

Sanctioned by



Judging System by



RULES AND REGULATIONS







Section 1: Band & Performers Regulations

Section 2: Event Performance

- Announcer Command
- Rules and Regulations
- Field Size for Marching Field Show

Section 3: Scoring

Section 4: Awards







SECTION 1 BAND PERFORMERS AND REGULATIONS

The **MWBC & NATCOMP** Main Competitions will be divided into three (3) categories, namely:-

School National Category

For local Malaysian School Bands.

- PRIMARY SCHOOL
- Brass Band
- Pianica

SECONDARY SCHOOL

- Marching Field Show
- Marching Street Parade

Open National Category

For Local Universities/Communities

- Marching Field Show
- Marching Street Parade

International

For International Marching Band teams

- Marching Field Show
- Marching Street Parade

Grouping (Based on Number of Participants)

DIVISION	MARCHING STREET PARADE	DIVISION	MARCHING FIELD SHOW	INFORMATION
3	20-40	3	20-40	NO PIT
2	41-60	2	41-80	WITH PIT & CG
1	61 ABOVE	1	81 ABOVE	WITH PIT & CG







MARCHING FIELD SHOW







SECTION 2 EVENT PERFORMANCE

MARCHING FIELD SHOW RULES AND REGULATIONS

- Every Band must perform for Preliminary and Finals.
- In the finals round, there will be NO class qualification.
- The Judging System is sanctioned by **AMBC**; therefore, all classes will bejudged using different criteria.
- The instruments allowed for the competitions are Woodwind, Brass, Percussion, Melodica, and Bagpipe.
- Electric instruments are allowed to be used. A band is allowed five
 (5) minutes to set-up and warm-up anywhere in the performance area (No Penalty).

Performance time: 8 – 12 Minutes

Announcer Command

<u>Step 1</u>

<i>"Ladies & Gentlemen Please"</i>	Welcome to the	field, from
(City, Country)	/	(Band Name)

<u>Step 2</u>

"Drum Major (Conductor)_____(Drum Major's Name)'. Is your Band ready? (Drum major to salute)

"The performance of 2023 Program_____ (Name of the show) MWBC & NATCOMP is proud to present_____ (Band Name)"







Start the Show....

Time of performance will start to be counted from the first step or first movement by the band after the Announcement. If the first step or first movement of the performance has not occurred within 30 seconds from the conclusion of the announcement, **the timer** will commence timing.

- Bands should completely vacate the performance field within three (3) minutes of the end of the Performance (no penalty).
- Not allow to use Fire pyrotechnics and animals all thetime performance.
- The filed size is **30x40 Meters**.

PENALTY

- For time requirements: 0.1 points per 3 seconds or fraction thereof.
- For delay of competition: 0.5 points per minute or fractionthereof.







MARCHING STREET PARADE







MARCHING STREET PARADE RULES AND REGULATIONS

1. COMPOSITION

A team or band can register a minimum of 40 players including the color guards.

2. INSTRUMENTS AND UNIFORMS

All instruments used for the street parade must be marching band instruments complete with carrier when necessary. Static or pitted instruments are not allowed. All bands must be decently attired or properly uniformed fit to competein a competition in public.

3. COMPETITION ARENA

The maximum street parade competition distance is 1 Kilometer. Bands mustplay all the distance; drum cadences are allowed between songs of the complete band only and limited to 1 minute per cadence. The size of the competition arena is **40 m x 15 m**. Rehearsal and warming up areas will be designated accordingly within the competition venue.

4. PERFORMANCE

Each participating band will be performing and parading according to sequenceas determined by the organizer. Upon arrival at the VIP Box, all bands will be required to face the VIP Box for display and formation. Each display and formation at the VIP Box shall not be more than 4 minutes and 1 song. Upon completion of the band's display and formation, the band is required tomove forward to the street parade's finishing point.

5. **DISQUALIFICATION**

No pyrotechnics, discharge of arms, pressurized canisters, dangerous materials, inflammable liquids, or animals will be permitted in or around the competition area. Smoke machines are not allowed. Electrical (plug in or battery operated) or compressed air apparatus, including lights, lasers, and flash cubes (electrical or chemical) will not be allowed. No motorized vehicles, lighting cannot be turned off in the performance area. The use of powder, dirt or any other airborne substance shall be strictly prohibited.No one allowed near the adjudicator table.







6. PENALTY

Any team found producing rehearsal noise which interferes with the competition will receive a 2.5 points deduction. Any team performing more than maximum stipulated time, will be penalized 0.1 point for every 3 secondsover these times. Any team that violates the rules and regulations determinedby the Judges/Competition Director, will receive 2.5 points deduction. All decisions by panel of judges are FINAL.







DRUMLINE BATTLE







DRUMLINE BATTLE RULES AND REGULATION

1. PARTICIPANTS AND TEAMS

The **Drumline** Battle Competition is open to all drum line groups with no limitation to age and style of play. All participating drumline teams required to observe the rules and regulations of the Malaysia World Band Competition 2023

2. COMPOSITION

A performing member can only represent ONE TEAM and must be a registered member of the team. A team can register a minimum of 10 members with a maximum of 25.

3. INSTRUMENTS AND UNIFORMS

All instruments used for the competition must be percussion instruments complete with carrier. STAGED INSTRUMENTS with stands ARE NOT ALLOWED.

4. COMPETITION ARENA

The competition arena is **20m x 20m**. Rehearsal and warming up areas will be designated accordingly within the competition venue.

5. PERFORMANCE

Each drum line feature **SHALL NOT BE** longer than **120 SECONDS**. Every group will perform one by one for **the FIRST** round, facing the judges, 120 seconds only. It's preferable that the drum line performs one of their two routines, including all visuals. The **SECOND-ROUND** performance will be based on the scores received during the **FIRST** round. Highest score will meet lowest, second highest score will meet before lowest and so on. In case of an odd number of participating drumlins the ones getting the highest scores can be given a bye for the next round. Drum line group will be Performing one after another facing each other. The Third round will use the fall system, based on number of total participants. Each drum line group will need to prepare at least 2 different routines that consist of drumline cadences of their own choices, to be executed together with some drill and display.







6. **DISQUALIFICATION**

No pyrotechnics, discharge of arms, pressurized canisters, dangerous materials, inflammable liquids, or animals will be permitted in or around the competition area. Smoke machines are not allowed. Electrical (plug in or batteryoperated) or compressed air apparatuses, including lights, lasers, and flashcubes (electrical or chemical) will not be allowed. No motorized vehicles, lightingcannot be turned off in the performance area. The use of powder, dirt or anyother airborne substance shall be strictly prohibited. During a performance, adultor non-drum line players may not coach, cue, or any sort of signals to anyperforming members. No one allowed near the adjudicator table.

7. PENALTY

Any team found producing rehearsal noise which interferes with the competition, will receive a 2.5 points deduction. Any team performing more than maximum stipulated time will be penalized 0.1 point for every 3 seconds over the stipulated performance time. Any team crossing performance boundaries will be penalized. 0.1 point per offense. Any team that violates the rules and regulations determined by the Judges/Competition Director, will receive 2.5 pointsdeduction. All decisions made by judges are FINAL.







COLOR GUARD TEAM







COLOR GUARD (TEAM) RULES AND REGULATION

1. PARTICIPANTS AND TEAMS

The Color guard Competition is open to all Color guard groups with no limitation bage and style of play.

2. COMPOSITION

All players and performers are only allowed to represent one (1) competing team and must be registered with the organizer. Each team is allowed to register a minimum of eight (8) players with a maximum of twenty-four (24) players.

3. EQUIPMENTS AND UNIFORMS

Flags are compulsory equipment for the competition. However, the shape, color, design, or symbols must never always reflect similarity to any country, exclusive and propriety rights. Other equipment such as sabers, rifles, and other mediums that are deemed safe and suitable by the organizer are optional. Teamuniforms must be always suitable, modest and does not infringe society values.

4. COMPETITION ARENA

The size of the competition arena is $20m (L) \times 20m (W)$. Rehearsal and warming up areas will be designated accordingly within the competition venue.

5. PERFORMANCE

Each team will be given one (1) feature of performance in the competition. The order of performance shall be made by a draw that will be conducted during the technical and team managers meeting with the organizer. Each team is given a performance time five (5) minutes minimum with a maximum of seven (7) minutes to complete their feature of performance, including the preparation of the performance in the arena.







6. **DISQUALIFICATION**

The use of players outside of the list of players declared and registered with the organizer. The absence or no show of a team after the third (3rd) announcement made by the organizer to invite the team to perform in one (1) minute in between each announcement. A team shall be disqualified if trainers or representatives from the team concerned are found to be giving signals and instructions to players and team while in performance and found to use vulgar language, signs and behaviors that could jeopardize the attention of the jury to the competition.

7. **PENALTY**

Any team found to conduct their practices with their music and sounds interrupting another team while in competition shall be given a penalty of 2.5marks. Any team that encroaches the stipulated performance time shall be given a penalty of 0.1 marks for each three (3) seconds over the stipulated performance time. Any team that encroaches on the competition arena that has been provided by the organizer will be given a penalty of 0.1 marks for each time the players found to be performing out of the competition arena. Any team found to have violated the rules and regulations of the competition set by the organizer will be given a penalty of 2.5 marks.







COLOR GUARD SOLO & DUO







COLOR GUARD (SOLO) & (DUO) RULES AND REGULATION

1. PARTICIPANTS

The Color guard Solo Competition is open to all Color guard players with no limitation to age and style of play.

2. COMPOSITION

All players and participants are only allowed to register one (1) name to compete for this event and must be registered with the organizer.

3. EQUIPMENTS AND UNIFORMS

Flags are compulsory equipment for the competition. However, the shape, color, design, or symbols must never always reflect similarity to any country, exclusive and propriety rights. Other equipment such as sabers, rifles, and other mediums that are deemed safe and suitable by the organizer are optional. Team uniforms must always be suitable, modest and does not infringe society values.

4. PERFORMANCE

The arrangement of the performances must be made through a vote that will be conducted during the technical manager's meeting with the organizer. Each contestant is given a minimum presentation time of three (3) minutes with a maximum of five (5) minutes to complete their presentation feature, including the preparation of the performance in the arena.

5. **DISQUALIFICATIONS**

Contestants must be the same as declared and registered to the organizers. Non-attendance or absence of a participant after the third (3rd) announcement made by the organizer to invite the participant to perform within one (1) minute between each announcement. The contestant will be disqualified if the coach or representative from the contestant is found giving signals and instructions to the contestant during the performance and is found using sign language and abusive behavior that may affect the jury's attention to the competition.







6. PENALTY

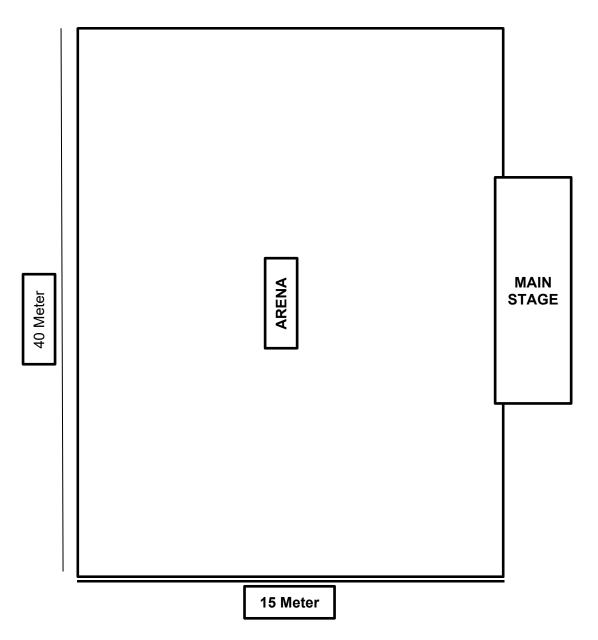
Any team or participant found to be conducting their training with music and their noise disturbing other teams or participants during the competition will be given a penalty of 2.5 points. Any team or participant who violates the set performance time shall be given a penalty of 0.1 points for every three (3) seconds beyond the set performance time. Any team or participant who invades the competition arena that has been prepared by the organizers will be penalized 0.1 points for each time the team or participant is found to be acting outside the competition arena. Any team or participant found to be in violation of the competition rules and laws set by the organizers will be penalizers will be penalized 2.5 points.







MARCHING STREET PARADE



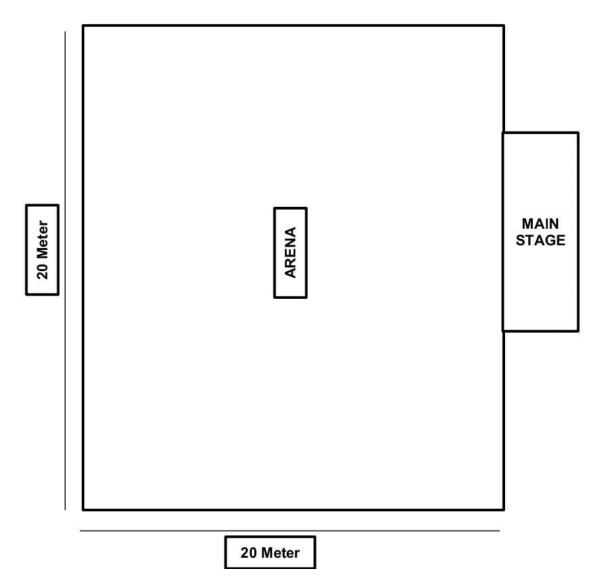






COLOR GUARD ARENA

COLOR GUARD ARENA

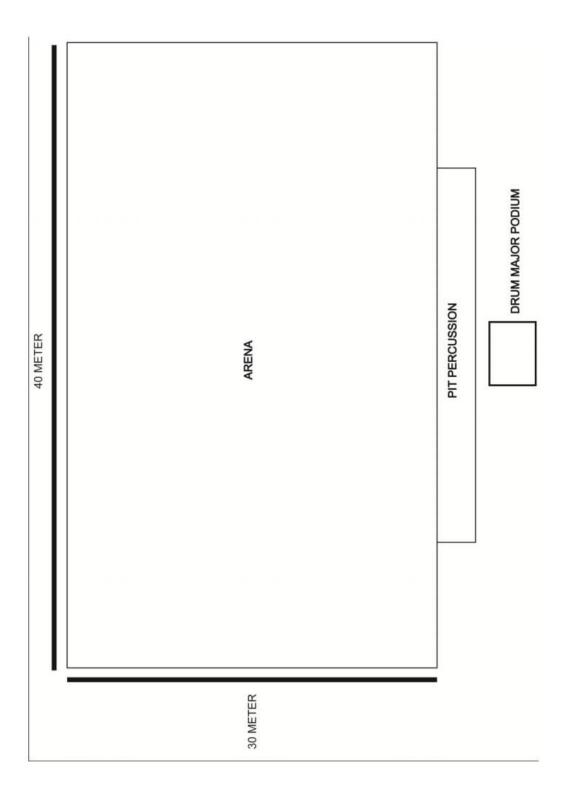








FIELD SIZE OF MARCHING FIELD SHOW









For Division 3

SECTION 3 - SCORING

For Division 1 & 2

The Judging System sanctioned by the Asia Marching Band Confederation (AMBC) is divided into nine captions, each with a specific point allotment that adds up to a total 100 points.

Music	<u>40 Points</u>	Music	<u>40 Points</u>	
 Individual Winds Individual Percussion Ensemble Winds Ensemble Percussion 	10 points 10 points 10 points 10 points	 Individual Winds Individual Percussion Ensemble Winds Ensemble Percussion 	10 points 10 points 10 points 10 points	
Visual	<u>30 Points</u>	Visual	30 Points	
 Individual 	10 points	visual	<u> 30 Points</u>	
Ensemble	10 points	Individual	15 points	
Color Guard	10 points	Ensemble	15 points	
General Effect	<u>30 Points</u>	General Effect	<u>30 Points</u>	
GE Music	20 points	• GE Music	20 points	
• GE Visual	10 points	• GE Visual	10 points	

Proficiency scale for all categories.



• WMBO judging system have 3-10 judges depend on the event committee will correct number of judges.







SECTION 4 – AWARDS MARCHING FIELD SHOW <u>SCHOOL AWARDS</u>

PRIMARY SCHOOL

BRASS BAND

1st Place : Trophy & Certificates 2nd Place : Trophy & Certificates 3rd Place : Trophy & Certificates **NOVELTY PRIZE**

- Best Drum Major : Plaque
- Best Conductor : Plaque
- Best Uniform : Plaque

<u>SECONDARY SCHOOL</u>

• DIVISION 1

1st Place : Trophy & Certificates
2nd Place : Trophy & Certificates
3rd Place : Trophy & Certificates
4th – 8th Place : Plaque & Certificates

DIVISION 2

1st Place : Trophy & Certificates
2nd Place : Trophy & Certificates
3rd Place : Trophy & Certificates
4th - 8th Place : Plaque & Certificates

NOVELTY PRIZE (Division 1&2)

- Best Color Guard : Plaque

: Plaque

- Best Percussion
- Best Brass & Winds : Plaque
- Best Drum Major : Plaque
- Best Conductor : Plaque
- Best Uniform : Plaque
- Dest Offiloffi . Flaque

2nd Place : Trophy & Certificates

PIANICA

3rd Place : Trophy & Certificates **NOVELTY PRIZE**

1st Place : Trophy & Certificates

- Best Drum Major : Plaque
- Best Conductor : Plaque
- Best Uniform : Plaque

• DIVISION 3

1st Place : Trophy & Certificates
2nd Place : Trophy & Certificates
3rd Place : Trophy & Certificates
4th - 8th Place : Plaque & Certificates

NOVELTY PRIZE

- Best Percussion
- Best Brass & Winds
- Best Drum Major
- Best Conductor
- : Plaque : Plaque

: Plaque

: Plaque

- Best Uniform
- : Plaque







MARCHING FIELD SHOW OPEN & INTERNATIONAL AWARD

: Plaque

NATIONAL OPEN

1st Place : Trophy & Certificates 2nd Place : Trophy & Certificates 3rd Place : Trophy & Certificates

NOVELTY PRIZE

- Best Color Guard : Plaque
- Best Percussion : Plaque
- Best Brass & Winds : Plaque
- Best Drum Major : Plaque
- Best Conductor : Plaque
- Best Uniform

NATIONAL OVERALL

1st Place : Trophy & Certificates 2nd Place : Trophy & Certificates 3rd Place : Trophy & Certificates

NOVELTY PRIZE

- Best Color Guard : Plaque
- Best Percussion : Plaque
- Best Brass & Winds : Plaque
- Best Drum Major : Plaque
- Best Conductor : Plaque
- Best Uniform : Plaque

INTERNATIONAL

1st Place : Trophy & Certificates
2nd Place : Trophy & Certificates
3rd Place : Trophy & Certificates

NOVELTY PRIZE

- Best Color Guard : Plaque
- Best Percussion : Plaque
- Best Brass & Winds : Plaque
- Best Drum Major : Plaque
- Best Conductor : Plaque
- Best Uniform : Plaque

MALAYSIA WORLD BAND COMPETITION

1st Place : Trophy & Certificates 2nd Place : Trophy & Certificates 3rd Place : Trophy & Certificates

NOVELTY PRIZE

- Best Color Guard ; Plaque
- Best Percussion : Plaque
- Best Brass & Winds : Plaque
- Best Drum Major : Plaque
- Best Conductor : Plaque
- Best Uniform : Plaque







MARCHING STREET PARADE SCHOOL AWARD

PRIMINARY1st Place : Trophy & Certificates2nd Place : Trophy & Certificates3rd Place : Trophy & CertificatesNOVELTY PRIZE- Best Drum Major : Plaque- Best Uniform : Plaque	SECONDARY (DIV 1) 1 st Place : Trophy & Certificates 2 nd Place : Trophy & Certificates 3 rd Place : Trophy & Certificates NOVELTY PRIZE - Best Color Guard : Plaque - Best Percussion : Plaque - Best Brass & Winds : Plaque - Best Drum Major : Plaque - Best Uniform : Plaque
SECONDARY (DIV 2) 1 st Place : Trophy & Certificates 2 nd Place : Trophy & Certificates 3 rd Place : Trophy & Certificates NOVELTY PRIZE - Best Color Guard : Plaque - Best Percussion : Plaque - Best Brass & Winds : Plaque - Best Drum Major : Plaque - Best Uniform : Plaque	SECONDARY (DIV 3) 1 st Place : Trophy & Certificates 2 nd Place : Trophy & Certificates 3 rd Place : Trophy & Certificates NOVELTY PRIZE - Best Percussion : Plaque - Best Brass & Winds : Plaque - Best Drum Major : Plaque - Best Uniform : Plaque

DRUMLINE

1st Place : Trophy & Certificates 2nd Place : Trophy & Certificates

3rd Place : Trophy & Certificates







MARCHING STREET PARADE

OPEN & INTERNATIONAL AWARD

NATIONAL OPEN

1st Place : Trophy & Certificates 2nd Place : Trophy & Certificates 3rd Place : Trophy & Certificates

NOVELTY PRIZE

- Best Color Guard	: Plaque
- Best Percussion	: Plaque
Post Proce & Wind	

- Best Brass & Winds : Plaque
- Best Drum Major : Plaque : Plaque
- Best Uniform

NATIONAL OVERALL

1st Place : Trophy & Certificates 2nd Place : Trophy & Certificates 3rd Place : Trophy & Certificates

NOVELTY PRIZE

- Best Color Guard : Plaque

- Best Percussion : Plaque
- Best Brass & Winds : Plaque

: Plaque - Best Drum Major

- Best Uniform : Plaque

INTERNATIONAL

1st Place : Trophy & Certificates 2nd Place : Trophy & Certificates 3rd Place : Trophy & Certificates

NOVELTY PRIZE

- Best Color Guard : Plaque
- Best Percussion : Plaque
- Best Brass & Winds : Plaque
- Best Drum Major : Plaque
- Best Uniform
- : Plaque

MALAYSIA WORLD **BAND COMPETITION**

1st Place : Trophy & Certificates 2nd Place : Trophy & Certificates 3rd Place : Trophy & Certificates

NOVELTY PRIZE

- Best Color Guard : Plaque
- Best Percussion : Plaque
- Best Brass & Winds : Plaque
- Best Drum Major : Plaque
- Best Uniform : Plaque

DRUMLINE

- 1st Place : Trophy & Certificates 2nd Place : Trophy & Certificates
- 3rd Place : Trophy & Certificates



