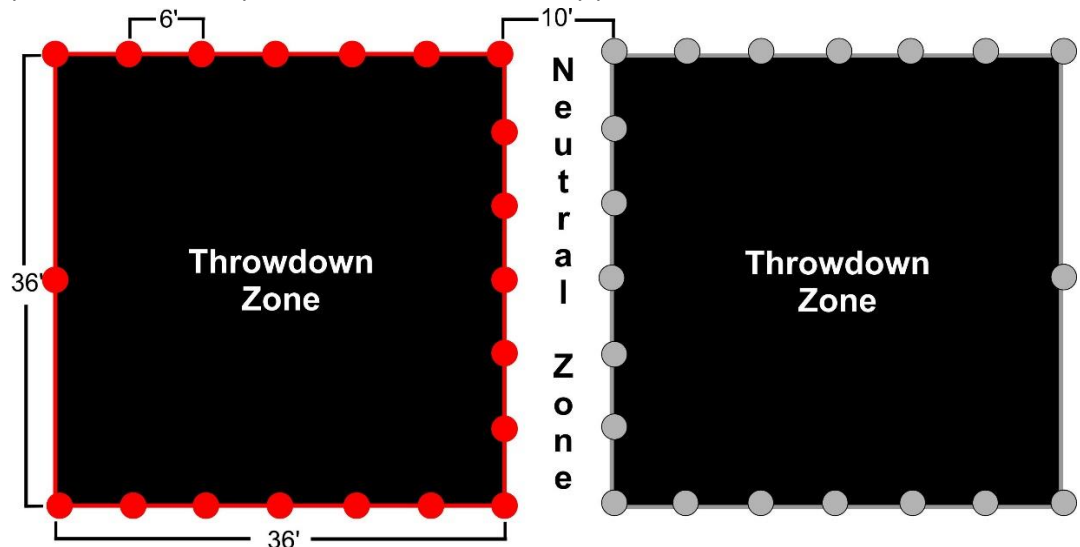




2018 Drumline Throwdown Rules

1. Competition area

- The competition area will consist of two separate areas for each performing ensemble. Each ensemble shall have 36 feet by 36 feet square. The two performing areas will have a 10 feet gap to prevent interference between ensembles.
- The performance area will be outlined by a total of 7 pylons per side indicating the 4 corners and middle of each side of the performance area.
- No power source will be provided on the performance floor. Ensembles requiring power will need to provide their own via battery power.



2. Judging

- Ensembles will be judged based on the following 3 categories. Each Category is assigned to a single judge. Judging will be done based on a simple Team A or Team B winner scale. The team with at least 2 out of 3 categories will be announced the winner.
 - Music / Technique
 - Overall Impression / General Effect (celebrity judge)
 - Visual

3. Timing

- Each ensemble will have the opportunity to perform two pieces.
- The first ensemble to perform will be determined by a flip of a coin. Upon an ensemble winning the coin flip, that team will decide to perform first or second.
- Ensembles will alternate performance pieces.
- Each piece shall be a maximum of 2.5 minutes.
- Performance time starts with the first sound or movement by a performing member after the announcer has stated they can start.

- f. Ensembles should aim for their performance pieces to be 1.5-2 minutes long.
 - g. Any ensemble exceeding the performance time may be disqualified.
4. Classification
- a. Depending on number of ensembles registered to perform, the following classifications can be used at the discretion of the Event coordinator:
 - i. Scholastic (all members of a scholastic class must be enrolled in the K-12 school board they represent)
 - ii. Independent (ensembles that do not meet the K-12 scholastic criteria above)
5. Equipment
- a. All equipment must be placed within the competition area. This includes musical instrumentation and props.
 - b. All performers and equipment must stay within the designated competition area.
 - c. Items that fall outside the performance area by accident may be retrieved at the end of the performance piece.
 - d. The following items are NOT allowed in the Competition Area:
 - i. pyrotechnics, discharge of arms, pressurized canisters, dangerous materials, flammable liquids, or gas
 - e. Samplers, Loops, or pre-recordings cannot be used
 - f. Any percussive instrument or implement that is played or struck to create sound in real time including the human voice may be used by the performing ensemble
 - g. Any device using flashlight batteries or rechargeable batteries shall be permitted for use by the performing ensemble
 - h. Equipment must be carried onto the performance area. Once placed in the performance area a stand may be used. Rolled/wheeled equipment is not allowed.
6. Code of Conduct
- a. All members of ensembles shall refrain from making any noise in the staging area and the area leading to the staging area.
 - b. Ensembles may play as they are entering the competition area however must end playing once they have arrived in their designated performance area.
 - c. When leaving the performance area, the ensemble will be directed where to go.
 - d. Departure from the performance area must be done as quickly and quietly as possible.
 - e. Opposing ensembles shall be respectful to opponent while they are performing.
7. Penalties
- a. A disqualification may be assisted by the chief judge if a ensemble exceeds the maximum performance time for a piece.



COREY PEARCE
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