

Western Open Fiddle Championships

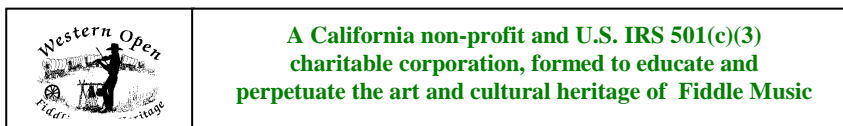


General Contest Rules

1. Entry blank must be completed and entry fee paid before participation. A division is closed when the first contestant in that division goes on stage. Extenuating circumstances may be presented to the Contest Chairman for consideration.
2. Fiddle Committee officials will randomly select numbers for all contestants for order of appearance. Contestant order will be posted one half hour before the division begins and the contestant must be ready to play when called.
3. During each contest round, contestants must first play a **hoedown**, then a **waltz**, then a **tune of choice**, other than a hoedown or a waltz. All three tunes will be judged. Any danceable folk tune played in old time fiddle style is acceptable. No tune shall be played more than once during all appearances of a contestant. The same tune played in different keys will not be considered two separate tunes. The top five contestants in each fiddle category will play in the finals. Total playing time for three tunes is four minutes; for two tunes is three minutes and for one tune is two minutes. There is no grace period. Two points will be deducted for every ten seconds or portion thereof over four minutes, three minutes and two minutes respectively.
4. If there is a tie for 5th place after the preliminary round, the contestants in the top four positions and the contestants in the tie will all compete in the final round. In the event of a tie involving prize money, the tied contestants shall play a hoedown. If there is a tie and a tied contestant is not immediately available for a playoff, the contestant ready to play shall be declared the winner of the tie. Only ties which involve prize money shall be played off.
5. Contestants may play without accompaniment or with a maximum of three accompanists, no more than two of which may be standard guitars. If an accompanist is not listed on the tune sheet, the time on stage will not be counted toward the Accompanist's award.
6. Contact microphones and amplified instruments are not permitted on stage.
7. No trick or fancy fiddling is allowed during regular contest appearances. There may be no cross-tuned instruments on stage.
8. If a string breaks, the **contestant** will have the option to continue or to stop at that point. If the tune is completed, it will be judged as played. If a contestant stops playing, he/she will be allowed to begin with that tune and complete his/her round.
9. Contestant must play without assistance other than accompaniment.
10. No sheet music may be displayed while competing.
11. Any contestant winning three consecutive years in the Open Division may not compete in any regular fiddle division at the Western Open for one year.
12. Any contestant winning three consecutive years in the Senior Senior, Senior, Adult, Young Adult or Junior Divisions automatically moves into the Open Division the following year. Any Junior Junior or Peewee winning three consecutive years will move into the next higher age division or may choose to enter the Open division the next year.
13. Judging will be based on the following, for a total of 100 points possible for each tune:

Danceability and Rhythm	25 points
Production of tone	25 points
Intonation of notes	25 points
Difficulty	25 points
14. All scores are cumulative from the preliminary round into the finals. Points will be deducted or disqualification may occur for violation of the contest rules.
15. Any contestant appearing intoxicated on stage may be disqualified from competition.

16. Any protest must be submitted in writing to the Contest Chairman and be signed by not less than three contestants involved within three hours of the incident being protested.
17. Contestants may only enter one regular fiddle division.
18. All decisions of the Contest Chairman are final.



Specialty Picking Rules on the next page

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Specialty Picking Rules

In addition to the General Contest Rules, the following rules apply specifically to the Specialty Picking Division:

1. A contestant may enter only one of the following divisions:
JUNIOR— age 17 and under
OPEN— any age
2. **The contestant may compete with only one instrument.**
3. Guitars and mandolins must use flatpick style only. Finger picking is allowed for banjo.
4. Each contestant must play two tunes in the preliminary round, a fast tune and a slow tune, and play one tune of the contestant's choice in the final round.
5. In the preliminary round, three minute playing time will be strictly adhered to, and in the final round, two minute playing time will be strictly adhered to. Two points will be deducted from the total score for each ten second interval or portion thereof over the time limit.
6. Contestants may play with or without accompaniment. Not more than three accompanists may be used, and no more than two of those may be standard guitars. Accompanists may not play the melody of the tune(s).
7. After the preliminary round, scores will be tabulated. **The top three scores will move into the finals, regardless of the instrument played.**
8. In the event of a tie, each contestant will play one tune of his/her selection that he/she has not played in any picking contest round. (See General Contest Rules #4).
9. Scores **will be cumulative** from the preliminary rounds into the finals.
10. Judging will be remote by three judges. There will be a maximum of 60 points possible for each tune from each judge. Judging will be based on the following:

Intonation and clarity of tone	20 points
Rhythm and timing	20 points
Style and difficulty	20 points
11. The decision of the judges is final.



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NOTE: Changes for 2006 are in **bold** type.