**Competition Rules & Regulations**

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All contestants MUST be present at back of Founders Hall to draw for position when category is called. A contestant not present to draw will be assigned the remaining position by staff AFTER all others have drawn. If a contestant is NOT present to compete when his/her name is called to perform, they will be eliminated from the competition.
A. **GENERAL REGULATIONS:** Every contestant should read their specific category rules thoroughly. Depending on the category, regulations deal with proper order of tunes (Fiddle), time limits, tuning requirements and other items as dictated by a particular event.

1. The contest rules and regulations may be amended depending on the situation and events at hand during the convention.
2. The judges’ decision will be final.
3. The judges will not be permitted to enter or play in any contest category.
4. No electrical instruments or drums will be permitted in any category. No DI permitted. Each instrument must use mic provided by sound company.
5. No contestant will be permitted to register for any category after the registration for that category has closed. After registering and before the event starts, all contestants will draw for position at the staging area behind Founders Hall. NO exceptions will be made!
6. Contestant must be present and in proper drawn position for entry on to the stage when name is called from the staging area. Late arrivals or no-shows will be eliminated from the event. Allowances may be made for broken strings and other happenings judged to be beyond the control of the contestant(s).
7. Contestants must have instruments tuned and ready to play when called to stage.
8. Judges will NOT be allowed to advise contestants in their selection of tune to be played.
9. All contestants are advised that in addition to the Founder’s Hall Stage, some competitions are being held at Brown Hall or McCandless Hall. You must be present in any category to participate. No allowances will be made, nor refunds given for contestants in multiple categories that may overlap in different locations. Choose your categories wisely!
10. For any category which has Saturday night Finals, a contestant must be present and participate to place. A finalist not present will result in awarding their slot to the contestant with the next highest score.

B. **CATEGORY RULES:**

1. Bands will perform **TWO (2)** tunes in the eliminations and **TWO (2)** tunes in the finals. The tunes may be either vocal or instrumental, however, it is recommended that a vocal be included with instrumentation to demonstrate band versatility. Five (5) finalists will be selected from the eliminations. First (1st) through fifth (5th) place winners will be selected during the finals.
2. Any contestant (entry) who has won first (1st) place for two (2) consecutive years will not be allowed to compete in the same category the following year.
3. Tunes performed in the eliminations **SHALL NOT** be repeated by the same contestant (or contestants, in the case of the Bands) in the finals.
4. The band shall consist of at least three (3) members but not more than six (6). Minimum instruments shall be a fiddle, a banjo, and a guitar.
5. Band members can participate in **ONE (1)** band only in this category. The use of Scruggs type tuners on the banjo is not allowed during the performance.
6. All band members **MUST** demonstrate an ability to play the instrument they are holding and make a significant contribution to the performance.

CONTINUED ON NEXT PAGE →
BLUEGRASS BAND - Continued
TENNESSEE VALLEY OLD TIME FIDDLERS CONVENTION
Athens State University, Athens, Alabama
(Revised: January 2018)

C. JUDGING CRITERIA:

1. Rhythm and Timing------------------- (30 points):
The rhythm and timing should be even and consistent. Any jerking, rushing, dragging or
unevenness in tempo of the performance will result in a loss of points.

2. Creativity------------------------ (30 points):
The judges will listen for minor variations and improvisations. However, the creativity should not
be excessive so as to change or destroy the basic melody line of the tune. This may result in a loss
of points.

3. Expression----------------------- (30 points):
The judges will listen for the "feeling" that the contestant puts into the performance. Flat,
mechanical and unfeeling performances may result in lost points as will excessive
"showmanship".

4. Execution------------------------ (30 points):
The judges will listen for the tonal quality and clarity of the performance together with the
general command of the instrument(s).

D. GENERAL JUDGING CONSIDERATIONS:

1. Each tune will be judged independently.

2. Each judging category has a potential of 30 points, for a possible score of 120 points per tune.
Points scored in the eliminations WILL NOT be carried over into the finals.

3. All contestants/performers are urged to consider the placement of the microphones and the
efforts of the persons responsible for the sound system. The judges will judge exactly what they
hear. An instrument too close or too far away from a microphone could distort or drop out the
sound, resulting in a loss of points. DO NOT start your performance until the judges and sound
engineer are ready.
OLD TIME STRING BAND
TENNESSEE VALLEY OLD TIME FIDDLERS CONVENTION
Athens State University, Athens, Alabama
(Revised: January 2018)

A. GENERAL REGULATIONS: Every contestant should read their specific category rules thoroughly. Depending on the category, regulations deal with proper order of tunes (Fiddle), time limits, tuning requirements and other items as dictated by a particular event.

1. The contest rules and regulations may be amended depending on the situation and events at hand during the convention.
2. The judges’ decision will be final.
3. The judges will not be permitted to enter or play in any contest category.
4. No electrical instruments or drums will be permitted in any category. No DI permitted. Each instrument must use mic provided by sound company.
5. No contestant will be permitted to register for any category after the registration for that category has closed. After registering and before the event starts, all contestants will draw for position at the staging area behind Founders Hall. NO exceptions will be made!
6. Contestant must be present and in proper drawn position for entry on to the stage when name is called from the staging area. Late arrivals or no-shows will be eliminated from the event. Allowances may be made for broken strings and other happenings judged to be beyond the control of the contestant(s).
7. Contestants must have instruments tuned and ready to play when called to stage.
8. Judges will NOT be allowed to advise contestants in their selection of tune to be played.
9. All contestants are advised that in addition to the Founder’s Hall Stage, some competitions are being held at Brown Hall or McCandless Hall. You must be present in any category to participate. No allowances will be made, nor refunds given for contestants in multiple categories that may overlap in different locations. Choose your categories wisely!
10. For any category which has Saturday night Finals, a contestant must be present and participate to place. A finalist not present will result in awarding their slot to the contestant with the next highest score.

B. CATEGORY RULES:

1. Bands will perform TWO (2) numbers in the eliminations and TWO (2) in the finals. The selections may be either vocal or instrumental. However, it is recommended that a vocal be included with the instrumentation to demonstrate the band’s versatility. Five (5) finalists will be selected from the eliminations. First (1st) through fifth (5th) place winners will be selected during the finals.
2. Any contestant (entry) who has won first (1st) place for two (2) consecutive years will not be allowed to compete in the same category the following year.
3. Tunes performed in the eliminations SHALL NOT be repeated by the same contestant (or contestants, in the case of the Bands) in the finals.
4. The band shall consist of at least three (3) members but not more than six (6). Minimum instruments shall be a fiddle, a banjo, and a guitar. Band members can participate in ONE (1) band only in this category. Bluegrass style banjo not allowed – fingerpicks not permitted on banjo. Lead instrument is NOT limited to the fiddle. All band members MUST demonstrate an ability to play the instrument they are holding and make a significant contribution to the performance.

CONTINUED ON NEXT PAGE→
C. **JUDGING CRITERIA:**

1. **Rhythm and Timing** (30 points):
   The rhythm and timing should be even and consistent. Any jerking, rushing, dragging or unevenness in tempo of the performance will result in a loss of points.

2. **Creativity** (30 points):
   The judges will listen for minor variations and improvisations. However, the creativity should not be excessive so as to change or destroy the basic melody line of the tune. This may result in a loss of points.

3. **Expression** (30 points):
   The judges will listen for the "feeling" that the contestant puts into the performance. Flat, mechanical and unfeeling performances may result in lost points as will excessive "showmanship".

4. **Execution** (30 points):
   The judges will listen for the tonal quality and clarity of the performance together with the general command of the instrument(s).

D. **GENERAL JUDGING CONSIDERATIONS:**

1. Each tune will be judged independently.
2. Each judging category has a potential of 30 points, for a possible score of 120 points per tune. Points scored in the eliminations WILL NOT be carried over into the finals.
3. All contestants/performers are urged to consider the placement of the microphones and the efforts of the persons responsible for the sound system. The judges will judge exactly what they hear. An instrument too close or too far away from a microphone could distort or drop out the sound, resulting in a loss of points. DO NOT start your performance until the judges and sound engineer are ready.
A. GENERAL REGULATIONS: Every contestant should read their specific category rules thoroughly. Depending on the category, regulations deal with proper order of tunes (Fiddle), time limits, tuning requirements and other items as dictated by a particular event.

1. The contest rules and regulations may be amended depending on the situation and events at hand during the convention.
2. The judges’ decision will be final.
3. The judges will not be permitted to enter or play in any contest category.
4. No electrical instruments or drums will be permitted in any category. No DI permitted. Each instrument must use mic provided by sound company.
5. No contestant will be permitted to register for any category after the registration for that category has closed. After registering and before the event starts, all contestants will draw for position at the staging area behind Founders Hall. NO exceptions will be made!
6. Contestant must be present and in proper drawn position for entry on to the stage when name is called from the staging area. Late arrivals or no-shows will be eliminated from the event. Allowances may be made for broken strings and other happenings judged to be beyond the control of the contestant(s).
7. Contestants must have instruments tuned and ready to play when called to stage.
8. Judges will NOT be allowed to advise contestants in their selection of tune to be played.
9. All contestants are advised that in addition to the Founder’s Hall Stage, some competitions are being held at Brown Hall or McCandless Hall. You must be present in any category to participate. No allowances will be made, nor refunds given for contestants in multiple categories that may overlap in different locations. Choose your categories wisely!
10. For any category which has Saturday night Finals, a contestant must be present and participate to place. A finalist not present will result in awarding their slot to the contestant with the next highest score.

B. CATEGORY RULES:

1. Contestant will perform TWO (2) tunes. First (1st) through fifth (5th) place winners will be selected.
2. Any contestant (entry) who has won first (1st) place for two (2) consecutive years will not be allowed to compete in the same category the following year.
3. Contestant may perform unaccompanied or with one (1) or two (2) accompanists. Should the accompanying instrument be the same as the lead instrument, care must be taken by the accompanist to make sure that his/her accompaniment does not overpower the lead instrument. Points will be lost if this happens.
4. Bluegrass Banjo: Five (5) stringed only. **Standard G tuning only.** The use of Scruggs tuners is **NOT** permitted.

CONTINUED ON NEXT PAGE→
C. JUDGING CRITERIA:

1. Rhythm and Timing-----------------(30 points):
   The rhythm and timing should be even and consistent. Any jerking, rushing, dragging or unevenness in tempo of the performance will result in a loss of points.

2. Creativity----------------------(30 points):
   The judges will listen for minor variations and improvisations. However, the creativity should not be excessive so as to change or destroy the basic melody line of the tune. This may result in a loss of points.

3. Expression----------------------(30 points):
   The judges will listen for the "feeling" that the contestant puts into the performance. Flat, mechanical and unfeeling performances may result in lost points as will excessive "showmanship".

4. Execution----------------------(30 points):
   The judges will listen for the tonal quality and clarity of the performance together with the general command of the instrument(s).

D. GENERAL JUDGING CONSIDERATIONS:

1. Each tune will be judged independently.
2. Each judging category has a potential of 30 points, for a possible score of 120 points per tune. Points scored in the eliminations WILL NOT be carried over into the finals.
3. All contestants/performers are urged to consider the placement of the microphones and the efforts of the persons responsible for the sound system. The judges will judge exactly what they hear. An instrument too close or too far away from a microphone could distort or drop out the sound, resulting in a loss of points. DO NOT start your performance until the judges and sound engineer are ready.
A. GENERAL REGULATIONS: Every contestant should read their specific category rules thoroughly. Depending on the category, regulations deal with proper order of tunes (Fiddle), time limits, tuning requirements and other items as dictated by a particular event.
1. The contest rules and regulations may be amended depending on the situation and events at hand during the convention.
2. The judges’ decision will be final.
3. The judges will not be permitted to enter or play in any contest category.
4. No electrical instruments or drums will be permitted in any category. No DI permitted. Each instrument must use mic provided by sound company.
5. No contestant will be permitted to register for any category after the registration for that category has closed. After registering and before the event starts, all contestants will draw for position at the staging area behind Founders Hall. NO exceptions will be made!
6. Contestant must be present and in proper drawn position for entry on to the stage when name is called from the staging area. Late arrivals or no-shows will be eliminated from the event. Allowances may be made for broken strings and other happenings judged to be beyond the control of the contestant(s).
7. Contestants must have instruments tuned and ready to play when called to stage.
8. Judges will NOT be allowed to advise contestants in their selection of tune to be played.
9. All contestants are advised that in addition to the Founder’s Hall Stage, some competitions are being held at Brown Hall or McCandless Hall. You must be present in any category to participate. No allowances will be made, nor refunds given for contestants in multiple categories that may overlap in different locations. Choose your categories wisely!
10. For any category which has Saturday night Finals, a contestant must be present and participate to place. A finalist not present will result in awarding their slot to the contestant with the next highest score.

B. CATEGORY RULES:
1. Contestant will perform TWO (2) tunes. First (1st) through fifth (5th) place winners will be selected.
2. Any contestant (entry) who has won first (1st) place for two (2) consecutive years will not be allowed to compete in the same category the following year.
3. Contestant may perform unaccompanied or with one (1) or two (2) accompanists. Should the accompanying instrument be the same as the lead instrument, care must be taken by the accompanist to make sure that his/her accompaniment does not overpower the lead instrument. Points will be lost if this happens.
4. Five (5) string banjo only. Scruggs/Keith tuners are NOT permitted to be used in performance of contest tune. Fretless fingerboard is permitted. Various tunings are permitted. Playing style shall be either Clawhammer or two-finger. Picks are NOT permitted.

C. JUDGING CRITERIA:
1. Rhythm and Timing------------------ (30 points):
   The rhythm and timing should be even and consistent. Any jerking, rushing, dragging or unevenness in tempo of the performance will result in a loss of points.

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OLD TIME BANJO-Continued
TENNESSEE VALLEY OLD TIME FIDDLERS CONVENTION
Athens State University, Athens, Alabama
(Revised: January 2018)

2. Creativity----------------------- (30 points):
   The judges will listen for minor variations and improvisations. However, the creativity should not be excessive so as to change or destroy the basic melody line of the tune. This may result in a loss of points.

4. Expression--------------------- (30 points):
   The judges will listen for the "feeling" that the contestant puts into the performance. Flat, mechanical and unfeeling performances may result in lost points as will excessive "showmanship".

5. Execution---------------------- (30 points):
   The judges will listen for the tonal quality and clarity of the performance together with the general command of the instrument(s).

E. GENERAL JUDGING CONSIDERATIONS:

1. Each tune will be judged independently.
2. Each judging category has a potential of 30 points, for a possible score of 120 points per tune. Points scored in the eliminations WILL NOT be carried over into the finals.
3. All contestants/performers are urged to consider the placement of the microphones and the efforts of the persons responsible for the sound system. The judges will judge exactly what they hear. An instrument too close or too far away from a microphone could distort or drop out the sound, resulting in a loss of points. DO NOT start your performance until the judges and sound engineer are ready.
A. **GENERAL REGULATIONS:** Every contestant should read their specific category rules thoroughly. Depending on the category, regulations deal with proper order of tunes (Fiddle), time limits, tuning requirements and other items as dictated by a particular event.

1. The contest rules and regulations may be amended depending on the situation and events at hand during the convention.
2. The judges’ decision will be final.
3. The judges will not be permitted to enter or play in any contest category.
4. No electrical instruments or drums will be permitted in any category. No DI permitted. Each instrument must use mic provided by sound company.
5. No contestant will be permitted to register for any category after the registration for that category has closed. After registering and before the event starts, all contestants will draw for position at the staging area behind Founders Hall. NO exceptions will be made!
6. Contestant must be present and in proper drawn position for entry on to the stage when name is called from the staging area. Late arrivals or no-shows will be eliminated from the event. Allowances may be made for broken strings and other happenings judged to be beyond the control of the contestant(s).
7. Contestants must have instruments tuned and ready to play when called to stage.
8. Judges will NOT be allowed to advise contestants in their selection of tune to be played.
9. All contestants are advised that in addition to the Founder’s Hall Stage, some competitions are being held at Brown Hall or McCandless Hall. You must be present in any category to participate. No allowances will be made, nor refunds given for contestants in multiple categories that may overlap in different locations. Choose your categories wisely!
10. For any category which has Saturday night Finals, a contestant must be present and participate to place. A finalist not present will result in awarding their slot to the contestant with the next highest score.

B. **CATEGORY RULES:**

1. This event should consist of authentic old time dancing in true flat-footing style. The arms should not be flounced, but should be held loosely at the sides of the body. The feet should be kept parallel to the floor and as close to the floor as possible (kicks, Charleston steps, crossovers, clogging steps, exaggerated backward or side steps are prohibited). The contestant should keep the head and shoulders as level as possible. No taps will be allowed. This is not a "no holds barred" contest, but a contest that stresses the traditional "buck" or "flat-footing" style. Five (5) finalists will be selected from the eliminations. First (1st) through fifth (5th) place winners will be selected during the finals.
2. Any contestant (entry) who has won first (1st) place for two (2) consecutive years will not be allowed to compete in the same category the following year.

CONTINUED ON NEXT PAGE →
C. **JUDGING CRITERIA:**

1. **Rhythm and Timing**---------------- (30 points):
   The rhythm and timing should be even and consistent.
2. **Creativity**------------------------ (30 points):
3. **Expression**----------------------- (30 points):
   The judges will look for the "feeling" that the contestant puts into the performance. Flat, mechanical and unfeeling performances may result in lost points as will excessive "showmanship".
4. **Execution**----------------------- (30 points):

D. **GENERAL JUDGING CONSIDERATIONS:**

1. Each judging category has a potential of 30 points, for a possible score of 120 points per dance. Points scored in the eliminations WILL NOT be carried over into the finals.
A. **GENERAL REGULATIONS:** Every contestant should read their specific category rules thoroughly. Depending on the category, regulations deal with proper order of tunes (Fiddle), time limits, tuning requirements and other items as dictated by a particular event.

1. The contest rules and regulations may be amended depending on the situation and events at hand during the convention.
2. The judges’ decision will be final.
3. The judges will not be permitted to enter or play in any contest category.
4. No electrical instruments or drums will be permitted in any category. No DI permitted. Each instrument must use mic provided by sound company.
5. No contestant will be permitted to register for any category after the registration for that category has closed. After registering and before the event starts, all contestants will draw for position at the staging area behind Founders Hall. NO exceptions will be made!
6. Contestant must be present and in proper drawn position for entry on to the stage when name is called from the staging area. Late arrivals or no-shows will be eliminated from the event. Allowances may be made for broken strings and other happenings judged to be beyond the control of the contestant(s).
7. Contestants must have instruments tuned and ready to play when called to stage.
8. Judges will NOT be allowed to advise contestants in their selection of tune to be played.
9. All contestants are advised that in addition to the Founder’s Hall Stage, some competitions are being held at Brown Hall or McCandless Hall. You must be present in any category to participate. No allowances will be made, nor refunds given for contestants in multiple categories that may overlap in different locations. Choose your categories wisely!
10. For any category which has Saturday night Finals, a contestant must be present and participate to place. A finalist not present will result in awarding their slot to the contestant with the next highest score.

B. **CATEGORY RULES:**

1. Contestant will perform **TWO (2)** tunes. First (1st) through fifth (5th) place winners will be selected.
2. Any contestant (entry) who has won first (1st) place for two (2) consecutive years will not be allowed to compete in the same category the following year.
3. Contestant may perform unaccompanied or with one (1) or two (2) accompanists. Should the accompanying instrument be the same as the lead instrument, care must be taken by the accompanist to make sure that his/her accompaniment does not overpower the lead instrument. Points will be lost if this happens.
4. Instrument shall be Dobro style resonator instrument, laid flat. Slide style guitar not permitted.

CONTINUED ON NEXT PAGE ➔
C. **JUDGING CRITERIA:**

1. **Rhythm and Timing**---------------- (30 points):
   The rhythm and timing should be even and consistent. Any jerking, rushing, dragging or unevenness in tempo of the performance will result in a loss of points.

2. **Creativity**----------------------- (30 points):
   The judges will listen for minor variations and improvisations. However, the creativity should not be excessive so as to change or destroy the basic melody line of the tune. This may result in a loss of points.

3. **Expression**------------------------ (30 points):
   The judges will listen for the "feeling" that the contestant puts into the performance. Flat, mechanical and unfeeling performances may result in lost points as will excessive "showmanship".

4. **Execution**------------------------ (30 points):
   The judges will listen for the tonal quality and clarity of the performance together with the general command of the instrument(s).

D. **GENERAL JUDGING CONSIDERATIONS:**

1. Each tune will be judged independently.
2. Each judging category has a potential of 30 points, for a possible score of 120 points per tune. Points scored in the eliminations WILL NOT be carried over into the finals.
3. All contestants/performers are urged to consider the placement of the microphones and the efforts of the persons responsible for the sound system. The judges will judge exactly what they hear. An instrument too close or too far away from a microphone could distort or drop out the sound, resulting in a loss of points. DO NOT start your performance until the judges and sound engineer are ready.
DULCIMER
TENNESSEE VALLEY OLD TIME FIDDLERS CONVENTION
Athens State University, Athens, Alabama
(Revised: January 2018)

A. GENERAL REGULATIONS: Every contestant should read their specific category rules thoroughly. Depending on the category, regulations deal with proper order of tunes (Fiddle), time limits, tuning requirements and other items as dictated by a particular event.

1. The contest rules and regulations may be amended depending on the situation and events at hand during the convention.
2. The judges’ decision will be final.
3. The judges will not be permitted to enter or play in any contest category.
4. No electrical instruments or drums will be permitted in any category. No DI permitted. Each instrument must use mic provided by sound company.
5. No contestant will be permitted to register for any category after the registration for that category has closed. After registering and before the event starts, all contestants will draw for position at the staging area behind Founders Hall. NO exceptions will be made!
6. Contestants must be present and in proper drawn position for entry on to the stage when name is called from the staging area. Late arrivals or no-shows will be eliminated from the event. Allowances may be made for broken strings and other happenings judged to be beyond the control of the contestant(s).
7. Contestants must have instruments tuned and ready to play when called to stage.
8. Judges will NOT be allowed to advise contestants in their selection of tune to be played.
9. All contestants are advised that in addition to the Founder’s Hall Stage, some competitions are being held at Brown Hall or McCandless Hall. You must be present in any category to participate. No allowances will be made, nor refunds given for contestants in multiple categories that may overlap in different locations. Choose your categories wisely!
10. For any category which has Saturday night Finals, a contestant must be present and participate to place. A finalist not present will result in awarding their slot to the contestant with the next highest score.

B. CATEGORY RULES:

1. Contestant will perform TWO (2) tunes. First (1st) through fifth (5th) place winners will be selected.
2. Any contestant (entry) who has won first (1st) place for two (2) consecutive years will not be allowed to compete in the same category the following year.
3. Contestant may perform unaccompanied or with one (1) or two (2) accompanists. Should the accompanying instrument be the same as the lead instrument, care must be taken by the accompanist to make sure that his/her accompaniment does not overpower the lead instrument. Points will be lost if this happens.
4. Dulcimer: Appalachian or mountain style lap dulcimers only. Instrument may be strummed, flat-picked or finger-picked.
5. Hammered Dulcimers are NOT permitted.

CONTINUED ON NEXT PAGE→
C. **JUDGING CRITERIA:**

1. **Rhythm and Timing** (30 points):
   The rhythm and timing should be even and consistent. Any jerking, rushing, dragging or unevenness in tempo of the performance will result in a loss of points.

2. **Creativity** (30 points):
   The judges will listen for minor variations and improvisations. However, the creativity should not be excessive so as to change or destroy the basic melody line of the tune. This may result in a loss of points.

3. **Expression** (30 points):
   The judges will listen for the "feeling" that the contestant puts into the performance. Flat, mechanical and unfeeling performances may result in lost points as will excessive "showmanship".

4. **Execution** (30 points):
   The judges will listen for the tonal quality and clarity of the performance together with the general command of the instrument(s).

D. **GENERAL JUDGING CONSIDERATIONS:**

1. Each tune will be judged independently.

2. Each judging category has a potential of 30 points, for a possible score of 120 points per tune. Points scored in the eliminations WILL NOT be carried over into the finals.

3. All contestants/performers are urged to consider the placement of the microphones and the efforts of the persons responsible for the sound system. The judges will judge exactly what they hear. An instrument too close or too far away from a microphone could distort or drop out the sound, resulting in a loss of points. DO NOT start your performance until the judges and sound engineer are ready.
BEGINNER MUSICIAN – GUITAR, BANJO, OR MANDOLIN
TENNESSEE VALLEY OLD TIME FIDDLERS CONVENTION
Athens State University, Athens, Alabama
(Revised: September 2018)

These are the rules and regulations that apply to the following category: BEGINNER MUSICIAN (12 and under)
This category allows for contestants age 12 and under to compete with either guitar, mandolin, or banjo.

NOTE: The Beginner Musician competition will take place in front of BROWN HALL located directly behind Founders Hall. Drawing for position will take place in Founders Hall. Beginner Musician competition will play one (1) round only. Winners will be chosen after conclusion of that competition. NO FINALS. A contestant 12 and under who enters this category is not allowed in the general individual competition with the same instrument.

A. GENERAL REGULATIONS: Every contestant should read their specific category rules thoroughly. Depending on the category, regulations deal with proper order of tunes (Fiddle), time limits, tuning requirements, and other items as dictated by a particular event.
1. The contest rules and regulations may be amended depending on the situation and events at hand during the convention.
2. The judges’ decisions will be final.
3. The judges will not be permitted to enter or play in any contest category.
4. No electrical instruments or drums will be permitted in any category. No DI permitted. Each instrument must use mic provided by sound company.
5. No contestant will be permitted to register for any category after the registration for that category has closed. After registering and before the event starts, all contestants will draw for position at the staging area behind Founders Hall. NO exceptions will be made!
6. Contestant must be present and in proper drawn position for entry on to the stage when name is called from the staging area. Late arrivals or no-shows will be eliminated from the event. Allowances may be made for broken strings and other happenings judged to be beyond the control of the contestant(s).
7. Contestants must have instruments tuned and ready to play when called to stage.
8. Judges will NOT be allowed to advise contestants in their selection of tune to be played.
9. All contestants are advised that in addition to the Founder’s Hall Stage, some competitions are being held at Brown Hall or McCandless Hall. You must be present in any category to participate. No allowances will be made, nor refunds given for contestants in multiple categories that may overlap in different locations. Choose your categories wisely!
10. For any category which has Saturday night Finals, a contestant must be present and participate to place. A finalist not present will result in awarding their slot to the contestant with the next highest score.

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BEGINNER MUSICIAN – GUITAR, BANJO, OR MANDOLIN
(Continued)
TENNESSEE VALLEY OLD TIME FIDDLERS CONVENTION
Athens State University, Athens, Alabama
(Revised: September 2018)

C. JUDGING CRITERIA:
1. Rhythm and Timing----------------- (30 points):
The rhythm and timing should be even and consistent. Any jerking, rushing, dragging, or unevenness in tempo of the performance will result in a loss of points.
2. Creativity------------------- (30 points):
The judges will listen for minor variations and improvisations. However, the creativity should not be excessive so as to change or destroy the basic melody line of the tune. This may result in a loss of points.
3. Expression--------------------- (30 points):
The judges will listen for the "feeling" that the contestant puts into the performance. Flat, mechanical and unfeeling performances may result in lost points as will excessive "showmanship".
4. Execution--------------------- (30 points):
The judges will listen for the tonal quality and clarity of the performance together with the general command of the instruments.

D. GENERAL JUDGING CONSIDERATIONS:
1. Each tune will be judged independently.
2. Each judging category has a potential of 30 points, for a possible score of 120 points per tune.
3. All contestants/performers are urged to consider the placement of the microphones and the efforts of the persons responsible for the sound system. The judges will judge exactly what they hear. An instrument too close or too far away from a microphone could distort or drop out the sound, resulting in a loss of points. DO NOT start your performance until the judges and sound engineer are ready.
BEGINNER FIDDLER & APPRENTICE FIDDLER
TENNESSEE VALLEY OLD TIME FIDDLERS CONVENTION
Athens State University, Athens, Alabama
(Revised: January 2018)

These are the rules and regulations that apply to the following categories:
BEGINNER FIDDLER (Age 10 and under) and APPRENTICE FIDDLER (Age 11-15)

NOTE: The Beginner and Apprentice Fiddler competitions will take place in front of BROWN HALL located directly behind Founders Hall. Drawing for position will take place in Founders Hall. Contestants in these categories ARE NOT permitted to play in the Classic Old Time Fiddle category. Both Beginner and Apprentice Fiddler will play one (1) round only. Winners will be chosen after conclusion of that competition. No finals.

A. GENERAL REGULATIONS: Every contestant should read their specific category rules thoroughly. Depending on the category, regulations deal with proper order of tunes (Fiddle), time limits, tuning requirements and other items as dictated by a particular event.
1. The contest rules and regulations may be amended depending on the situation and events at hand during the convention.
2. The judges’ decision will be final.
3. The judges will not be permitted to enter or play in any contest category.
4. No electrical instruments or drums will be permitted in any category. No DI permitted. Each instrument must use mic provided by sound company.
5. No contestant will be permitted to register for any category after the registration for that category has closed. After registering and before the event starts, all contestants will draw for position at the staging area behind Founders Hall. NO exceptions will be made!
6. Contestant must be present and in proper drawn position for entry on to the stage when name is called from the staging area. Late arrivals or no-shows will be eliminated from the event. Allowances may be made for broken strings and other happenings judged to be beyond the control of the contestant(s).
7. Contestants must have instruments tuned and ready to play when called to stage.
8. Judges will NOT be allowed to advise contestants in their selection of tune to be played.
9. All contestants are advised that in addition to the Founder’s Hall Stage, some competitions are being held at Brown Hall or McCandless Hall. You must be present in any category to participate. No allowances will be made, nor refunds given for contestants in multiple categories that may overlap in different locations. Choose your categories wisely!
10. For any category which has Saturday night Finals, a contestant must be present and participate to place. A finalist not present will result in awarding their slot to the contestant with the next highest score.

B. CATEGORY RULES:
1. Contestant in the Beginner Fiddler category will play TWO (2) tunes; one (1) fast and one (1) slow in NO PARTICULAR ORDER.
2. Contestants in the Apprentice Fiddler category will play TWO (2) tunes; a breakdown and a waltz (PLAYED IN THAT ORDER).
3. First (1st) through fifth (5th) place winners will be selected.

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BEGINNER FI

4. The contestant may have a maximum of 2 (two) accompanists. Preferably guitar(s), however mandolin and bass may be allowed.

5. Any contestant who has won first (1st) place for two (2) consecutive years will not be allowed to compete in the same category the following year.

6. No tuning other than standard tuning is allowed in any Fiddle category other than Classic Old Time Fiddle.

7. Competitors in these categories are not eligible to compete in the Classic Old Time Fiddler category.

8. A Beginner Fiddler (10 and under) may enter the Apprentice Fiddler (11 – 15) category BUT NOT BOTH. Once a Beginner Fiddler has entered the Apprentice Fiddler category he/she may not re-enter the Beginner category in subsequent years.

9. An Apprentice Fiddler (11 -15) may enter the Junior Fiddler Category BUT NOT BOTH. Once an Apprentice Fiddler has entered the Junior Fiddler category he/she may not re-enter the Apprentice Fiddler category in subsequent years.

C. JUDGING CRITERIA:

1. Rhythm and Timing------------------- (30 points):
   The rhythm and timing should be even and consistent. Any jerking, rushing, dragging or unevenness in tempo of the performance will result in a loss of points.

2. Creativity---------------------- (30 points):
   The judges will listen for minor variations and improvisations. However, the creativity should not be excessive so as to change or destroy the basic melody line of the tune. This may result in a loss of points.

3. Expression-------------------- (30 points):
   The judges will listen for the "feeling" that the contestant puts into the performance. Flat, mechanical and unfeeling performances may result in lost points as will excessive "showmanship".

4. Execution---------------------- (30 points):
   The judges will listen for the tonal quality and clarity of the performance together with the general command of the instrument(s).

D. GENERAL JUDGING CONSIDERATIONS:

1. Each tune will be judged independently.

2. Each judging category has a potential of 30 points, for a possible score of 120 points per tune. Points scored in the eliminations WILL NOT be carried over into the finals.

3. All contestants/performers are urged to consider the placement of the microphones and the efforts of the persons responsible for the sound system. The judges will judge exactly what they hear. An instrument too close or too far away from a microphone could distort or drop out the sound, resulting in a loss of points. DO NOT start your performance until the judges and sound engineer are ready.
A. GENERAL REGULATIONS: Every contestant should read their specific category rules thoroughly. Depending on the category, regulations deal with proper order of tunes (Fiddle), time limits, tuning requirements and other items as dictated by a particular event.

1. The contest rules and regulations may be amended depending on the situation and events at hand during the convention.
2. The judges’ decision will be final.
3. The judges will not be permitted to enter or play in any contest category.
4. No electrical instruments or drums will be permitted in any category. No DI permitted. Each instrument must use mic provided by sound company.
5. No contestant will be permitted to register for any category after the registration for that category has closed. After registering and before the event starts, all contestants will draw for position at the staging area behind Founders Hall. NO exceptions will be made!
6. Contestant must be present and in proper drawn position for entry on to the stage when name is called from the staging area. Late arrivals or no-shows will be eliminated from the event. Allowances may be made for broken strings and other happenings judged to be beyond the control of the contestant(s).
7. Contestants must have instruments tuned and ready to play when called to stage.
8. Judges will NOT be allowed to advise contestants in their selection of tune to be played.
9. All contestants are advised that in addition to the Founder’s Hall Stage, some competitions are being held at Brown Hall or McCandless Hall. You must be present in any category to participate. No allowances will be made, nor refunds given for contestants in multiple categories that may overlap in different locations. Choose your categories wisely!
10. For any category which has Saturday night Finals, a contestant must be present and participate to place. A finalist not present will result in awarding their slot to the contestant with the next highest score.

B. CATEGORY RULES:

1. This category is for fiddlers ages eleven (11) and over. The purpose is to promote pure old time fiddling, and to eliminate the characteristics of the more modern, progressive style that is commonly heard today. Winners in the finals of this category WILL NOT compete for the Tennessee Valley Fiddle King title.
2. Contestant will play two (2) tunes, a breakdown and tune of their choice. Five (5) finalists will be elected from the eliminations. First (1st) through fifth (5th) place winners will be selected during the finals.
3. The contestant may have a maximum of two (2) accompanists. Preferably guitar(s), however mandolin and bass may be allowed.
4. Any contestant (entry) who has won first (1st) place for two (2) consecutive years will not be allowed to compete in the same category the following year.
5. Tunes performed in the eliminations SHALL NOT be repeated by the same contestant in the finals.
6. Cross tuning IS PERMITTED in the Classic Old Time Fiddle category ONLY! It is not permitted in the other fiddle categories.
7. Competitors in this category are not eligible to compete in the Junior, Intermediate, or Senior Fiddler categories.

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CLASSIC OLD TIME FIDDLER—Continued
TENNESSEE VALLEY OLD TIME FIDDLERS CONVENTION
Athens State University, Athens, Alabama
(Revised: January 2018)

C. JUDGING CRITERIA:

1. Rhythm and Timing----------------- (30 points):
The rhythm and timing should be even and consistent. Any jerking, rushing, dragging or unevenness in tempo of the performance will result in a loss of points.

2. Creativity--------------------- (30 points):
The judges will listen for minor variations and improvisations. However, the creativity should not be excessive so as to change or destroy the basic melody line of the tune. This may result in a loss of points.

3. Expression---------------------- (30 points):
The judges will listen for the "feeling" that the contestant puts into the performance. Flat, mechanical and unfeeling performances may result in lost points as will excessive "showmanship".

4. Execution---------------------- (30 points):
The judges will listen for the tonal quality and clarity of the performance together with the general command of the instrument(s).

D. GENERAL JUDGING CONSIDERATIONS:

1. Each tune will be judged independently.
2. Each judging category has a potential of 30 points, for a possible score of 120 points per tune. Points scored in the eliminations WILL NOT be carried over into the finals.
3. All contestants/performers are urged to consider the placement of the microphones and the efforts of the persons responsible for the sound system. The judges will judge exactly what they hear. An instrument too close or too far away from a microphone could distort or drop out the sound, resulting in a loss of points. DO NOT start your performance until the judges and sound engineer are ready.
These are the rules and regulations that apply to the following categories: **JUNIOR FIDDLER (Age 16 – 35), INTERMEDIATE FIDDLER (Age 36 – 54) and SENIOR FIDDLER (Age 55+) Contestants in these categories ARE NOT permitted to play in the Classic Old Time Fiddle category.**

A. **GENERAL REGULATIONS:** Every contestant should read their specific category rules thoroughly. Depending on the category, regulations deal with proper order of tunes (Fiddle), time limits, tuning requirements and other items as dictated by a particular event.

1. The contest rules and regulations may be amended depending on the situation and events at hand during the convention.
2. The judges’ decision will be final.
3. The judges will not be permitted to enter or play in any contest category.
4. No electrical instruments or drums will be permitted in any category. No DI permitted. Each instrument must use mic provided by sound company.
5. No contestant will be permitted to register for any category after the registration for that category has closed. After registering and before the event starts, all contestants will draw for position at the staging area behind Founders Hall. NO exceptions will be made!
6. Contestant must be present and in proper drawn position for entry on to the stage when name is called from the staging area. Late arrivals or no-shows will be eliminated from the event. Allowances may be made for broken strings and other happenings judged to be beyond the control of the contestant(s).
7. Contestants must have instruments tuned and ready to play when called to stage.
8. Judges will NOT be allowed to advise contestants in their selection of tune to be played.
9. All contestants are advised that in addition to the Founder’s Hall Stage, some competitions are being held at Brown Hall or McCandless Hall. You must be present in any category to participate. No allowances will be made, nor refunds given for contestants in multiple categories that may overlap in different locations. Choose your categories wisely!
10. For any category which has Saturday night Finals, a contestant must be present and participate to place. A finalist not present will result in awarding their slot to the contestant with the next highest score.

B. **CATEGORY RULES:**

1. **Junior Fiddlers are age 16 – 35; Intermediate Fiddlers are age 36 – 54; Senior fiddlers are age 55+.**
2. Contestant will play **TWO (2)** tunes, a breakdown and a waltz **(PLAYED IN THAT ORDER)** during the eliminations and finals. Five (5) finalists will be selected from the eliminations. First (1st) through fifth (5th) place winners will be selected during the finals.
3. The contestant may have a maximum of two (2) accompanists. Preferably guitar(s), however mandolin and bass may be allowed.
4. Any contestant (entry) who has won first (1st) place for two (2) consecutive years will not be allowed to compete in the same category the following year.

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5. Tunes performed in the eliminations **SHALL NOT** be repeated by the same contestant in the finals.

6. Cross tuning is **NOT** permitted in any Fiddle category other than Classic Old Time Fiddle.

7. Competitors in these categories are not eligible to compete in the Classic Old Time Fiddler category.

C. **JUDGING CRITERIA:**

1. Rhythm and Timing---------------- (30 points):
   The rhythm and timing should be even and consistent. Any jerking, rushing, dragging or unevenness in tempo of the performance will result in a loss of points.

2. Creativity--------------------- (30 points):
   The judges will listen for minor variations and improvisations. However, the creativity should not be excessive so as to change or destroy the basic melody line of the tune. This may result in a loss of points.

3. Expression--------------------- (30 points):
   The judges will listen for the "feeling" that the contestant puts into the performance. Flat, mechanical and unfeeling performances may result in lost points as will excessive "showmanship".

4. Execution--------------------- (30 points):
   The judges will listen for the tonal quality and clarity of the performance together with the general command of the instrument(s).

D. **GENERAL JUDGING CONSIDERATIONS:**

1. Each tune will be judged independently.

2. Each judging category has a potential of 30 points, for a possible score of 120 points per tune. Points scored in the eliminations WILL NOT be carried over into the finals.

3. All contestants/performers are urged to consider the placement of the microphones and the efforts of the persons responsible for the sound system. The judges will judge exactly what they hear. An instrument too close or too far away from a microphone could distort or drop out the sound, resulting in a loss of points. **DO NOT** start your performance until the judges and sound engineer are ready.
JUNIOR / INTERMEDIATE / SENIOR  
FIDDLE-OFF CONTEST RULES  
TENNESSEE VALLEY OLD TIME FIDDLERS CONVENTION  
Athens State University, Athens, Alabama  
(Revised: January 2018)

A. GENERAL REGULATIONS: Every contestant should read their specific category rules thoroughly. Depending on the category, regulations deal with proper order of tunes (Fiddle), time limits, tuning requirements and other items as dictated by a particular event.
1. The contest rules and regulations may be amended depending on the situation and events at hand during the convention.
2. The judges’ decision will be final.
3. The judges will not be permitted to enter or play in any contest category.
4. No electrical instruments or drums will be permitted in any category. No DI permitted. Each instrument must use mic provided by sound company.
5. No contestant will be permitted to register for any category after the registration for that category has closed. After registering and before the event starts, all contestants will draw for position at the staging area behind Founders Hall. NO exceptions will be made!
6. Contestant must be present and in proper drawn position for entry on to the stage when name is called from the staging area. Late arrivals or no-shows will be eliminated from the event. Allowances may be made for broken strings and other happenings judged to be beyond the control of the contestant(s).
7. Contestants must have instruments tuned and ready to play when called to stage.
8. Judges will NOT be allowed to advise contestants in their selection of tune to be played.
9. All contestants are advised that in addition to the Founder’s Hall Stage, some competitions are being held at Brown Hall or McCandless Hall. You must be present in any category to participate. No allowances will be made, nor refunds given for contestants in multiple categories that may overlap in different locations. Choose your categories wisely!
10. For any category which has Saturday night Finals, a contestant must be present and participate to place. A finalist not present will result in awarding their slot to the contestant with the next highest score.

B. CATEGORY RULES:
1. The fiddle-off will feature the winners of the Junior, Intermediate, and Senior Fiddle categories.
2. Contestants will play TWO (2) tunes, a breakdown and a waltz (PLAYED IN THAT ORDER) during the fiddle-off. First (1st) through third (3rd) place winners will be selected.
3. The contestant may have a maximum of two (2) accompanists. Preferably guitar(s), however mandolin and bass may be allowed.
4. Tunes performed in the eliminations or finals, SHALL NOT be repeated by the same contestant in the FIDDLE-OFF.
5. Cross tuning is NOT permitted.

C. JUDGING CRITERIA:
1. Rhythm and Timing------------------ (30 points): 
   The rhythm and timing should be even and consistent. Any jerking, rushing, dragging or unevenness in tempo of the performance will result in a loss of points.

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2. Creativity----------------------- (30 points):
The judges will listen for minor variations and improvisations. However, the creativity should not be excessive so as to change or destroy the basic melody line of the tune. This may result in a loss of points.

3. Expression---------------------- (30 points):
The judges will listen for the "feeling" that the contestant puts into the performance. Flat, mechanical and unfeeling performances may result in lost points as will excessive "showmanship".

4. Execution----------------------- (30 points):
The judges will listen for the tonal quality and clarity of the performance together with the general command of the instrument(s).

D. GENERAL JUDGING CONSIDERATIONS:

1. Each tune will be judged independently.
2. Each judging category has a potential of 30 points, for a possible score of 120 points per tune. Points scored in the eliminations WILL NOT be carried over into the finals.
3. All contestants/performers are urged to consider the placement of the microphones and the efforts of the persons responsible for the sound system. The judges will judge exactly what they hear. An instrument too close or too far away from a microphone could distort or drop out the sound, resulting in a loss of points. DO NOT start your performance until the judges and sound engineer are ready.
A. GENERAL REGULATIONS: Every contestant should read their specific category rules thoroughly. Depending on the category, regulations deal with proper order of tunes (Fiddle), time limits, tuning requirements and other items as dictated by a particular event.

1. The contest rules and regulations may be amended depending on the situation and events at hand during the convention.
2. The judges’ decision will be final.
3. The judges will not be permitted to enter or play in any contest category.
4. No electrical instruments or drums will be permitted in any category. No DI permitted. Each instrument must use mic provided by sound company.
5. No contestant will be permitted to register for any category after the registration for that category has closed. After registering and before the event starts, all contestants will draw for position at the staging area behind Founders Hall. NO exceptions will be made!
6. Contestant must be present and in proper drawn position for entry on to the stage when name is called from the staging area. Late arrivals or no-shows will be eliminated from the event. Allowances may be made for broken strings and other happenings judged to be beyond the control of the contestant(s).
7. Contestants must have instruments tuned and ready to play when called to stage.
8. Judges will NOT be allowed to advise contestants in their selection of tune to be played.
9. All contestants are advised that in addition to the Founder’s Hall Stage, some competitions are being held at Brown Hall or McCandless Hall. You must be present in any category to participate. No allowances will be made, nor refunds given for contestants in multiple categories that may overlap in different locations. Choose your categories wisely!
10. For any category which has Saturday night Finals, a contestant must be present and participate to place. A finalist not present will result in awarding their slot to the contestant with the next highest score.

B. CATEGORY RULES:

1. Contestant will perform TWO (2) tunes. First (1st) through fifth (5th) place winners will be selected.
2. Any contestant (entry) who has won first (1st) place for two (2) consecutive years will not be allowed to compete in the same category the following year.
3. Contestant may perform unaccompanied or with one (1) or two (2) accompanists. Should the accompanying instrument be the same as the lead instrument, care must be taken by the accompanists to make sure that his/her accompaniment does not overpower the lead instrument. Points will be lost if this happens.
4. Shall be six (6) string acoustic guitar. Resonator guitars are permitted.
5. This category could be referred to as “Thumb/Finger Style”, “Drop Thumb”, “Finger Picking”, or possibly other names, but the method remains the same (i.e. Merle Travis, Chet Atkins, Tommy Emanuel and others).
6. The judges will look for melody and bass lines as well as chord voicing’s using thumb and fingers. Finger Picks and Open Tunings are permitted.

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C. JUDGING CRITERIA:

1. Rhythm and Timing---------------- (30 points):
   The rhythm and timing should be even and consistent. Any jerking, rushing, dragging or unevenness in tempo of the performance will result in a loss of points.

2. Creativity------------------ (30 points):
   The judges will listen for minor variations and improvisations. However, the creativity should not be excessive so as to change or destroy the basic melody line of the tune. This may result in a loss of points.

3. Expression------------------ (30 points):
   The judges will listen for the "feeling" that the contestant puts into the performance. Flat, mechanical and unfeeling performances may result in lost points as will excessive "showmanship".

4. Execution------------------- (30 points):
   The judges will listen for the tonal quality and clarity of the performance together with the general command of the instrument(s).

D. GENERAL JUDGING CONSIDERATIONS:

1. Each tune will be judged independently.
2. Each judging category has a potential of 30 points, for a possible score of 120 points per tune. Points scored in the eliminations WILL NOT be carried over into the finals.
3. All contestants/performers are urged to consider the placement of the microphones and the efforts of the persons responsible for the sound system. The judges will judge exactly what they hear. An instrument too close or too far away from a microphone could distort or drop out the sound, resulting in a loss of points. DO NOT start your performance until the judges and sound engineer are ready.
A. **GENERAL REGULATIONS:** Every contestant should read their specific category rules thoroughly. Depending on the category, regulations deal with proper order of tunes (Fiddle), time limits, tuning requirements and other items as dictated by a particular event.

1. The contest rules and regulations may be amended depending on the situation and events at hand during the convention.
2. The judges’ decision will be final.
3. The judges will not be permitted to enter or play in any contest category.
4. No electrical instruments or drums will be permitted in any category. No DI permitted. Each instrument must use mic provided by sound company.
5. No contestant will be permitted to register for any category after the registration for that category has closed. After registering and before the event starts, all contestants will draw for position at the staging area behind Founders Hall. NO exceptions will be made!
6. Contestant must be present and in proper drawn position for entry on to the stage when name is called from the staging area. Late arrivals or no-shows will be eliminated from the event. Allowances may be made for broken strings and other happenings judged to be beyond the control of the contestant(s).
7. Contestants must have instruments tuned and ready to play when called to stage.
8. Judges will NOT be allowed to advise contestants in their selection of tune to be played.
9. All contestants are advised that in addition to the Founder’s Hall Stage, some competitions are being held at Brown Hall or McCandless Hall. You must be present in any category to participate. No allowances will be made, nor refunds given for contestants in multiple categories that may overlap in different locations. Choose your categories wisely!
10. For any category which has Saturday night Finals, a contestant must be present and participate to place. A finalist not present will result in awarding their slot to the contestant with the next highest score.

B. **CATEGORY RULES:**

1. Contestant will perform **TWO (2)** tunes. First (1st) through fifth (5th) place winners will be selected.
2. Any contestant (entry) who has won first (1st) place for two (2) consecutive years will not be allowed to compete in the same category the following year.
3. Contestant may perform unaccompanied or with one (1) or two (2) accompanists. Should the accompanying instrument be the same as the lead instrument, care must be taken by the accompanist to make sure that his/her accompaniment does not overpower the lead instrument. Points will be lost if this happens.
4. Shall be six (6) string acoustic guitar. "Dobro" or resonator type guitars not permitted.
5. This category will consist of “flat picking” guitar style (i.e. Tony Rice, Doc Watson, etc.) with use of a flat pick.
6. **Standard EADGBE tuning only; however, a Drop D is permitted.**

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C. **JUDGING CRITERIA:**

1. **Rhythm and Timing**
   The rhythm and timing should be even and consistent. Any jerking, rushing, dragging or unevenness in tempo of the performance will result in a loss of points.

2. **Creativity**
   The judges will listen for minor variations and improvisations. However, the creativity should not be excessive so as to change or destroy the basic melody line of the tune. This may result in a loss of points.

3. **Expression**
   The judges will listen for the "feeling" that the contestant puts into the performance. Flat, mechanical and unfeeling performances may result in lost points as will excessive "showmanship".

4. **Execution**
   The judges will listen for the tonal quality and clarity of the performance together with the general command of the instrument(s).

D. **GENERAL JUDGING CONSIDERATIONS:**

1. Each tune will be judged independently.
2. Each judging category has a potential of 30 points, for a possible score of 120 points per tune. Points scored in the eliminations WILL NOT be carried over into the finals.
3. All contestants/performers are urged to consider the placement of the microphones and the efforts of the persons responsible for the sound system. The judges will judge exactly what they hear. An instrument too close or too far away from a microphone could distort or drop out the sound, resulting in a loss of points. DO NOT start your performance until the judges and sound engineer are ready.
A. **GENERAL REGULATIONS:** Every contestant should read their specific category rules thoroughly. Depending on the category, regulations deal with proper order of tunes (Fiddle), time limits, tuning requirements and other items as dictated by a particular event.

1. The contest rules and regulations may be amended depending on the situation and events at hand during the convention.
2. The judges’ decision will be final.
3. The judges will not be permitted to enter or play in any contest category.
4. No electrical instruments or drums will be permitted in any category. No DI permitted. Each instrument must use mic provided by sound company.
5. No contestant will be permitted to register for any category after the registration for that category has closed. After registering and before the event starts, all contestants will draw for position at the staging area behind Founders Hall. NO exceptions will be made!
6. Contestant must be present and in proper drawn position for entry on to the stage when name is called from the staging area. Late arrivals or no-shows will be eliminated from the event. Allowances may be made for broken strings and other happenings judged to be beyond the control of the contestant(s).
7. Contestants must have instruments tuned and ready to play when called to stage.
8. Judges will **NOT** be allowed to advise contestants in their selection of tune to be played.
9. All contestants are advised that in addition to the Founder’s Hall Stage, some competitions are being held at Brown Hall or McCandless Hall. You must be present in any category to participate. No allowances will be made, nor refunds given for contestants in multiple categories that may overlap in different locations. Choose your categories wisely!
10. For any category which has Saturday night Finals, a contestant must be present and participate to place. A finalist not present will result in awarding their slot to the contestant with the next highest score.

B. **CATEGORY RULES:**

1. Contestant will perform **TWO (2)** tunes. First (1st) through fifth (5th) place winners will be selected.
2. Any contestant (entry) who has won first (1st) place for two (2) consecutive years will not be allowed to compete in the same category the following year.
3. Contestant may perform unaccompanied or with one (1) or two (2) accompanists. Should the accompanying instrument be the same as the lead instrument, care must be taken by the accompanist to make sure that his/her accompaniment does not overpower the lead instrument. Points will be lost if this happens.
4. The use of chromatic or double reed harmonicas **IS NOT** permitted. Only ten (10) hole, twenty (20) note harmonicas will be allowed. Only one (1) harmonica may be used per tune.

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C. **JUDGING CRITERIA:**

1. **Rhythm and Timing**
   
   The rhythm and timing should be even and consistent. Any jerking, rushing, dragging or unevenness in tempo of the performance will result in a loss of points.

2. **Creativity**
   
   The judges will listen for minor variations and improvisations. However, the creativity should not be excessive so as to change or destroy the basic melody line of the tune. This may result in a loss of points.

3. **Expression**
   
   The judges will listen for the "feeling" that the contestant puts into the performance. Flat, mechanical and unfeeling performances may result in lost points as will excessive "showmanship".

4. **Execution**
   
   The judges will listen for the tonal quality and clarity of the performance together with the general command of the instrument(s).

D. **GENERAL JUDGING CONSIDERATIONS:**

1. Each tune will be judged independently.
2. Each judging category has a potential of 30 points, for a possible score of 120 points per tune. Points scored in the eliminations WILL NOT be carried over into the finals.
3. All contestants/performers are urged to consider the placement of the microphones and the efforts of the persons responsible for the sound system. The judges will judge exactly what they hear. An instrument too close or too far away from a microphone could distort or drop out the sound, resulting in a loss of points. **DO NOT** start your performance until the judges and sound engineer are ready.
MANDOLIN
TENNESSEE VALLEY OLD TIME FIDDLERS CONVENTION
Athens State University, Athens, Alabama
(Revised: January 2018)

A. GENERAL REGULATIONS: Every contestant should read their specific category rules thoroughly. Depending on the category, regulations deal with proper order of tunes (Fiddle), time limits, tuning requirements and other items as dictated by a particular event.

1. The contest rules and regulations may be amended depending on the situation and events at hand during the convention.
2. The judges’ decision will be final.
3. The judges will not be permitted to enter or play in any contest category.
4. No electrical instruments or drums will be permitted in any category. No DI permitted. Each instrument must use mic provided by sound company.
5. No contestant will be permitted to register for any category after the registration for that category has closed. After registering and before the event starts, all contestants will draw for position at the staging area behind Founders Hall. NO exceptions will be made!
6. Contestant must be present and in proper drawn position for entry on to the stage when name is called from the staging area. Late arrivals or no-shows will be eliminated from the event. Allowances may be made for broken strings and other happenings judged to be beyond the control of the contestant(s).
7. Contestants must have instruments tuned and ready to play when called to stage.
8. Judges will NOT be allowed to advise contestants in their selection of tune to be played.
9. All contestants are advised that in addition to the Founder’s Hall Stage, some competitions are being held at Brown Hall or McCandless Hall. You must be present in any category to participate. No allowances will be made, nor refunds given for contestants in multiple categories that may overlap in different locations. Choose your categories wisely!
10. For any category which has Saturday night Finals, a contestant must be present and participate to place. A finalist not present will result in awarding their slot to the contestant with the next highest score.

B. CATEGORY RULES:

1. Contestant will perform TWO (2) tunes. First (1st) through fifth (5th) place winners will be selected.
2. Any contestant (entry) who has won first (1st) place for two (2) consecutive years will not be allowed to compete in the same category the following year.
3. Contestant may perform unaccompanied or with one (1) or two (2) accompanists. Should the accompanying instrument be the same as the lead instrument, care must be taken by the accompanist to make sure that his/her accompaniment does not overpower the lead instrument. Points will be lost if this happens.
4. Only eight (8) stringed standard fingerboard mandolin is allowed. Mandola, Mandocello, or Bouzouki is NOT permitted.
5. Cross tuning of instrument is NOT permitted.

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C. **JUDGING CRITERIA:**

1. **Rhythm and Timing** (30 points):
   The rhythm and timing should be even and consistent. Any jerking, rushing, dragging or unevenness in tempo of the performance will result in a loss of points.

2. **Creativity** (30 points):
   The judges will listen for minor variations and improvisations. However, the creativity should not be excessive so as to change or destroy the basic melody line of the tune. This may result in a loss of points.

4. **Expression** (30 points):
   The judges will listen for the "feeling" that the contestant puts into the performance. Flat, mechanical and unfeeling performances may result in lost points as will excessive "showmanship".

5. **Execution** (30 points):
   The judges will listen for the tonal quality and clarity of the performance together with the general command of the instrument(s).

F. **GENERAL JUDGING CONSIDERATIONS:**

1. Each tune will be judged independently.

2. Each judging category has a potential of 30 points, for a possible score of 120 points per tune. Points scored in the eliminations WILL NOT be carried over into the finals.

3. All contestants/performers are urged to consider the placement of the microphones and the efforts of the persons responsible for the sound system. The judges will judge exactly what they hear. An instrument too close or too far away from a microphone could distort or drop out the sound, resulting in a loss of points. DO NOT start your performance until the judges and sound engineer are ready.
NOTE: The Old Time Singing competition will take place in McCandless Hall Auditorium located beside Founders Hall beginning at 8:00 PM. Drawing for position will take place in Founders Hall.

A. GENERAL REGULATIONS: Every contestant should read their specific category rules thoroughly. Depending on the category, regulations deal with proper order of tunes (Fiddle), time limits, tuning requirements and other items as dictated by a particular event.

1. The contest rules and regulations may be amended depending on the situation and events at hand during the convention.
2. The judges’ decision will be final.
3. The judges will not be permitted to enter or play in any contest category.
4. No electrical instruments or drums will be permitted in any category. No DI permitted. Each instrument must use mic provided by sound company.
5. No contestant will be permitted to register for any category after the registration for that category has closed. After registering and before the event starts, all contestants will draw for position at the staging area behind Founders Hall. NO exceptions will be made!
6. Contestant must be present and in proper drawn position for entry on to the stage when name is called from the staging area. Late arrivals or no-shows will be eliminated from the event. Allowances may be made for broken strings and other happenings judged to be beyond the control of the contestant(s).
7. Contestants must have instruments tuned and ready to play when called to stage.
8. Judges will NOT be allowed to advise contestants in their selection of tune to be played.
9. All contestants are advised that in addition to the Founder’s Hall Stage, some competitions are being held at Brown Hall or McCandless Hall. You must be present in any category to participate. No allowances will be made, nor refunds given for contestants in multiple categories that may overlap in different locations. Choose your categories wisely!
10. For any category which has Saturday night Finals, a contestant must be present and participate to place. A finalist not present will result in awarding their slot to the contestant with the next highest score.

B. CATEGORY RULES:

1. Contestant will perform ONE (1) song. First (1st) through fifth (5th) place winners will be selected.
2. Any contestant (entry) who has won first (1st) place for two (2) consecutive years will not be allowed to compete in the same category the following year.
3. Old time singing is limited to a maximum of two (2) performers. One (1) performer must sing. However, each performer may sing and play an instrument.
4. A STRICT time limit of 3 ½ minutes per song. Contestants WILL BE timed. Contestants exceeding 3 ½ minutes will be disqualified and no score awarded.

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C. **JUDGING CRITERIA:**

1. **Authenticity** (40 points):
   Songs should be Traditional and from Public Domain. Preferably Appalachian in nature. Contemporary country songs are not permitted. Contemporary gospel songs are not permitted.

2. **Execution** (40 points):
   The judges will listen for the tonal quality and clarity of the performance together with the general command of the voice.

3. **Expression** (40 points):
   The judges will listen for the "feeling" that the contestant puts into the performance. Flat, mechanical and unfeeling performances will result in lost points as will excessive "showmanship".

D. **GENERAL JUDGING CONSIDERATIONS:**

1. Each judging category has a potential of 40 points, for a possible score of 120 points.
2. All contestants/performers are urged to consider the placement of the microphones and the efforts of the persons responsible for the sound system. The judges will judge exactly what they hear. An instrument or voice too close or too far away from a microphone could distort or drop out the sound, resulting in a loss of points. DO NOT start your performance until the judges and sound engineer are ready.