

CHALLENGE PROCEDURE

Congratulations for choosing a more 'challenging' path to musical excellence! This procedure is designed to challenge both the musical and social abilities of members within a section; please approach this experience as one that will benefit both you and the band program.

People within the same section and band can challenge for seat order using the following guidelines:

- Both students must agree on a pre-arranged date after school that is convenient to all parties. Continual postponement of a challenge is considered a forfeit (by the director only).
- Forfeits for any other reason will be ruled upon and handled by the director for final part assignments.
- Both students must play from the folder (or part) of the person who is being challenged, regardless of their current part; i.e. if a 3rd part player wants to challenge a 1st part player they must both play from the 1st part.
- Each student chooses one selection of music from the folder and an upperclassman to serve as their judge. The director also chooses a judge for a total of 3 judges. The challenger is not required to identify his/her selection until the day of the challenge (after all you play from the same folder which means you have practiced everything in it, right?)
- The players agree ahead of time who is 'A' or 'B'; you must not say anything while the challenge is in progress. Whoever plays first is 'A'. Judges must not be able to identify you in any way or the challenge is forfeit. Judges will sit out of sight of the players. The head judge is allowed to give directions to the challengers but the players should not talk at all.
- The director chooses the section of music that you have chosen; you choose the title, the director chooses the section. Each player plays for the judges as they require. The director's judge runs the procedure so that neither player should speak.
- The judges will then confer and make their choice of 'A' or 'B'. It is preferable to have a unanimous decision from them but it is not required. The judges also have the right to call back players if a decision cannot be reached. A three-judge panel is designed to provide checks and balances against manipulation by a single judge.
- The loser must wait one week before challenging again.
- The winner cannot be challenged more than once per week by anyone. It would be unfair to constantly put someone under that kind of pressure.
- All challenges will be suspended 2 weeks before any performance or at any specified date selected by the director.

* Multiple seat challenges (more than 2 people) may be held at the direction of the director only. Scoring for this type of challenge is scored using "director rules".

* Students whose strategy is to wait until the last day in order to prevent a 're-challenge' must accept the consequences without question.

* Challenges will be graded through the use of the "Challenge Rubric" and scored numerically.

"LEAD, FOLLOW OR GET OUT OF THE WAY!"

* Revised 01/27/2011