

2017 Oklahoma State Picking and Fiddling Championships

Rules and Regulations

General Rules & Regulations

- Contestants need not reside in Oklahoma. All are eligible.
- Decisions of the judges and scoring are final.
- In case of rules infractions, for which penalties are not specified, or for situations not foreseen by these rules, the judges and scoring table will determine an appropriate penalty ranging from nothing to disqualification.
- Only acoustic, unamplified stringed instruments may be played.
- Contestants may not use electronic pickups or contact microphones.
- Sign-ups for each contest division will close 30 minutes prior to published start for that division. Drawing of numbers for playing order will take place 15 minutes prior to the published time for that division. Once drawing occurs, the division is closed.

String Band

- Judges are not sequestered.
- Singing is allowed.
- Any style of music is allowed.
- No one may appear in more than one string band.
- Contestants must use provided microphones.
- Total time allowed on stage is 15 minutes, including setup and breakdown.
- There are no judging criteria. It's purely subjective. The judges will give the highest scores to the bands they like the best.

General Rules for Other Contests

- Judges are sequestered.
- Relatives of judges may not compete.
- Contestants draw for order of appearance prior to each round.
- Contestants must give their song list to the registration table prior to drawing position.
- Contestants may not trade playing positions.
- Contestants may not register to compete once the drawing for playing position has started.
- Contestants who are unready to play when called, at the judges' discretion, receive zero points for that round.
- Contestants are allowed only one instrument on stage.
- Contestants may not repeat a song.
- Contestants may not play a medley.
- Contestants may not speak (or cough or laugh) near the microphone. A contestant who does so will, at the judges' discretion, receive zero points for that round.
- The scoring table is responsible for enforcing time limits. There is no penalty for the first 10 seconds over the time limit.
- In case of a broken string, slipped peg, fallen bridge or other instrument malfunctions, a contestant will have five minutes without penalty to recover and restart the song.
- In the event of a tie, a one-song playoff will take place.

- Protest notification forms will be available at the scoring table. Protests should be filed proactively – as soon as a rule violation happens, not later when it appears that the scoring table or judges didn't notice the violation.

Fiddle

- Contestants must play in their age division, based on their age on Sept. 30, 2017. However, any fiddler may elect to compete in the Championship (Open) division instead of (NOT in addition to) his/her age division. Fiddlers have the option to enter the Bob Wills Division (2 rounds for top 5) in addition to their age division or Open Division.
- The Oklahoma State Champion (Open) division is a two-round contest. The five highest-scoring contestants from Round One will compete in Round Two. The scores from Round One are added to those from Round Two to determine the finalists' finishing order.
- All other fiddle divisions are one-round contests.
- In each round a contestant must play, in this order, a hoedown (including breakdown, hornpipe or reel), a waltz, and something else besides a hoedown or waltz: (blues, jig, rag, polka, Schottische, swing, etc.)
- Cross-tuning is not allowed.
- These songs are not allowed: *Listen to the Mockingbird*, *Orange Blossom Special*, and *Black Mountain Rag*.
- Judges may limit the number of songs in a round if necessary to maintain the schedule.
- Time limit for round is six minutes for all divisions except Championship (Open), which has a limit of seven minutes.
- Each song has a potential score of 100 points: 50 for “rhythm, timing, tone, and intonation”, and 50 for “authenticity, taste, expression, and execution”. A perfect score from all three judges would result in 900 points for a contestant.
- Contestants may have up to three accompanists. The only acceptable backup instruments are acoustic guitar, acoustic tenor guitar and acoustic bass.

Bob Wills Fiddle Division Rules

Bob Wills division contestants must play tunes associated with our heroes - Bob Wills and his Texas Playboys! Judges ask contestants to play reasonably within the boundaries of Western swing style (disco, hip-hop, Justin Bieber, etc versions of 'Take Me Back to Tulsa' will probably not be scored very high!!) - however, contestants will have the freedom to play it straight or swing like crazy! Since this is a judged fiddle division, we ask that contestants keep the fiddle as the only lead instrument (singing will be allowed, but only the fiddling will be judged).

Contestants will play two tunes in the preliminaries and one tune in the finals. Time limit is six-minutes or less.

Mandolin and Flatpick Guitar

- These are two-round contests. The five highest-scoring contestants from Round One will compete in Round Two. The scores from Round One are added to those from Round Two to determine the finalists' finishing order.
- A contestant must play two songs in each round.
- Time limit for a round is six minutes.
- Each song has a potential score of 100 points: 40 for “arrangement”, 40 for “execution, tuning”, 10 for “show value”, and 10 for overall expression”. A perfect score from all three judges would result in 600 points per contestant.

- Contestants may have one accompanist.
- A=440 tuning is required. For flatpick guitar, the low # (6th) string may be changed to any note desired, not limiting the tuning of the 6th string to “Drop D” or a low D note but to any desired pitch. No other string tuning or variance from the standard E (1), B (2), G (3), D(4), A (5) will be permitted.
- Standard capos are allowed. Capos like the Third Hand Capo, which allow alteration of individual strings, are not allowed.
- Contestants must play with a flat pick. No fingerpicking at all.

Fingerstyle Guitar

- This is a two-round contest. The five highest-scoring contestants from Round One will compete in Round Two. The scores from Round One are added to those from Round Two to determine the finalists’ finishing order.
- A contestant must play two songs in each round.
- Time limit for a round is six minutes.
- Each song has a potential score of 100 points: 40 for “arrangement”, 40 for “execution, tuning”, 10 for “show value”, and 10 for “overall expression”. A perfect score from all three judges would result in 600 points for a contestant.
- Alternate tunings are allowed
- Twelve-string guitars are allowed.
- Contestants may play any style of music, but not with a flat pick or slide. Thumb and finger picks are allowed.

Banjo

- This is a two-round contest. The five highest-scoring contestants from Round One will compete in Round Two to determine the finalists’ finishing order.
- A contestant must play two songs in each round.
- Time limit for a round is six minutes
- Each song has a potential score of 100 points: 40 for “arrangement”, 40 for execution, tuning”, 10 for “show value”, and 10 for “overall expression”. A perfect score from all three judges would result in 600 points for a contestant.
- These songs are not allowed: *Foggy Mountain Breakdown*, *John Hardy*, *Earl’s Breakdown* and *John Henry*.