

# **Church Lads' and Church Girls' Brigade Music Competition**



## **Purpose, Rules and Guidance Version 4, May 2019**



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## Contents

Purpose of the CLCGB Music Competition .....	2
Amendments to Version 3 .....	3
General Rules and Guidance .....	3
Eligibility .....	3
Timing.....	3
Warm-up .....	3
Winning band.....	4
The Muster.....	4
Safeguarding .....	4
GDPR .....	4
General Information .....	5
Summary of Competitions: .....	6
Marching Band Competition.....	7
Static Band Competition .....	9
Ensemble Competition.....	10
Solo Competition .....	11
Drum Major Competition.....	12
Inspection Competition .....	13
Appendix 1: Proposed order of events .....	14
Appendix 2: List of awards.....	15
Appendix 3: Band/Squad Information Sheet.....	16
Appendix 4: CLCGB Music and Drill Competition Entrance Form.....	17
Appendix 5: Marking Sheets for the Competition .....	19

## Purpose of the CLCGB Music Competition

The CLCGB Music Competition is all about bringing the CLCGB together through music. The focus of the day is to give the youth of the CLCGB a chance to have their hard work exhibited within a healthy competition. The day is a chance for companies from all over the country to connect with each other, allowing everyone to share CLCGB experiences with friends, old and new.



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This version marks the end of the second competition. This version of the rules is splitting out the drill competition and music competition allowing this document to be more succinct to those companies not entering the drill competition.

## **Amendments to Version 3**

- Splitting of Music Competition and Drill competition rules into two documents. Removal of everything associated with the Drill Competition unless it applies to both competitions.
- Addition of 'incorrect uniform placement' to Inspection
- Name on Solo mark sheets
- Amendment to Ensemble time limits to 4 mins max.
- Amendments to 'List of Awards'.
- Some minor changes to 'General Rules and Guidance'.

## **General Rules and Guidance**

### **Eligibility**

All aspects of the CLCGB Music Competition are open to any member of the CLCGB. Groups can be formed of members from a company, battalion or regiment. Companies from anywhere in the CLCGB are eligible for entry independent of uniform, ability or previous affiliation with the competition. Each individual competition has rules regarding the age of participants and the size of the group that may enter.

### **Timing**

Competitions held in the central arena will be timed by an official and a lighting system will be in operation. A klaxon or announcement will sound to indicate a band or ensemble entering the arena. A yellow light will indicate that a minimum time, if applicable, has been reached. A red light will be used to show that the maximum time has been exceeded. Should the lights fail, flags of the same colour will be used by the timing official. All details on timings are included in the individual competition requirements.

The marching band performance begins and ends with a salute. These salutes signify the beginning and end of the timing. Other competitions may be started with a salute if the company is in uniform and wishes to. This must be declared to the Arena Marshall before going on the arena to make sure there is someone to receive the salute.

Any band or ensemble over running or under running the allotted time will incur penalty points at the rate of 1 point per 5 seconds up to 30 seconds and 1 point per second thereafter.

### **Warm-up**

Bands and ensembles are allowed time to warm-up and position themselves within the arena. This can take the form of a warm-up piece, scales or other suitable warm-up. At the end of the allotted time the band must be in position on the arena ready to start their programme. Any time taken over this will incur a penalty as stated above. Ensembles and Static band performances must be set up in the allotted time, over running of this time will also incur the above penalties.

Instruments must not be played near the arena or near the solo competition room. Tuning and practicing must be done away from the arena and solo competition either outside or in preparation rooms provided.



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## **Winning band**

The winning band in the marching display will perform at the end of proceedings. The remaining bands will be played off by a band as decided by the arena marshal on the day.

## **The Muster**

At the end of the competition awards are presented in the Muster. All marching bands, soloists, ensembles and static bands are required to attend. All performers can fall in and parade as a company. The march on can be to music played by the band.

Members not affiliated to a band can march in on their own or affiliated to another company/band.

## **Safeguarding**

All CLCGB events must follow the 'Church Lads' and Church Girls' Brigade Guide to working safely with young people and vulnerable adults'.

Companies must bring a suitable number of Leaders/Helpers/Parents as prescribed by the above document to supervise the young people in their care. Companies need to ensure they conform to this document i.e. leaders/helper/parents are DBS checked and have completed safeguarding training.

Safe areas to change will be provided by the competition. Over 18's and Under 18's must not change in the same areas and adults should never be in a 1:1 situation with a young person during this event. Instructions will be provided on changing depending upon the venue. If this is not made clear, please contact a member of the organising committee by e-mail (appendix 4) or on the event.

Safeguarding for each company is the responsibility of the officer responsible for each individual group. The CLCGB takes the safeguarding of young people very seriously and any breaches in safeguarding procedure will be referred to the national safeguarding officer.

Companies may bring external changing facilities that can be erected on the grass outside the venue. Any company wishing to do this must inform the organisers. If a company is wishing to do this, they are in charge of all the safeguarding associated with this option.

## **GDPR**

The Drill competition complies with the 'CLCGB Data Privacy Notice'. The competition presumes that the process of entering the competition gives us the right to hold data on the company, band and/or squad. The data we hold comprises of that given in the entrance form in Appendix 4 and the data generated by the event itself (i.e. the results, programme of events and any associated social media posts and pictures). We will hold entry forms for two years after entry. We will hold an e-mail address of CO/Bandmasters indefinitely for contact purposes. We will hold the results and programme of events as a matter of historical archive (including names of any individual winner or entrant).

Under GDPR you have the right to review this data, correct this data and remove this data at any time.



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Some of the data may be in the public domain and it will not be possible to remove or fully correct this data.

## **General Information**

Each participating company must supply at least one member to help run events on the day. This will probably be in the form of 'running' for a judge or official. Job roles will be assigned on the day. This can be a participating member.

Any times issued on the day will be subject to change with what is happening on the arena. As much warning as possible will be given by the arena marshal but all bands, ensembles and solos must be prepared 10 minutes before the allotted time slot.

Completed entry forms must be submitted 2 weeks prior to the date of the competition to allow for arena planning and a programme to be constructed. Timings will be provided to companies as soon as possible before the event. Entries may not be accepted after this date.

The Arena is of the dimensions 14m x 26m. This area will be marked by cones. Marching bands must stay within the marked arena for the duration of their display. Bands will form up at the rear of the arena. Static performers and ensembles must form up as directed so the audience and judges can hear and see the performance. Ensembles and Static bands may march onto the arena if in uniform.

Bands will be allowed a number of helpers based upon their size. This is to help with preparing the band for their performance. Bands are allowed the following number of helpers:

Band Size	Number of helpers allowed on the day
1-20	2
20-30	3
30-40	4
Larger bands are allowed one helper for every 10 members (rounded up).	

[NB this does not counteract the safeguarding rules from the previous page. This is the number allowed to prepare the band for inspection. It is also the number that will be allowed into the competition free of charge. If more are needed to ensure safeguarding, then these must be provided.]

A Band/Squad information sheet (see appendix 3) must be submitted on the week of the event with the information necessary for an announcement before each performance.

If a Band needs access to electricity for any of the competitions where electrical instruments are permitted this must be requested one week before the event so provision can be made. After this date it cannot be promised.

Any changes on the day must be communicated to the event organisers as soon as possible to allow changes to be implemented in the programme of events.

Please follow us on Facebook: <https://www.facebook.com/clcgbmusicanddrill/>



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## Summary of Competitions:

Please see the detailed rules for all competitions entered for more detail. This table is to be used as a summary of available competitions only.

Competition	Squad/Band Requirements	Age Range	Uniform	Timings	Comments
<b>Marching Band Competition</b>	No minimum or maximum band size. A company can enter more than one entry.	Each band is allowed 7 over 25-year olds or 50% of the band; whichever is the fewest.	Formal or Informal uniform required. Members will be inspected as per the rules for the Inspection competition.	6-13 minutes.  3 minutes warm-up.	See detailed rules for full details (Page 7).
<b>Static Band Competition</b>	Minimum of 10 members. A company can enter more than one entry.	Each band is allowed 7 over 25-year olds or 50% of the band; whichever is the fewest.	No uniform necessary.  Uniform can be worn and inspected as per the inspection competition.	2-6 minutes.  4 minutes set-up.	See detailed rules for full details (Page 9).
<b>Ensemble Competition</b>	Groups of 2-6 members. A company can enter more than one entry into either age category.	There is a competition for both '18 and under' and '19 and over'.	No uniform necessary.	4 minutes maximum.  4 minutes set-up.	See detailed rules for full details (Page 10).
<b>Solo Competition</b>	This is open to any member of the Brigade.	18 and under only.	No uniform necessary.	3 minutes maximum.	See detailed rules for full details (Page 11).
<b>Drum Major Competition</b>	A solo performance as part of the Marching Band competition.	Under 25's only. (NB a band can have a non-competing drum major)	Formal or Informal uniform required. Members will be inspected as per the rules for the Inspection competition.		See detailed rules for full details (Page 12).
<b>Inspection Competition</b>	10 members of a marching band will be inspected.		Formal or Informal uniform will be inspected.		Inspection will take place just before the Band or Squad enters the arena. See detailed rules for full details (Page 13).



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## Marching Band Competition

**Overview:** This competition is for companies (or battalions or regiments) to present a marching band performance to a drill display. This is for bands of any level of ability as long as the performance includes movement. For bands wishing to remain stationary please see 'Static Band Competition' rules.

**Performers:** Bands have no minimum or maximum size. In the spirit of promoting youth participation in the competition, each entry will be limited to the number of adults (over the age of 25) to 7 or 50% of the band, whichever is the lowest. There is no lower age limit for members, this is at the discretion of the band master. [A Drum Major (either competing or non-competing) is not included in the limit of over 25's stipulated above. See the 'Drum Major Competition' for more details.]

A company can enter more than one band into the competition (for example a beginner band and a senior band). Members can play in more than one Marching Band performance.

**Dress:** Bands must wear either formal or informal Brigade uniform. Ten members of each band will be inspected (or the whole band for bands under ten members).

**Drill:** Must be smart, uniform and based on the Brigade Drill Manual. The performance must start and end with a salute.

**Timings:** 6 – 13 minutes. This should be decided at the discretion of the band based on the experience, ability and expected grading of the performance. 3 minutes warm up time is allowed at the rear of the arena.

**Marking criteria:** Bands will be judged on the following criteria:

**- General Music Effect (total 200 marks)**

- Tempo – 30 marks
- Dynamics – 30 marks
- Variation of Music/Rhythm – 30 marks
- Overall Balance – 30 marks
- Degree of Difficulty – 25 marks
- Co-ordination of Display – 25 marks
- Creativity – 30 marks

**- Marching Display (total 200 marks)**

- Creation of Interest – 25 marks
- Visual Interpretation – 25 marks
- Use of Traditional Movements – 25 marks
- Co-ordination of Movements – 25 marks
- Degree of Difficulty – 25 marks
- Use of Arena – 25 marks
- Execution/Accuracy – 25 marks
- Position/Spacing of Band – 25 marks

**- Drill and Deportment (total 200 marks)**

- Marching – 30 marks
- Positioning – 30 marks
- Manoeuvres – 30 marks
- Discipline – 30 marks
- Uniformity of Foot/Instrument Drill – 30 marks
- Degree of Difficulty – 50 marks

**- Section: Brass and Woodwind (total 200 marks)**

- Tempo – 25 marks
- Tuning – 25 marks
- Rhythm – 25 marks
- Phrasing – 25 marks
- Tone – 25 marks
- Dynamics – 25 marks
- Balance – 25 marks
- Articulation – 25 marks

**- Section: Mallets (total 200 marks)**

- Programme and Interpretation – 60 marks
- Expression – 40 marks
- Sense of Ensemble – 40 marks
- Technicality – 30 marks
- Uniformity – 30 marks



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**- Section: Percussion (total 200 marks)**

- Technique – 25 marks
- Dynamics – 25 marks
- Degree of Difficulty – 25 marks
- Tempo – 25 marks
- Stick Drill – 25 marks
- Clarity – 25 marks
- Visual Effects – 25 marks
- Empathy and Control – 25 marks

If a band performing on the day is without one of the instrument sections (Brass and Woodwind, Mallets or Percussion), each band will forfeit their lowest scoring instrument section for both the overall section winner (Bronze, Silver and Gold) and the supreme champion competition, leading to all bands being marked against the same number of sections. If a band is without more than one of the instrument sections, then this will be assessed on a case by case basis by the organisers.

**Marking:** There are no classes. There are, however, three positions within each marking criterion and overall; bronze, silver and gold. Bands are placed within these positions based on their score on the day using the following criteria:

- Bronze - 0 to 49.9%
- Silver - 50 to 79.9%
- Gold - 80% +

For each marking criterion there will be a bronze winner, a silver winner and a gold winner. (For example, gold drill, silver drill and bronze drill). There will also be an overall bronze, silver and gold winner using the combined scores for each marking criterion.

In the marching band competition there is also a 'Supreme Champion'. Rank scores are calculated for each marking criterion (i.e. the highest mark in the drill competition would be given 1 point, the second highest mark would be awarded 2 points etc.). For each band the sum of these rank points is calculated for each of the six criteria and the award presented to the band with the lowest total score.

In the event of a tie in the marching band competition the band with the highest mark in 'general musical effect' (GME) will be declared the winner.

**Awards:** The following awards are available in this competition:

- |  |  |
|--|--|
| Drill and Department – <i>Bronze, Silver and Gold Winner</i> | Brass and Woodwind – <i>Bronze, Silver and Gold Winner</i> |
| Marching Display – <i>Bronze, Silver and Gold Winner</i>     | Percussion – <i>Bronze, Silver and Gold Winner</i>         |
| General Music Effect – <i>Bronze, Silver and Gold Winner</i> | Mallets – <i>Bronze, Silver and Gold Winner</i>            |

Overall – *Bronze, Silver and Gold Winner*

Supreme Champion – *Returnable Trophy*

There are also awards available for the inspection competition associated with this competition. See the inspection competition for details.





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## Static Band Competition

**Overview:** This competition is for companies to present a static band performance. This is for bands of any level of ability. This is an opportunity for bands unable to produce a marching display, bands wishing to showcase a different style of music or bands wishing to use a wider range of instruments that would not fit into the traditional marching format.

**Performers:** Static bands must have a minimum of 10 members, there is no maximum size. A company can submit a band into this competition as well as entering the marching band competition and any ensemble competitions. In the spirit of promoting youth participation in the competition, each entry will be limited to the number of adults (over the age of 25) to 7 or 50% of the band, whichever is the lowest. There is no lower age limit for members, this is at the discretion of the participating band.

Static Bands may have a conductor or leader who is not included in the number of over 25's. This member cannot contribute to the overall sound of the band (i.e. singing or percussion).

Companies can use electronic instruments, however, pre-programmed and pre-recorded tracks are not permitted.

A company can enter more than one static band. Members can play in more than one static band performance.

**Dress:** It is not necessary for a band to wear a uniform. It is requested, however, that static bands look like a unit when performing, if possible, showing the CLCGB logo.

A static band may wear uniform (either formal or informal). If a company is not entering the marching band competition, then they can be inspected if they wish. Ten members of each band will be inspected as per the 'Inspection Competition'.

**Drill:** Static Bands in uniform may march onto the arena and may start their performance with a salute if they wish. There is no expectation of any movement and any movement will not be marked.

**Timings:** 2-6 minutes. This should be decided at the discretion of the band based on the experience, ability and expected grading of the performance. 4 minutes to setup and warm up is allowed.

**Marking criteria:** Bands will be judged on the following criteria (total 100 marks):

- |                                |                                   |
|--------------------------------|-----------------------------------|
| - Rhythm and timing – 15 marks | - Entertainment – 15 marks        |
| - Expression – 15 marks        | - Degree of difficulty – 15 marks |
| - Sense of ensemble – 25 marks | - Creativity – 15 marks           |

**Marking:** There are no classes. There are, however, three categories; bronze, silver and gold. Bands are placed within these categories based on their score on the day using the following criteria:

- Bronze - 0 to 49.9%  
Silver - 50 to 79.9%  
Gold - 80% +

There will be an overall bronze, silver and gold winner using the scoring criteria above.

In the event of a tie in the static band competition the band with the highest mark in 'sense of ensemble' will be declared the winner.

**Awards:** The following awards are available in this competition:

Static Band – *Bronze, Silver and Gold Winner*



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## Ensemble Competition

**Overview:** This competition is for companies to present an ensemble performance. This is for ensembles of any level of ability. This is for a smaller group of musicians than the static performance.

**Performers:** Ensembles contain between 2 and 6 members. There are two age categories in this competition: '18 and Under' and '19 and over'. A younger member can participate as part of an older ensemble, but an older member cannot participate as part of a younger ensemble. There is no limit to the number of younger members that enter an older ensemble.

Ensembles may have a conductor or leader who is not included in the age range or performer numbers. This member cannot contribute to the overall sound of the ensemble (i.e. singing or percussion).

Companies can use electronic instruments, however, pre-programmed and pre-recorded tracks are not permitted.

A company can enter more than one ensemble into either age category. Members can play in more than one ensemble.

**Dress:** It is not necessary for a band to wear a uniform. It is, however, requested that ensembles look like a unit when performing, if possible, showing the CLCGB logo. Ensembles may (and are encouraged) to wear 'costumes' that fit the music to add a sense of fun to the performance.

**Timings:** 4 minutes maximum. 4 minutes to setup and warm up is allowed.

**Marking criteria:** Bands will be judged on the following criteria:

- Rhythm and timing – 25 marks
- Expression – 25 marks
- Sense of ensemble – 25 marks
- Entertainment – 25 marks

**Marking:** There are no classes. There are, however, three categories; bronze, silver and gold. Ensembles are placed within these categories based on their score on the day using the following criteria:

- Bronze - 0 to 49.9%
- Silver - 50 to 79.9%
- Gold - 80% +

There will be an overall bronze, silver and gold winner using the scoring criteria above in each of the age categories.

In the event of a tie in the ensemble competition the ensemble with the highest mark in 'sense of ensemble' will be declared the winner.

**Awards:** The following awards are available in this competition:

- '18 and under' – *Bronze, Silver and Gold Winner*
- '19 and over' – *Bronze, Silver and Gold Winner*



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## Solo Competition

**Overview:** This competition is for any solo musician in the Brigade. There are 4 categories within this competition:

- Brass and Woodwind (including Bugles)
- Percussion
- Mallets
- Vocal

This competition will take place in a room away from the main arena. The soloist can therefore choose to have an audience or to perform with just the judge in the room.

**Performers:** The solo performer must be 18 years old or under. Anyone from the Brigade can enter independent of their company entering any other competition.

A company can enter more than one soloist into any of the categories above. A member can enter more than one of the instrument categories.

**Dress:** There is no dress criteria for the solo competition.

**Marking criteria:** Brass and Woodwind, Mallet and Vocal Soloists will be judged on the following criteria (total 100 marks):

- Technical Control – 25 marks
- Entertainment – 15 marks
- Expression and interpretation – 25 marks
- Difficulty – 10 marks
- Fluency and Accuracy – 25 marks

Percussion soloists will be judged on the following criteria (total 100 marks):

- Stick work – 10 marks
- Accuracy – 10 marks
- Technique – 20 marks
- Expression – 10 marks
- Dynamics – 10 marks
- Presentation – 20 marks
- Degree of difficulty – 20 marks

**Timings:** 3 minutes maximum. Soloists can use this time to play a single piece of music or a selection to demonstrate the technical ability and range within their chosen discipline.

**Marking:** There are no classes. There are, however, three categories; bronze, silver and gold. Soloists are placed within these categories based on their score on the day using the following criteria:

- Bronze - 0 to 49.9%
- Silver - 50 to 79.9%
- Gold - 80% +

There will be an overall bronze, silver and gold winner using the scoring criteria above for each category of competition.

There can be a tie in the solo competition.

**Awards:** The following awards are available in this competition:

Percussion Solo – *Bronze, Silver and Gold Winner*

Mallet Solo – *Bronze, Silver and Gold Winner*

Brass and Woodwind Solo – *Bronze, Silver and Gold Winner*

Vocal Solo – *Bronze, Silver and Gold Winner*

All participants will get either a Gold, Silver or Bronze medal.



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## Drum Major Competition

**Overview:** This competition is for Drum Majors within the Brigade. It is an opportunity for them to show how they lead a band and be marked on their performance.

**Performers:** Any Drum Major under the age of 25 leading a band in the marching band competition can enter the Drum Major competition. A Band can have a non-competing Drum Major (either 25 or older, or one not wishing to be marked).

Drum majors are not counted in the number of over 25's allowed in the marching band competition.

**Dress:** A Drum Major must wear a Brigade uniform (either formal or informal). The Drum Major will be inspected as per the rules of the inspection competition.

**Timings:** Timings are the same as the Marching Band Competition, this competition is marked as part of the Marching Band performance.

**Marking criteria:** Drum Majors are marked on the following criteria (total 200 marks):

- Personal Drill – 25 marks
- Preparatory Signals – 25 marks
- Commands/Mace Signals – 25 marks
- Control of the Band – 25 marks
- Personal Bearing – 25 marks
- Control of Mace – 25 marks
- Style/Swagger – 25 marks
- Positioning/Spacing of Band – 25 marks

Drum Majors will not lose marks if the mace falls to the ground. The mace will be received by a judge and returned at their first opportunity. The Drum Major may not place their mace on the floor for any reason. If it is necessary for the Drum Major to conduct the band this must be done with one hand whilst holding the mace in the other hand.

**Marking:** Drum Majors will be marked using the criteria above. The Drum Major with the highest mark will be the winner.

In the event of a tie the Drum Major with the highest score under 'control of the band' will be marked the winner.

If only one Drum Major is entered into the competition they must achieve a minimum mark of 100 points (50%) to win the competition.

**Awards:** The following awards are available in this competition:

Drum Major Winner – *Returnable Mace*



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## Inspection Competition

**Overview:** This competition is mandatory for all participating members of the marching band competition and optional for the static band competition. Members uniform will be inspected and a mark out of 10 is given.

### Performers:

10 Members of each band will be selected at random to be inspected at the start of the inspection time. The rest of the band will not be inspected. If the band has a Drum Major, then they will be inspected along with 9 other members picked at random. In the event of a band not having 10 members then the whole band will be inspected, and the score extrapolated to take into account the fewer members [NB Static bands should always have a minimum of 10 members]. Members will be inspected with instruments on.

[NB If a member is also participating in the Drill Competition there is a chance they could get inspected twice]

**Dress:** All members must wear a Brigade uniform (either formal or informal).

**Timings:** Inspection will take place just before the band is on the arena.

**Marking criteria:** Each member will be marked out of 10 marks by two judges. Marks are lost for the following reasons:

- |                |                                |
|----------------|--------------------------------|
| - Fluff        | - Untidiness                   |
| - Creases      | - Personal Discipline          |
| - Dirt         | - Incorrect Uniform Placement  |
| - Loose Thread | - Rips/Tears/Repairable damage |

**Marking:** The total for the band will be calculated. The band with the highest score in their inspection competition will win the competition.

In the event of a tie in the competitions the winner will be decided using the 'Drill and Department' mark with the highest mark winning the competition. If there is a draw between a marching band and a static band there will be two winners awarded.

If there is only one entry for any competition then a minimum mark of 60% must be achieved for the band/drill squad to win the competition.

**Awards:** The following awards are available in this competition:

Band Inspection – *Formal and Informal Winner*



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## **Appendix 1: Proposed order of events**

- |         |   |
|---------|---|
| 10.00am | - Arrival   |
| 10.15am | - Leaders meeting   |
| 10.30am | - Parade in the colours   |
| 10.30am | - Ensembles and Solos for Music Competition Commence  |
| 11.50am | - Drill inspection starts. Drill squads will be on in reverse age order starting with Senior Corp squads, then JTC Squads and then Y-Team Squads. |
| 12.00pm | - Drill competition starts on the Main Arena.   |
| 1.00pm  | - Marching Band Inspection commences in inspection room.  |
| 1.20pm  | - Marching Band competition commences.  |
| 3.30pm  | - Performance by the CLCGB National Band  |
| 3.45pm  | - Muster – Prize giving and announcements, all participating members to fall-in.<br>- Retreat of the colour.                                      |
| 4.30pm  | - Winning band to perform on arena.   |
| 6pm     | - Hall must be cleared. The competition may run until this point if there are a high number of entries.   |

[NB This is subject to change on the day of the competition. A programme of events will be issued in the week preceding the competition with final timings.]



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## Appendix 2: List of awards

### Marching Band Competition:

General Music Effect – Bronze Silver and Gold Winner - Trophy  
Drill and Deportment – Bronze, Silver and Gold Winner - Trophy  
Marching Display – Bronze, Silver and Gold Winner - Trophy  
Brass and Woodind – Bronze, Silver and Gold Winner - Trophy  
Mallets – Bronze, Silver and Gold Winner - Trophy  
Percussion – Bronze, Silver and Gold Winner - Trophy

Overall – Bronze, Silver and Gold Winner – Trophy  
Supreme Champion – Returnable Trophy

### Static Band Competition:

Overall Bronze, Silver and Gold Winner – Trophy

### Ensembles:

18 and Under: Overall Bronze, Silver and Gold Winner – Trophy  
19 and Over: Overall Bronze, Silver and Gold Winner – Trophy

### Solo:

For each of Brass and Woodwind, Mallet, Drums and Vocal:  
Overall – Bronze, Silver and Gold Winner – Trophy

All Soloists will be provided with a certificate and medal of their category (Bronze, Silver or Gold).

### Drum Major:

Overall Winner – Returnable Mace

### Inspection:

Band Inspection – Formal - Trophy  
Band Inspection – Informal - Trophy

All companies and participants will receive certificates with their accomplishments of the day stating their category (Bronze, Silver or Gold).



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## **Appendix 3: Band/Squad Information Sheet**

This must be submitted to the event organisers in the week before the competition or first thing upon arrival on the day. Comments will be read out before the corresponding competition. These can be informative and/or humorous and should give an insight into that part of the competition.

Name of Band/Company:

Comment for before performance 1. Name of event (i.e. Ensemble, Marching Band, JTC Drill Squad etc):

Comment for before performance 2. Name of event:

Comment for before performance 3. Name of event:

Comment for before performance 4. Name of event:

Comment for before performance 5. Name of event:









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## **Appendix 5: Marking Sheets for the Competition**

The following pages contain the marking assessment sheets for the Marching Band Competition, Static Band Competition, Ensemble Competition, Solo Competitions, Drum Major Competition and Inspection Competitions. Aspects for judging have been included with the headings. These are to be taken as guidelines for what Judges will be looking for under the various headings of each marked sections. Some aspects may be judged by more than one judge and an average of the two scores taken forward.

# CLCGB Music and Drill Competition



## Marching Band Competition General Musical Effect

Name of Band

Name of Judge

Signature

Subject	Comment	Max	Attained
<b>Tempo</b> <i>The maintenance of correct and constant timing within pieces. Fluent tempo changes and variety of speeds attempted.</i>		<b>30</b>	
<b>Dynamics</b> <i>Achievement of contrast and variation of effects by use of volume control. Use of crescendo and diminuendo etc.</i>		<b>30</b>	
<b>Variation of Music/Rhythm</b> <i>Variety of styles, rhythmic variation.</i>		<b>30</b>	
<b>Overall Balance</b> <i>Balance between all sections of the band.</i>		<b>30</b>	
<b>Degree of Difficulty</b> <i>Demand of repertoire.</i>		<b>25</b>	
<b>Co-ordination of Display</b> <i>Interpretation of the music</i>		<b>25</b>	
<b>Creativity</b> <i>Use of instruments, variety within ensemble, inventiveness.</i>		<b>30</b>	
<b>General Comments</b>		<b>Max</b>	<b>Total</b>
		<b>200</b>	
	<i>Bronze = upto 99.9 marks                      Silver = upto 159.9 marks                      Gold = over 160 marks</i>		

# CLCGB Music and Drill Competition



## Marching Band Competition Marching Display

Name of Band

Name of Judge

Signature

Subject	Comment	Max	Attained
<b>Creation of Interest</b> <i>Highlights, climaxes, variety of construction and moves, repertoire and programme content, imagination and moods, showmanship, originality.</i>		<b>25</b>	
<b>Visual Interpretation</b> <i>Variety of movements, matching with music.</i>		<b>25</b>	
<b>Use of Traditional Movements</b> <i>Wheel, turns, slow and quick marching.</i>		<b>25</b>	
<b>Co-ordination with Movements</b> <i>Interpretation of the music, highlighting musical climaxes, appropriate movements for mood and style.</i>		<b>25</b>	
<b>Degree of Difficulty</b> <i>Level and intensity of demand, risk, exposure, complexity, overall ability.</i>		<b>25</b>	
<b>Use of Arena</b> <i>Use of space.</i>		<b>25</b>	
<b>Execution/Accuracy</b> <i>Pride, confidence, bearing, skill of execution, accuracy of timing.</i>		<b>25</b>	
<b>Position/Spacing of Band</b> <i>Accuracy of spacing, alignment and balance of form.</i>		<b>25</b>	
<b>General Comments</b>		<b>Max</b>	<b>Total</b>
		<b>200</b>	
		<i>Bronze = upto 99.9 marks                      Silver = upto 159.9 marks                      Gold = over 160 marks</i>	

# CLCGB Music and Drill Competition



## Marching Band Competition Drill and Department

Name of Band

Name of Judge

Signature

Subject	Comment	Max	Attained
<b>Marching</b> <i>Department, style, confidence, step.</i>		<b>30</b>	
<b>Positioning</b> <i>Dressing, covering, spacing.</i>		<b>30</b>	
<b>Manoeuvres</b> <i>Turns, wheels, circles, crossovers, slow march.</i>		<b>30</b>	
<b>Discipline</b> <i>Talking, moving, fidgeting.</i>		<b>30</b>	
<b>Uniformity of Foot/ Instrument Drill</b> <i>Individual errors, marching together as a band.</i>		<b>30</b>	
<b>Degree of Difficulty</b> <i>Difficulty of manoeuvres chosen. Linked up sections creating difficulty.</i>		<b>50</b>	
<b>General Comments</b>		<b>Max</b>	<b>Total</b>
		<b>200</b>	
		<i>Bronze = upto 99.9 marks                      Silver = upto 159.9 marks                      Gold = over 160 marks</i>	

# CLCGB Music and Drill Competition



## Marching Band Competition Brass and Woodwind

Name of Band

Name of Judge

Signature

Subject	Comment	Max	Attained
<b>Tempo</b> <i>The maintenance of correct and constant timing within pieces. Fluent tempo changes and variety of speeds attempted.</i>		<b>25</b>	
<b>Tuning</b> <i>Tuning and intonation as individuals and as an ensemble.</i>		<b>25</b>	
<b>Rhythm</b> <i>Rhythmic accuracy, both individually and as an ensemble.</i>		<b>25</b>	
<b>Phrasing</b> <i>The communication of the music with meaning and expression. The use of varied articulation and dynamic shaping. Breathing and musical punctuation.</i>		<b>25</b>	
<b>Tone</b> <i>The degree of sound clarity and quality produced. Quality of tone on individual instruments and as an ensemble.</i>		<b>25</b>	
<b>Dynamics</b> <i>Achievement of contrast and variation of effects by use of volume control. Use of crescendo and diminuendo etc.</i>		<b>25</b>	
<b>Balance</b> <i>Balance within the section. Use of brass/wind voices and harmony.</i>		<b>25</b>	
<b>Articulation</b> <i>The use of varied articulation, staccato and legato. Uniformity of articulation as an ensemble. Attack and release of notes.</i>		<b>25</b>	
<b>General Comments</b>		<b>Max</b>	<b>Total</b>
		<b>200</b>	
	<i>Bronze = upto 99.9 marks                      Silver = upto 159.9 marks                      Gold = over 160 marks</i>		

# CLCGB Music and Drill Competition



## Marching Band Competition Mallets

Name of Band

Name of Judge

Signature

Subject	Comment	Max	Attained
<b>Programme and Interpretation</b> <i>Choice of pieces, interpretation of music, originality of ideas.</i>		<b>60</b>	
<b>Expression</b> <i>Dynamics, cresecndos and diminuendos.</i>		<b>40</b>	
<b>Sense of Ensemble</b> <i>Playing with the wind section, balance, use of harmonies.</i>		<b>40</b>	
<b>Technicality</b> <i>Use of instruments, demand of pieces.</i>		<b>30</b>	
<b>Uniformity</b> <i>Work as a section, stick drill, smartness.</i>		<b>30</b>	
<b>General Comments</b>		<b>Max</b>	<b>Total</b>
		<b>200</b>	
	Bronze = upto 99.9 marks Silver = upto 159.9 marks Gold = over 160 marks		



# CLCGB Music and Drill Competition



## Marching Band Competition Percussion

Name of Band

Name of Judge

Signature

Subject	Comment	Max	Attained
<b>Technique</b> <i>Precision tuning and tone, use of resources, variety, standard of technique.</i>		<b>25</b>	
<b>Dynamics</b> <i>Achievement of contrast and variation of effects by use of volume control. Use of crescendo and diminuendo etc.</i>		<b>25</b>	
<b>Degree of Difficulty</b> <i>Demand of repertoire.</i>		<b>25</b>	
<b>Tempo</b> <i>The maintenance of correct and constant timing within pieces. Fluent tempo changes and variety of speeds attempted.</i>		<b>25</b>	
<b>Stick Drill</b> <i>Uniformity, variety, style.</i>		<b>25</b>	
<b>Clarity</b> <i>Sound clarity and quality produced.</i>		<b>25</b>	
<b>Visual Effects</b> <i>Uniformity, style, carriage.</i>		<b>25</b>	
<b>Empathy and Control</b> <i>Balance between sections, contribution to programme, control/dynamics, tempo and timing.</i>		<b>25</b>	
<b>General Comments</b>		<b>Max</b>	<b>Total</b>
		<b>200</b>	
	<i>Bronze = upto 99.9 marks                      Silver = upto 159.9 marks                      Gold = over 160 marks</i>		

# CLCGB Music and Drill Competition



## Static Band Competition


Name of Band

Name of Judge

Signature

Subject	Comment	Max	Attained
Rhythm and Timing		15	
Expression		15	
Sense of Ensemble		25	
Entertainment		15	
Degree of Difficulty		15	
Creativity		15	
General Comments		<b>Max</b>	<b>Total</b>
		<b>100</b>	
	<i>Bronze = upto 49.9 marks                      Silver = upto 79.9 marks                      Gold = over 80 marks</i>		

## CLCGB Music and Drill Competition

	<b>Ensemble Competition</b>			
	Name of Band			
	Name of Judge			
	Signature			
	Category	18 and Under	19 and Over	
<b>Subject</b>	<b>Comment</b>		<b>Max</b>	<b>Attained</b>
Rhythm and Timing			25	
Expression			25	
Sense of Ensemble			25	
Entertainment			25	
General Comments			<b>Max</b>	<b>Total</b>
			<b>100</b>	
	<i>Bronze = upto 49.9 marks                  Silver = upto 79.9 marks                  Gold = over 80 marks</i>			

# CLCGB Music and Drill Competition



## Solo Brass and Woodwind Competition

Name of Entrant

Name of Judge

Signature

Subject	Comment	Max	Attained
<b>Technical Control</b> <i>Intonation, breath control, tone control.</i>		<b>25</b>	
<b>Expression &amp; Interpretation</b> <i>Dynamics, articulation, phrasing.</i>		<b>25</b>	
<b>Fluency and Accuracy</b>		<b>25</b>	
<b>Entertainment</b>		<b>15</b>	
<b>Difficulty</b>		<b>10</b>	
<b>General Comments</b>		<b>Max</b>	<b>Total</b>
		<b>100</b>	
	<i>Bronze = upto 49.9 marks                      Silver = upto 79.9 marks                      Gold = over 80 marks</i>		

# CLCGB Music and Drill Competition



## Solo Drum Competition

Name of Entrant

Name of Judge

Signature

Subject	Comment	Max	Attained
Stick Work		10	
Technique		20	
Dynamics		10	
Degree of Difficulty		20	
Accuracy		10	
Expression		10	
Presentation		20	
General Comments		<b>Max</b>	<b>Total</b>
		<b>100</b>	
	<i>Bronze = upto 49.9 marks                      Silver = upto 79.9 marks                      Gold = over 80 marks</i>		

# CLCGB Music and Drill Competition



## Solo Mallet Competition

Name of Entrant

Name of Judge

Signature

Subject	Comment	Max	Attained
<b>Technical Control</b> <i>Use and control of sticks, rolls, hand position.</i>		<b>25</b>	
<b>Expression &amp; Interpretation</b> <i>Dynamics, articulation, phrasing.</i>		<b>25</b>	
<b>Fluency and Accuracy</b>		<b>25</b>	
<b>Entertainment</b>		<b>15</b>	
<b>Difficulty</b>		<b>10</b>	
<b>General Comments</b>		<b>Max</b>	<b>Total</b>
		<b>100</b>	
	Bronze = upto 49.9 marks Silver = upto 79.9 marks Gold = over 80 marks		

# CLCGB Music and Drill Competition



## Solo Vocal Competition

Name of Entrant

Name of Judge

Signature

Subject	Comment	Max	Attained
<b>Technical Control</b> <i>Intonation, breath control, tone control, diction.</i>		<b>25</b>	
<b>Expression &amp; Interpretation</b> <i>Dynamics, articulation, phrasing.</i>		<b>25</b>	
<b>Fluency and Accuracy</b>		<b>25</b>	
<b>Entertainment</b>		<b>15</b>	
<b>Difficulty</b>		<b>10</b>	
<b>General Comments</b>		<b>Max</b>	<b>Total</b>
		<b>100</b>	
	<i>Bronze = upto 49.9 marks                      Silver = upto 79.9 marks                      Gold = over 80 marks</i>		

# CLCGB Music and Drill Competition



## Drum Major Competition

Name of Band

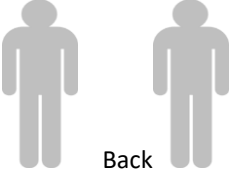
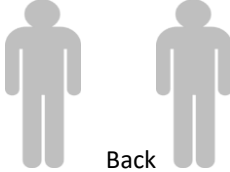
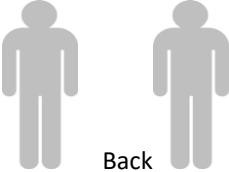
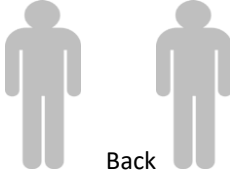
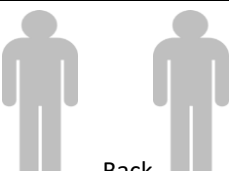
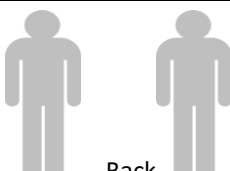
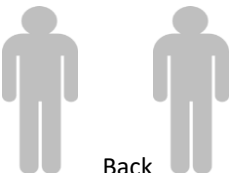
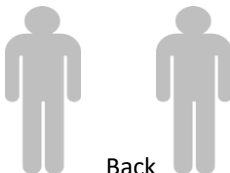
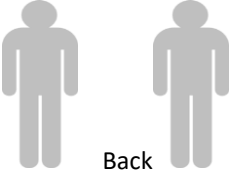
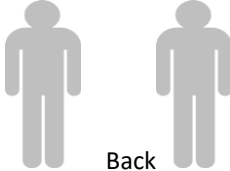
Name of Judge

Signature


Subject	Comment	Max	Attained
Personal Drill		25	
Preparatory Signals		25	
Command/Mace Signals		25	
Control of the Band		25	
Personal Bearing		25	
Control of Mace		25	
Style/Swagger		25	
Positioning/Spacing of Band		25	
General Comments		<b>Max</b>	<b>Total</b>
		<b>200</b>	



# CLCGB Music and Drill Competition

Insert appropriate letter in position of fault on figure.  Subtract 1/2 point for each fault out of 10 for each band member.  F – Fluff D - Dirt C – Crease U – Untidy T - Loose Thread B - Button R - Rip or Tear P - Personal Discipline I - Incorrect Uniform Placement		<b>Marching Band Inspection Competition</b>			
		Name of Band			
		Name of Judge			
		Signature			
		Category		Formal	Informal
1.	 Front      Back	Mark:	6.	 Front      Back	Mark:
2.	 Front      Back	Mark:	7.	 Front      Back	Mark:
3.	 Front      Back	Mark:	8.	 Front      Back	Mark:
4.	 Front      Back	Mark:	9.	 Front      Back	Mark:
5.	 Front      Back	Mark:	10.	 Front      Back	Mark:
<b>Total Mark /100</b>					

## CLCGB Music and Drill Competition

	<b>Time Keeping</b>		
	Name of Band		
	Competition entered		
	Time allowed		
	Name of Judge		
	Signature		
Prep Time (if applicable)		Actual Time Played	
		Penalty Points	

Time Allowed for each competition:

Drill – 2-4 Minutes (excluding oral command section)

Marching Band – 6-13 Minutes, 3 minutes warm-up

Static Band – 2-6 Minutes, 4 Minutes prep

Ensembles – 4 Minutes max, 4 Minutes prep

Any band/squad over running or under running the allotted time will incur penalty points at the rate of: 1 point per 5 seconds up to 30 seconds; 1 point per second thereafter. Not completing the minimum time restraints will also incur the same time penalties. Over running prep time incurs the same penalties.