

# 2019 SoundSport™ Rulebook

## Challenge Class



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**SOUNDSPORT®**

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# TABLE OF CONTENTS

<b>Regulations at a Glance.....</b>	<b>1</b>
<b>Introduction.....</b>	<b>2</b>
Drum Corps International® and SoundSport™ .....	2
SoundSport Philosophy.....	2
#GrowDrumCorps.....	2
Questions? Call Us!.....	2
<b>SoundSport Event Regulations.....</b>	<b>3</b>
Section 1: Eligibility.....	3
Section 2: Event Site.....	3
Section 3: Judging.....	3
Section 4: Equipment.....	4
Section 5: Colors and Standards.....	5
Section 6: Conduct of Teams.....	5
Section 7: Weather, Performance and Evaluation.....	6
Section 8: Recorded Comments.....	6
Section 9: Penalties / Rule Errors.....	6
<b>Adjudication Guidelines.....</b>	<b>8</b>
Appendix A: Sample Scoresheets.....	9

# INTRODUCTION

## **Drum Corps International® and SoundSport™**

Drum Corps International® is the world leader in producing and sanctioning competitive events for the world's most elite and exclusive touring marching music ensembles for student performers. Combined with its DrumLine Battle™ and SoundSport™ program offerings, Drum Corps International engages tens of thousands of students in performance opportunities around the world.

Drum Corps International's mission is to bring the life-enriching benefits of marching music performing arts to more people worldwide. We do this by creating a stage for participating organizations to engage in education, competition, entertainment, and the promotion of individual growth.

## **SoundSport Philosophy**

The SoundSport program exists to activate and advance the mission and vision of Drum Corps International by creating a world class stage to enable an affordable, inclusive, enjoyable and less time intensive ensemble music making experience worldwide.

SoundSport operates and sanctions an annual series of events that recognize and reward creative and innovative performance. Teams are, first and foremost, encouraged to entertain and engage the audience- their goal should be to attain excellence in everything they do. Our adjudication philosophy utilizes a music festival model, recognizing and encouraging the value of competition while allowing many ensembles of differing sizes, styles, instrumentations, etc. to successfully perform in the same event. Achievement levels will be awarded to each group as an indicator of the team's success in meeting specified adjudication criteria.

Though administrative support, organization development sessions and performance opportunities, SoundSport provides an accessible and inclusive opportunity with which to participate in the *drum corps experience*. Characterized by the passion of dedicated directors providing leadership, young people motivated in achieving excellence, master instructors and designers providing students with the necessary tools, the assistance of countless volunteers, and an amazing following of parents, alumni and fans, the *drum corps experience* has never been of greater societal value. The SoundSport program seeks to provide an outlet to partake in this experience.

## **#GrowDrumCorps**

It is of great importance to our effort that every member of the SoundSport community become empowered, mobilized, and focused on one organizational initiative: ***To engage as many people as possible in our collective endeavor.***

In order to support the current existence of the youth-focused performing arts activity and broker its longevity, we must continue to create an environment that facilitates the development of more quality organizations. Provided the participating organizations remain committed to delivering the value of what they do through education and the pursuit of performance excellence and they desire to share the experience as a fraternity, the *drum corps experience* will flourish.

## **Questions? Call us!**

Our staff is always ready to help discuss the rules and policies of Drum Corps International's SoundSport program. Please feel free to call our office for clarification of the rules and procedures, or any questions pertaining to the competition at 317-275-1226 or [SoundSport@dc.org](mailto:SoundSport@dc.org).

# SoundSport Event Regulations

## I. ELIGIBILITY

- a. SoundSport teams can perform with members of all ages.
- b. SoundSport teams must consist of five or more members in the performance area at any time during the performance.

## II. EVENT SITE

- a. Whenever possible, the event stage shall be in the shape of a rectangle, not less than 30 yards wide and 20 yards deep, with the four corners marked with a visual marker.
- b. Event stages will have markers every five yards around the perimeter but do not guarantee yard lines.
- c. If a venue necessitates a change in the size of the performance stage, participating teams will be notified prior to the event.

## III. JUDGING

### a. ADJUDICATION

- i. Events will be evaluated in 3 categories: Music Performance, Visual Performance and Overall Impression
- ii. Performances will be evaluated as follows:

<b>Music Performance</b>	100 points
<b>Visual Performance</b>	100 points
<b>Overall Impression</b>	<u>100 points</u>
Subtotal	300 points

divided by 3 = Total Score
- iii. Total scores will be rounded to the nearest Hundredth (0.01) point.

### b. COMPETITIVE CLASSES

- i. Performing ensembles will be assigned to classes using two criteria:
  1. Ensemble Size, classified by the number of performing members:
    - a. Class A – Five to 30
    - b. Class AA – 31 to 50
    - c. Class AAA – 51 and above
  2. Ensemble Age, classified by the oldest performing member:
    - a. Cadet – Under 13 years old
    - b. Youth – 13 to 21 years old
    - c. All-Age – 22 and older
    - d. Cadet Class ensembles are permitted One (1) over age Drum Major/Conductor

### ii. The resulting performance classes are:

1. A - Cadet
2. AA - Cadet
3. AAA - Cadet
4. A - Youth
5. AA - Youth
6. AAA - Youth
7. A - All-Age
8. AA - All-Age
9. AAA - All-Age

- iii. SoundSport competitions will include as few or many classes as necessary to represent the performing ensembles in each age and size classification.

### c. AWARDS

- i. A "Best in Class" title will be awarded to the highest scoring ensemble in each competitive class.
- ii. A "Best in Show" title will be awarded to the highest scoring ensemble regardless of competitive class.
- iii. If two or more ensembles have a tie in their final score, the higher placement will be awarded to the ensemble with the highest Overall Impression score.

Any tie for Best in Show will not be broken but rather be awarded to the two or more ensembles with a tie in their final score.

#### **IV. EQUIPMENT**

##### **a. MUSICAL INSTRUMENTATION**

- i. The instrumentation of each SoundSport team may include any instrument or implement that is played or struck to create sound in real time including the human voice.
- ii. All equipment requiring wheels must be hand pushed into the performance area. Use of motorized carts is prohibited.
  1. Wheels must be rubber and 8 inches on all wheeled equipment and props.

##### **b. AMPLIFICATION**

###### **i. Use of Amplification**

1. The use of self-contained amplification systems is permitted.
2. Venues will provide no less than a single 110V extension cord/receptacle. Performing ensembles should take care not to overload the circuit & should not assume that there will be unlimited circuits for their use.
3. Adaptation to the environment of individual performance locations is the responsibility of the SoundSport team. We will do everything possible to communicate logistical considerations in advance of event.

##### **c. USE OF ELECTRONIC EQUIPMENT**

###### **i. Terminology:**

1. **“Music” (or “Musical”)** shall be defined as the organization of melodic, harmonic and/or rhythmic sound through time.
2. An **“Electronic Instrument”** shall be defined as any piece of electronic equipment that produces “Musical” sound.
3. A **“Sequence” or “Loop”** shall be defined as “Music” that is pre-recorded or programmed during a performance.
4. **“Human Voice”** shall be defined as spoken word.
- ii. Music from Electronic Instruments is allowed given that the Music is being performed live, in real time during the performance.
- iii. Sequenced Music is prohibited.
- iv. Musical Loops are prohibited.
- v. Pre-recorded Sound Effects and Human Voice may be used.
- vi. Permission must be obtained for all copyrighted material.

##### **d. INSTRUCTIONS FOR EVENT HOSTS**

- i. We require a dedicated electrical outlet providing 110 volts, with at least 15 amperes of current to be located at the stage location for sound reinforcement systems.
- ii. All SoundSport teams are required to provide a conductors podium for their performance, if desired.

##### **e. MISCELLANEOUS EQUIPMENT**

- i. No pyrotechnics, discharge of arms, pressurized canisters, water, flammable liquids, and/or hazardous materials (including helium) will be permitted on or around the performance stage. This includes “Silly String” and similar products / gimmicks / effects.
- ii. The use of powders or powder-like substances, or anything leaving a residue (like glitter) or residual litter (like confetti) is prohibited on or around the performance stage.
- iii. On the rare occasion where a grass field might be used for a SoundSport event, the use of any type of “floor” cover will be prohibited.

- iv. Specific questions regarding equipment limitations should be asked no less than seven days prior to event date. We will make every effort to proactively share information in this regard.

## **V. COLORS AND STANDARDS**

- a. The current National Colors of the United States of America, or any previous national colors of the United States, or any national flag of any sovereign country will be treated with proper respect at all times. No national color should in any way be denigrated or used inappropriately or handled controversially.
- b. If your team intends to include a national flag in your performance, or if you'd like to place one in the performance area during your performance, you are responsible to adhere to all applicable flag codes and appropriate policies and procedures.
- c. The SoundSport performance stage is an inappropriate venue for airing of negative and controversial political statements and hate speech and as such, performances deemed inappropriate by event organizers are prohibited.

## **VI. CONDUCT OF TEAMS**

### **a. PERFORMANCE TIMES**

- i. SoundSport teams shall be in performance with its complete competing personnel not less than 5 minutes nor more than 7 minutes.
- ii. All playing and maneuvering must cease when the total time reaches 7 minutes.
- iii. A team may conclude its performance while still on the stage.
- iv. Teams will be scheduled to compete at ten (10) minute intervals. *A team may utilize any portion of the initial three (3) minutes of their performance interval for entry and set-up. The team may additionally use any audio-visual material, except for those already prohibited for safety reasons and performance surface protection.* This must occur prior to the start of the performance. The team will not be able to enter the stage before the allowed 3-minute *pre-show* time and must exit the stage immediately following the performance with no delay. Any team creating a delay in the 10-minute schedule will be subject to a penalty which will be determined by the event director.
  - 1. The time schedule may be expanded or be lessened at the option of the event director. However, only if all participating units can be guaranteed the same amount of time.

### **b. TIMING AND EVALUATION**

- i. Timing of the (10 minute) block will begin at the event director's signal
- ii. Timing and evaluation of the performance (5 minute to 7 minute) will start with the first step of a member of the team or with the first note of music, whichever occurs first.
- iii. Timing and evaluation will cease with the last note of music played by any performer on the performance stage.

### **c. ENTRY TO THE PERFORMANCE AREA**

- i. To avoid distracting the performing team on the stage, units should refrain from creating sound as they are entering the stage area including in the tunnel or hallway that may lead to the stage.
- ii. Members of the team may set-up anywhere on or off the stage prior to the commencement of timing and evaluation.
- iii. No performer is allowed forward of the performance area whether through the sidelines or front except to retrieve dropped equipment or props. For the safety of audience members, performance of any kind is prohibited in the area in front of the stage.
- iv. Performers may not enter any viewing area. They must remain on the performance stage.
- v. SoundSport teams may need to manage venue logistics or obstacles relative to transportation and setup of props and equipment. Every effort will be made

to communicate known / expected challenges no less than seven days prior to event.

d. **STAGE EXIT**

- i. When leaving the performance area, team members must depart as directed by event staff.
- ii. Once a team's performance concludes, they must proceed from the performance area without delay or further performance.
- iii. The event director may, at his/her option, provide opportunities for audience interaction following a performance at a given venue.

e. **STAGE CONDUCT – BOUNDARIES**

- i. All musical instruments and implements must be placed within the performance area. Musical instruments that are outside of the performance area may not be played before or during the team's performance.
- ii. Additionally, equipment or props must also be placed within the performance area.
- iii. If any equipment accidentally leaves the performance area, the equipment may be retrieved by any member of the team.
- iv. All grounded or dropped equipment must be retrieved before the team leaves the performance area.

**VII. WEATHER, PERFORMANCE, AND EVALUATION**

a. **WEATHER OR OTHER LIKELY OR UNLIKELY OCCURANCES**

- i. When a show experiences inclement weather or another situation that causes the performances to be disrupted, the event director will direct the teams as appropriate.

**VIII. RECORDED COMMENTS**

- a. Every team that completes their full performance and thus has a completed evaluation will receive their recorded comments.

**IX. PENALTIES / RULE ERRORS**

- a. GENERAL- A team violating any rule, or part of a rule, for which no specific penalty is herein provided, shall be penalized, for each such violation, not less than 1/10th of a point nor more than disqualification, at the discretion of the event director.
- b. Only the event director may assess a penalty. Judges must report all rule violations to the event director. "Rule Errors" will be noted by the chief judge and tabulated as an execution caption. These will not be considered, tabulated, or announced as "penalties".
- c. SECTION IV (Equipment) – A two (2)-point penalty shall be assessed for the use of any illegal equipment, instrument or implement.
- d. SECTION VI (Conduct of Teams)
  - i. A team violating any timing requirements for which no specific penalty is provided shall be penalized 1/10th of a point for every 3 seconds or fraction thereof, over a maximum or under a minimum timing requirement.
  - ii. A team failing to report to the ready line for competition at the stipulated time shall be penalized 1/10th of a point for each 1.5 minutes of lateness or part thereof up to the conclusion of the contest.
  - iii. Any infraction of field entry or field exit rules shall be assessed 1/10th of a point rule error for each member of the corps in violation, per offense, to a maximum of two (2) points for twenty (20) members or more.
  - iv. Any infraction of any boundary shall be assessed 1/10<sup>th</sup> of a point rule error for each member for each offense to a maximum of two (2) points for twenty (20) members or more.



## Adjudication Guidelines

While we encourage the pursuit of excellence, the primary responsibility for the SoundSport judge is to recognize creative and innovative performance. The teams will present their concept in a variety of ways. Judges should provide positive input that reinforces the team's training, encourages ongoing development, and where appropriate, make suggestions for next steps to further develop a concept or fundamental skill.

In Challenge Class, SoundSport teams will be awarded a numerical score and standard rating (Gold, Silver, Bronze) that is commensurate with their level of achievement. Throughout the team's performance, judges should consider the guiding questions on the worksheet to help determine an overall level in the caption. At the conclusion of the performance, the judge will indicate the achieved score and circle the corresponding medal rating at the bottom of their sheet.

There are three SoundSport judges, each with a specific area of focus:

- The **Music Performance** judge recognizes and rewards a team's quality of sound, technical accuracy, and musical interpretation. The Music Performance caption will award a total score out of 100 points.
- The **Visual Performance** judge recognizes and rewards a team's precision, choreography, and expression. The Visual Performance caption will award a total score out of 100 points.
- The **Overall Impression** judge has a holistic perspective and recognizes and rewards the entire team's ability to entertain the audience, demonstrate creativity and innovation, and display a highly coordinated design concept or theme. While a theme is not mandatory, the team that best brings together both musical and visual design will be awarded the highest standard for their collective efforts. The Overall Impression caption will award a total score out of 100 points.

The total score for each performing team will be calculated by adding the full value of all captions and dividing by three, rounding the final score to the nearest hundredth (0.01) point. The attached chart will be used to establish the overall rating for each team.

<b><i>Music Performance</i></b>	100 points	
<b><i>Visual Performance</i></b>	100 points	
<b><i>Overall Impression</i></b>	<u>100 points</u>	
Subtotal	300 points	divided by 3 = Total Score

At the conclusion of the contest, recognition awards will be awarded to Best in Class, the highest scoring ensemble in each competitive class, and the highest scoring ensemble regardless of competitive class, Best in Show. If two or more ensembles have a tie in their final score, the higher placement will be awarded to the ensemble with the highest Overall Impression score. Any tie for Best in Show will not be broken but rather be awarded to the two or more ensembles with a tie in their final score.





CHALLENGE CLASS

## Musical Performance

Team : \_\_\_\_\_

Event: \_\_\_\_\_

Date: \_\_\_\_\_

Criteria
Ensemble Cohesion (Tempo, pulse, overall accuracy)
Quality of Sound
Balance and Blend
Musical Expression
Communication of Style

Judges will assess the extent to which the SoundSport Team achieves the specified criteria and award a corresponding rating by responding to the following guidelines.

- The team performs together.
- The team presents a quality sound.
- The team has a clearly developed concept of balance and blend.
- The team demonstrates musical expression.
- The program demonstrates a clearly defined musical style.

<b>Comments:</b>	<b><u>SCORE</u></b>

Sometimes	Consistently	Always
Bronze	Silver	Gold
60-69	70-84	85-100

\_\_\_\_\_  
Name

\_\_\_\_\_  
Signature



Team : \_\_\_\_\_

Event: \_\_\_\_\_

Date: \_\_\_\_\_

## Visual Performance

Criteria
Ensemble Cohesion
Control of tempo and pulse
Control of movement (body and equipment)
Quality of Musical Expression
Communication of Character and Style

Judges will assess the extent to which the SoundSport Team achieves the specified criteria and award a corresponding rating by responding to the following guidelines.

- The team performs together.
- The team maintains tempo and pulse.
- The team demonstrates control of movement including body and equipment.
- The team demonstrates a range of expression.
- The team has a clearly developed concept of character and style.

<b>Comments:</b>	<b><u>SCORE</u></b>

Sometimes	Consistently	Always
Bronze	Silver	Gold
60-69	70-84	85-100

Name \_\_\_\_\_

Signature \_\_\_\_\_



Team : \_\_\_\_\_

Event: \_\_\_\_\_

Date: \_\_\_\_\_

## Overall Impression

Criteria
Audience Engagement
Effect and Entertainment
Concept and Coordination
Unity and Variety
Creativity and Innovation

Judges will assess the extent to which the SoundSport Team achieves the specified criteria and award a corresponding rating by responding to the following guidelines.

- The team engages the audience throughout the performance.
- The team is effective and entertaining.
- The team has a clearly developed and coordinated concept.
- The program concept demonstrates unity and variety.
- The program demonstrates creativity and innovation.

<b>Comments:</b>          	<b>SCORE</b>          
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Sometimes	Consistently	Always
Bronze	Silver	Gold
60-69	70-84	85-100

\_\_\_\_\_  
Name

\_\_\_\_\_  
Signature