

Shotts and Dykehead 2020 Online Solo Championship – Rules

General

1. The Shotts Solo Championship 2020 is for soloists.
2. Entry closes on the 31st August 2020.
3. Video submission closes on the 14th September 2020
4. Results will be posted around the 30th September 2020.
5. All entries must be in video format without edits or breaks (unless the event allows overdubbing etc).
6. Entry fee is £5.00 per event and is payable, as part of the entry process through PayPal.
7. Entry fees are non-refundable.
8. Competitors do not need to wear a uniform this year.
9. All videos should include the following introduction:
Pipers: Name, Event and Tune(s).
Drummers: Name, Event.
Drum Majors: Name, Event.
10. The eligibility for different age categories is based on the age of the entrant as of **14th September 2020**.
11. Competitors can compete in their own age Section and can elect to play up into any or multiple older age Sections.
12. In Piping Sections where there are individual March and Strathspey & Reel Events, the competitor can opt to play both without a break, provided they say that in their announcement at the start of the Events Video.
13. The organisers reserve the right to introduce qualifying events for any events that attract a number of competitors that they feel is too large.
14. Competitors entering drumming events without the facility of a drum can enter on the pad.
15. In Stick and Pad events accompaniment by a live or recorded chanter is accepted but not compulsory.
16. In Snare Drumming events accompaniment by a live or recorded piper is accepted but not compulsory.
17. In Tenor Drumming events accompaniment by a live or recorded piper and / or Snare Drummer is accepted but not compulsory.
18. In Bass Drumming events accompaniment by a live or recorded piper and / or Snare Drummer is accepted but not compulsory.
19. Drum Majors - Must be smartly dressed, a uniform is not required.
20. Drum Majors – Length of the competition arena should be 64 steps, pace length. (This rule was changed from 76 to 64 steps on 7th August 2020)
21. Drum Majors – Competitors can use the audio track provided, or can provide their own but should adhere or provide the commands Drum Majors, Drum Majors Shun, Get Ready, On the Rolls by the right quick march)
22. Drum Majors - Music and commands must be clearly audible on the video, no earphones.
23. Drum Majors - The format of the performance should be exactly how it would be completed on a normal contest day, start off, corners, halt and cut off.
24. Drum Majors – Competitors will be marked on Marching and Department, including Mace Drill and Foot Drill. The quality, variety and degree of difficulty of their flourish.

After reading these Rules, please proceed to the Requirements shown in the following pages.

Media and Event Promotion

The competition organisers reserve the right to use and share any videos uploaded, or still photographs that may be captured from videos submitted. In entering competition events, competitors and/or their parents are providing permission for competitors videos and photographs to be used for promotional and media purposes and recognise that Shotts and Dykehead Caledonia Pipe Band will hold the copyright to all event videos and photographs. If you have any queries, please contact us via competition@shottspipeband.com

*Video Upload note: - If competing in a March Event followed by a Strathspey & Reel Event, competitors can:

(a) elect to play their march, stop, then play their Strathspeys & Reel

OR

(b) Play their March Strathspey and Reel without stopping.

In the first case, (a) the individual recordings should be uploaded to the relevant events.

In the second case, (b) upload the same MSR recording to both events.

Piping Playing Requirements

- **Section A - Chanter Age 13 and under - Event 1**
Slow Air: any time signature; two parts.
- **Section A - Chanter Age 13 and under - Event 2**
March: any time signature; two parts.
- **Section B - Chanter Age 15 and under - Event 3**
Slow Air: any time signature; two parts.
- **Section B - Chanter Age 15 and under - Event 4**
March: any time signature; two parts.
- **Section C - Piping Age 13 and under - Event 5**
2/4 March: minimum two parts.
If not competing in Event 6, stop after Event 5.
**see note on video upload above.*
- **Section C - Piping Age 13 and under - Event 6**
Strathspey (Minimum two parts) and Reel (Minimum two parts). To be played without breaks between tunes.

If competing in Events 5 & 6, Events can be played with or without a break and can retune between March & Strathspey.

**see note on video upload above.*

- **Section D - Piping Age 15 and under - Event 7**
2/4 March: minimum four parts.
If not competing in Event 8, stop after Event 7.
**see note on video upload above.*
- **Section D - Piping Age 15 and under - Event 8**
Strathspey (Minimum two parts) and Reel (Minimum two parts). To be played without breaks between tunes.

If competing in Events 7 & 8, Events can be played with or without a break and can retune between March & Strathspey.

**see note on video upload above.*

- **Section D - Piping Age 15 and under - Event 9**
Ground of Piobaireachd.
Competitors cannot compete in Event 9 if competing in Event 10.
- **Section D - Piping Age 15 and under - Event 10**
Piobaireachd.
Competitors cannot compete in Event 10 if competing in Event 9.
- **Section D - Piping Age 15 and under - Event 11**
Hornpipe & Jig.
- **Section D - Piping Age 15 and under - Event 12**
Medley (4-5 minutes)
- **Section E - Piping Age 18 and under - Event 13**
2/4 March: minimum four parts.
If not competing in Event 14, stop after Event 13.
**see note on video upload above.*
- **Section E - Piping Age 18 and under - Event 14**
Strathspey (Minimum four parts) and Reel (Minimum four parts). To be played without breaks between tunes.

If competing in Events 13 & 14, Events can be played with or without a break and can retune between March & Strathspey.

**see note on video upload above.*

Drumming Playing Requirements

- **Section G - Snare, Stick and Pad Age 13 and under - Event 23**
March: any time signature; minimum two parts. (for beginners not yet playing competitively on a drum).
- **Section H - Snare, Stick and Pad Age 15 and under - Event 24**
March: any time signature; minimum two parts. (for beginners not yet playing competitively on a drum).
- **Section I - Snare, Stick and Pad Age 15 and under - Event 25**
March: any time signature; minimum two parts. For drummers in Novice Juvenile A or B or Grade 4 bands or comparative solo level. Start set with two three pace rolls.
- **Section I - Snare Drumming Age 15 and under - Event 26**
March (2/4 March, Minimum four parts), Strathspey (Minimum four parts) and Reel (Minimum four parts).
To be played without breaks between tunes
Start set with two three pace rolls.
- **Section I - Snare Drumming Age 15 and under - Event 27**
Hornpipe (Minimum two parts) and Jig (Minimum two parts).
To be played without breaks between tunes.
Start set with two three pace rolls.
- **Section I - Snare Drumming Age 15 and under - Event 28**
Fanfare (2-5 Minutes).
Accompaniment made by yourself is accepted. Overdubbing audio and video editing is also allowed.
No use of copyright protected music as accompaniment.
This will be judged both on technical merit of the snare drumming and on creativity and entertainment value as well.
Have fun with it!
- **Section J - Snare Drumming Age 18 and under - Event 29**
2/4 March (Minimum four parts).
For drummers in Novice Juvenile A or B or Grade 4 bands or comparative solo level.
Start set with two three pace rolls.
- **Section J - Snare Drumming Age 18 and under - Event 30**
March (2/4 March, Minimum four parts), Strathspey (Minimum four parts) and Reel (Minimum four parts).
To be played without breaks between tunes
Start set with two three pace rolls.
- **Section J - Snare Drumming Age 18 and under - Event 31**

- **Section E - Piping Age 18 and under - Event 15**
Piobaireachd.
- **Section E - Piping Age 18 and under - Event 16**
Hornpipe & Jig.
- **Section E - Piping Age 18 and under - Event 17**
Medley (5-6 minutes).
- **Section F - Open Piping Age over 18 - Event 18**
2/4 March: minimum four parts.
If not competing in Event 19, stop after Event 18.
**see note on video upload above.*
- **Section F - Open Piping Age over 18 - Event 19**
Strathspey (Minimum four parts) and Reel (Minimum four parts). To be played without breaks between tunes.

If competing in Events 18 & 19, Events can be played with or without a break and can retune between March & Strathspey.
**see note on video upload above.*
- **Section F - Open Piping Age over 18 - Event 20**
Piobaireachd.
- **Section F - Open Piping Age over 18 - Event 21**
Hornpipe & Jig.
- **Section F - Open Piping Age over 18 - Event 22**
Medley (5-7 minutes).

Drum Majors Requirements

- **Section R – Junior Drum Majors (Under 14) - Event 44**
2 1/2 lengths of Arena.
Cut off – when you arrive at the appropriate part (flourish).
- **Section S – Juvenile Drum Majors (Under 18) - Event 45**
3 1/2 lengths of Arena.
Cut off – when you arrive at the appropriate part (flourish).
- **Section T – Senior Drum Majors (18 and over) - Event 46**
4 1/2 lengths of Arena.
Cut off – when you arrive at the appropriate part (flourish).

- **Section J - Snare Drumming Age 18 and under - Event 32**
Fanfare (2-5 Minutes).
Accompaniment made by yourself is accepted.
Overdubbing audio and video editing is also allowed.
No use of copyright protected music as accompaniment.
This will be judged both on technical merit of the snare drumming and on creativity and entertainment value as well.
Have fun with it!
- **Section K - Open Snare Drumming Age Over 18 - Event 33**
March (Minimum four parts), Strathspey (Minimum four parts) and Reel (Minimum four parts).
To be played without breaks between tunes
Start set with two three pace rolls.
- **Section K - Open Snare Drumming Age Over 18 - Event 34**
Hornpipe (Minimum four parts) and Jig (Minimum four parts).
To be played without breaks between tunes.
Start set with two three pace rolls.
- **Section K - Open Snare Drumming Age Over 18 - Event 35**
Fanfare (2-5 Minutes).
Accompaniment made by yourself is accepted.
Overdubbing audio and video editing is also allowed.
No use of copyright protected music as accompaniment.
This will be judged both on technical merit of the snare drumming and on creativity and entertainment value as well.
Have fun with it!
- **Section L - Tenor Drumming Age 15 and under - Event 36**
2/4 March (Minimum four parts).
Start set with two three pace rolls if accompanied by Snare Drummer.
- **Section M - Tenor Drumming Age 18 and under - Event 37**
March (Minimum four parts), Strathspey (Minimum four parts) and Reel (Minimum four parts).
To be played without breaks between tunes.
Start set with two three pace rolls if accompanied by Snare Drummer.
- **Section M - Tenor Drumming Age 18 and under - Event 38**
Hornpipe (Minimum four parts) and Jig (Minimum four parts).
To be played without breaks between tunes.
Start set with two three pace rolls.
- **Section N - Open Tenor Drumming Age Over 18 - Event 39**
March (Minimum four parts), Strathspey (Minimum four parts) and Reel (Minimum four parts).
To be played without breaks between tunes.
Start set with two three pace rolls if accompanied by Snare Drummer.
- **Section N - Open Tenor Drumming Age Over 18 - Event 40**
Hornpipe (Minimum four parts) and Jig

(Minimum four parts).

To be played without breaks between tunes.

Start set with two three pace rolls.

- **Section O - Bass Drumming Age 15 and under - Event 41**

2/4 March (Minimum four parts).

Start set with two three pace rolls if accompanied by Snare Drummer.

- **Section P - Bass Drumming Age 18 and under - Event 42**

March (Minimum four parts), Strathspey (Minimum four parts) and Reel (Minimum four parts).

To be played without breaks between tunes.

Start set with two three pace rolls if accompanied by Snare Drummer.

- **Section Q – Open Bass Drumming Age Over 18 - Event 43**

March (Minimum four parts), Strathspey (Minimum four parts) and Reel (Minimum four parts).

To be played without breaks between tunes.

Start set with two three pace rolls if accompanied by Snare Drummer.

Entry Process

1. Entries must be completed, using the online entry form, by the 31st August.

All successful entries will receive a confirmation email so please ensure you include an email address and check your junk mail.

The email will include links to allow you to upload your entry video(s) so please do not delete this email.

2. On completion of your entry, you should record a video of yourself performing your entry for the Event(s) selected.
Separate videos should be recorded for each Event. At the start of the video, if you are a piper you should announce your **Name, Event Number** and the **Tunes Names** you are going to perform, if you are a drummer, you should announce your **Name and Event Number** and if you are a Drum Major, you should announce your **Name and Event Number**
3. If possible, rename your video files with your name and your event number from your confirmation email. E.g. "John Smith Event 12"
4. On completion of your recording(s), you should, using the appropriate links in your confirmation email, upload your videos to our DropBox Server on or before **14th September 2020**.
5. Any queries regarding entries or video submissions should be directed to competition@shottspipeband.com