

JUDGING



HOW A BAND CONTEST IS JUDGED

By Jerry Powel

Chief Judge

As you sit in the stands enjoying the competing bands, you are probably aware of men or women walking and running through the units. These people might seem to be "in the way," but they are judging the bands. The purpose of this article is to explain, as simply as possible, how the contest is judged.

The judge's responsibilities include:

1. To "rank" the units in order of their expertise in the caption to which he/she is assigned.
2. To "rate" the units by the comparative scores he/she assigns during the course of the contest.

There are basically two types of judging. The first area is referred to as execution, which is done on the field. Execution judging is a break down process obtained by subtracting a tenth of a point for each error. The second area is general effect which is handled by judges in the stands. General effect judging is a build up caption. Theoretically, the judge starts with zero and adds points by giving each band credit for the effectiveness of its presentation.

All Cavalcade shows are judged under the rules of the Cavalcade of Bands Association and the following is a breakdown of that scoring system:

Marching & Maneuvering—Execution	20 points
Marching & Maneuvering—General Effect	25 points
Music—Execution	25 points
Music—General Effect	30 points
Total Scoring Worth	100 points

MARCHING & MANEUVERING—EXECUTION — The M & M judge, as he is referred to, is looking for uniformity of movement. Although obvious mistakes in marching can also be seen by the spectator, as well as the judge, it is the small imperfections that places one band above another in score. Some maneuvers being evaluated are: intervals between people, distance between ranks of people, files of people not in alignment back to front, dress of squads, platoons, moving too soon or too late, uniformity of flag and rifle work, etc. The M & M judge subtracts a tenth of a point for every error as he samples every part of the band's marching performance. Keep in mind that a band con-

sists of musicians, color guard and twirlers. The errors are recorded on a "clicker" that is held in the hand of each judge, while at the same time the judge describes the error on a tape recording, given to each band director at the conclusion of the contest.

Two M & M judges handle execution by walking around the unit on the field as it performs.

EXECUTION MUSIC — Two judges also move on the field, while the band is performing, to evaluate music. The music judge is interested in the technical aspects of the performance from the first note of music played until the 10 minute warning gun is fired. Uniformity is also important to the music judge. He would subtract a tenth of a point for errors such as not playing together (attacks and releases), quality and accuracy of tone, rhythmic accuracy, tempo, articulation, etc. He must also sample different types of instruments (woodwinds, brass and percussion) in each of the above captions. Like the M & M execution judge, errors are recorded with "clickers" and described on a tape recording.

GENERAL EFFECT — This caption is divided into two parts: Marching & Maneuvering and Music. Two judges for each area of general effect sit in the stands and judge the "total show." The evaluations are based on the judge's professional experience



and he uses comparative analysis to judge each band's collective presentation. The GE judge must comment on all members of the band in his subcaption as to the effectiveness of their role in a well-coordinated, integrated production. Some captions under GE Music are repertoire, difficulty, quality of performance, expression, showmanship, coordination of music and drill, while the GE Marching & Maneuvering captions include repertoire, performance, showmanship and band front (color guard, twirlers, swing flags, etc.)

The GE judge gives points for these areas (build up captions) and tape records his comments for the band directors. Comments are meant to help the band make adjustments and improvements, and should be more critical in nature.

The judge you see on the field firing the gun is called the Timing & Penalty judge. His responsibility is to start the band, check for any dropped equipment (except batons), and he also checks to see that the bands conform to the timing rules. The bands must be on the field a minimum of 10 minutes to a maximum of 12 minutes — 6 minutes of the first 10 must be in motion.

The last person on the judging panel is the tabulator. His/Her responsibility is not only to compute the score but also to provide a "re-cap" sheet which provides every band's caption, subcaption and final scores.