

Connecting Individuals

through

Performance Arts



Membership Handbook

TABLE OF CONTENTS

Part I – General Membership	p. 4
I. CIPA Membership Fees and Benefits	p. 4
A. Membership Fee.....	p. 4
B. No-Show Penalty	p. 5
II. CIPA Contest Fees	p. 6
III. Circuit Contests	p. 7
A. Show Hosts	p. 7
B. Show Host Financial Outline	p. 8
C. Schedule.....	p. 8
D. Judges’ Media.....	p. 9
E. Adjudicators and Critique.....	p. 10
IV. Championships	p. 12
A. Qualification.....	p. 12
B. Performance Order.....	p. 12
C. Championship Host.....	p. 13
D. Championships Critique.....	p. 13
V. Scholastic Eligibility Clarification	p. 14
VI. Code of Ethics	p. 15
VII. CIPA Personnel	p. 16
A. Administration	p. 16
B. Elections	p. 20
C. Circuit Committees	p. 20
VIII. Circuit Meetings and General Schedule	p. 21
A. Meetings	p. 21
B. Voting Timeline	p. 22
C. Voting Privileges	p. 22
D. Voting Procedures	p. 23

Part II – Color Guard p. 24

- I. **Rules and Regulations** p. 24
 - A. Eligibility p. 24
 - B. Competition Area p. 25
 - C. Equipment p. 26
 - D. Performance Times p. 27

- II. **Classification and Promotion** p. 29
 - A. Guard Classification Criteria p. 29
 - B. Guard Classification Type p. 30
 - C. Guard Promotion p. 35

Part III – Percussion p. 38

- I. **Rules and Regulations** p. 38
 - A. Eligibility p. 38
 - B. Competition Area p. 39
 - C. Equipment p. 40
 - D. Performance Times p. 41

- II. **Classification and Promotion** p. 42
 - A. Percussion Classification Criteria p. 42
 - B. Percussion Classification Type p. 45

Part IV – Winds p. 49

- I. **Rules and Regulations** p. 49
 - A. Eligibility p. 49
 - B. Competition Area p. 49
 - C. Equipment p. 50
 - D. Performance Times p. 51

CIPA'S MISSION

PART I – GENERAL MEMBERSHIP

I. CIPA MEMBERSHIP FEES AND BENEFITS

All members must meet their financial obligations to retain membership privileges such as performing, voting, etc.

Each unit will receive a set number of staff badges at its first competitive appearance each season. The person who checks in the group at the first contest will collect these badges. These will be laminated badges that grant the wearer admission to the CIPA events without charge. These badges are the responsibility of the unit, and will not be replaced by the Circuit in the case of loss.

Primary Units will receive seven (7) badges, Secondary Units will receive five (5), and Tertiary Units will receive three (3) badges. Units may also elect to purchase a Plus Pass for \$200 which will provide them with (seven) 7 additional staff badges. This Plus Pass must be purchased at the time of registration and will not be offered at any other time once registration is closed.

Each Primary Unit that has at least one representative attend a minimum of two CIPA meetings in a season (the season being from May 1st to April 30th) will receive an additional badge registered to that unit. For purposes of this benefit, no person can represent more than one ensemble at a single meeting. Units are welcome to send as many representatives as they'd like, but only one badge will be issued per unit.

A. Membership Fee

CIPA's annual membership dues are dependent on the number of units each school or organization fields each competition season and are as follows:

**Note: A percussion unit cannot be second to a guard or winds unit, a guard unit cannot be second to a percussion or winds unit, etc.*

Primary Guard	\$400	Primary Percussion	\$400	Primary Winds	\$400
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Secondary Guard	\$300	Secondary Percussion	\$300	Secondary Winds	\$300
Tertiary Guard	\$200	Tertiary Percussion	\$200	Tertiary Winds	\$200

- Membership dues are non-refundable. Checks should be made payable to *Connecting Individuals through Performance Arts*.
- There will be a late fee of \$25 per unit for any membership dues postmarked after Jan 10th of the contest season.
- The last date to join the Circuit with the late fee is the day of the last qualifying show of that unit's type (i.e., guard, percussion, or winds) of the contest season.

B. No-Show Penalty

If a unit withdraws from a scheduled show or “clinic performance” within 10 days of the show, the unit will accrue a \$50 “no-show” fee paid to CIPA. This \$50 will then be paid out to the show host by CIPA. Any unit with outstanding fees will not be allowed to appear in a CIPA event until their account is settled.

The Executive Board may waive penalties in extreme circumstances such as administration not allowing the unit to travel, inclement weather, or other issues of safety. Proper documentation from school administration to the circuit secretary by way of cipaofficial@gmail.com will be required in these cases.

II. CIPA CONTEST FEES

Every performing ensemble must pay a fee for each contest in which they plan to participate. This fee is as follows:

Members		\$25 per show
Non-Members		\$160 per show
Championships		\$75

CIPA participants may begin to register online when the service becomes available. A once-per-season \$10 fee will be assessed to each school/independent unit for banking and processing expenses. Each school/independent group will receive an invoice via Wave Accounting after their registration is submitted. Fees may be paid via the Wave invoice system, PayPal, turned in at any General Membership meeting, or mailed to:

**CIPA Treasurer
c/o Angela Flemmer
610 Harbor Point Drive
Johnson City, TN 37615**

Non-members may register for as many regular season shows as they wish, but may not participate in Championships without joining the circuit and meeting performance Requirements. A unit's contest application is not complete until the Circuit receives the total amount of fees owed.

2

III. CIRCUIT CONTESTS

A. SHOW HOSTS

Contest Selection Process

- Priority consideration will be given to a potential host organization that has been a full member of CIPA for one of the preceding three seasons, but the Board of Directors may open up consideration to other potential hosts at their discretion.
- A show host application must be completed and submitted by the deadline. If an application is received late or incomplete, it will only be considered if no other valid and complete request has been submitted for the same date.
- Every effort will be made by the CIPA Board of Directors to distribute the contest dates and locations evenly throughout the circuit boundaries to provide reasonable opportunities for all units to meet their minimum show requirements without unnecessary travel.
- The CIPA Board of Directors will take into consideration the past contest history of every Show Host. Previous Show Hosts are not guaranteed a competition from year to year and will not receive a show over a new applicant just because they have had a show in the past.
- The site specifications in the Show Host Application Form will play a part in awarding a CIPA-sanctioned show.
- Host sites should be reviewed in advance by a board member.
- If a Show Host chooses to cancel a show for any reason once the season has started, they will be required to pay each judge and support staff (sound, announcer) \$150 "Save the Date" fee.
- If a show is canceled because of weather with proper notice, there is not a reimbursement fee required to each judge, unless they are already in the process of traveling to the show. Then they would receive the base judge's pay (without the extra unit stipend).

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Show Host Financial Outline

<u>Expense</u>	<u>Cost</u>	<u>Responsible Organization</u>
Show Host Fee	\$1,500	Show Host
Judges Flights	Cost Dependent	CIPA
Mileage (Chief Judge)	\$0.63/mile	CIPA
Mileage (Regular Judge)	\$0.63/mile	Show Host
Meal(s) for Judges and Contest Staff	Cost Dependent	Show Host
Lodging for Judges and Contest Staff	Cost Dependent	Show Host
Judge Fees - Level 1	1-5 units = \$200 6-10 units = \$275 11-15 units = \$350	CIPA
Judge Fees - Level 2	1-5 units = \$100 6-10 units = \$200 11-15 units = \$275	CIPA
Judge Fees - Timing and Penalty Twirl Guard/Percussion/Wind	\$100 1-25 units = \$200	CIPA
Treasurer Fee	\$50	Suspended for the 2022 Season
Audio Coordinator Fee	\$100	CIPA
Contest Director Fee	\$150	Suspended for the 2022 Season
Trophies and Awards	Cost Dependent	Show Host

B. Schedule

CIPA utilizes a consistent approach to the creation and release of schedules as follows:

- The Board of Directors will do the drawing for show order at the December meeting. The draw will be determined by the following:

- Unit members that complete their registration application (i.e., fees paid in full) by the December meeting will go into the draw for performance order.
 - Unit members that complete their registration form after the December meeting will be placed towards the beginning of their class and from there will be scheduled by order of the date payment is received.
 - Non-member units will be placed at the beginning of their class and from there will be scheduled by order of the date payment is received.
- Shows are considered closed two Saturdays before each contest or when the Show host and Contest Coordinator deem the show is full, whichever comes first. This rule will only be waived in exceptional circumstances, such as adding shows due to weather cancellation.
 - The Monday after the show is closed (12 days before the show), a draft schedule will be posted on the website. At this point, groups will only be added to the schedule if they are left out due to a clerical error on the part of CIPA or an extenuating circumstance as noted above.
 - It is the responsibility of each unit director to check the list and notify the Contest Coordinator of any errors by the Friday after the show is closed (8 days before the contest).
 - The Monday of the show (5 days before the show), a final schedule will be posted that will not change for any reason other than a CIPA error or extreme emergency.
 - This same process is used for Championships.

C. Judges' Media

All judges' media will be uploaded via Competition Suite. Returning members should already have a Competition Suite account. The director of any new unit(s) joining the circuit will receive an email inviting them to set up their Competition Suite account no later than two weeks before the first competition. It is the director's responsibility to add any additional staff that will need access to the media (or to remove any staff when the need may arise).

Each unit will receive a notification when their judges' media has been uploaded. The media can be accessed via the Competition Suite website, the Competition Suite iPhone or Android app, or the Competition Suite phone system. Each unit will need to provide their own method of accessing the media. In the interest of efficiency and time, flash drives and CD's will no longer be given to units, nor can a unit provide one to the media tech.

D. Adjudicators and Critique

The Chief Judge will secure all guard judging panels, and the Percussion Coordinator will secure all percussion judging panels. The Judge Coordinator(s) will be responsible for communicating travel arrangements and start times to the judges for which they are responsible.

Judges that are hired by the Circuit must continuously train and be certified.

At the discretion of the Judge Coordinator(s), trainees may be certified to judge Circuit shows in their first year of trial judging.

Judging concerns should be addressed within one week of a contest. Concerns may include, but are not limited to, the following:

- Extremely high or low scores relative to class.
- Inappropriate tape commentary.
- Score not supported by tape commentary.
- Inappropriate critique commentary.
- Suspicious behavior in the judges' box.

The following process must be used to address a judging concern:

- Complete a judge evaluation form.
- Give the form and judge tape (if applicable) to the appropriate Judge Coordinator or an Executive Board Member.
- Schedule a phone consultation with the appropriate Judge Coordinator.

- The appropriate Judge Coordinator must report each properly submitted complaint and their findings/opinions to the Judges' Task Force.
- The Judges' Task Force will come to an agreement on action to resolve the concern and report back to the source within one week of submission.
- The complainant may appeal the decision to all members of the Judges' Task Force.
- The Judges' Task Force has the right to involve the Executive Board if necessary to resolve concerns.

Critique will be supervised by the officiating Show Host Coordinator/Judge Manager who is assigned to each contest.

The primary format for critique is as follows:

- A critique will be provided after the conclusion of every contest for all competing units (except for Championships).
- Sign-up for critique will occur on CompetitionSuite prior to each contest before the contest begins (cut-off time will be listed in CompetitionSuite). An instructor with multiple competing units may choose consecutive times.
- Judges will meet with representatives from each unit in critique. Critique is limited to four unit personnel (i.e., directors, instructors). Anyone not associated with the instruction or performance of a unit is prohibited from entering critique.
- Representatives are expected to conduct themselves in a courteous and professional manner. Failure to do so may lead to expulsion from the critique session. Any form of misconduct or hostility by unit personnel or from a judge will not be tolerated and is grounds for removal from that critique session and/or critique sessions for the remainder of the season.
- If a contest should run 45 minutes or more over time, the Show Host Coordinator/Judge Manager for the event will cut critique times for each unit or cancel critique for the event at their discretion.

IV. CHAMPIONSHIPS

A. Qualification

In order to qualify for CIPA Championships a unit must:

- Pay membership dues and contest fees in full.
- Perform at one CIPA qualifying event, held during the first two weeks of each competition season.
- Compete in two other shows (excluding Championships) during the contest season. A WGI Regional or a state-sanctioned contest can count as one (and only one) of the two additional shows.

Prep class guards may qualify for Championships by competing in one qualifier and one other CIPA show.

B. Performance Order

The order of appearance at CIPA Championships will be determined using each unit's last CIPA score (not their highest score, but the latest one). Average week to week growth is accounted for by adding 1.5 points for each week left in the CIPA competition season. For example, if a unit scored a 78.0 with three contest weekends still left in the season, their order of appearance score would be an 82.5.

Once the ranking is complete, the units will be divided into thirds and randomized to perform within their neighborhood.

If there is a tie in score, it will be broken by adding together all scores from CIPA shows during the season.

In the case of large classes at Championships (16 or more units) the following process will be used:

- The ranked list will then be split into two divisions by A, B, A, B, etc., highest projected score to the lowest projected score.

- Once the division is complete, the scoring system is used to determine performance order.
- Divisions are parallel but separate contests. Each division will have its own champions. Because of the infinite number of factors that determine a contest's outcome, it is not advisable to compare scores across divisions.

C. Championship Host

CIPA is the host of Championships and will secure a site based on location, facility, and cost. This facility may or may not be a member school. The details of all related contracts will be overseen by the Board of Directors each year.

Workers for Championships may be secured in several ways, including but not limited to:

- Hiring workers in exchange for a monetary stipend (e.g., arena staff, ROTC students, etc.).
- Invoking the requirement that each unit participating in Championships will be required to submit two names as workers for the event. Each volunteer will receive a complimentary pass for use at Championships.

D. Championships Critique

An informal judges' critique will be made available after the conclusion of Circuit Championships for all units who are attending the WGI World Championships. The judge coordinators will be responsible for ensuring that all ensembles have an equal opportunity to receive feedback from Championships judges.

V. SCHOLASTIC ELIGIBILITY CLARIFICATION

It is permissible for ensembles to use performers from different schools within their own school district or another district, with approval from school administration. This rule was altered to allow districts using shared resources for extracurricular activities to include members from various schools. Previously, only students from the same district could compete

However, to ensure the integrity of the scholastic classes, the following requirements must be met in order to certify color guards, percussion ensembles, and/or winds ensembles having members from different schools within a district:

- Any color guard, percussion ensemble, or wind ensemble that combines students from multiple schools within their district or zone must compete under the name of a single school. Combined ensembles may not combine school names or use any other name. For example, if Mountain East HS and Mountain West HS combine, they must choose one of those names as the official name. They would not be allowed to compete as Mountain HS, as it does not legally exist.
- The principals of all schools involved must sign-off on the roster of performers. This roster must be notarized. If a school does not have a notary on campus, it is the responsibility of the director to make those arrangements.
- A copy of the school district policy that allows sharing of resources within the district must be provided to the satisfaction of CIPA.

If these new requirements are not met, then the ensemble in question must compete as an independent group or limit the membership to students from only the one school registering for competition.

VI. CODE OF ETHICS

CIPA is organized and administered on the principle that its leaders are professionals teaching by example both in and out of the competitive arena. CIPA's purpose is to provide the North Carolina, Tennessee, and Virginia areas with a professional competitive atmosphere. It is the instructor's responsibility to educate their students.

Any questions about rules should be directed to the CIPA Circuit President or other Board Members.

Questions about WGI policies, rules, and/or regulations should be addressed to the CIPA Circuit President, a Board Member, or the CIPA Judge Coordinator(s).

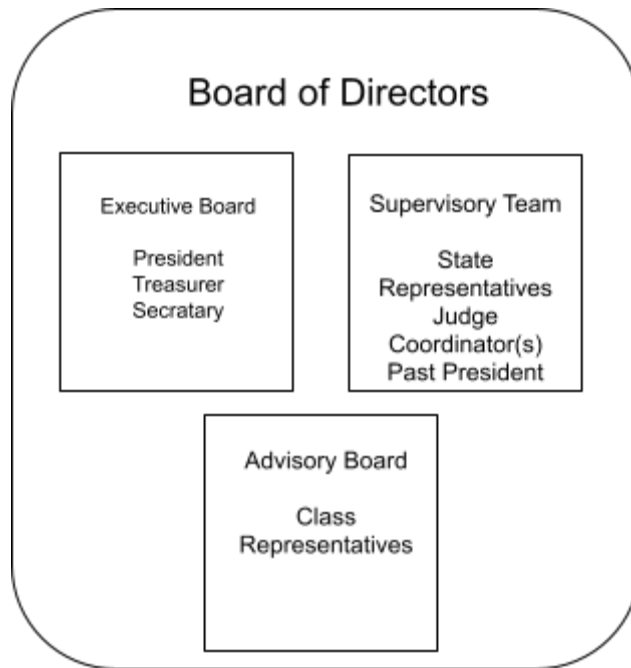
Unprofessional behavior of any type is intolerable and could result in the loss of CIPA member privileges. Inappropriate behavior includes, but is not limited to the following:

- Directors/instructors shouting at judges in public and/or critique.
- Inappropriate conduct of directors/instructors while accompanying a competing unit onto the contest floor.
- Inordinate and unauthorized phone calls to judges by directors/instructors. Any judge communication should have prior approval by the Judge Coordinator.

Any instructor found in violation of the CIPA Code of Ethics will be barred from the next CIPA event at which his/her unit participates. If the violation is severe enough, the instructor will be banned from all remaining CIPA events for that season.

The Board of Directors will review all ethics issues that arise and make the appropriate rulings.

VII. CIPA PERSONNEL



A. Administration

➤ The Executive Board

- Responsibilities include, but are not limited to planning, directing and reviewing the total activities and operations of CIPA with the inclusion on the Board of Directors.

➤ The Executive Board Includes:

- Circuit President
 - Serves a two-year term. Elected in even years (e.g., 2016, 2018, etc.).
 - A person is eligible to run for President of the circuit only if they have previously held a position and been an active participant on the Board of Directors.
 - Votes only as a tie-breaker.
 - Oversees all CIPA operations.

- Presides at all meetings of the General Membership and Board of Directors.
- Offers guidance to the Executive Board, Board of Directors, and Advisory Board.
- Acts as contact person (public relations) for organizations outside CIPA, including WGI, other circuits, judging associations, etc.
- Treasurer
 - Serves a two-year term. Elected in odd years (e.g., 2017, 2019, etc.).
 - Assumes responsibility for all funds, financial records, and purchasing.
 - Issues financial reports at Board of Director and General Membership meetings.
- Administrative Secretary
 - Serves a two-year term. Elected in even years (e.g., 2016, 2018, etc.).
 - Prepares annual handbook with updates.
 - Updates forms and documents to be posted on the publication website.
 - Assists in tracking show attendance by units.
 - Is the sole maintainer of CompetitionSuite for the circuit.
- Public Relations Secretary
 - Maintains membership roster and contact information.
 - Serves as the origination point for circuit communication.
 - Aids in the preparation of annual handbook updates.
 - Maintains the website

➤ Supervisory Team

- Responsibilities include, but are not limited to, attending all General Membership and Board of Director meetings and participating in a significant number of the decision-making activities for the Circuit. The Board of Directors includes the Executive Board, as well as:
 - One Elected Representative for each state currently participating in the circuit.
 - Serves a two-year term with two elected each year (SC and NC in odd years & TN, VA, and KY in even years, as applicable)
 - Serves as the liaison between the Board of Directors and their respective members.
 - Acts as resource for members' questions and concerns.
 - Communicates Circuit news and policy changes as they occur.
 - Past-President
 - Serves a one-year term following the Presidency.
 - A non-voting member.
 - Acts as a consultant for the Board of Directors.

➤ Advisory Board

- Responsibilities include serving as a voice for their represented classes and attending all Administration and General Membership meetings. Advisory Board members are a voting entity that serves a one-year term. These are six seats on this board, nominated and voted on by class divisions as follows:
 - One Representative each from:
 - Scholastic Prep/ Novice Guard Classes
 - Scholastic Regional AA/Regional A Guard Classes
 - Scholastic AA/A Guard Classes

- Independent Guard Classes
- Scholastic/Independent Percussion Classes
- Scholastic and Independent Winds Classes

B. Elections

- All elections occur at Championships.
- New officers will be installed and initiated before the May meeting.
- Should an elected Board of Directors or Advisory Board seat become vacant, the Executive Board will initiate an election to fill the seat in a timely manner, leave it vacant, or deem any vacant seat as at-large to allow election regardless of location or class affiliation.

C. Circuit Committees

- Color Guard Judges' Task Force
 - Consists of the Judge Coordinator, a Class Representative, and a Board of Directors member.
 - This group will work to ensure that all concerns are handled in an efficient and effective manner. The Task Force will provide a neutral forum for voicing complaints without fear of prejudice or retaliation.
- Championship Committee
 - Consists of the Circuit Administration and any person(s) from the general membership that wish to join the committee.
 - Is responsible for overseeing the organization and functioning of the Circuit's Championships.
- Education Committee
 - Consists of members from the Circuit Administration and General Membership who oversee the organization and functioning of training and educational opportunities for circuit members and judges.

VIII. CIRCUIT MEETINGS AND GENERAL SCHEDULE

A. Meetings

- Each year, the circuit holds at least three General Membership meetings. The Executive Board may approve additional meetings as needed. All meetings and deadlines about those meetings will be announced publicly at least two weeks prior.
- May
 - General organization meeting.
 - Recap the previous season.
 - Discuss and vote on proposals accepted since the last meeting.
 - The last item of new business at this meeting will be the installation of the new officers.
- September
 - Vote to approve handbook and bylaw amendments, approve the budget, and work on the contest schedule.
 - Membership begins.
- November/December
 - Circuit President and Board conduct a public drawing for performance order at each show except for Championships.
 - General membership will meet, if needed, to discuss any unfinished business.
- During the regular season, the Board of Directors will meet regularly online to review past contests (pros and cons) and address any issues.

B. Voting Timeline

- Proposals will be accepted in May and posted on the website as written.
- The newly seated Board of Directors narrows the recommendations to ones that are applicable, feasible and in the best interest of the Circuit.
- Selected proposals will be brought to the General Membership for a vote. In order to reword a proposal, the original must be failed, the proposal reworded, and then immediately voted on.
- Outcomes and explanations will be posted on the website.
- **Note: A proposal may be made at any time. However, it is not guaranteed to be voted on until the summer General Membership meeting.*
- ***It is the responsibility of unit directors and staff to be aware of the policies and procedures of CIPA.**

C. Voting Privileges

- Only organizations that are members in good standing may vote on Circuit issues.
- Non-payment of dues, performance bond, or any other fee waives a member's voting rights.
- In no case may any person cast more than one vote.
- In voting on general Circuit issues at Circuit meetings, each primary unit has one vote.
- In voting for officer elections, each unit has one vote.
- A unit's voting privileges end with the start of the next season's membership application period (typically after the September meeting).
- The voter must sign-in at the beginning of all Circuit meetings.

- It is the responsibility of the organization to advise the Circuit Secretary in writing of any change in designated voters.
- Any unregistered representative in attendance will not be allowed to vote.

D. Voting Procedures

- Votes may be brought to the General Membership in one of two ways:
 - At General Membership meetings, either with paper ballots and/or verbal communication.
 - Online through the CompetitionSuite website with electronic ballots.

PART II- COLOR GUARD

I. RULES AND REGULATIONS

CIPA will follow Winter Guard International Rules and Standards where they apply to Circuit issues.

A. Eligibility

- No independent unit shall recruit from and/or use students from a scholastic unit with an active winter program without the permission of the school's band director or administration. Also, no independent unit shall use a student from a scholastic unit which owes an outstanding financial obligation to the scholastic program, unless approved by the school's band director or administration.
- Independent A units may consist of performers who have not reached their 22nd birthday on or before March 31st of the contest season.
- Independent Open units may consist of performers who have not reached their 23rd birthday on or before March 31st of the contest season.
- Independent World units may compete with performers of any age.
- No color guard performer may compete with more than one guard in the same contest.
- No guard shall compete with less than five (5) or more than thirty (30) members (except for World Class) on the competition floor at any time, including the commanding officer(s).
- Color guards in the World classes may not compete with less than five (5) nor more than forty (40) members in the competition area at any time.
- **Any color guard violating any requirement in the Eligibility section shall be disqualified from that contest and must forfeit any scores, placements, or awards.**

B. Competition Area

- 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.
- Color guards 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.
- All 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.
- Once performance time 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 from the first row of spectator seating.
 - One-tenth of a point (0.1) penalty shall be assessed for each member for each boundary offense of violation of the competition area.
- The front boundary line is considered to extend the full width of the competition area and will be marked at a minimum of five (5) feet from the first row of spectator seating.
- The center of the front boundary line will be marked by a taped line at the front and back of the competition area.
- All floor coverings must fit in the designated competition area at each particular contest site and cannot enter the safety zone.
- Power sources shall be available at the front and back of the center line of the competition area. Units must provide their own extension cords.

C. Equipment

- The bottom of all props, flats, equipment, and scenery that could cause possible damage to the performance floor must be padded or taped while being used, set up, or removed. Any damage to the floor that may occur (e.g., dragging the timpani, wheels on carts locking, etc.), will be the responsibility of the ensembles and is subject to penalty.
- The following are not allowed in the Competition Area:
 - Pyrotechnics, discharge of arms, pressurized canisters, dangerous materials, flammable liquids, gas, smoke machines, and/or compressed air apparatuses.
 - Gasoline, electric, or manual powered generators.
 - Lasers and flashcubes (electrical and chemical).
 - Live animals.
 - Use of powder, dirt, or any other substance that lingers in the competition area past the interval time.
 - Use of helium, including helium-filled balloons.
 - No motorized vehicles except for motorized wheelchairs used by disabled performers.
 - Use of glass objects that may break and/or leave shards of glass in the competition area.
 - Drones or any remote-controlled airborne devices.
 - Hoverboards.
- The Contest Coordinator and/or the Chief Judge 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.

For a complete listing of equipment rules and definitions, please refer to the WGI Color Guard Contest Rules.

D. Guard Performance Times

Class	Interval Time	Minimum Performance Time	Maximum Performance Time	Minimum Equipment Time
Festival	7:00	3:00	4:30	3:00
Prep	7:00	3:00	4:30	2:30
Novice	7:00	3:00	4:30	3:00
SRA/SRAA	7:00	3:00	4:30	3:00
SA/SAA	8:00	4:00	5:30	3:30
IRA/IA	8:00	3:00	5:30	3:30
SO	9:00	4:00	6:30	3:30
IO	9:00	4:00	6:30	3:30
SW	10:00	4:00	7:30	3:30
IW	10:00	4:00	7:30	3:30

- For the first two weekends of the competitive calendar, color guards must have a minimum performance time of 1:30 minutes. As long as this minimum is obtained, no penalties will be assessed for being under time (First two weekends only).
- Minimum performance time is from the start to the obvious conclusion of the program.
- Minimum equipment time starts when a performer is visible with authorized equipment (flag, rifle, or saber 24 inches in length) IN HAND.
- Maximum performance time is the total allowed time for a program's start and conclusion. Timing 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 the obvious conclusion of the show. All captions will be judged until the obvious conclusion of the show.
- Interval Time is the least time allowed for a unit to enter, set up, perform, and exit, including removal of all performers, props, floors, and equipment from the competition area. Interval time starts from a vertical or horizontal

line at center court and at the signal of the Timing and Penalty judge. Interval time ends by the unit clearing the vertical or horizontal line at the conclusion of the performance. Color guards must continue to make a deliberate and obvious exit from the competition area and not impede the entrance of the next color guard.

For a complete listing of contest rules and definitions, please refer to the WGI Color Guard Adjudication Manual.

II. CLASSIFICATION AND PROMOTION

A. Guard Classification Criteria

- A guard may move up a class when registering for a new season, but not down. In order to move down, a unit may petition to the Judges' Task Force as to why this demotion is necessary by submitting a letter and video before the first contest of the new season.
- The promotion scale may be used to move any guard to a more appropriate class.
- How Classifications will be established:
 - Prep and Novice Guards will start the season in their desired class. Novice Guards may be promoted based on the established number by the Chief Judge and/or Color Guard Committee. If they would like to petition to move down or challenge a promotion (it must happen the week after the promotion is received and before the next contest that the unit attends), they must submit it in writing to the Color Guard Committee through the Chief Judge. If they would like to move down before the season starts, they have to attend the qualifier in the class designated and that performance will be used by the Chief Judge and/or Color Guard Committee to make their decision.
 - Groups in the Scholastic A and Scholastic Regional A classes will attend the Qualifiers in either A class or Regional A class. Predetermined promotional/placement scores and the input of the working panel will help decide the classification of the groups to start the season. After the Qualifier, normal promotional numbers will apply. Guards registering in A class will be placed in either A class or AA class. If they do not reach a minimum score, they could be placed in Regional A or Regional AA (or even Novice if they fit the descriptor of a Novice guard). Guards registering in the Regional A class can be placed in either Regional A, Regional AA, AA, or A class.

B. Guard Classification Type

➤ **Festival Class**

- This class is designed for brand new scholastic groups looking to get involved in the Winter Guard activity and groups looking to provide performance experience for their students without a heavy competitive environment. Groups in this class do not receive a numerical score and only receive a rating.
- The focus in this class will be on performer training and achievement. Limited credit towards the overall rating will be given to the addition of a floor, props, etc. Also, groups are encouraged to limit the amount of time that they move. A group can stand still and spin the whole time and still be successful with their rating. The time requirements for this class will be the same as Novice class.
- This class is primarily designed for schools with limited resources, but who want the experience of a performing Winter Guard. This class comprises all scholastic grades. There will be no differentiation between high school, middle school, and elementary. A group could have a mix of all three levels.

➤ **Prep Class**

- For middle or junior high school students 8th grade and under.
- Not necessarily school-affiliated.
- Adjudicated on CIPA Prep Sheets.
- Due to timing and penalties, it is not recommended that these groups compete on the WGI level.

➤ **Scholastic Novice**

- This class is for brand new groups. The focus is on training the most basic fundamentals of movement, equipment, and basic design. There should be limited movement in this class to allow students to develop a strong foundation of basic movement and equipment principles. There should be a limited exploration of weapons in this class.

- Just because a guard is a first-year group, does not mean they belong in Novice. For example, they may have an established fall program and an experienced staff that will allow them to come out (or be promoted to) a higher classification.
- A group may only be in Novice for two years (unless being promoted during a season). A minimum satisfactory score will be established by the Color Guard Committee for Novice groups to meet at Championships to show that there is a satisfactory development of the program.
- If there is a deficiency in a group, the Chief Judge (or a representative of the Color Guard Committee) or Director of Education (if one is in place) will meet with the staff after the season. They will review videos, lesson plans, methodologies, resources, etc., and set a plan of action for improvement. If they fail to meet the satisfactory score the second year, the Color Guard Committee will assign a mentor to the staff to be more hands on with the program. It will be the decision of the Color Guard Committee, mentor, and staff of what class to put the group in the third year. The third year is the final year in this scenario, and they must move out of the class regardless of final score.
- A group who has special circumstances (such as a change in instructors, etc.) can petition to remain in Novice Class for one more year, regardless of their score at Championships at the end of the second season. They must petition the Color Guard Committee before the start of the season (through the Chief Judge) and go to the Qualifier as a Regional A Guard before the decision is made.
- The Novice Class will use the same criteria reference sheet as the Regional A Class: the WGI Regional A Sheet. Since they will only be in the class for two years and their goal is to move up to Regional A, educationally it will be best if they start on the curriculum they will be using in the next class for better continuity and sustained growth. **The goal is to be in this class for just the start of a program and not be a long term class placement.**

**There should only be a limited use of the weapons in Novice and Regional AA.*

**Air blades are highly discouraged in Novice, Regional A, and AA.*

➤ **Scholastic Regional AA**

- This class will be evaluated on the WGI Regional A Sheet. This class is designed for the guards that are in the developmental stages after Novice, exploring more beginning skills in movement and equipment and a little more variety of staging than Novice, but not quite at the level of a Regional A, AA, or A guard. The strong focus here is on the training of the students. There may be some limited exploration of weapons in this class.
- There is not a time limit on how long a guard can be in this class, but the ultimate goal should be to develop into a Regional A, AA, or A Guard. It is understood that there may be limitations for many programs that could inhibit growth.

**There should only be a limited use of the weapons in Novice and Regional AA.*

**Air blades are highly discouraged in Novice, Regional A, and AA.*

➤ **Scholastic Regional A**

- This class is for the purpose of meeting the needs of the guards that are at the very top of Regional A, who are not quite ready for the A sheet but are in the transitional stages to move to AA and the WGI National A sheet. The strong focus here is on the training of the students. Adjudicated on the WGI Regional A sheet.

**There should only be a limited use of the weapons in Novice and Regional AA.*

**Air blades are highly discouraged in Novice, Regional A, and AA.*

➤ **Scholastic AA**

- This class is for the purpose of meeting the needs of the guards that have outgrown the Regional A Sheet and are ready to get experience on the A sheet but are not quite ready to compete with the top half of the class. A strong focus here is on the training of the students. Adjudicated on WGI National A sheets.

➤ **Scholastic A**

- Units whose program includes basic and some intermediate levels of equipment and movement technique; adjudicated on WGI A Class sheets.
- It should be noted that when a group competes at a WGI event, it does not affect what class they are put in at CIPA shows. For example, a Scholastic AA team may attend a WGI Regional in Class A for the experience, but that does not require them to compete in Class A in CIPA. If they were to receive a score at the regional that is a promotional score for that weekend in CIPA, they will be promoted in the circuit (does not apply to Regional A class).
- **It is very important that it is understood that the difference between Scholastic A and Scholastic AA at CIPA has absolutely nothing to do with whether a group chooses to compete at WGI. THERE IS NO NATIONAL OR LOCAL A. It all has to do with where a group fits within the criteria of the A sheets.**

➤ **Scholastic Open**

- Units whose program includes a high level of intermediate and advanced equipment and body handling.
- Adjudicated on WGI Open Class sheets. These units may compete at the WGI Open Class level regionally or nationally.

➤ **Scholastic World**

- Units whose program includes a high level of advanced equipment and body handling – the trendsetters in the activity.
- Adjudicated on WGI World Class sheets. These units may compete at the WGI World Class level regionally or nationally.

➤ **Independent Guards**

- No independent unit shall recruit from and/or use students from a scholastic unit with an active winter program without the permission of the school's band director or administration. Also, no independent unit shall use a student from a scholastic unit which

owes an outstanding financial obligation to the scholastic program, unless approved by the school's band director or administration.

➤ **Independent Regional A**

- This class is for the purpose of meeting the needs of beginning or developing independent guards who are not quite ready for the WGI National A sheet. The strong focus here is on the training of the students. There will be promotion numbers just like in the scholastic classes.
- The group must be a true independent unit, and no unit that is eligible for the scholastic class can sign up for this class. The unit director may be asked to provide appropriate documentation from the CIPA President or Chief Judge to verify eligibility for this class. Adjudicated on the WGI Regional A sheet.

➤ **Independent A**

- Units whose program includes a high level of basic and intermediate equipment and body handling.
- Adjudicated on WGI A sheets. These units may compete at the WGI A Class level regionally or nationally.
- Units may consist of performers who have not reached their 22nd birthday on or before March 31st of the contest season.

➤ **Independent Open**

- Units whose program includes a high level of intermediate and advanced equipment and body handling.
- Adjudicated on WGI Open sheets. These units may compete at the WGI Open Class level regionally or nationally.
- Units may consist of performers who have not reached their 23rd birthday on or before March 31st of the contest season.

➤ **Independent World**

- Units whose program includes a high level of advanced equipment and body handling – the trendsetters in the activity.

- Adjudicated on National World sheets. These units may compete at the WGI World class level regionally or nationally.
- There is no age limit for this class.

C. Guard Promotion During Contest Season

- Promotion of a guard unit will follow this procedure:
 - The Color Guard Coordinator sets the promotion score scale annually, and it is approved by the Board.
 - When a unit achieves a promotion score from three of five judges at one competition, the unit director will be contacted following the contest and informed of the promotion recommendation. If the unit director has no objections and accepts the recommendation, the unit is promoted to the next class.
 - If the unit director has objections, he/she has one week after the contest to appeal the recommendation in writing and supply a video to the Color Guard Coordinator and the members of the Judges' Task Force.
 - After the Judges Task Force has reviewed the appeal and video they will make a decision and report to the unit director.
 - The fourth regular show weekend from Championships shall be the last weekend of regular promotions. During the last three regular show weeks, the Color Guard Committee reserves the right to review any unit and promote them for the remainder of the season and/or Championships, based on a recommendation from the Chief Judge.
 - Units that achieve a promotion score more than once in a competitive season will be promoted to the next class. A unit may petition only once per classification.
 - A celebration of all promotions will occur at CIPA Championships.
- When a unit is promoted to a class with different time requirements, that unit will not be penalized for being under time in the new class.

- Guards may not be promoted from one WGI sheet to the next unless promoted by WGI at a Regional or WGI Championships, except for units moving from WGI Regional A sheets to WGI A Class sheets.
- All promotions from one sheet to the next at a WGI Regional or WGI Championships will be honored by CIPA.
- Promotion Numbers
 - At the CIPA Qualifier, all groups in the SRA/SRAA Class that score above a 70 will be placed in the SAA Class. Scores between 58 and 69.9 will be placed in the SRA Class and scores below a 57.9 will be placed in the SRAA Class.
 - At the CIPA Qualifier, all groups in the SA/SAA Class that score above a 60 will be placed in Scholastic A to start the season. All groups below a 60 will be placed in Scholastic AA to start the season. Any groups that score below a 45 will be placed in SRA to start the season.
 - At the CIPA Qualifier, all groups in the IA/IRA Class that score above a 58 will be placed in the IA Class and those below will be placed in the IRA Class.

Note: The last weekend for promotions will be the fourth regular show weekend from Championships.

Promotion from Novice to SRAA	
Late January Show	54.00
Early February Show	56.00
Late February Show	60.00
Early March Show	64.00
Promotion from SRAA to SRA	
Early February Show	61.00
Late February Show	65.00
Early March Show	69.00

Promotion from SRA to SAA	
Early February Show	71.00
Late February Show	75.00
Early March Show	79.00
Promotion from SAA to SA	
Early February Show	64.00
Late February Show	68.00
Early March Show	72.00
Promotion from IRA to IA	
Early February Show	61.00
Late February Show	65.00
Early March Show	69.00

PART III – PERCUSSION

I. RULES AND REGULATIONS

CIPA will follow Winter Guard International Rules and Standards where they apply to Circuit issues. For a complete listing of contest rules and definitions, please refer to the WGI Percussion Adjudication Manual.

A. Eligibility

- No independent unit shall recruit from and/or use students from a scholastic unit with an active winter program without the permission of the school's band director or administration. Also, no independent unit shall use a student from a scholastic unit which owes an outstanding financial obligation to the scholastic program, unless approved by the school's band director or administration.
- Independent units may consist of performers who have not reached their 22nd birthday on or before March 31st of the contest season.
- No percussion ensemble may compete with less than six (6) members on the floor of competition at any time including the student conductor (optional).
- 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.
- **Any percussion ensemble violating any requirement in the Eligibility section shall be disqualified from that contest and must forfeit any scores, placements, or awards.**

B. Competition Area

- 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.
- All 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.
- Once performance time begins, no performer may enter the safety zone.
- No props or equipment may be staged within the safety zone, and no choreography outside the competition area, including the safety zone, is allowed. All equipment and props (including all sound equipment) must be grounded within the competition area except during setup and tear down.
 - **One-tenth of a point (0.1) penalty shall be assessed for each performer or piece of equipment for each boundary offense of violation of the competition area.**
- The front boundary line is considered to extend the full width of the competition area and will be marked at a minimum of five (5) feet from the first row of spectator seating.
- The center of the front boundary line will be marked by a taped line at the front and back of the competition area.
- All floor coverings must fit in the designated competition area at each particular contest site and cannot enter the safety zone.
- Power sources shall be available at the front and back of the center line of the competition area. Units must provide their own extension cords.

C. Equipment

- The bottom of all props, flats, equipment, and scenery that could cause possible damage to the performance floor must be padded or taped while being used, set up, or removed. Any damage to the floor that may occur (e.g., dragging the timpani, wheels on carts locking, etc.), will be the responsibility of the ensembles and is subject to penalty.
- The following are not allowed in the Competition Area:
 - Pyrotechnics, discharge of arms, pressurized canisters, dangerous materials, flammable liquids, gas, smoke machines, and/or compressed air apparatuses.
 - Gasoline, electric, or manual powered generators.
 - Lasers and flashcubes (electrical and chemical).
 - Live animals.
 - Use of powder, dirt, or any other substance that lingers in the competition area past the interval time.
 - Use of helium, including helium-filled balloons.
 - No motorized vehicles except for motorized wheelchairs used by disabled performers.
 - Use of glass objects that may break and/or leave shards of glass in the competition area.
 - Drones or any remote-controlled airborne devices.
 - Hoverboards.
- The Contest Coordinator and/or the Chief Judge 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.

For a complete listing of equipment rules and definitions, please refer to the WGI Percussion Contest Rules.

D. Percussion Performance Times

Class	Interval Time	Minimum Performance Time	Maximum Performance Time
A Class	9:00	4:00	6:00
Open Class	10:00	4:00	7:00
World Class	11:00	4:00	8:00

- Interval Time is the least time allowed for a unit to enter, set up, perform, and exit, including removal of all performers, props, floors, and equipment from the competition area. Interval time starts from a vertical or horizontal line at center court and at the signal of the Timing and Penalty judge. Interval time ends by the unit clearing the vertical or horizontal line at the conclusion of the performance. Percussion ensembles must continue to make a deliberate and obvious exit from the competition area and not impede the entrance of the next ensemble.
- At qualifiers, percussion ensembles minimum performance time is one and one-half minutes (1:30), regardless of class.
- Minimum performance time is from start to obvious conclusion of the program.
- Maximum performance time is the total allowed time for a program's start and conclusion. Timing 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 the obvious conclusion of the show. All captions will be judged until the obvious conclusion of the show.
- Performers may compete in multiple percussion ensembles as long as they meet the eligibility requirements for every unit with which they compete. CIPA is not responsible for any scheduling difficulties that may arise.
- No percussion ensemble may compete with less than six (6) members on the floor of competition at any time including the optional student conductor.

II. CLASSIFICATION AND PROMOTION

A. Percussion Classification Criteria

- To begin the season, percussion units in CIPA may pick from any of the six marching or three concert classes offered by WGI. For scholastic marching ensembles, that means PSA if you intend to ask the performers to achieve basic skills, PSO for intermediate skills, and PSW for those choosing to present advanced skills.
- There are two different procedures for percussion promotion, due to us having our own local subdivision of the A class. Units are classified onto appropriate WGI sheets (A, Open, World) based upon the skill set being attempted, but within A class are subdivided into A and A-Adv. based on their level of achievement.
- It is the responsibility of the instructors to place their units in the most appropriate class; however, it is the job of the circuit to ensure that each unit has been placed in the most appropriate class.
- Promotion of a Percussion Unit from PSA to PSA-Adv. will only follow this procedure:
 - The Percussion Coordinator sets the promotion score scale annually, and it is approved by the Board.
 - When a PSA percussion unit achieves a promotion score from at least two of three judges at one competition, the unit director will be contacted following the contest and informed of the promotion recommendation.
 - If the unit director has no objections and accepts the recommendation, the unit is promoted to the next class.
 - If the unit director has objections, he/she has one week after the contest to appeal the recommendation in writing and supply a video to the Percussion Coordinator.
 - After the Percussion Coordinator and Chief Percussion Judge has reviewed the appeal and video, they will make a decision and report to the unit director.

- Units who trigger this process more than once in a competitive season will be automatically promoted to the next class. A unit may only petition once per classification.
 - Units may be promoted through the last contest weekend of the season.
- Promotion of a Percussion Unit between WGI Sheets (A-Open-World) will follow this procedure:
- A judge or unit director notifies either the Percussion Coordinator or the Percussion Chief Judge that they think a specific unit is misclassified.
 - Percussion Chief Judge, Percussion Coordinator, and the unit's director are all notified that a review has been initiated. The Percussion Coordinator will ensure all parties are notified. A unit under review still competes in the original class until notified otherwise.
 - Percussion Chief Judge and Percussion Coordinator confer about the issue. They have several possible courses of action. If one or both have recently seen the unit in question and doesn't think that the unit is misclassified, the two may agree to drop the issue. In that case, the Percussion Coordinator will notify the unit that no action will be taken at that time. If that is not the case, either the Percussion Chief Judge or Percussion Coordinator may want to witness the unit again before deciding. Under these circumstances, a recent video might be requested of the unit. If the unit is attending a CIPA contest in the immediate future, the administrators may simply wait to see the unit in person. Whatever course of action is taken should be completed in the timeliest manner possible.
 - If the Percussion Chief Judge and Percussion Coordinator both agree that the unit is misclassified, then the Percussion Coordinator will immediately notify the unit director and the CIPA executive board of the unit's new classification. If one or both think the unit is in the appropriate class, the unit will be notified that no action will be taken at this time.
 - The Percussion Coordinator will make himself available to justify the administration's decision to the unit's director when the unit is

notified of the reclassification. If the unit director wishes, he may dispute the reclassification in writing to CIPA. If this happens, the Percussion Chief Judge and Percussion Coordinator will once again carefully review the unit (basically, we return once more to step 3 above). This challenge review can only happen once per reclassification.

- Once the unit and CIPA Executive Board have been notified of the reclassification, the unit will compete in their new class at the next contest.

➤ Notes that apply to classification changes between WGI sheets:

- It should be noted, that classification between WGI sheets is based on the skill set being attempted, not the level of achievement. The score is not necessarily an indication that a unit is in the wrong (or right) class. For example, it is possible not to win PSA class, but be promoted to the PSO class if the skills being asked of the members are intermediate instead of basic, and yet not achieved well.
- The Percussion Coordinator brings his knowledge of the activity and teacher/competitor's perspective, while the Percussion Chief Judge brings both his critic's perspective and his independent viewpoint.
- The Percussion Coordinator, in the role of mentor to younger groups, can provide assistance as to what class a unit should register for at the beginning of the season.
- Judges and instructors of other units may make formal recommendations when they feel like a unit is misclassified. These recommendations should be made to the Percussion Coordinator or the Percussion Chief Judge, who together will make the decision on whether a unit should be moved to a different class.
- A unit may be placed under review more than once per season.
- A unit may place themselves under review if they feel unsure about their current classification.

- Notes that apply to all percussion promotions:
 - Units who the judges feel might belong in a lower class than they are currently competing will be notified by the Percussion Coordinator but must make the decision themselves to reclassify.
 - A celebration of all promotions will occur at CIPA Championships.
 - All promotions from one sheet to the next at a WGI Regional or WGI Championships will be honored by CIPA.

B. Percussion Classification Type

➤ **Percussion Scholastic A (PSA)**

- These ensembles demonstrate basic skills and concepts. Performers strive to achieve basic musical and technical skill sets as well as facilitate beginning concepts of movement.
- A Class ensembles incorporate moderate challenges regarding orchestration and content.
- In this class, groups with less experience in the indoor arena are given an opportunity for success.

➤ **Percussion Scholastic A-Advanced (PSA-Adv.)**

- These are the more accomplished ensembles who demonstrate basic skills and concepts.
- Performers in this class show an understanding of basic musical and technical skill sets as well as facilitate beginning concepts of movement.
- A-Advanced class ensembles incorporate moderate challenges regarding orchestration and content.
- This class is for percussion units displaying basic skills who wish to compete in CIPA as well as compete at the WGI A Class level regionally or nationally. Participation in WGI events, however, is NOT a prerequisite for participation in this class.

➤ **Percussion Independent A (PIA)**

- These ensembles may include participation from performers up to the age of 22 and are not required to be affiliated with one particular school system.
- Percussion Independent A ensembles demonstrate basic skills and concepts. Performers strive to achieve basic musical and technical skill sets as well as facilitate beginning concepts of movement.
- A Class ensembles incorporate moderate challenges regarding orchestration and content.

➤ **Percussion Scholastic Open (PSO)**

- These ensembles demonstrate intermediate skills and concepts.
- These ensembles have experience in the indoor activity and have moved beyond basic skills, but not yet ready for the advanced skills and concepts expected in PSW.

➤ **Percussion Independent Open (PIO)**

- These ensembles may include participation from performers up to the age of 22 and are not required to be affiliated with one particular school system.
- Percussion Independent Open ensembles demonstrate intermediate skills in both performance and design. These ensembles have experience in the indoor activity and have moved beyond basic skills, but not yet ready for the advanced skills, the sophistication of design and performance consistency expected in PIW.

➤ **Percussion Scholastic World (PSW)**

- These ensembles demonstrate a virtuosic level of performance and design. All members contribute equally to the advanced level skills expected from participation in this class.
- Program design and development is at the most sophisticated level in the Scholastic division.

➤ **Percussion Independent World (PIW)**

- These ensembles may include participation from performers up to the age of 22 and are not required to be affiliated with one particular school system.
- Independent World class ensembles demonstrate a virtuosic level of performance and design. All members contribute equally to the advanced level skills expected from participation in this class.
- Program design and development is at the most sophisticated level of the activity.

➤ **Percussion Scholastic Concert A (PSCA)**

- These ensembles are at a beginning level concert percussion ensemble that participates in the activity, with emphasis on percussion performance without the presence of drill.
- Instrumentation must be oriented to the performance of concert percussion. Movement is permitted for equipment changes and for better presentation of musical performance only.
- One non-student conductor is allowed to direct the ensemble and must be stationed inside the competition area.
- Class A percussion ensembles demonstrate basic musical and technical skills and incorporate basic challenges regarding orchestration and content.

➤ **Percussion Scholastic Concert Open (PSCO)**

- These ensembles are an intermediate level concert percussion ensemble that participates in the activity with emphasis on percussion performance without the presence of drill.
- Instrumentation must be oriented to the performance of concert percussion. Movement is permitted for equipment changes and for better presentation of musical performance only.
- One non-student conductor is allowed to direct the ensemble and must be stationed inside the competition area.

- Open class ensembles demonstrate intermediate musical and technical skills. The programming and orchestration primarily incorporate intermediate design, with the possibility of incorporating limited advanced concepts.

➤ **Percussion Scholastic Concert World (PSCW)**

- These ensembles are an advanced level concert percussion ensemble that participates in the activity with emphasis on percussion performance without the presence of drill.
- Instrumentation must be oriented to the performance of concert percussion. Movement is permitted for equipment changes and for better presentation of musical performance only.
- One non-student conductor is allowed to direct the ensemble and must be stationed inside the competition area.
- Ensembles in the Scholastic World Class demonstrate advanced level musical skills and concepts.

PART IV –WINDS

I. RULES AND REGULATIONS

CIPA will follow Winter Guard International Rules and Standards where they apply to Circuit issues. For a complete listing of contest rules and definitions, please refer to the WGI Winds Adjudication Manual.

A. Eligibility

- No independent unit shall recruit from and/or use students from a scholastic unit with an active winter program without the permission of the school's band director or administration. Also, no independent unit shall use a student from a scholastic unit which owes an outstanding financial obligation to the scholastic program, unless approved by the school's band director or administration.
- Independent units may consist of performers of any age.
- No winds groups may compete with less than ten (10) members on the floor of competition at any time including the student conductor (optional).
- Winds groups may use one optional student conductor positioned in the competition area or in a designated place in the stands.
- Any winds groups violating any requirement in the Eligibility section shall be disqualified from that contest and must forfeit any scores, placements, or awards.

B. Competition Area

- 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.
- Winds 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.
- All 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.
- Once performance time begins, no performer may enter the safety zone. No props or equipment may be staged within the safety zone, and no choreography outside the competition area, including the safety zone, is allowed. All equipment and props (including all sound equipment) must be grounded within the competition area except during setup and tear down. An optional conductor may be located in a designated place in the stands.
 - **One-tenth of a point (0.1) penalty shall be assessed for each performer or piece of equipment for each boundary offense of violation of the competition area.**
- The front boundary line is considered to extend the full width of the competition area and will be marked at a minimum of five (5) feet from the first row of spectator seating.
- The center of the front boundary line will be marked by a taped line at the front and back of the competition area.
- All floor coverings must fit in the designated competition area at each particular contest site and cannot enter the safety zone.
- Power sources shall be available at the front and back of the center line of the competition area. Units must provide their own extension cords.

C. Equipment

- The bottom of all props, flats, equipment, and scenery that could cause possible damage to the performance floor must be padded or taped while being used, set up, or removed. Any damage to the floor that may occur (e.g., dragging the timpani, wheels on carts locking, etc.), will be the responsibility of the ensembles and is subject to penalty.

- The following are not allowed in the Competition Area:
 - Pyrotechnics, discharge of arms, pressurized canisters, dangerous materials, flammable liquids, gas, smoke machines, and/or compressed air apparatuses.
 - Gasoline, electric, or manual powered generators.
 - Lasers and flashcubes (electrical and chemical).
 - Live animals.
 - Use of powder, dirt, or any other substance that lingers in the competition area past the interval time. Use of helium, including helium-filled balloons.
 - No motorized vehicles except for motorized wheelchairs used by disabled performers.
 - Use of glass objects that may break and/or leave shards of glass in the competition area.
 - Drones or any remote-controlled airborne devices.
 - Hoverboards.
- The Contest Coordinator and/or the Chief Judge 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.
- For a complete listing of equipment rules and definitions, please refer to the WGI Wind Contest Rules.

D. Winds Performance Times

Class	Interval Time	Minimum Performance Time	Maximum Performance Time
A Class	9:00	4:00	6:00
Open Class	10:00	4:00	7:00
World Class	11:00	4:00	8:00

- Interval Time is the least time allowed for a unit to enter, set up, perform, and exit, including removal of all performers, props, floors, and equipment from the competition area. Interval time starts from a vertical or horizontal line at center court and at the signal of the Timing and Penalty judge. Interval time ends by the unit clearing the vertical or horizontal line at the conclusion of the performance. Winds groups must continue to make a deliberate and obvious exit from the competition area and not impede the entrance of the next ensemble.
- Minimum performance time is from start to obvious conclusion of the program.
- Maximum performance time is the total allowed time for a program's start and conclusion. Timing 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.

WGI Addition

WGI WINDS CONTEST RULES 2023

WGI discourages independent groups from utilizing high school students who were previously enrolled in an active high school program and have not yet graduated. WGI also discourages independent groups from utilizing participants who have outstanding monies owed to a previous group. WGI strongly recommends that participating 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. WGI strongly recommends that all participants wear protective footwear while outside the performance area.

1.0 ELIGIBILITY

1.1 Winds groups in the Independent Class may compete with performers of any age.

1.2 All participants of any winds group competing in any scholastic class must have approval for participation in any WGI-sanctioned event by the administration of the sponsoring school(s) or educational institution.

1.2.1 Types of scholastic winds groups are defined as follows: Single School. A winds group whose total membership are students from the same school, schools that feed directly into that school, or home-schooled students that reside within the school district boundaries. The winds group shall submit the Single School Participating Master Group Agreement signed by the authorizing school principal or administrator and file with the WGI office. Combined Schools. The purpose of the combined schools policy is to encourage participation from scholastic groups that may have limited resources while keeping the integrity of the scholastic classes intact. Combining schools for the purpose of competitive advantage is contrary to this policy and will not be approved. A winds group in any scholastic class may apply for approval to combine students from multiple schools within a school district under the following guidelines:

- Multiple groups within a school district may be approved to combine on a case-by case review by WGI. In very rare cases, schools from different districts may combine if approved.

- If approved, combined school groups may be required to compete using a school name.

- Scholastic winds groups utilizing students from parochial, vocational, or charter schools, must apply for approval under combined school guidelines. • All winds groups shall submit the Combined Schools Participating Group Master Agreement signed by the district superintendent and file with the WGI office.

- Winds groups applying to combine students from multiple schools within a school district must apply for approval by December 1.

- WGI will have the final determination on whether a winds group will be permitted to combine students from multiple schools. If application for combined group is denied, the winds group has the option to either not include students from other schools or compete in an independent class.

1.3 Winds groups must have a minimum of ten (10) members at any time including one optional member conductor.

PENALTY: Disqualification – any winds group violating any requirements in the ELIGIBILITY section shall be disqualified from that contest and must forfeit any scores, placements or awards

2.0 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. Winds 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, except an optional conductor. 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 marching winds groups to identify the competition area. While the competition area will be increased whenever possible, all marching winds groups must be prepared to perform within a minimum sixty-foot by ninetyfoot (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. An optional conductor may be located in a designated place in the stands. An optional conductor may be located in the competition area or in a designated place in the stands, usually in the center aisle. If there is no aisle, the Contest Administrator will designate a space in the seating area. Conductor is limited to one (1) individual. The conductor, if located in the stands, must remain for the entire performance. No personnel may cross the front sideline once the performance has begun.

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 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 All floor coverings (tarps) must fit in the designated competition area at each particular contest site and cannot enter 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 and will be the only power sources available for use. Groups may not plug into any wall outlet in the competition area and must provide their own extension cords. 2.8 Power sources must be dedicated for winds groups use only and have no other electrical devices using these designated power sources. 3.0 SCORING 3.1 The elements in Winds to be judged are:

3.1.1 Music Analysis = Thirty percent (30%), one judge Composition = Fifteen percent (15%) Achievement = Fifteen percent (15%)

3.1.2 Visual Analysis = Thirty percent (30%), one judge Composition = Fifteen percent (15%) Achievement = Fifteen percent (15%) 3.1.3 Overall Effect = Forty percent (40%), one judge Repertoire Effectiveness = Twenty percent (20%) Communication Effectiveness = Twenty percent (20%)

3.1.4 Timing and Penalties = Penalties assessed per rules

3.2 All three judges will be positioned higher in the audience viewing area. The Timing and Penalty judge will be positioned in the competition area.

4.0 EQUIPMENT & INSTRUMENTATION

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 group. PENALTY: One-tenth of a point (0.1) penalty per point of contact for each piece of equipment.

4.2 Definitions of authorized equipment:

4.2.1 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.

4.2.2 Winds groups may control 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 control the device using wireless technology or communicate to a performer running the sound board via wireless voice/two-way radio. The use of this area is recommended, but not required. The soundboard must remain in the competition area. A performer in the competition area must control all lighting and robotic devices.

4.2.3 Any sound generating source, computer, synthesizer, etc. must be located in the competition area. This equipment must be run by a performing member of the group who is in the competition area.

4.2.4 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.

4.2.5 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 device in consultation with the Director of Winds and/or Executive Director. Groups should consult with the Director of Winds 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.

4.2.6 Battery operated devices using common off the shelf flashlight batteries (AA, AAA, AAAA, C, D, N, 9V, button cells) and dry-cell secondary "rechargeable batteries" including cell phones, cameras, MP3 players and computers are allowed. Sealed, spill-proof maintenance-free lead-acid batteries such as gel cell, sealed lead-acid (SLA), valve regulated sealed lead-acid (VRLA), and absorbed glass mat (AGM) batteries are also permitted. PENALTY: Ten-point (10.0) penalty to Disqualification at the discretion of the Timing and Penalty judge.

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.

4.3.2 Gasoline or manual powered generators.

4.3.3 Live animals.

4.3.4 Powder, dirt or any other substance that remains on or in the air of the competition area past the interval time.

4.3.5 Helium, including helium-filled balloons.

4.3.6 Motorized vehicles such as golf carts, tractors, all-terrain vehicles, etc. Motorized wheelchairs for disabled performers are allowed.

4.3.7 Glass objects that may break and/or leave shards of glass in the competition area. Video monitors must utilize screen protectors. Mirrors must be of the acrylic type and cannot contain glass. Any light bulbs used must be shatter resistant safety coated.

4.3.8 Drones or any remote-controlled airborne devices.

4.3.9 Hover boards. Directors are encouraged to contact the Director of Winds 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 and/or Chief Judge 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

4.4 The following safety guidelines are applicable to the construction, transport, and use of any prop, structure, or drum major/conducting podium 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, structure, or podium. These guidelines are in effect during the entire time in the competition area, including setup and exit.

4.4.1 No participant may be placed on any portion of any prop, structure, or podium where the participant's lowest point of contact (i.e., feet, hands, etc.) is more than six feet (6') above the competition floor unless appropriate safety railing, safety harness, or protective padding is in place around prop, structure, or podium to prevent injury. 5 • Safety railing is a barrier at least forty-two inches (42") in height at all points and surrounding participant a minimum of 50%. • Safety harness is a method to restrain a participant preventing or arresting a fall entirely a minimum of three feet (3') before contact with the competition floor. • Protective padding is compressed foam padding (gymnastic mat type) or other suitable material measuring a minimum of two inches (2") in depth.

4.4.2 If a participant is placed on any portion of any prop, structure, or podium and the lowest point of contact (i.e., feet, hands, etc.) is more than six feet (6') above the competition floor, the following is required: • If the prop, structure, or podium is in motion, the participant must actively use the appropriate safety railing or harness the entire time the prop, structure, or podium is in motion. • If the prop, structure, or podium is stationary with a safety railing in place, the participant does not have to actively use

the safety railing. • If the prop, structure, or podium is stationary with no safety railing, participant must be harnessed.

4.4.3 If a participant is placed on any portion of any prop, structure, or podium and the lowest point of contact is less than six feet (6') above the competition floor, no safety railing, harness, or padding is required for the prop, structure, or podium, whether stationary or in motion.

4.4.4 A participant executing a lift or stunt while atop ANY prop, structure, or podium may not lift another participant above six feet (6') in height above the competition floor unless protective padding or other adequate safety precautions are in place

4.4.5 Participants are prohibited from jumping or leaping off any prop, structure, or podium that exceeds six feet (6') in height above competition floor unless protective padding or other adequate safety precautions are in place.

4.4.6 WGI shall at all times have the final authority to prohibit the use or prescribe additional safety requirements of any prop, structure, or podium that presents an unreasonable or unacceptable risk of injury or harm to participants or others or potential danger to a competition venue or its property. Directors are encouraged to contact the Director of Winds 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 (10.00) 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).

5.0 TIMING

5.1 Winds groups 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 6

5.2 Interval time will include entrance, setup, performance, exit and removal of all performers, props, floors and equipment. Interval time will end by clearing the vertical or horizontal centerline at the conclusion of performance.

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 Winds groups 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 winds groups 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.

6.0 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, winds group 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 group's performance time.

6.3 Any winds group 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.

6.4 The winds 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. 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 Winds groups may include a playing entrance as part of the performance following introduction. Groups may warm-up as part of the floor set-up.

6.7 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.

6.8 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 the performance time once they have exited until after performance has concluded. 7 PENALTY: Five-tenths of a point (0.5) penalty for each performer failing to remain in competition area for the entire performance.

6.9 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. No penalties shall be assessed for broken sticks, mallets or hardware falling over the front boundary accidentally. PENALTY: One-tenth of a point (0.1) penalty for each member per front boundary violation

6.10 Floor coverings (tarps) may not cover the front boundary line at any time. PENALTY: Two-point (2.0) penalty

7.0 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 centerline 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 a group’s performance. PENALTY:

Disqualification 8.0 PENALTIES

8.1 Timing and Penalty judge(s) will assess all penalties for infractions that take place in the competition area. Contest Administrators may not waive competition area penalties. A group has a right to challenge any penalty in consultation with the Chief Judge, but any final decision regarding penalties will remain with the Timing and Penalty Judge.

8.2 Any winds group 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 Chief Judge, Contest Administrator, Director of Winds or Executive Director.

8.3 All timing penalties shall be .05 points per second. All boundary penalties shall be 0.1 points per offense.

8.4 During a performance, adult or non-performing student personnel (other than the designated conductor) may not coach, cue, etc., any performers or control any wireless lighting events outside the competition area. PENALTY: One-tenth of a point (0.1) 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 Winds for guidance prior to performance. PENALTY: Denial of performance or possible disqualification as determined by the Executive Director in consultation with the Director of Winds.

ADD TWIRLING INFO

CIPA Twirling Rules and Events Handbook

Individual Events

Solo- Routine utilizing one baton only. Salute or pose at the beginning and end of the routine. Timing starts and stops with the salute or pose. Gymnastics are allowed.

Solo Time Limits (for all grade levels):

- Novice-Beginner 0:30-2:00
- Intermediate-Advanced 1:45-2:30
- College 1:45-2:30

Solo routines should consist of the following:

- Verticals
- Finger twirls
- Rolls

- Horizontals
- Variety of catches and body.

Show Twirl (Artistic/Freestyle)

Time limit for all: 0:30 to 2:30 minutes maximum.

Perform to music of choice. A routine consisting mostly of one or multiple batons and may or may not use novelty equipment or props, that portrays a feeling or interprets a thematic or character style approach to the selected music of the competitor's choice. Costuming should reflect the theme or character portrayed. Gymnastics permitted. Timing starts when music starts.

Props and backdrops are allowed and are optional. If props or back drops are used, they must be transported to and from the competition floor quickly, and without possibility of damaging, scratching, or leaving any type of substance on the floor.

Approved equipment for Showtwirl- One and/or multiple batons, ribbon/streamers, hoop baton, flag baton, LED batons, and swing flag.

NO knives, glow stick batons, fire batons, or anything that could cause damage to the floor.

CIPA TWIRLING CHAMPION

To qualify for this event, the competitor must register for CIPA Twirling Champion and compete in both Solo and Show Twirl. The competitors' scores in both events will be combined to determine the overall champion. In case of a tie, the Solo score will determine the winner.

CIPA TWIRLING GRAND CHAMPION (at Championships)

To qualify for this event, the competitor must compete in 2 previous CIPA Competitions prior to championships and register and compete for "CIPA TWIRLING GRAND CHAMPION" at CIPA championships. The competitor will compete in Solo and Showtwirl and scores will be combined.

Team Events:

Gameday- A routine utilizing one baton only. Music should be school spirited. For example: School fight song, pep tunes, and songs that are traditionally played at your

school sporting events. Routines can be similar to what would be performed at pregame, or any type of pep rally or school event. Chanting is allowed and encouraged. Gymnastics are allowed.

Time limit for Gameday:

- Middle School - 0:30-1:30
- High School - 1:00-3:00
- College - 2:00-4:00

Costume for Gameday should be a school uniform in your school colors.

Show Twirl Team (Artistic/Freestyle) - Team will perform to music of choice. A routine consisting mostly of one or multiple batons and may or may not use novelty equipment or props, that portrays a feeling or interprets a thematic or character style approach to the selected music of the team's choice. Costuming should reflect the theme or character(s) portrayed. Gymnastics permitted. Timing starts when music starts.

Props and backdrops are allowed and are optional. If props or back drops are used, they must be transported to and from the competition floor quickly, and without possibility of damaging, scratching, or leaving any type of substance on the floor.

Approved equipment for Show twirl- One and/or multiple batons, ribbon/streamers, hoop baton, flag baton, LED batons, and swing flag.

NO knives, glow stick batons, fire batons, or anything that could cause damage to the floor.

Time limits for team Show twirl:

- Middle School- 1:00-2:00
- High School- 2:00-3:00
- College- 3:00-4:00

CIPA TWIRLING TEAM CHAMPIONS

To qualify for this event, the team must register for CIPA Twirling Champion and compete in both Gameday and Team Showtwirl. The team scores in both events will be combined to determine the overall champion. In case of a tie, the Showtwirl score will determine the winner.

CIPA TWIRLING TEAM GRAND CHAMPIONS (at Championships)

To qualify for this event, the team must compete in 2 previous CIPA Competitions prior to championships and register and compete for “CIPA TWIRLING TEAM GRAND CHAMPION” at CIPA championships. The team will compete in Gameday and Showtwirl and scores will be combined.

CIPA Competition Etiquette and Warm up

While a competitor or team is on the floor, no one will be permitted to enter or exit the spectator viewing area. Cell phones should be turned to vibrate or silent. Talking is discouraged while a competitor is performing, however cheering and clapping is encouraged! There will be a time between performances when you may enter and exit.

There will be no warming up or standing on the side of the competition floor area. A designated warm up area and warm up time will be given to all competitors and teams upon check-in.

Individual warm up- Each individual will be given a designated location and time for warm up. You may not enter the warm up area before or after your designated warm up time. Individuals will get 15 minutes of uninterrupted warm up time.

Team warm up- Each Team will be given a designated location and time for warm up. You may not enter the warm up area before or after your warm up time. Teams will receive 7 minutes of body warm up (like running your routine without batons and focusing on drill, posture, dance, feet etc.) and 7 minutes of twirling warm up. If you would like any extra warm-up time, you are welcome to find an area outside, away from vehicles and pedestrians.

GUIDELINES FOR CHOOSING YOUR LEVELS FOR SOLO COMPETITION

The following is simply a guide to help you enter the correct skill level for the competition. For example, a High School twirler with the ability to catch consecutive 4 spins and 1-spin illusions should not enter in Novice-Beginner High School. Judges reserve the right to move the competitor up or down a level if needed.

NOVICE-BEGINNER MIDDLE SCHOOL (little to no competition experience)

- 1 spins with various catches
- One 2 spin

- Single illusions without tosses
- Two gymnastic moves with no tosses

INTERMEDIATE-ADVANCED MIDDLE SCHOOL (has some competition experience)

- 2 spins with various catches
- One 3 spin
- One toss illusion
- Gymnastic moves with or without tosses

NOVICE- BEGINNER HIGH SCHOOL (has little to none competition experience)

- 1-2 spins with various catches
- One 3 spin
- Single illusions with or without tosses
- Gymnastic moves with or without tosses

INTERMEDIATE-ADVANCED HIGH SCHOOL (has some competition experience)

- 3 or 4 spins with various catches
- One 4 or 5 spin
- One Spin illusion or One double illusion
- Two single gymnastic moves with release

INTERMEDIATE-ADVANCED COLLEGE

- 3 or 4 spins with various catches
- One 4 or 5 spin
- One Spin illusion or One double illusion
- Two single gymnastic moves with release

ELITE-COLLEGE

- 5 or more spins with various catches
- Double illusions with spins and/or various catches
- Triple illusion
- Various gymnastic moves with releases and catches
- Continuous rolls of 8 or more

In the spirit of Good Sportsmanship, these guidelines should be followed as closely as possible to determine your level of competition.

- CIPA is an independent performing arts organization designed to promote and encourage the performing arts.
- Advancement in skill levels at CIPA do not count for advancement in any other organization.
- Judges for twirling at CIPA are carefully selected and are knowledgeable and experienced, with certifications in judging and/or coaching baton.
- The Judge reserves the right to move a competitor up or down a skill level.

SOLO AND ENSEMBLE

2022 CIPA SOLO, DUET & ENSEMBLE CONTEST RULES

1.0 ELIGIBILITY

1.1 Registration and payment must be submitted fourteen (14) days prior to the competition date for each individual or ensemble registrant, with the exception of the qualifier.

2.0 CLASSIFICATIONS

2.1 Classifications are Scholastic Class (18 years and under) and Independent Class (19 years and above). Classification is based on the participant's age as of June 1 of the competition year.

2.2 Senior Class participants are not bound by any age limit.

3.0 PERFORMANCE CATEGORIES

3.1 Performance categories are defined as:

3.1.1 Individual Color Guard categories are Flag, Rifle, Sabre, Movement, and MultiEquipment. Flag, Rifle, and Sabre performances must use authorized equipment as

defined in the WGI Color Guard Adjudication Manual and Rulebook (see section 4.0 below for details).

3.1.2 Individual 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).

3.1.3 Individual Woodwind categories are Flute/Piccolo, Oboe, Bassoon, Clarinet/Bass Clarinet, Saxophone.

3.1.4 Individual Brass categories are Trumpet, French Horn/Mellophone, Baritone/Euphonium, Trombone, and Tuba.

3.1.5 Musical Ensemble categories are Woodwind, Brass, Percussion, and Mixed Ensemble (any instrumentation). Color Guard categories are Flag Ensemble, Weapon Ensemble, Movement Ensemble, and Mixed Ensemble.

3.2 Each participant may perform in as many categories as they wish to register for (e.g. Keyboard Solo, Timpani Solo, Percussion Ensemble #1, Percussion Ensemble #2, etc.).

3.3 Color Guard ensembles may have between 3-5 performers. Percussion and Winds ensembles may have between 3-9 performers. Ensembles will compete in the classification applying to their oldest member (e.g. if one member is 19 years old or over, the entire ensemble will compete in the Independent classification).

3.4 Performers may select from any genre of music for their performance music.

3.5 Percussion and Winds soloists and ensembles have the option to use a live piano accompaniment or a recorded track if desired.

4.0 EQUIPMENT

4.1 Definitions of authorized color guard equipment:

4.1.1 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.

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

4.1.3 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 sabres/swords must have either a hand guard or a hilt and must be at least twenty-four inches (24") in length.

4.1.4 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. 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 Definitions of authorized Percussion & Winds equipment:

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

5.0 COMPETITION PROCEDURES

5.1 Participants should check in at “Performance Check In” at least 30 minutes prior to their performance time.

5.2 A shared warm up space will be available to participants 30 minutes prior to their performance time.

5.3 Participants should arrive at their performance area no later than 5 minutes prior to their performance time.

5.4 Participants may not enter their respective performance area until after the previous performance is completed and the previous participant has left the performance area.

5.5 For instrumentalists, it is recommended that a copy of the music be given to the music judge, although it is not required.

5.6 Color Guard participants may perform with pre-recorded musical or audible accompaniment. For recorded music, each participant is responsible for providing their own method of playback (e.g. iPod, phone, mp3 player, etc.) using an audio auxiliary cable/aux cord.

6.0 TIMING

6.1 Performance times for solos and ensembles will be as follows:

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

6.1.2 Percussion and Winds 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.

6.2 Interval time will include entrance, setup, performance, exit, and removal of equipment.

6.2.1 Color Guard solo and ensemble performances will be given a five (5) minute interval.

6.2.2 Percussion solo performances and Winds solo and ensemble performances will be given a six (6) minute interval.

6.2.3 Percussion ensembles will be given a seven (7) minute interval

6.3 Performance time shall start with the first note of music and will end with the completion of music.

7.0 JUDGING

7.1 Each category will perform for one (1) adjudicator.

7.2 Overall ratings will be issued (e.g. Good, Excellent, and Superior). Ratings will be posted in a common area of the facility within 45 minutes after performance.

7.2.1 A “Most Outstanding” performer will be identified by the adjudicator and announced in each performance category and classification at the close of the event. (e.g. Most Outstanding Snare Drum Soloist, Most Outstanding Flag Ensemble, etc.)

7.3 Adjudication sheets and commentary file will be made available for all participants.

Cost & Fees

-Processing Fee - \$10

-Solos - \$25 per show - \$40 Championships

-Ensemble - \$25 per participant - \$40 per person Championships