

COLOR GUARD CONTEST RULES

2009

WGI discourages independent color guards from utilizing membership composed of any high school students who were previously enrolled in an active winter guard high school program and have not yet graduated.

WGI also discourages independent color guards from utilizing membership who have outstanding monies owed to a previous unit.

All performers at a WGI event will be required to wear protective footwear while outside the performance area.

ELIGIBILITY

- 1.1 Color guards from the United States composed of members not over 22 years of age on March 31st of any given year shall be permitted to compete in contests governed by WGI. This age rule applies to all units except those entered in Independent World Class. Independent World Class Units may compete with members of any age. Each color guard appearing in a WGI contest shall be prepared to show proof of age. International color guards are not bound by any age limit and must compete in the independent classes.
- 1.2 All members of any color guard ensemble competing in any scholastic class must be approved for participation by the principal of the sponsoring school. Each color guard shall submit a notarized form prepared by WGI listing all approved participants of that school.
- 1.3 No guard member shall compete in more than one color guard at the same contest.
- 1.4 No unit may compete with neither less than five (5) nor more than thirty (30) members on the floor of competition at any time.

PENALTY: Disqualification - Any unit violating any requirement in the ELIGIBILITY section shall be disqualified and its position and standing in the contest shall be forfeited.

COMPETITION AREA

- 2.1 For the purpose of interpretation, the “competition area” shall measure a minimum of sixty by ninety (60’ x 90’) feet and does not include entry ramps, hallways, bleachers or seating area. Units are permitted to utilize the entire competition area for their performance. Units may not use “floors” (tarps) larger than sixty by ninety (60’ x 90’) feet. All props must be in the designated competition area. There can be no equipment choreography outside the competition area. All performers must begin within the designated competition area.
- 2.2 All WGI contest sites must have a minimum of sixty-five by one hundred feet (65’ x 100’) to accommodate a “safety zone” of five feet (5’) on the sides and back using the minimum competition area of ninety feet (60’ x 90’). No performers may enter the safety zone at any time during the performance. Depending on the performance venue, WGI can authorize additional competition area and will include that information in the diagram (footprint) to be made available to all competing color guards to identify the competition area.

PENALTY: One-tenth (0.1) of a point penalty shall be assessed for each member for each boundary offense of violation of the “competition area”.
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- 2.3 The front sideline shall be considered to extend the full width of the competition area and shall be clearly marked.
- 2.4 All measurements shall be made from the center of the front boundary line. The centerline shall be marked by a 6-inch line at the front and back center line.
- 2.5 All contests must utilize a high quality sound system with a variable speed CD player and the capability to use external devices such as MP3 players and/or iPods.

SCORING

3.1 The elements to be judged are:

<u>Caption</u>	<u>Points</u>	<u>#of Judges</u>
Timing and Penalty	Penalty	1
Indiv. Movement Analysis	20.0	1
<i>Vocabulary</i>	<i>10.0 (A Class 7.0)</i>	
<i>Excellence</i>	<i>10.0 (A Class 13.0)</i>	
Indiv. Equipment Analysis	20.0	1
<i>Vocabulary</i>	<i>10.0 (A Class 7.0)</i>	
<i>Excellence</i>	<i>10.0 (A Class 13.0)</i>	

<u>Caption</u>	<u>Points</u>	<u>#of Judges</u>
Ensemble Analysis	20.0	1
<i>Composition</i>	<i>10.0</i>	
<i>Excellence</i>	<i>10.0</i>	
General Effect	20.0	2
<i>Repertoire Effect</i>	<i>10.0</i>	
<i>Performance Effect</i>	<i>10.0</i>	
TOTAL	100.0	6

All adjudicators with the exception of the Timing and Penalty Judge will be located in the stands.

3.2 Each level of classification will have a set of score sheets unique to its classification.

EQUIPMENT

4.1 All equipment tips on rifles, flagpoles, and sabres must be padded or taped. The bottom of all props, flats and scenery made of wood, metal or PVC type plastic must be padded or taped so as not to damage the floor. Soft-soled shoes need no added protection. Hard-soled shoes must be taped.

PENALTY: Two (2) point penalty

4.2 Props, and/or authorized equipment may be utilized or placed in the competition area by unit members at any time during the “maximum performance time” (see timing for clarification) or may be placed in the competition area by other than performing members prior to the start of competition. Authorized equipment may be placed on or in front of the front sidelines.

4.3 Definitions of authorized equipment:

4.3.1 Flags are defined as any material attached to a pike, pole, rod or staff other than an authorized weapon and used as a flag, with a minimum size of eight (8) inches by twelve (12) inches. National colors must be at least three (3) feet by five (5) feet. Flagpoles must be at least twenty-four (24) inches in length. (Curved and straight poles are acceptable; however, complete circles, squares, etc. to which material is attached are not flags. Material attached to chains, ropes or hoses are not considered flags.) The intent of this definition is to utilize a flag as a flag and not as a backdrop or a prop.

4.3.2 Rifles or simulated rifles are defined as devices constructed so as to conform to the outward appearance of a military rifle past or present. Sights, slings, trigger, trigger housing, bolt and bolt levers are optional. Rifles must be at least twenty-four (24) inches in length.

- 4.3.3 Sabers/swords are defined as those weapons which are designed to be hand held for cutting, thrusting or slashing an enemy, with either a curved (saber) blade or a straight (sword) blade which may be constructed of wood, plastic, metal or any other suitable material. A cutting edge is not required. Simulated sabers/swords must have either a hand guard or a hilt and must be at least twenty-four (24) inches in length.
- 4.3.4 Authorized equipment may be modified by the addition of visual items, however, attaching a flag, rifle or sabre/sword to a prop does not make the prop a flag, rifle or sabre/sword – it is still a prop. Timing and Penalty judges have the right to inspect and challenge guards for authorized equipment either before or after the maximum performance time with permission of the Contest Director.
- 4.4 Amplification can be used in the competition area by performing members playing musical instruments, singing or voice. The electrical source for electronic instruments must be a 115/120 V typical wall outlet (if available) as noted on the footprint of the facility as supplied by the sponsor. Car/truck type wet batteries cannot be used. The only batteries that will be allowed are “off the shelf” type flashlight batteries. Gasoline, electric or manual powered generators will not be allowed. Lighting cannot be turned off in the competition area by a unit.

PENALTY: Disqualification

- 4.5 Tap and/or dancing shoes will only be allowed on a hard surface provided by the competing unit. The hard surface will be properly padded (carpeting, foam, etc.) so as not to damage the floor. A “floor” or tarp alone is not proper padding.

PENALTY: Two (2.0) points each infraction.

- 4.6 The use of recorded music and/or live musical instruments is optional. Proficiency of playing shall not be judged. Musician’s age must be consistent with Rule 1.1 under Eligibility.
- 4.7 All props must be able to fit through a standard size (36”) single door. No timing exceptions will be made for oversized props. Props will not be allowed in the competition area before the unit’s performance time.
- 4.8 Definitions of prohibited equipment:
- 4.8.1 No pyrotechnics, discharge of arms, pressurized canisters, dangerous materials, flammable 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 flashcubes (electrical or chemical) will not be allowed.
- 4.5.1 The use of powder, dirt or any other airborne substance that lingers in the competition area shall be strictly prohibited.

PENALTY: Disqualification

TIMING

- 5.1 Units will be scheduled to compete at minimum of eight (8) minute intervals for A Class units; nine (9) minute intervals for Open Class units; and ten (10) minutes intervals for World Class units. This time interval will include setup, entrance, performance, exit and removal of all props, floors and equipment.
- 5.1.1 The end of the maximum performance time is at the obvious conclusion of the show
- 5.1.2 Interval time will stop once personnel, equipment and/or props have crossed a horizontal or vertical center line depending on the contest site.

PENALTY: One-tenth (0.1) of a point for each 3 seconds or fraction thereof.

- 5.2 Any unit creating a delay in the schedule will be subject to penalty. The time schedule may be expanded at the option of the Contest Director, but not lessened.

PENALTY: Five-tenths (0.5) of a point for each class interval time of lateness or part thereof up to the conclusion of the class and/or contest.

5.3 Each unit must accumulate a minimum of three and one half (3 1/2) minutes of “authorized equipment time” during their performance. Authorized equipment may be flags, rifles, sabres or swords. Any weapon used may be simulated. Injuries and/or instantaneous exchanges are included in authorized equipment time.

5.3.1 Authorized equipment must be IN HAND to be considered for accumulating authorized equipment time. (In hand means equipment must be in hand ready to be used, or being used. EXAMPLE: Saber hung at side with hand touching is not considered authorized equipment in hand.)

5.3.2 If any unit member is visible to the adjudicators with authorized equipment in hand, the time counts as authorized equipment time.

5.3.3 A unit member is considered visible as determined by the timing and penalty adjudicator with a view from the front sideline.

PENALTY: One-tenth (0.1) of a point for each 3 seconds or fraction thereof.

5.4 If other than competing personnel are removing props or equipment, they may only do so at the obvious conclusion of the unit’s performance.

PENALTY: One-tenth (0.1) of a point for each infraction.

5.5 Each unit, with all competing personnel, shall remain in the competition area and be judged in all captions for a minimum of four (4) minutes.

5.6 All captions will be judged for the “maximum performance time” or until the unit leaves the floor, whichever occurs first.

PENALTY: One-tenth (0.1) of a point for each 3 seconds or fraction thereof.

5.7 Units competing at WGI Regional Contests cannot be required to perform before the time set in the latest contest schedule distributed by the WGI Office.

UNIT TIMING OVERVIEW (IN MINUTES)

<u>CLASS</u>	<u>MAX. PERF TIME</u>	<u>MIN. AUTH. PROP TIME</u>	<u>MINIMUM INTERVAL</u>	<u>EQUIPMENT TIME</u>
WORLD	7 1/2	6	10	3 1/2
OPEN	6 1/2	5	9	3 1/2
A	5 1/2	4	8	3 1/2

ENTRY

6.1 Any equipment and/or props may be placed in the competition area by anyone prior to the start of competition. Any non-members involved in set up must exit the competition area prior to the start of performance time.

6.2 The unit will line up at a ready line to be designated by the Contest Director to set up. Interval time will start when the unit is told to enter the competition area. The unit may place themselves anywhere in the competition area (not judged). All performers must start and stay in the competition area for the entire performance. When the unit is in position, the announcer will ask if the judges are ready and then if the unit is ready to enter competition. The salute, verbal point of interest or visual point of interest shall then acknowledge that the unit is ready to enter competition. Timing for the “maximum performance time” will begin with the first step or body movement, the first move of equipment or the first note of music, whichever comes first. No music will be

allowed until after this acknowledgment. The salute, verbal point of interest or visual point of interest to start the “maximum performance time” must be clear and distinct.

- 6.3 The front boundary line is inviolate at all times except for members involved in entrance set up or tear down at the end of the performance. Boundary line violations (including first aid cases) do not constitute permanently leaving the floor.

PENALTY: One-tenth (0.1) of a point penalty for each member per offense.

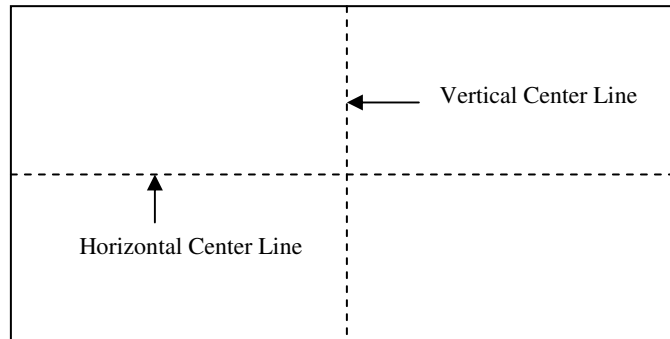
- 6.4 Floor coverings (tarps) may not cover the front boundary line at the beginning of performance time.

PENALTY: Two (2) point penalty

- 6.5 Non-competitive, excess uniformed members must avoid any area where they could be considered as competitive members.

EXIT

- 7.1 All personnel, equipment and/or props must clear the vertical or horizontal center line at the conclusion of interval time.
- 7.2 For purposes of timing, equipment and props are considered “removed” when they cross a center line either horizontal or vertical depending on the contest site. After the equipment/props have crossed this line, they must continue to make forward progress out of the competition area.



- 7.3 There will be no flying of tarps (also know as “ballooning”) to clear floor at the conclusion a unit’s performance.

PENALTY: Disqualification.

PENALTIES

- 8.1 Only the Contest Director or their designate may assess a penalty. Timing and Penalty judges must report all violations to the Contest Director.
- 8.2 Any unit violating any rule or part of a rule, breaches standard contest etiquette or fails to comply with directions from contest personnel for which no specific penalty is provided, shall be penalized for each such violation, not less than 0.1 point up to disqualification at the discretion of the Contest Director, Color Guard Coordinator or Executive Director.

COMPETITIVE FLAG CODE FOR WINTER GUARD

- 1.0 PURPOSE: The purpose of the code is to establish a set of rules and regulation for the use of color guard contest committee, for the display of the National Color of any country uniformed groups may represent, hereinafter referred to as the National Color.
- 2.0 The code confines itself to consideration of the National Color and the items and/or incidents relative to flag etiquette and does not concern itself with the other captions such as analysis or effect, etc. Use of the code shall not be the authority either expressed or implied, to violate any National, State or Provincial laws at variance with it.
- 3.0 Any color guard that is competing shall be subject to this code.
- 4.0 Violations of the code may be noted by any assigned judge, however only the Contest Director or alternate may assess a penalty. Infractions of the competitive flag code shall be penalized 0.1 of a point per offense (16 steps or change of direction), however a 1.0 penalty shall be assessed for dropping the National Color.
- 5.0 Any number of National Colors may be carried by a color guard provided they are properly guarded. In the case of the US Flag, any stars in the Union are permitted; however the most recent US Flag shall be carried in the point of honor.
- 6.0 When a competitive unit is carrying a flag of another nation in addition to its own, then it shall be carried according to the UN Protocol, following in honor, the flag of the country from which the guard originates.
- 7.0 The National Color must be at least 3 feet x 5 feet. No flag shall be larger than the National Color.
- 8.0 Finial Pieces: All National Color flagpoles must have a staff head or a finial piece. No National Color should bear any staff head other than a conical spear or those officially authorized by the Army (eagle, acorn, ball or spear) or by the Navy (gilt, star, gilt ball, and flat truck).
- 9.0 Fringe on the National Color is permitted. No streamer, banner or other material may be attached to the pole or finial piece of the National Color. In the case of the US Flag, this does not preclude black crepe streamers when ordered by the President of the United States.
- 10.0 When the National Color is carried by a unit, the maximum distance between the guard and the National Color will be three (3) thirty (30) inch paces. The direction of motion or the direction of facing of the National Color will be considered properly guarded regardless of the relative positions as long as the guard is within the allowable distance. At no time shall another piece of equipment pass between the Color and its guard unless that person qualifies as a guard. Authorized weapons are rifles, sabres, swords, either real or simulated. See rules for definitions on authorized equipment. Bayonets may not be used.
- 11.0 Immediate Front: No other flag in the same unit shall at any time pass or be in the immediate front of the National Color without rendering the proper salute, that being dipping. (Dipping: any position that may be attained by a downward movement of the flag from the zero degree of arc carry, within the 180 degree front of the bearer.) The immediate front is the infinite path through which the National Color can pass safely without contact. This pertains to the immediate front of the National Color and not the immediate front of the other flags.
- 12.0 Trailing: There will be no flag to the 180 degree front of the National Color facing in the same banner direction.
- 13.0 Flash trails and/or sweeps are allowed as long as they are one (1) count or less. This pertains to the movement of the National Color only. (Interpretation: If the trail is caused by a turn or movement of the National Color in one count or less it is not a violation. Should the error be caused by a turn or movement of a flag other than the national Color, this is an immediate violation.)
- 14.0 Point of Honor: No other flag in the same unit may be placed above the national Color. Flags out of contact with the bearer will not be penalized for point of honor violations. This applies to flag tosses and aerials.
- 15.0 Placement of the US National Color

- 15.1 In case of the US Flag, there shall be no flag to the immediate right of the US Flag while facing the same direction.
- 15.2 Placement of the Canadian National Color
 - 15.2.1 When two (2) or more than three (3) flags are flown together, the Canadian Flag should be seen on the left as seen by the spectators in front of the flag.
 - 15.2.2 When three (3) flags are flown together, the Canadian flag should be occupying the central position with the next ranking flag to the left and third ranking flag to the right as seen by the spectators.
 - 15.2.3 If a number of flags are flown together, the Canadian Flag may be flown at each end of the line of flags.
- 16.0 Carriage and Position of the National Color.
 - 16.1 Dipping of the National Color
 - 16.1.1 The US Flag shall never be dipped in any direction or to any person.
 - 16.1.2 The Canadian flag is dipped to the ground upon the playing of the Royal Anthem or Vice-Regal Salute or as a salute it is dipped to the parallel position to the Sovereign, members of the Royal Family related in the first degree to the Sovereign or to one of the Sovereign Canadian representatives.
 - 16.2 The National Color shall at all times be carried aloft and free except during the posting ceremony.
 - 16.3 At no time, except for one back step in the act of retrieving colors, shall the National Color bearer back step, engage in theatrical steps or counter marches except when the National Color is posted.
 - 16.4 The National Color bearer shall not execute “to the rear march” or “about face”. Interpretation: a turn of 180 degrees in two steps or less.
 - 16.5 The National Bearer shall not be armed while in possession of the National Color.
 - 16.6 The National Color shall never be permitted to touch the ground.
 - 16.7 Headgear is required as part of the uniform of the National Color Bearer.

IF THE POSTING CEREMONY IS DONE, THE FOLLOWING FLAG CODE IS IN EFFECT:

- 1.0 At any time the colors are posted, the National Color shall be posted in the right of the saluting point or place of honor and/or the right of the officer receiving salutes or honors.
- 2.0 The National Color and other flags may be posted simultaneously, if not the National Color must be posted last.
- 3.0 The National Color and other flags may be retrieved simultaneously; if not, the National Color must be retrieved first.
- 4.0 Timing for posting purposes will start with the posting of the first flag and end with the retrieving of the last flag, if flags are not posted and retrieved simultaneously. Colors must not be posted for more than 60 seconds.
- 5.0 Flags are deemed posted when neither hand is on the pole.
- 6.0 Flags are deemed retrieved when either hand is on the pole.
- 7.0 No human receptacle may be used in posting colors. During the ceremony of Post and Retrieve, two salutes are required - one immediately following post and the other immediately prior to retrieve.

- 8.0 At any time a salute is required it shall be rendered as a military salute as required by the recognized National military authority of the country of origin of the unit. These salutes must be rendered at least momentarily by all competing members.
- 9.0 Other salutes may be rendered, provided they conform to the dignity and propriety of the National Color and its proper display.
- 10.0 The Guard with the National Color shall remain within the distance limitation during the posting ceremony, covering the National Color. A guard is not required while the National Color is in the posting receptacle.