

Duke City Drum Off Rules and Regulations

- 1.1 Percussion ensembles whose total membership comes from the same school (through grade 12 only). Each school shall be prepared to show proof of enrollment in sponsoring schools.
PENALTY: Disqualification- any units violating any requirements in the eligibility section shall be disqualified and its position and standing in the contest shall be forfeited.
- 1.2 Percussion ensembles may use optional student conductor positioned in or out of the competition area. During a performance, adult or non-performing student personnel may not coach, cue, etc. any performing members. **PENALTY: 1 pt**
- 1.3 Instrumentation is limited to those instruments typically utilized and recognized as part of a percussion section. Also allowed are electronic instruments recognized as normal stage and band rhythm section instruments. Conventional wind and /or string instruments (other than string bass and guitar) may not be used. Single tone, non-keyed horns (i.e. whistles, sirens, animal calls, etc.) may be used only if generating an effect, and may not be used in any melodic form.
PENALTY: 10 pts
- 1.4 No pre-recorded music or pre-recorded audio effects may be used. All electronically produced sound must be generated in “real time; by a performing member. The use of sequences or any sequenced, copyrighted material is not allowed. The generation of any electronic sound must be triggered by an implement or hand striking the key, instrument, or pad of the instrument producing the rhythmic sound. **PENALTY: 10 pts.**
- 1.5 No pyrotechnics, discharge of arms, pressurized canisters, dangerous materials, inflammable liquids or animals will be permitted in or around the competition area. Smoke machines will not be allowed. Electrical (plug-in or battery operated) or compressed air apparatuses, including lights, lasers, and flash cubes (electrical or chemical) will not be allowed. Amplification may be used in the competition area by performers playing musical instruments, singing or voice. Car/truck type wet batteries cannot be used. Gasoline, electric, or manual powered generators will not be allowed. Lighting cannot be turned off in the competition area by a unit. **PENALTY: 10 pts. to Disqualification.**
- 1.6 Contest site will be held indoors on a Gym floor with a mat cover.
- 1.7 A percussion ensemble will be scheduled to compete at a minimum of (5) minutes and a maximum of (10) minutes. Performing groups will have fifteen (15) minutes total on and off stage.
PENALTY: .5 pts for each 30 seconds over/under the maximum/ minimum time.
- 1.8 Units may enter with a “tap” prior to introduction or may include playing entrance as a part of the performance following introduction. Performance time begins with the first note or step following the introduction.

- 1.9** Scoring will be as follows:
- 30 pts. Performance Quality
 - 25 pts. Repertoire
 - 30 pts. Musical Effectiveness
 - 15 pts. Coordination
 - 30 pts. General Effect
 - 130 pts. Total
- 2.0** Judges will be positioned high in the stands and will record comments on each performance.