

## NAFJA Fiddle Contest Rules

1. Each contestant in each round will play a waltz, a tune of choice and a hoedown IN THAT ORDER. Tunes which do not meet the definitions below or tunes played out of order will be disqualified and not scored at all.
  - a. A WALTZ can be any tune in 3/4 time.
  - b. A TUNE OF CHOICE must be a jig (6/8, 9/8, 12/8 time) or a tune in slow 2/4 or 4/4 time such as a schottische, clog, strathspey, slow hornpipe, or similar tune. Tunes in fast 2/4 or 4/4 time such as polkas, two-steps, rags or fast marches may not be played as a tune of choice but only as a hoedown if otherwise appropriate.
  - c. A HOEDOWN/REEL is any fast tune in 2/4 or 4/4 time commonly used for square dancing or contra dancing, such as a reel, fast hornpipe, breakdown or similar tune. Tunes including double shuffle bowing will be disqualified.
2. Contestants will be judged 25 points for authenticity (old tunes and a definite old time style of playing); 25 points for expression; 25 points for rhythm and time (old danceable time); and 25 points for tone quality and clarity (pure, clear notes) in each round by each judge.
3. There will be no restriction on the age or derivation of tunes, except that they must be from a recognized tradition of dance fiddling. Tunes may be from the British Isles or North American, including New England, Southern and Western Styles; Anglo, French and Scots Canadian; English, Scottish, Irish and Shetland styles.
4. Fiddlers may play with an accompanist (a piano accompanist will be available). The fiddler must lead at all times with the accompanist picking or playing only rhythm.
5. Contestants will be able to choose their number for order of appearance as they register. ALL CONTESTANTS MUST BE READY TO PLAY WHEN CALLED. Anyone arriving after the contest has begun will be the next to play.
6. TWIN FIDDLE CLASS- Two fiddlers, no age limit. Both names are to appear on the entry form. The contestants must play a waltz and one old time tune of their choice, in that order, within 4 minutes time limit. Contestants must play in harmony, with harmony parts following the melody.

