

SOUNDSPORT AND DRUMLINE BATTLE AT DCUK



SoundSport® events showcase instrumental ensembles of any instrumentation and any skill level year-round, spotlighting their unique talents and creativity like never before.

- SoundSport®'s goal is to be local, low cost and entertaining for both the participants and the audience
 - SoundSport® teams can be colleges, high schools, middle schools, independent, alumni corps, small drum corps or whatever you can dream up
 - There are no age restrictions and all instruments are legal
 - SoundSport® teams consist of five or more members
 - Shows are 5-7 minutes in length with a focus on music
 - The performance area is 20 yards deep and 30 yards wide
- **Virtual Performances** – ongoing online exhibitions, contests and tournaments, featuring performance videos submitted from teams competing to score points, prizes and bragging rights against other groups from every continent—all in an environment where everyone can be a judge!
- **Live Competitive Events** – held throughout the year in a wide variety of exciting settings and environments, featuring a new level of entertainment-focused competition on high-energy, up-close performance stages smaller than the traditional American football stadium.



ABOUT DLB

DRUMLINE BATTLE™ EVENTS SHOWCASE MARCHING PERCUSSION ENSEMBLES OF ANY INSTRUMENTATION AND ANY SKILL LEVEL YEAR-ROUND, SPOTLIGHTING THEIR UNIQUE TALENTS AND CREATIVITY IN A HIGH ENERGY FACE-TO-FACE COMPETITION.

HOW DO YOU PARTICIPATE?

Simply prepare a 1.5 to 2.0 minute marching percussion drum solo (*battery only*). Add some visuals, stunts and stick tricks and you're good to go! It's that easy and it's a lot of fun. You can use material from your winter line, fall show or something produced just for this event.

- Battles are staged head-to-head against another drumline.
- Each team will perform a 1.5 to 2.0 minute solo facing the other team in their own 12 meter x 12 meter battle zone, separated by a 2 meter wide neutral zone.
- Judges will instantly determine the winning team, based on a combination of drumming skills, movement, visuals, stick tricks, stunts and overall showmanship.



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SoundSport® competitions will feature 3 judges who will evaluate Music, Visual and Overall Impression. Execution will be important as in any marching music competition; however SoundSport® will place additional emphasis on audience engagement and showmanship.

Remember, SoundSport® is all about achieving the best combination of both excellence and fan enjoyment!

While teams are “adjudicated” there are no scores. The goal should be to attain excellence in everything they do.

A panel of experts from the marching music arts community will support SoundSport teams by means of insightful, educational commentary. Feedback from the adjudication panel will inform SoundSport teams’ ongoing development as a marching music ensemble.

Achievement levels will be awarded to each group as an indicator of the team’s success in meeting specified adjudication criteria.

The table below will be used to establish the overall rating for each team. Essentially the majority will prevail in determining the award level. If a team receives 2 Gold and 1 Silver, the overall award will be gold. If there is a three-way split in the judges’ decisions (G, S, B), a Silver overall distinction will be awarded.

Rating 1	Rating 2	Rating 3	Overall Rating
Gold	Gold	Gold	Gold
Gold	Gold	Silver	Gold
Gold	Silver	Silver	Silver
Silver	Silver	Silver	Silver
Silver	Silver	Bronze	Silver
Silver	Bronze	Bronze	Bronze
Bronze	Bronze	Bronze	Bronze
Gold	Gold	Bronze	Silver
Gold	Bronze	Bronze	Silver
Gold	Silver	Bronze	Silver

At the conclusion of the contest, judges will deliberate to decide a “best of show” recipient. When determining the best of show recipient, the judge panel should give consideration to the Overall Impression as a main factor in awarding a team the distinction.



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SOUNDSPORT®

SoundSport®, a program of Drum Corps International providing showcases for performing arts ensembles of all sizes, experience levels and instrumentation, is pleased to announce two new event classes, SoundSport Challenge Class and SoundSport Festival Class, which are launching internationally in 2016.

Following two seasons of international event production experience for smaller groups in this exciting format and some 45 years of providing the stage for the world's most elite and exclusive marching music ensembles taking part in the annual Drum Corps International Tour, SoundSport is expanding event offerings to accommodate all levels of musical ensembles—from upstart groups and community bands to the most highly trained and competitive performance ensembles.

Over the last 12 months, SoundSport event organizers have tested systems in a variety of performance settings, each exploring opportunities to build upon the evaluation and adjudication systems and philosophies already in place to promote the artistic growth and fun for participants and entertainment for their audiences. Based upon the findings of these tests and input received from many parties, SoundSport is pleased to introduce the following new structure:

SoundSport® Festival Class

- Removes scoring system, focuses instead on group participation in music-making activities
- Celebrates participation and musical diversity
- Engages all experience levels and types of musical ensembles

SoundSport® Medalist Class

- New name for the flagship SoundSport standard-setting events
- Assists in development of fledgling competitive ensembles, musical circuits, and more
- Adjudication system focuses on pursuit and achievement of excellence in performance

SoundSport® Challenge Class

- Maintains the tenets of SoundSport (excellence in entertainment, showmanship and musical performance), adding adjudicated ranking and scoring in a competitive format
- Encourages continued development of advanced performers, ensembles and circuits

For more information about SoundSport, DrumLine Battle or DCUK in general then please contact us: admin@dcuk.org.uk

