

TPSMEA State Marching Band Contest Handbook

4. Performance (06/2024)

Each band will be given 15 minutes on the field to warm-up, perform, and exit. Going over time or entering the field before allotted time will result in point deductions.

Violation = 5-point deduction per 5 minutes of violation.

Performance time must be at least 6 minutes long and no longer than 9 minutes. Any band performing less than six minutes or more than 9 minutes will be penalized.

Violation = 10-point deduction

5. Adjudication and Contest Format (06/2024)

- Marching and Music are weighted equally. There are 6 categories in total and 6 judges.
 - Music Performance Individual
 - Music Performance Ensemble / Music General Effect
 - Music Percussion (Individual and Ensemble)
 - Visual Performance Individual
 - Visual Performance Ensemble
 - Visual General Effect
- NOTE: Color guard is not judged. There is no color guard caption.
- A scale of 0 – 100 is used for each category and the band's final score will be between 0 – 100.
- **How to get a final score between 0 – 100:**
 1. On the judge's sheet, each judge is allowed to score up to 100 points.
 2. Add the scores of each judge together.
 3. Then divide by the number of judges.
 4. This will equal an amount that is within the 0 – 100 scale.

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- Divisional ratings (I "Superior", II "Excellent", III "Good", IV "Fair") will be determined based on the numerical scores of each judge in addition to the overall score.
 - **SCORE**
 - 85 and above
 - 70 – 84
 - 55 - 69
 - 54 and below
 - **RATING**
 - I Superior
 - II Excellent
 - III Good
 - IV Fair

- **IMPORTANT:** To earn a Superior Rating a band must receive a 70 and above from **ALL 6 CATEGORIES** in addition to an **OVERALL SCORE OF 85 AND ABOVE**.
- **For example:** if a band receives an overall score of 93, but is given a 69 in one of the 6 categories, that band receives an Excellent Rating (II).

- **Outstanding Awards:**

These ratings are selected based on judges' favorites and do nothing to increase or hinder overall score.

 - Outstanding Drum Major
 - Outstanding Visual Effect
 - Outstanding Musical Effect
 - Outstanding Winds
 - Outstanding Percussion
 - Outstanding Color guard

- **Breaking a Tie:** In the event of a tie in the final scores between two or more bands, add together the following judges scores: Music Performance Ensemble / Music GE and General Effect Visual.
- The band with the highest added score will be given precedence.
- In the event there is still a tie after adding the above scores, the tie will not be resolved. The recap will indicate multiple bands sharing the same position, such as having two bands in 1st place and none in 2nd place.

- **Judges Responsibility and Caption Explanation:**

The judge's main duties comprise:

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- Offering commentary and constructive criticism.
- Providing feedback for improvement, pinpointing weaknesses constructively, and suggesting strategies for maximizing strengths.
- Delivering comments to each group through audio recordings rather than written on paper.
- Only the final scores are notated on the adjudication sheet, while comments are provided through audio recordings.
- **MUSIC PERFORMANCE INDIVIDUAL**
 - The music performance individual field judge has the freedom to move on and off the field during the performance. Via audio recorder this judge provides commentary. Only scoring is notated on paper. This caption is overseen by a single judge.
- **MUSIC PERFORMANCE ENSEMBLE / MUSIC GENERAL EFFECT**
 - The music performance ensemble / music general effect judge is stationary, either in the press box or in the stands. They remain in a fixed location for the entire duration of the contest. Via audio recorder this judge provides commentary. Only scoring is notated on paper. This caption is overseen by a single judge.
- **MUSIC PERCUSSION (INDIVIDUAL AND ENSEMBLE)**
 - The music percussion judge is stationary, either in the press box or in the stands. They remain in a fixed location for the entire duration of the contest. This judge assesses both individual and ensemble percussion music throughout the entirety of the show. Via audio recorder this judge provides commentary. Only scoring is notated on paper. This caption is overseen by a single judge.
- **VISUAL PERFORMANCE INDIVIDUAL**
 - The visual performance individual field judge has the freedom to move on and off the field during the performance. They judge all individual visual aspects of the show except color guard, which is not a caption that receives a score. Color guard is NOT judged. Via audio recorder this judge provides commentary. Only scoring is notated on paper. This caption is overseen by a single judge.
- **VISUAL PERFORMANCE ENSEMBLE**
 - The visual performance ensemble judge is stationary, either in the press box or in the stands. They remain in a fixed location for the entire duration of the contest. They judge all ensemble visual aspects of the show except

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color guard, which is not a caption that receives a score. Color guard is NOT judged. Via audio recorder this judge provides commentary. Only scoring is notated on paper. This caption is overseen by a single judge.

- **GENERAL EFFECT VISUAL**

- The general effect judge is stationary, either in the press box or in the stands. They remain in a fixed location for the entire duration of the contest. They judge all G.E. visual aspects except color guard, which is not a caption that receives a score. Color guard is NOT judged. Via audio recorder this judge provides commentary. Only scoring is notated on paper. This caption is overseen by a single judge

6. Awards (06/2024)

a) Groups receiving a final rating of “Superior” will be awarded a first division trophy.

b) A trophy or plaque will also be awarded for:

- Outstanding Drum Major
- Outstanding Visual Effect
- Outstanding Musical Effect
- Outstanding Winds
- Outstanding Percussion
- Outstanding Color guard
- Overall State Champion
- 1st and 2nd runner-up in each class.

