

RULES FOR SOLO COMPETITION

1. **Order of Play:** Competitors will play in the order determined by the Games Sponsor. The first to enter will be the last to play. However, the Games Sponsor has the right to adjust any preassigned times in order to eliminate large gaps in the contest due to scratches or disqualifications.
2. It is the responsibility of solo piping and drumming competitors to arrive on time, to check in with the appropriate Games Official and to check periodically on the starting time of his or her contest. Competitors not on hand when called will forfeit entry in that event. Every effort will be made to notify individuals of changes in the times. As they occur, changes will be posted in a central location.
3. There must be at least one more competitor than the number of prizes awarded unless the judge thinks the prize is warranted
4. Drummers will be required to provide their own accompaniment. No recorded music is allowed.
5. A complete set of WUSP-BA rules will be available at the place of registration the day of competition.

Contest will be organized under the WUSPBA Sanctioning Process.



Your Games Pass and other information will be sent to you approximately 2 weeks prior to the Games weekend. If you are affiliated with a participating band, no pass will be sent to the band for you unless you register in the last week or so after band tickets have been sent out.

The Mother Lode Highland Games

Amador County Fairgrounds
Plymouth, CA

June 10 & 11, 2017

Solo Drumming Competition

Entry Form

For Piping & Drumming Information:
Kevin Campbell
piping@MotherLodeGames.com
(714) 717-2871



SOLO DRUMMING ENTRY FORM

Please Print Clearly or Type



Name _____

Address _____

City _____

State _____ Zip _____

Age (if younger than 18) _____

Phone _____

Email _____

Event Numbers _____

WUSPBA Registration Number _____ (Required for Competition)

Band Affiliation (if any)

I have read and understand the rules and regulations for competition, and I, hereby for myself, my heirs, executors and administrators, waive all rights and claims we may have against the Amador County Fairgrounds, Mother Lode Highland Games, Inc., its games committee, their agents, successors and assignees, for any and all injuries suffered by me or my child at or through these events.

Signature of Entrant
(or Parent if entrant is under 18 years of age)

Date

Please ensure that your information is legible!

The **\$25.00** entry fee includes all Solo Events and one 2-day Games Pass which is needed to enter the grounds. Checks should be made payable to: The Mother Lode Highland Games.

Send entry form and Kevin Campbell
Self-Addressed 9382 Blue Oak Drive
Stamped Envelope Orangevale, CA 95662

Entries must be received by May 19, 2017. Entries postmarked after that date will not be accepted except at the **discretion of the P&D chair** and the entry fee will be **\$30.00**.

There will be NO field entries.

Don't forget to return the last sheet with your choice of events.



SOLO DRUMMING EVENTS



**Entries received without checks or not signed will be returned for completion
Drumming Competition will be held on Saturday**

REGISTRATION begins at 7:45AM
COMPETITION begins at 8:30AM

<u>Event Number</u>	<u>Description</u>	<u>Number Of Tunes To Be Submitted</u>
<i>SNARE DRUMMING</i>		
Grade 4		
S41	2/4 March	One tune
S42	6/8 March	One tune
Grade 3		
S31	2/4 March	One tune
S32	6/8 March	One tune
Grade 2		
S21	March, Strathspey & Reel	One set
S22	Hornpipe and Jig	One set
Grade 1		
S11	March, Strathspey & Reel	One set
Open		
SP1	March, Strathspey & Reel	One set
	\$100 1st Place Prize based upon minimum of three (3) entrants	
<i>TENOR DRUMMING</i>		
Novice		
T41	2/4 March	One tune
Intermediate		
T31	2/4 March, Strathspey & Reel	One set
Professional		
TP1	March, Strathspey & Reel	One set
	\$100 1st Place Prize based upon minimum of three (3) entrants	
<i>BASS DRUMMING</i>		
Amateur		
BA1	March	One tune
Intermediate		
BI1	MSR	One set
Professional		
BP1	March, Strathspey & Reel	One set
	\$100 1st Place Prize based upon minimum of three (3) entrants	