

General Fiddle Contest Rules

Walk up registration must be completed 30 minutes prior to the start of the division. There will be two divisions, youth, 17 and under, and open division, 18 and up.

Contestants will draw their order of play for each division. Contestants must be ready to play when notified.

Fiddle contestants may play with or without an accompanist. There are no restrictions on the number of accompanists. If a string breaks the contestant has the option to continue or stop at that point. If the tune is completed it will be judged as played. If the contestant chooses to stop, due to a broken string they will be allowed to begin with that same tune and complete the round without penalty.

Fiddle contestants must play a hoedown, a waltz and a tune of choice, which is designated as anything other than a waltz or a breakdown. Tunes must be played in that order. No contestant shall play the same tune more than once during the contest in the event of a tie. If there are more than 10 registrants in a division, contestants might be instructed to only play 1-2 tunes, with the types of tunes determined by the judges. There is no time limit.

General Fiddle Contest Rules: Contact microphones and amplified instruments will not be permitted during any division. No trick fiddling allowed during contest appearances. No cross-tuning on stage. Judging criteria on individual tunes will include but is not limited to: Difficulty, Musical Expression, Rhythm and Timing, and Tone & Intonation. Audience participation IS allowed and encouraged. No sheet music shall be displayed in the contest arena (chord charts are ok).

In the event of a tie, contestants will play off according to the stipulations of the judges.

All decisions of the judges and the contest committee will be final.