



GRAND NORTH AMERICAN OLD TIME FIDDLE CHAMPIONSHIP

OFFICIAL RULES

GENERAL

1. A Panel of Competent Judges will evaluate contestants' fiddling based on **intonation, timing, danceability, and style. JUDGES' DECISIONS ARE FINAL.**

Note that the **Novelty Class** will be judged by the audience!

2. No electrical or amplified fiddles will be permitted.
3. Mutes must be removed or backed away from the bridge.
4. Any competitor who wins the same class 2 years in a row must move to a more advanced class as indicated in the classification chart below, or sit out one year.
5. If you feel your ability is above your age class, refer to the classification chart below to choose a more advanced class. Choose the suggested next class, or something higher still.

Starting Class →	Different Class
Novice (any age)→	your age or skill appropriate class
Junior Junior (9 & under) →	Junior (14 & under)
Junior (14 & under) →	Youth (18 & under)
Youth (18 & under) →	Intermediate (any age)
Intermediate (any age) →	Advanced (any age)
Advanced (any age)→	Championship (any age)
Championship (any age)	

Starting Class →	Different Class
Golden (70 & older) →	Senior (55 & older)
Senior (55 & older) →	Advanced (any age)
	Championship (any age)

6. Any player under the influence of drugs or alcohol will be disqualified. This decision is made by the contest committee.

7a. Order of play for all classes (except Championship Finals) determined during the week prior to the competition, by random draw, and posted at the Dow Centennial Centre on the morning of the competition.

7b. Order of play for Championship Finals will be by random draw, on stage, and then posted at the Dow Centennial Centre.

1. REGISTRATION

- Contestants must be registered by 11 pm on the Sunday prior to the contest, using the on-line form at **wildrosefiddlers.org**. (if you have difficulty registering on-line, you may also register by phone at 780-906-6862).
- Contestants may enter a maximum of four classes: one Standard Core, and any or all of the Specialty Classes.

Notes:

- There are **no Preliminary Rounds**, except in the Championship class.
- The **Novice class** is intended for the **beginner fiddlers** who have **not participated** in a fiddle contest previously.
- **Intermediate** classes are intended for the less experienced fiddlers.
- **Advanced** classes are intended for the more advanced fiddlers.
- Seasoned teachers and instructors are typically in the Advanced and higher categories.
- **The organizing committee reserves the right to consult with the contestant if it feels that the contestant's registration category is below or above the contestant's playing ability.**
- If a contestant is not sure of which class they should register, contact wildrosefiddlers@gmail.com

Standard Core Classes (choose one)		Specialty Classes (any age)
Championship (any age)	Youth (18 & under)	Traditional
Advanced (any age)	Junior (14 & under)	Twin Fiddle Harmony (Advanced or Intermediate)
Intermediate (any age)	Junior Junior (9 & under)	Novelty (advanced or intermediate) Note: this category is judged by the audience!
Senior (55 - 69)	Novice (any age)	
Golden (70 & over)		

2. ACCOMPANIMENT

- Contestants may have ONE accompanist using our on-stage Grand Piano OR other acoustic instrument.
- A House Accompanist is available. House accompanists will be assigned for each class, and practice time with that house accompanist will be provided, if desired.

Practices with the House Accompanists will be available at 7:30 pm Friday, 8:30 am on Saturday and Sunday with a sign-up sheet at the venue.

- Accompanists must chord Old Time style, NO MELODY, NO INTRO.
- On the day of the contest, contestants shall provide the accompanist with the name and key of the tune, and it is strongly suggested that they provide a chord chart or sheet music.
- In the Traditional class, the fiddler drums with the feet. No other accompaniment is permitted.

3. PLAYING TIME

- All contestants playing two (2) or three (3) tunes must finish their tunes in four (4) minutes. (See below for playing time rules specific to the **Championship** class)
- A signal will indicate the END of the allotted playing times. Judging will stop immediately. Contest etiquette requires that contestants complete their tune within 15 seconds of that signal.

4. CHOICE and ORDER OF TUNES

General:

- **All tunes, in all classes, (except Tune of Choice) must be played in Old Time Style.**
- All contestants shall provide the names of their tunes upon check-in on the day of the contest.

Novice class:

- May play any tune of their choice
- May play from sheet music

Junior Junior class:

- Must play in order, a WALTZ followed by one other tune of their choice.
- May play from sheet music.

Twin Harmony classes:

- Must play in order, a WALTZ followed by one other tune of their choice

Traditional class:

- Must play a REEL (Traditional, Métis or French Canadian)
- The only accompaniment is the drumming of the player's feet.
- Style and tempo must be in unison without variation of tempo.
- The music and the drumming must start simultaneously.

Novelty class:

- May play any tune of choice
- Tunes must be played through at least once
- If you need ideas, do a Google search for Novelty Fiddling or Trick Fiddling.

Here is a link to just one example of many:

[TEACHING: The Art of Trick & Fancy Fiddling — Gretchen Koehler](#)

- Duets are allowed
- **Judging for this class will be done by the audience, who may have their own criteria. Competitors will need to keep this in mind!!**

Championship class

See below for rules specific to the **Championship** class

All other classes not listed above:

- Must play in order: a WALTZ, then a JIG, and end with a REEL (hornpipes and hoedowns qualify as reels).
- Other dance rhythms, i.e. Fox Trot, Swing, Pattern or Clog tunes are not accepted

ADDITIONAL RULES FOR CHAMPIONSHIP CLASS

PRELIMINARY ROUND

- Must play in order: a WALTZ, then a JIG, and end with a REEL (hornpipes and hoedowns qualify as reels).
- Must play different tunes for each of the Preliminary and Final Rounds. No tune may be repeated, not even in a tie-breaker.
- In the event that a tie-breaker is needed in either the Preliminary or Final Rounds, the first 'play-off' tune will be a REEL, and if required, the second 'play-off' tune would be a JIG.
- Other dance rhythms, i.e. Fox Trot, Swing, Pattern or Clog tunes are not accepted.
- Playing time: four (4) minutes.

FINAL ROUND

Contestants in this category have been exposed to a broader range of musical styles, have matured in their art, and therefore; may wish to change the order of their tunes **in the Final Round** to enhance their presentation.

1. Must play four (4) tunes
 - three (3) tunes **in any order**: a WALTZ, a JIG, and a REEL (hornpipes and hoedowns qualify as reels).
 - one (1) additional TUNE OF CHOICE (see RECOGNIZED FIDDLE STYLES below).
2. Playing time: five (5) minutes.

TUNE OF CHOICE

1. **Recognized fiddle styles include:** Country, Old Time, Cape Breton, Swing, Metis, Bluegrass, French Canadian, etc. Contrasting tunes can be played in one style (e.g. four contrasting Old-tunes) or in any number of a variety of styles (e.g. Old-time waltz, Irish polka, Cape Breton jig.)
2. The following are not allowed:
 - Classical, jazz, blues and other non-traditional fiddle styles
 - Show tunes such as Black Mountain Rag, Orange Blossom Special and Mockingbird

CHAMPIONSHIP DANCE RHYTHMS

1. Waltz, Aire
2. March (6/8), Jig
3. Reel (2/4 or 4/4), Hornpipe, Strathspey, Polka, Clog, or Two-Step