purposes of champion supreme points, this section will be combined with the results of the March competition.
- 3.3.5. **Grade 2 March and Strathspey/Reel Competitions:**
- 3.3.5.1. **2/4 March:** Submit two (2) marches in 2/4 time, minimum four (4) parts, one of which will be chosen by the adjudicator. The tune will be played once only, though each part must be repeated.
- 3.3.5.2. **6/8 March:** Submit two (2) marches in 6/8 time, minimum four (4) parts, one of which will be chosen by the adjudicator. The tune will be played once only, though each part must be repeated.

- 3.3.5.3. **Strathspey/Reel:** Submit one (1) four (4) parted Strathspey and one (1) four (4) parted reel.

NOTE: For purposes of champion supreme points, this section will be combined with the results of the March competition.

- 3.3.5.4. **MSR:** The March and Strathspey/Reel contests may be combined into an MSR contest, in which case two (2) 2/4 marches, one (1) four (4) parted Strathspey and one (1) four (4) parted reel. The adjudicator reserves the right to select the set (mix and match is a possibility).

3.3.6. **Grade 1 March and Strathspey/Reel Competitions**

- 3.3.6.1. **2/4 March:** Submit two (2) marches in 2/4 time, minimum four (4) parts, one of which will be chosen by the adjudicator. The tune will be played once only, though each part must be repeated.

- 3.3.6.2. **6/8 March:** Submit two (2) marches in 6/8 time, minimum four (4) parts, one of which will be chosen by the adjudicator. The tune will be played once only, though each part must be repeated.

- 3.3.6.3. **Strathspey/Reel:** Submit two (2) four (4) parted strathspeys and two (2) four (4) parted reels. The adjudicator reserves the right to select the set (mix and match is a possibility).

NOTE: For purposes of champion supreme points, this section will be combined with the results of the March competition.

- 3.3.6.4. **MSR:** The March and Strathspey/Reel contests may be combined into a MSR contest, in which case two (2) 2/4 marches, two (2) strathspeys and two (2) reels must be submitted. The adjudicator reserves the right to select the set (mix and match is a possibility).

3.3.7. **Professional March and Strathspey/Reel Competitions**

- 3.3.7.1. **2/4 March:** Submit four (4) marches in 2/4 time, minimum four (4) parts, one of which will be chosen by the adjudicator. The tune will be played once only, though each part must be repeated.

- 3.3.7.2. **6/8 March:** Submit three (3) marches in 6/8 time, minimum four (4) parts, two (2) of which will be chosen by the adjudicator. The tunes will be played once only, though each part must be repeated.

- 3.3.7.3. **Strathspey/Reel:** Submit four (4) four (4) parted strathspeys and four (4) four (4) parted reels.

- 3.3.7.4. **MSR:** The March and Strathspey/Reel contests may be combined into a MSR contest, in which case four (4) 2/4 marches, four (4) strathspeys and

four (4) reels must be submitted. The adjudicator reserves the right to select the set (mix and match is a possibility).

- 3.4. **Jig Competitions:** Where amateur or professional jig events are held, the jig will have a minimum of four (4) parts. The grading classifications for the jig events shall be:
- 3.4.1. **Junior Amateur:** Grades 3, 4 and 5 submit one (1) tune to be played once through with each part repeated.
 - 3.4.2. **Senior Amateur:** Grades 2 and 1 submit two tunes, one of which will be selected by the adjudicator. The selected tune will be played twice through with each part repeated.
 - 3.4.3. **Professional:** submit four (4) tunes, one of which will be selected by the adjudicator. The selected tune will be played twice through with each part repeated.
- 3.5. **Hornpipe & Jig:** A hornpipe and jig contest (played as a set) may be offered as an alternative to a jig contest. The hornpipe and jig are to be a minimum of four (4) parts each. The grading classification for hornpipe and jig events shall be:
- 3.5.1.1. No event offered for grades 5,4 and 3
 - 3.5.1.2. **Grade 2:** Submit one (1) hornpipe and one (1) jig. Each tune to be played through once with each part repeated.
 - 3.5.1.3. **Grade 1:** Submit two (2) hornpipes and two (2) jigs, one (1) of each will be selected by the adjudicator. The adjudicator reserves the right to select the set. Each tune to be played through once with each part repeated.
- 3.6. **Piobaireachd:** When more than one (1) tune is required to be submitted, the adjudicator will select one (1). Where amateur or professional piobaireachd events are held, the grading classification shall be:
- 3.6.1. **Grade 5:** Ground and first variation
 - 3.6.2. **Grade 4:** Submit one (1) tune
 - 3.6.3. **Grade 3:** Submit one (1) tune
 - 3.6.4. **Grade 2:** Submit two (2) tunes
 - 3.6.5. **Grade 1:** Submit three (3) tunes
 - 3.6.6. **Professional:** Submit four (4) tunes

4. Section 4 – Individual Drumming Competitions

4.1. Each Snare Drum competitor shall provide at least one piper for accompaniment. No more than two pipers are permitted. If they do not have a piper, canned (tape or cd) music may be used. Amateur competitors may compete without an accompaniment for a critique from the drumming judge but they will not be scored or considered eligible for a rank in the contest, and no champion supreme points will be awarded.

4.1.1 If a drummer up-grades to the next higher grade any time during the competition year they have accepted that higher grade as a permanent promotion. All champion supreme points from the lower grade are forfeited. An individual may not upgrade themselves at the same games or competition in which they have already competed in their current grade.

4.2. **Grades** - The categories for individual piping shall be as follows:

4.2.1. **Drum Pad:** Open to all beginner competitors who have not advanced to the snare drum.

4.2.2. **Grade 5:** Open to all competitors who have not been promoted to Grade 4.

4.2.3. **Grade 4:** Open to all competitors who have not been promoted to Grade 3.

4.2.4. **Grade 3:** Open to all competitors who have been promoted from Grade 4. Competitors may enter this grade of their own free will but having done so, may not be downgraded to Grade 4.

4.2.5. **Grade 2:** Open to all competitors who have been promoted from Grade 3. Competitors may enter this grade of their own free will but having done so, may not be downgraded to Grade 3.

4.2.6. **Grade 1:** Open to all competitors who have been promoted from Grade 2. Competitors may enter this grade of their own free will but having done so, may not be downgraded to Grade 2.

4.2.7. **Professional:** This, the highest category in drumming, is open to all competitors who have been promoted from Grade 1. Competitors may enter this grade of their own free will but having done so may not be downgraded to Grade 1.

4.3. **Music Requirements:** Selections for individual drumming competitions shall be as follows:

4.3.1. **Drum Pad:** Minimum two (2) parts of March in any time signature.

4.3.2. **Grade 5:** Minimum two (2) parts of March in any time signature.

- 4.3.2.1. The tune will be chosen from a list of 6 parade marches commonly learned and played by soloists and bands across Atlantic Canada, and therefore known to a large number of pipers in the region.
- 4.3.3. **Grade 4:** A march, minimum of four (4) parts, in any time signature. Two-parted tunes may be played twice or a four-parted tune may be played once.
- 4.3.4. **Grade 3:** A 2/4 March, minimum of four (4) parts, AND/OR, a 6/8 March, minimum of four (4) parts.
- 4.3.5. **Grade 2:** A 2/4 march, Strathspey and reel, played together, each a minimum of four (4) parts.
- 4.3.6. **Grade 1:** A 2/4 march, Strathspey and reel, played together, each a minimum of four (4) parts. A drum solo contest of two (2) to four (4) minutes may be offered duration of 2-4 minutes.
- 4.3.7. **Professional:** Submit two (2) sets of a 2/4 march, Strathspey and reel, played together, each a minimum of four (4) parts. Selection draws to take place at judges table on day of games. A drum solo contest of three (3) to five (5) minutes may also be offered.
- 4.4. **Hornpipe/Jig:** A 2/4 hornpipe, minimum 4 parts played together with a 6/8 or 9/8 jig, minimum 4 parts, but also may be two, two part jigs.
- 4.4.1. **Junior:** Grades 3, 4 & 5, submit one (1) set.
- 4.4.2. **Senior:** Grades 1 and 2, submit one (1) set.
- 4.4.3. **Professional:** Submit two (2) sets and play one (1) chosen by the adjudicator.

5. Section 5 – Pipe Band Competitions

- 5.1 If a Band up-grades to the next higher grade any time during the competition year they have accepted that higher grade as a permanent promotion. All champion supreme points from the lower grade are forfeited. A Band may not upgrade themselves at the same games or competition in which they have already competed in their current grade.
- 5.2 If a Band seeks to challenge up to compete in a higher grade competition, they must advise the Chief Steward at the earliest opportunity. To challenge up the following criteria must be followed:
- 5.2.1 If time permits the challenge(s) from an organizational point with respect to Massed Bands and presentations will be decided by the Chief Steward and the Game Organizer

5.2.1 All bands in the higher grade which will be challenged will be canvassed to accept or decline the challenge. All bands in the higher grade must accept the challenge for the challenge to proceed.

5.2.3. The lower grade band must meet all tune requirements and contest timings of the higher grade competition

5.2.4 The lower grade band must compete in their previous registered competitions of that day

5.2.5. The lower grade band will be the first to compete in the higher grade competition

5.2.6. The lower grade band will forfeit all prize money in the lower grade band and accept prize money from the higher grade.

Adjudication

5.1.1. It shall be deemed necessary to have a minimum of two piping adjudicators and one (1) drumming adjudicator to adequately evaluate each pipe band's performance. Such adjudicators must meet the standards for judging set by the Adjudicators Panel and the general principals set in section 1.1- 1.7 inclusive of this document.

5.1.2. Ensemble adjudicators may be used and may be selected from either the Piping or Drumming Panels of adjudicators.

5.1.3. Adjudication sheets approved by the Association must be used for all pipe band competitions sanctioned by the Association.

5.1.4. Bands shall be adjudicated using a rating system. Each adjudicator shall assign a placing of 1st, 2nd, 3rd, 4th or 5th defined on the adjudication sheet.

5.1.5. The adjudicators shall base their decisions upon an evaluation of the key principals and standards used to adjudicate piping and drumming.

5.1.6. The adjudicators are encouraged to write comments that shall assist the bands in understanding their relative placing in the contest. In all cases, comments should be constructive with the aim of assisting the band to improve future performances.

5.1.7. Immediately upon completion of each class, the Steward will collect the adjudication sheets.

5.1.8. During the competition, the adjudicators should not converse with one another, nor compare notes, before the completion of the class.

5.1.9. In the event of a tie, the ensemble mark shall be given first preference. If no ensemble judge was used, piping shall have preference.

5.2. Band Composition

- 5.2.1. **Grade 3, 4 and 5** bands shall consist of not less than five (5) pipers, one (1) bass and two (2) sides.
- 5.2.2. **Grade 2** bands shall consist of at least six (6) pipers, one (1) bass and two (2) sides.
- 5.2.3. **Grade 1** bands will consist of at least eight (8) pipers, one (1) bass and three (3) sides.
- 5.2.4. One (1) piper and/or one (1) drummer of a higher-grade band may play in one (1) lower grade band if the individual(s) is/are listed as Pipe Major, lead drummer or instructor of the lower-grade band.
- 5.2.5. Individuals recognized as playing multiple instruments (i.e. piper, snare drummer, tenor drummer or bass drummer) shall be permitted to play one (1) instrument in one (1) band in a competition and another instrument in another band in another grade in a competition, provided the band member is registered with each band for the respective instrument.
- 5.2.6. Individuals wishing to change from one (1) band to another band can do so by advising their current band executive and the Association in writing at least two weeks prior to making the change.
 - 5.2.6.1. A band release transfer form must be submitted to the ACPBA when members leave and/or transfer to another band or jurisdiction. Note: The band release/transfer will be completed by the releasing and receiving bands. It is the responsibility of the band whose member is outstanding in final clearance to advise the Membership/Treasurer two weeks prior to competition as per section 5.2.6 of this document.
- 5.2.7. Tenor drummers may be used by bands in all grades.
- 5.2.8. In the event of a bass drummer being unable to perform with his band, a substitute may be chosen by lot from among the other bass drummers of other bands if they are so willing.

5.3. Music Requirements: Selections for pipe band competitions

- 5.3.1. A "Set" shall be defined as a one (1) 2/4 march, one (1) Strathspey and one (1) reel played together.
- 5.3.2. March Medley and Set Competitions - When more than one (1) set is required to be submitted, the adjudicator will select one (1).

5.3.3. Set Competitions

- 5.3.3.1. **Grade 5** bands shall submit one (1) **March** medley of tunes, played in quick time, of two (2) minutes and 45 seconds to four (4) minutes and 30 seconds duration. Different time signatures may be used, but a **March** medley in one (1) time signature is permitted.
- 5.3.3.2. **Grade 4** bands shall play one (1) medley of quick march tunes that is at least two (2) minutes and 45 seconds and not more than four (4) minutes and 30 seconds in duration. Different time signatures may be used, but a quick march medley in one (1) time signature is permitted.
- 5.3.3.3. **Grade 3** – Submit one (1) Set - march/Strathspey/reel.
- 5.3.3.4. **Grade 2** – Submit two (2) Sets - march/Strathspey/reel.
- 5.3.3.5. **Grade 1** – Submit two (2) Sets - march/Strathspey/reel.

5.3.4. Medley Competitions

- 5.3.4.1. **Grade 5** - one (1) medley, three (3) to five (5) minutes duration. Different tune types, time signature and tempos shall be used.
- 5.3.4.2. **Grade 4** - One (1) medley (bands shall play a medley of three (3) to five (5) minutes duration. It must consist of tunes of different types, time signatures and tempos according to the band's discretion.
- 5.3.4.3. **Grade 3** - One (1) medley three (3) to six (6) minutes duration. It must consist of tunes of different types, time signatures and tempos according to the band's discretion.
- 5.3.4.4. **Grade 2** - One (1) medley four (4) to seven (7) minutes duration. It must consist of tunes of different types, time signatures and tempos according to the band's discretion.
- 5.3.4.5. **Grade 1** – Submit two (2) medleys five (5) to eight (8) minutes duration, one (1) to be chosen for the performance. It must consist of tunes of different types, time signatures and tempos according to the band's discretion.

5.4. Competition

- 5.4.1. Playing over or under the designated time allotment will result in the disqualification of the band involved. The Chief Steward (or designate) shall enforce this ruling and inform the band immediately following their performance.

5.5. Band Formations

- 5.5.1. In set (M/S/R) competition, bands shall be required to march forward during the introduction. They shall form a circle within a designated area, stop marching, and complete their set piece(s) in this circle. (Note: The performance must be continuous from start to finish.)
- 5.5.2. In medley (selection) competition, bands may play in the formation of their choice. The introduction is subject to the creativity of the musical director of the band. A regular attack and marching are not required elements in a medley competition but may be used.

5.6. Mini-band Competitions

- 5.6.1. A mini-band shall consist of four (4) pipers, two (2) snare drummers and a bass drummer.
- 5.6.2. Advantage to be awarded to mini-bands shall be given in accordance with the rules governing pipe band competitions, see Section 5.1.
- 5.6.3. Bands may submit more than one (1) mini-band with the consent of, and scheduling by, the games organizing committee. The same bass drummer may play with more than one (1) mini-band but no other member of one (1) mini-band shall play with another mini-band at a contest.
- 5.6.4. Mini-bands may compete in a grade higher than their band grade if they so desire, but no mini-band shall compete in a grade lower than their band grade.
- 5.6.5. Prizes won by a mini-band shall have no bearing on their band status. That is, no championship supreme points will be awarded in mini-band competitions.

5.7. Piping Quartet Competitions

- 5.7.1. A quartet shall consist of four (4) pipers. Quartets may be representative of their bands, or four (4) individuals may join together to form a quartet, but only if they are registered as individual members of the Association.
- 5.7.2. All quartets may start at a standing position with drones and chanters going. Adjudication shall not commence until the first note of the selection is sounded.
- 5.7.3. Advantage to be awarded to quartets shall be given in accordance with the rules governing a pipe section in a band, see Section 5.1. Bands may submit more than one (1) quartet if they so desire (unless prohibited by local rules). No member of one (1) quartet may play with another quartet at a contest.

- 5.7.4. Bands may submit more than one (1) quartet if they so desire (unless prohibited by local rules). No member of one (1) quartet may play with another quartet at a contest.
- 5.7.5. One (1) or more quartets may compete in a grade higher than their band grade but no quartet may compete in a grade lower than their band grade.
- 5.7.6. Independent quartets will be assigned a grade by the Music Board Chair after consultation with his committee or with the adjudicators. Should the chair be absent, the adjudicators will assign the grade.
- 5.7.7. Prizes won by quartets shall have no bearing on their band status. That is, no championship supreme points will be awarded to quartets.

5.8. Drum Fanfare Competitions

- 5.8.1. A drummer's fanfare shall consist of a variety of beatings in different time signatures and tempos played by the drum corps only. Tenor and bass should be used to accompany the snare drum beatings. Drum fanfares must last between a minimum of three (3) minutes and a maximum of five (5).

6. Section 6 – Grading Regulations

- 6.1. It shall be the policy of the Association to grade bands and individual competitors as much as possible in keeping with national and international standards. This policy must take into consideration the standards throughout Atlantic Canada to arrive at the best possible compromise. Human judgments may take the place of statistical records in some cases, subject to the approval of the Association at the AGM or other general meeting.
- 6.2. The Association shall be empowered to up or downgrade bands and individuals according to their year's performance. Re-grading should not be carried out without consideration of the expected performance of bands and individuals for the coming season.
- 6.3. The Chairman of the Music Board shall present a motion for re-grading to the AGM. All bands and individuals shall be notified in writing of changes in their grading.
- 6.4. Bands and individuals may not play in a grade lower than that assigned them by the Association. They may upgrade themselves provided there is not a conflict with the policy stated in section 6.1.
- 6.5. Appeals concerning the re-grading of a band or individual must be submitted in writing to the Chairman of the Music Board, via the Secretary at least 30 days prior to the start of the competition season. Only after such an appeal has been received and considered will the Chairman recommend a change to the Executive, which shall be empowered to constitute the change.

- 6.6. The Music Board has the ability to review the grade of any individual or band during the season and make appropriate changes.
- 6.7. Promotions of individual competitors shall take place at the AGM and shall follow the guides as given here:
- 6.7.1. Piping and Drumming: The top competitor in all grades, at the discretion of the Music Board and with the approval of the membership present at the AGM, shall be promoted to the next highest grade. Other competitors may also be moved at the discretion of the Music Board or on their own volition.
- 6.7.2. Bands: The Music Board will review each bands performance throughout the season, or when requested to do so by the Executive, and make recommendations at the AGM on the appropriate grade for that band in the next season. Should a band wish to challenge a grading recommendation they can do so by following the process as outlined in section of the *Rules and Regulations Regarding Piping, Drumming and Pipe Band Competitions* and section 2.2.8 of the *Atlantic Canada Pipe Band Association Constitution*.

7. Section 7 – Champion Supreme Awards

- 7.1. Champion supreme awards shall be presented at the AGM to the individuals and bands, which have accumulated the highest number of championship supreme points. All contests will count for champion supreme points. In the event of a tie at the end of the season, the greatest number of first places will be given preference. Next preference shall be given to the number of seconds, etc.
- 7.2. Champion supreme points shall be awarded based on the final placing of bands and individuals at each competition and each grade sanctioned by the Association. Quartet, mini-band, drum fanfare, and professional pipe band results will not be included.

7.3 Champion Supreme Points – Bands

- 7.3.1. The band which wins a recognized event shall be awarded championship supreme points equal to the number of bands in the event to a maximum of seven points. The second place finisher shall receive one (1) point less, the third two (2) points less, etc.
- 7.3.2. Every band that completes the required set of tunes shall receive at least one (1) point. If the competition only has one entry, one (1) point will be awarded to the band.

7.4 Champion Supreme Points– Solo Competition

- 7.4.1. The individual who wins a recognized event shall be awarded champion supreme points equal to the number of individuals competing in the event to a maximum of seven points. The second place finisher shall receive one (1) point less, the third two (2) points less, etc.

7.4.2. In order to award Champion Supreme points, every individual that completes the required set of tunes shall receive at least one (1) point providing there is a minimal of two competitors in an event.

7.4.3. If the competitor breaks down there will be no points awarded.

7.5 Champion supreme points will only be awarded to individuals or bands who are registered members of the ACBPA on or before the contest day. Individuals or bands that do not register on or before the contest day will not be awarded champion supreme points.

7.6 Following the last games of the season the Chief Steward shall prepare the list of championship supreme winners and see that they are notified. All winners or their representatives (in the case of bands) shall appear at the AGM in uniform to perform and accept their trophies.

7. Section 8 – Code of Conduct

7.6. Proper Dress

7.6.1. With exception of individuals competing in practice chanter and drum pad, all competitors shall be attired in recognizable and appropriate highland dress, consisting of at least the following: dress shoes, hose, flashes, sporran, kilt, dress shirt and appropriate head gear, or authorized military uniform. Ties and jackets are recommended. Dress for bands must be of conforming nature.

7.6.2. Prizewinners must be in uniform to accept their prize publicly. Those not suitably attired shall be given their prizes after the formal presentation is finished.

7.7. Competitors and band personnel shall not approach the adjudicator with criticisms of his adjudication. Such criticism should be forwarded to the Music Board via the Secretary in writing. Violations of this regulation shall be deemed to be in bad taste, and if severe enough, shall be dealt with by the Association.



Practice Chanter Tune List

Competitors in this event must submit and play a tune from the following list:

- The Brown Haired Maiden
- The High Road to Gairloch
- Highland Laddie
- The Dream Valley of Glendaurel
- The Sweet Maid of Glendaurel
- The Haughs of Cromdale (first two (2) parts only)
- Corriechollie's Welcome to the Northern Meeting
- Campbell's Farewell to Redcastle
- Captain Norman Orr Ewing (first two (2) parts only)
- Greenwoodside
- 72nd's Farewell to Aberdeen

All tunes can be found in either the Scots Guards collection or the Logan collection. Should a particular tune not be available to you, a copy may be obtained by contacting the following members of the ACPBA Executive: Chief Stewart or Secretary.

Other settings of these tunes will be allowed but should be of the same degree of difficulty in regards to technical standard (e.g. number of gracenotes, doublings and other movements).

Note: This list has not changed for several years. The list will be reviewed and analysed by the Music Advisory Board. Recommendations will be brought forward to the memberships at the fall AGM.

ACPBA Executive, February 2003



Music Board Appendix

Members:

- Members of the Music Advisory Board are appointed by the Executive Committee of the Atlantic Canada Pipe Band Association (ACPBA).
- Any member in good standing of the Association is eligible to serve on the Board (see next).
- Potential members should have a broad knowledge of the Atlantic Canada piping and drumming scene and of the national and international piping and drumming scene. Board members should include adjudicators, professional competitors, instructors and current or former Pipe Majors, Pipe Sergeants or Drum Sergeants.
- The Executive will be represented by the Chief Steward who will Chair the Music Board, and a liaison who will provide the Executive with recommendations.

Function and Scope:

1. Advisors

- 1.1. The Music Board acts as technical and musical advisors to the Executive. It is responsible for making recommendations to the Executive regarding any rule changes that may affect piping and drumming contests.
- 1.2. All proposals are approved or disapproved by the Executive. Music Board members are not members of the Executive and are not eligible to vote on Executive decisions.

2. Grading

- 2.1. The Music Board makes recommendations regarding the grading or re-grading of pipe band and soloists.
- 2.2. Grading decisions must take into consideration the standard of piping and drumming, not only within the association, but also nationally and internationally as well.
- 2.3. Members of the Board must not involve themselves in discussions regarding current pupils or bands.
- 2.4. Recommendations made to the Executive regarding grading changes must be submitted by mid-December. Bands and individuals affected by grading decisions will be notified in writing by January 1st.



ACPBA Games Sanctioning Policy

As approved - October 26, 2002 - AGM

(Sanctioning fee \$50)

Purpose:

The annual sanctioning of games is the formal recognition by the Atlantic Canada Pipe Band Association (ACPBA), and its entitlement to award points for competition as a champion supreme event.

Benefits of Games Sanctioning:

1. When sanctioned, games will be promoted to the ACPBA membership and others via the ACPBA website, newsletter, and online services.
2. Sanctioning will encourage participation by the membership thereby providing the games with the potential of a well-attended event.
3. Sanctioning provides the games with consistent organization, membership participation and professional direction from the ACPBA.

Process of Games Sanctioning:

To be considered for sanctioning, a Games organization must:

- Annually submit a written notice to the ACPBA Executive that the games organization intends to apply for sanctioning. Notice must be received before the ACPBA AGM held in October and include a primary contact address, telephone number and email address.
- Submit the application (see attached) with a sanction fee, to the Chief Steward no later than February 1st of the New Year. The application will confirm contact information, provide an outline of events, entry fees, and list tentative/confirmed adjudicators. This enables the Chief Steward enough time to contact games organizers if there are inquiries or concerns.
- A games organization that has not hosted a contest for the past two (2) years, will surrender their right to host sanctioned games on the present fixed date. The games organization may request sanctioning from the ACPBA two (2) years after the expiry of the sanction, with a trial period of two (2) years. Reinstated games will be a one (1)-day games only, on a calendar date that abides by the ACPBA sanction guidelines and does not interfere with any sanctioned games dates.
- Comply with the rules and regulations governing competition of the ACPBA.

Responsibilities of the Atlantic Canada Pipe Band Association:

The ACPBA will provide the games with a Chief Steward. The Chief Steward will ensure that the competition is conducted in accordance with the ACPBA Constitution and By-Laws, The Rules and Regulations. To accomplish this, the Chief Steward will:

- Consult with games organizers to ensure that the rules of the competition are clear to the games organizers
- Provide a list of ACPBA certified adjudicators for the games organizer
- Provide name and address labels of the membership to the games organizers
- Provide master copies of the required games forms to the games organizer in either hard copy or electronic format to ensure uniformity
- Advise games organizers on scheduling and procedures to conduct their games
- Where necessary consult the rules and render a binding decision.

Responsibilities of the Games Organizing Committee:

The games organizing committee will:

- Provide commercial accommodation (or other suitable and mutually agreed to lodging); economy travel arrangements (or established kilometric allowances); and meal allowances (or provide meals) for the Chief Steward
- Provide stewards and sufficient volunteers to assist the event organizer and the Chief Steward to manage the games in an efficient manner. The minimum number of stewards must equal the number of adjudicators at the event
- Give notice of intent to hold a competition and provide the date of the event by the ACPBA AGM in October
- Confirm the list of events to be held with the Chief Steward by February 1st, to enable the ACPBA master entry form to be developed and made available in time for the first games of the season
- Distribute contest entry forms well in advance of the competition entry deadline to allow the membership adequate time to return applications. Contest entry may also be done using the master entry form if provided by the ACPBA
- Provide a copy of the contest entry form to the Chief Steward
- Provide the original masters of all score sheets to the Chief Steward upon completion of each day's contest
- Support the Chief Steward in the conduct of the contest



Atlantic Canada Pipe Band Association Games Sanctioning Application, 2011

Name of event:	
Contact Name:	
Mailing Address:	
Telephone: (home)	(office)
E-mail address:	
Event date(s):	
Events offered:	
Adjudicators List:	
Fees: (individuals)	(bands)

Sanction Fee -\$50.00.

Please forward sanction fee with application. Make cheque payable to ACBPA.

This application is to be forwarded to Membership / Treasurer ACPBA



Standardized list of events for Games Organizing Committees, Revised – April, 2010

Solo Piping

Number	Grade	Event
25	N/A	Practice Chanter
50	5	March
55	5	Ground & First Variation Piobaireachd
401	4	March
301	3	2/4 March
	or	
340	3	6/8 March
305	3	Strathspey / Reel
310	3/4/5	Amateur Jig
315	3/4	Junior Amateur Piobaireachd
201	2	2/4 March
	and	
205	2	Strathspey / Reel
	or	
220	2	2/4 March/Strathspey/Reel
	or	
240	2	6/8 March
230	2	Hornpipe / Jig (*instead of event 110)
215	2	Piobaireachd
101	1	2/4 March
	and	
105	1	Strathspey / Reel
	or	
120	1	March/Strathspey/Reel
	or	
140	1	6/8 March
110	1/2	Senior Amateur Jig*
115	1	Senior Piobaireachd
130	1	Hornpipe / Jig (*instead of event 110)
501	Pro.	2/4 March
	and	
505	Pro.	Strathspey / Reel
	or	
520	Pro.	March/Strathspey/Reel
	or	
540	Pro.	6/8 March
510	Pro.	Jig **
515	Pro.	Piobaireachd
530	Pro.	Hornpipe / Jig (** instead of event 510)

Solo Drumming

Number Grade Event

75	N/A	Drum Pad
85	5	March
421	4	March
321	3	2/4 March N/A
	or	
323	3	6/8 March
325	3 / 4	Junior Amateur Hornpipe / Jig
335	3	March/Strathspey/Reel
221	2	March/Strathspey/Reel
121	1	March/Strathspey/Reel
125	1/2	Senior Amateur Hornpipe / Jig
135	1	Drum Solo 2 – 4 Min
521	Pro.	March/Strathspey/Reel
525	Pro.	Hornpipe / Jig
535	Pro.	Drum Solo 3 – 5 Min

Miscellaneous

Number Event

621	Drum Fanfare
631	Drum Major
701	Dress and Deportment
821	Mini Band Competition
921	Quartets

Pipe Band Competitions

Number Grade Event

5001	5	March
5005	5	Medley 3 – 5 minutes
4001	4	Quick March Medley Set
4005	4	Medley 3 – 5 minutes
3001	3	March/Strathspey/Reel Set
3005	3	Medley 3 – 5 minutes
2001	2	March/Strathspey/Reel Set
2005	2	Medley 4 – 7minutes
1001	1	March/Strathspey/Reel Set
1005	1	Medley 5 – 8 minutes