



NORTHERN NEVADA INDOOR ASSOCIATION

Rules & Guidelines

sponsored by
eNVision
Performing Arts

PERSONNEL

All performers at will be required to wear protective footwear while outside the performance area.

1. All performing participants in scholastic classes must be registered in the school in which they are participating. Directors (excluding conducting) or adults may not perform with the unit. Adults may assist in setting up and removing equipment but must remain outside of the performance area during the performance.
2. All performing participants in independent classes must be composed of members not over 22 years of age as of 12:01 a.m. on April 1st of any given year. Each ensemble appearing at a NNIA contest shall be prepared to show proof of age.
3. No ensemble may compete with less than four (4) members on the floor of competition at any time including the student conductor (optional).
4. Percussion ensembles may use one optional student conductor positioned in the competition area.

PENALTY: Disqualification – any ensembles violating any requirements shall be disqualified from that contest and must forfeit any scores, placements or awards.

Percussion Music, Spoken Word, and Visual Arts

Permission for use of copyrighted material is the responsibility of each participating ensemble. NNIA requires all participating groups to comply with copyright laws regarding performance and/ or use of arrangements of copyrighted music, visual images and other materials, as well as the use of copyrighted audio, spoken text and display of copyrighted words and images. If copyright violation is found to exist, disqualification may occur.

Each unit must provide copyright clearance (approved Permission to Arrange) for each song included in their program 3 weeks prior to their first event.

If the music is an original composition or public domain, please submit that in writing via email and no other paperwork is necessary.

Spoken Word / Literary Copyrights

- Spoken word – Including movie quotes, and literary quotations, may contain copyrighted content. You should exercise care to ensure that you have permission to use any copyrighted words in your show.

Visual Arts

- Visual pieces of art, including photographs, are most likely copyrighted. You should exercise care to ensure that you have permission to use any copyrighted visual image in your show.

COMPETITION AREA

1. For the purpose of interpretation, the “competition area” shall measure a minimum of sixty by ninety (60’ x 90’) feet and does not include entry ramps, hallways, bleachers or seating area. Ensembles are permitted to utilize the entire designated competition area for their performance. All performers must be in the designated competition area when performance time begins. Depending on the performance venue, NNIA will authorize additional competition area space whenever possible and include that information in the diagram (footprint) to be made available to all competing ensembles to identify the competition area. While the competition area will be increased whenever possible, all ensembles must be prepared to perform within the minimum sixty by ninety foot (60’ x 90’) area.
2. All contest sites must have a minimum of seventy by one hundred feet (70’ x 100’) to accommodate a “safety zone” of five (5) feet from any spectator seating. If no spectators are seated on the sides, then the safety zone may be measured from the left and right walls of the competition area. This will ensure the minimum sixty by ninety (60’ x 90’) foot competition area within the minimum seventy by one hundred feet (70’ x 100’) of the contest site.
3. Once performance timing begins, no performer may enter the safety zone. All equipment and props (including all sound equipment) must be grounded within the competition area except during setup and teardown. No props or equipment may be staged within the safety zone and no choreography outside the competition area including the safety zone is allowed.
4. The front boundary line shall be considered to extend the full width of the competition area and shall be clearly marked at a minimum of five (5’) feet from the first row of spectator seating.
5. The center of the front boundary line shall be marked by a six (6”) inch tape line at the front and back of the competition area. The outer edges of the competition area shall also be marked by six (6”) inch tape lines at the corners to designate the safety zone.
6. All units must use a floor covering (tarp) for their performance.
7. All floor coverings (tarps) must fit in the designated competition area at each particular contest site and cannot enter the safety zone.
8. 110 volt grounded power sources shall be available at the front and back of the competition area. Ensembles must provide their own extension cords.
9. Flying of tarps (also known as “ballooning”) to clear floor at conclusion of performance is not allowed.
PENALTY: Disqualification
10. During a performance, adult or non-performing student personnel may not coach, cue, etc. any performing members.

PENALTY: One-tenth (0.1) of a point penalty up to disqualification at the discretion of the Contest Coordinator.

Equipment

1. Instrumentation is limited to those instruments typically utilized and recognized as part of a percussion section. Also allowed are electronic instruments recognized as normal stage and band rhythm section instruments. Conventional wind and/or string instruments (other than string bass and guitar) may not be used. Single tone, non-keyed horns (i.e. whistles, sirens, animal calls, etc.) may be used only if generating an effect, and may not be used in any melodic form.

PENALTY: 10 Points

2. No single, triggered, electronic sound may produce rhythmic intent.

PENALTY: 10 Points

3. Allow all ensembles to manipulate their soundboard by using a remote controlled wireless device through a self-supplied wireless network. NNIA will provide an area in or near the GE & Visual judging area for one designated staff member to adjust the mix using wireless technology. The soundboard must remain in the competition area.
4. No motorized vehicles will be allowed. Wheelchairs for disadvantaged performers are accepted.

PENALTY: Disqualification

5. Tap and/or dancing shoes will only be allowed on a hard surface provided by the competing color guard. The hard surface will be properly padded (carpeting, foam, etc.) so as not to damage the floor. A “floor” or tarp alone is not proper padding.

PENALTY: Two (2.0) points each infraction.

6. Flags are defined as any material attached to a pike, pole, rod or staff other than an authorized weapon and used as a flag, with a minimum size of eight (8) inches by twelve (12) inches. National colors must be at least three (3) feet by five (5) feet. Flagpoles must be at least twenty-four (24) inches in length. (Curved and straight poles are acceptable; however, complete circles, squares, etc. to which material is attached are not flags. Material attached to chains, ropes or hoses are not considered flags.) The intent of this definition is to utilize a flag as a flag and not as a scenic element or a prop.
7. Rifles are defined as devices constructed so as to conform to the outward appearance of a military rifle past or present. Sights, slings, trigger, trigger housing, bolt and bolt levers are optional. Rifles must be at least twenty-four (24) inches in length.
8. Sabers/swords are defined as those weapons which are designed to be hand held for cutting, thrusting or slashing an enemy, with either a curved (saber) blade or a straight (sword) blade which may be constructed of wood, plastic, metal or any other suitable material. A cutting edge is not required. Simulated sabers/swords must have either a hand guard or a hilt and must be at least twenty-four (24) inches in length.
9. Authorized equipment may be modified by the addition of visual items, however, attaching a flag, rifle or sabre/sword to a prop does not make the prop a flag, rifle or sabre/sword – it is still a prop. Timing and Penalty judges have the right to inspect and challenge guards for authorized equipment either before or after the maximum performance time with permission of the Contest Administrator.
10. Ensembles may use any electrical device within their program deemed safe by the Contest Coordinator. The Contest Coordinator has the ultimate decision regarding safety of any device. Ensembles should consult with the Contest Coordinator prior to using any equipment not specifically defined in these rules. Ensemble will assume any liability for issues arising out of the use of said electrical devices.

Other equipment definitions:

11. No pyrotechnics, discharge of arms, pressurized canisters, dangerous materials, flammable liquids or gas will be permitted in or around the competition area. Smoke machines and/or compressed air apparatuses will not be permitted.
12. Battery operated devices using “common use” batteries (AA, AAA, AAAA, C, D, N, 9V and button cells) are allowed. Devices using dry-cell secondary “rechargeable batteries”, including cell phones, cameras, MP3 players and computers are also allowed. Car and/or truck batteries are not permitted.
13. Use of lasers and flashcubes (electrical and chemical) will not be permitted. Live animals shall not be allowed.
14. Use of powder, dirt or any other airborne substance that lingers in the competition area past the interval time of the percussion ensemble shall be strictly prohibited.
15. Use of helium, including helium-filled balloons, shall be strictly prohibited.

PENALTY: 10 Points to Disqualification.

16. For the protection of the wooden competition floors, all equipment must be properly taped or otherwise be prepared to assure that damage to the floors will not occur. All equipment tips on rifles, flagpoles, and sabres must be padded or taped. The bottom of all props, flats and scenery made of wood, metal or PVC type plastic must be padded or taped so as not to damage the floor. Soft-soled shoes need no added protection. Hard-soled shoes must be taped. Inspection will occur at all contests. Any damage to the floor that may occur (dragging the timpani, wheels on carts locking, etc.), will be the responsibility of the ensembles and is subject to penalty.

PENALTY: .1 to Disqualification at the discretion of the Timing and Penalty judge.

TIMING

All interval times will include setup, entrance, performance, exit and removal of all props, floors, and equipment.

- Once the previous unit concludes their performance, the next unit will be permitted to enter the competition area/room and may stage personnel, equipment and/or props in any area behind and up to the interval line. Interval timing will begin when the timing and penalty judge gives a signal to cross the interval line and complete setup.
- The end of the maximum performance time is at the obvious conclusion of the show.
- Interval time will stop once personnel, equipment, and/or props have crossed the interval line depending on the contest site. Units must continue to make a deliberate exit so as not to delay the entrance of the next unit in competition.
- Please make sure to review your showday packet for site specific information. This will be in your unit Dropbox.

PENALTY: One-tenth (0.1) of a point for each 3 seconds or fraction thereof.

Any unit creating a delay in the schedule will be subject to penalty. The time schedule may be expanded at the option of the Contest Administrator, but not lessened.

PENALTY: Five-tenths (0.5) of a point for each class interval time of lateness or part thereof up to the conclusion of the class and/or contest.

Color Guard

Regional A Units will be scheduled to compete at seven (7) minute intervals. Minimum performance time is 3 minutes. Maximum performance time is 4 minutes and 30 seconds.

A Units will be scheduled to compete at eight (8) minute intervals. Minimum performance time is 4 minutes. Maximum performance time is 5 minutes and 30 seconds.

Open Units will be scheduled to compete at nine (9) minute intervals. Minimum performance time is 4 minutes. Maximum performance time is 6 minutes and 30 seconds.

World Units will be scheduled to compete at ten (10) minute intervals. Minimum performance time is 4 minutes. Maximum performance time is 7 minutes and 30 seconds.

Timing for the “maximum performance time” will begin with the first step of body movement, first move of equipment or the first note of music whichever comes first after the announcement ends. Judging will also begin at this time.

Each color guard must accumulate a minimum “authorized equipment time” during their performance:

- Scholastic Regional A must accumulate a minimum of three (3) minutes.
- Scholastic A, Open, and World must accumulate a minimum of three (3) minutes and thirty (30) seconds.

Authorized equipment may be flags, rifles, sabres or swords. Any weapon used may be simulated. Injuries and/or instantaneous exchanges are included in authorized equipment time.

- Authorized equipment must be IN HAND to be considered for accumulating authorized equipment time. (In hand means equipment must be in hand ready to be used, or being used. EXAMPLE: Saber hung at side with hand touching is not considered authorized equipment in hand.)
- If any color guard member is visible to the adjudicators with authorized equipment in hand, the time counts as authorized equipment time.
- A color guard member is considered visible as determined by the timing and penalty adjudicator with a view from the front sideline.

PENALTY: One-tenth (0.1) of a point for each 3 seconds or fraction thereof.

Percussion

Regional A Units will be scheduled to compete at eight (8) minute intervals. Minimum performance time is 3 minutes and 30 seconds. Maximum performance time is 5 minutes.

A Units will be scheduled to compete at nine (9) minute intervals. Minimum performance time is 4 minutes. Maximum performance time is 6 minutes.

Open Units will be scheduled to compete at ten (10) minute intervals. Minimum performance time is 4 minutes. Maximum performance time is 7 minutes.

World Units will be scheduled to compete at eleven (11) minute intervals. Minimum performance time is 4 minutes. Maximum performance time is 8 minutes.

Standstill Units will be scheduled to compete at seven (7) minute intervals. Minimum performance time is 3 minutes. Maximum performance time is 5 minutes.

Timing for the “maximum performance time” will begin with the first step of body movement, first move of equipment or the first note of music whichever comes first after the announcement ends. Judging will also begin at this time.

PENALTY: One-tenth (0.1) of a point for each 3 seconds or fraction thereof.

Winds

Regional A Units will be scheduled to compete at eight (8) minute intervals. Minimum performance time is 3 minutes and 30 seconds. Maximum performance time is 5 minutes.

A Units will be scheduled to compete at nine (9) minute intervals. Minimum performance time is 4 minutes. Maximum performance time is 6 minutes.

Open Units will be scheduled to compete at ten (10) minute intervals. Minimum performance time is 4 minutes. Maximum performance time is 7 minutes.

World Units will be scheduled to compete at eleven (11) minute intervals. Minimum performance time is 4 minutes. Maximum performance time is 8 minutes.

Timing for the “maximum performance time” will begin with the first step of body movement, first move of equipment or the first note of music whichever comes first after the announcement ends. Judging will also begin at this time.

PENALTY: One-tenth (0.1) of a point for each 3 seconds or fraction thereof.

Contests

Independent Ensemble Insurance Requirements: \$1,000,000 General Liability coverage and proof of Accident Medical coverage (suggested limit of \$5,000 but can be less) policies are required per organization. Proof of insurance certificates must include the NNIA recognized group name. Insurance must be provided by January 15th.

Scholastic Ensembles are not required to provide proof of insurance.

To qualify to compete at Championships, each unit will be required to attend at least one other NNIA event (Winter Review or Mid-Season Showdown).

The Preview Show will be a clinic show where you will get early season feedback from a clinician following your performance. The format will be alternating performances between guard and percussion when possible.

Units may not change classes after their first NNIA event unless deemed necessary by adjudicators and approved by circuit coordinator.

NNIA Membership

A circuit fee of \$100 per unit is required to compete in the circuit. This is a one-time fee and not applicable if you already became a member. Each unit will have one vote to use when voting on policy/rule changes.

SCORING

The elements to be judged are:

<p style="text-align: center;"><u>Marching Percussion</u></p> <p><i>Music – 40%</i> Design – 15% Performance – 25%</p> <p><i>Effect – Music – 40%</i> Music Effect – 20% Overall Effect – 20%</p> <p><i>Visual – 20%</i> Design – 10% Performance – 10%</p>	<p style="text-align: center;"><u>Color Guard</u></p> <p><i>Equipment – 30%</i> Vocabulary – 15% (A classes=10%) Excellence – 15% (A classes=20%)</p> <p><i>General Effect – 40%</i> Repertoire Effect – 20% Performance Excellence – 20%</p> <p><i>Movement – 30%</i> Vocabulary – 15% (A classes=10%) Excellence – 15% (A classes=20%)</p>
<p style="text-align: center;"><u>Concert Percussion</u></p> <p><i>Music</i> Composition – 40% Performance Quality – 60%</p> <p><i>Artistry</i> Program – 40% Fulfillment – 60%</p> <hr/> <p style="text-align: center;"><u>Standstill Percussion</u></p> <p><i>Music Analysis</i> Design – 40% Performance – 60%</p>	<p style="text-align: center;"><u>Winds</u></p> <p><i>Music Analysis – 30%</i> Composition – 15% Achievement – 15%</p> <p><i>Overall Effect – 40%</i> Repertoire Effectiveness – 20% Communication Effectiveness – 20%</p> <p><i>Visual – 30%</i> Composition – 15% Achievement – 15%</p>

CLASSIFICATION

Middle/Junior/High School/Independent Guard:

- Scholastic/Independent Regional A (beginning skills)
- Scholastic/Independent A (basic skills)
- Scholastic/Independent Open (intermediate skills)
- Scholastic/Independent World (advanced skills)

Middle/Junior/High School/Independent Percussion:

- Concert
- Standstill
- Scholastic/Independent Regional A (beginning skills)
- Scholastic/Independent A (basic skills)
- Scholastic/Independent Open (intermediate skills)
- Scholastic/Independent World (advanced skills)

Middle/Junior/High School/Independent Winds:

- Scholastic/Independent Regional A (beginning skills)
- Scholastic/Independent A (basic skills)
- Scholastic/Independent Open (intermediate skills)
- Scholastic/Independent World (advanced skills)

PERFORMANCE ORDER

Performance order will be determined by random draw for each NNIA competitive event. Units will be placed in their division in reverse order of drawing within their class.

AWARDS

NNIA will award the following awards:

Placement awards (1st, 2nd, 3rd, etc.) will be presented to each unit in their respective division.

AWARDS CEREMONY

3 representatives per unit are allowed at NNIA contests. All graduating/age out members are additionally allowed at the NNIA Championships.