



I & E RULES 2022

GENERAL RULES AND PHILOSOPHY

1. Judges will be looking for the technical ability in each performance although effectiveness will be considered.
2. Rules will be used to assure a fair competition, but they will be interpreted to allow competitors artistic freedom.
3. Scheduling will be done allowing for the best possible evening entertainment with consideration given to competitors who are entered in multiple categories.
4. AZMBA Caption Chiefs will decide any rules not specifically stated.
5. In fairness to all competitors warm ups will ONLY be allowed in the designated areas.
6. All entry forms and fees must be received by the published registration end date in order to participate in the I & E. NO late entries will be accepted.
7. The philosophy behind the Brass and Percussion contest leans to musicality; visual maybe considered and rewarded on the Effect part of the score sheets.
8. All students must be accompanied by a Director or a Principal Approved Chaperone. If the Director is not present a letter signed by the Principal must be given to the Contest Administrator before competing.

BRASS / WOODWIND INDIVIDUAL

1. A contestant may play only one horn during the performance.
2. The time limit is 1.5 minutes minimum to 5 minutes total.
3. Time starts from the first note and ends with the last note.
4. Music scores DO NOT need to be presented to the judges.
5. NO taped music is allowed.

BRASS / WOODWIND ENSEMBLES

1. An ensemble is defined as 2 to 10 participants.
2. No ensemble with less than two (2) or more than ten (10) will be allowed to compete
3. The time limit is 1.5 minutes minimum to 5 minutes total.
4. Time starts with the first note and ends with the last note.
5. Music scores DO NOT need to be presented to the judges.
6. NO taped music is allowed

RUDIMENTARY PERCUSSION INDIVIDUAL

1. The percussionist may play only one percussion instrument during the performance.
2. The time limit is 1.5 minutes minimum to 5 minutes total.
3. Time starts with the first note and ends with the last note.
4. Music scores DO NOT need to be presented to the judges.
5. NO taped music is allowed.

RUDIMENTARY PERCUSSION ENSEMBLE

1. An ensemble is defined as two (2) to twelve (12) percussionists.
2. No ensembles with less than two (2) or more than twelve (12) will be allowed to compete.
3. The time limit is 1.5 minutes minimum to 5 minutes total.
4. Time starts with the first note and ends with the last note.
5. Music scores DO NOT need to be presented to the judges.
6. NO taped music is allowed.

MALLET INDIVIDUAL

1. The percussionist may play only one keyboard instrument during the performance.
2. The time limit is 1.5 minutes minimum to 5 minutes total.
3. Time starts with the first note and ends with the last note.
4. Music scores DO NOT need to be presented to the judges.
5. NO taped music is allowed.

MALLET ENSEMBLE

1. An ensemble is defined as two (2) to twelve (12) Keyboards.
2. No ensembles with less than two (2) or more than twelve (12) will be allowed to compete.
3. The time limit is 1.5 minutes minimum to 5 minutes total.
4. Time starts with the first note and ends with the last note.
5. Music scores DO NOT need to be presented to the judges.
6. NO taped music is allowed.

COLOR GUARD INDIVIDUAL

1. An individual is defined as one participant using rifle, saber, or flag.
2. Combinations will be allowed but each contestant must designate what his/her major piece of equipment is on the entrance form.
3. Time starts with the first movement after the judge's signal.
4. The time limit is 1.5 minutes minimum to 5 minute total.
5. Taped music is allowed.
6. A standard gym size floor and marking MAY NOT be available.

COLOR GUARD ENSEMBLES

1. An ensemble is defined as two (2) to thirty (30) participants using any combination of rifles, sabers, or flags.
2. No ensemble with less than two (2) or more than thirty (30) will be allowed to compete.
3. The time starts with the first movement after the judge's signal
4. The time limit is 1.5 minutes minimum to 5 minutes total.
5. Taped music is allowed.