

BAG Competition Restructure for 2025

Grade 5

- Minimum 4 Pipers, 1 Side Drummer, 1 Bass or Tenor Drummer.
- If during a performance the Band plays with less than the requisite numbers of players the Band shall be disqualified.
- 6 Parts in Quick March tempo of any simple time signature.
- 3 Marches with 2 Parts or 1 March with 4 Parts and 1 March with 2 Parts.
- Playing while marching into the Competition Circle with changing formation is not mandatory. The Band may start the performance directly in circle formation.
- This event is open to Grade 5 Bands only.

Grade 4B March

- Minimum of 6 Pipers, 2 Side Drummers, 1 Bass Drummer.
- If during a performance the Band plays with less than the requisite numbers of players the Band shall be disqualified.
- 8 parts in Quick March tempo of any simple time signature and must be quicker than 60 BPM.
- This event is open to Grade 4B Bands only.
- Should not enough 4A & 4B bands be present on the day, a Grade 4 March competition would take place instead (There is no requirement for 4B bands to play Prescribed Tunes in this case).

Grade 4A March

- Minimum of 6 Pipers, 2 Side Drummers, 1 Bass Drummer.
- If during a performance the Band plays with less than the requisite numbers of players the Band shall be disqualified.
- All tunes played, must be RSPBA prescribed tunes.
- 4 x 2 parted Marches and must be quicker than 60 BPM.
- This event is open to Grade 4A and 4B Bands only.
- Should not enough 4A & 4B bands be present on the day, a Grade 4 March competition would take place instead (4A bands must still play Prescribes Tunes).

<https://rspba.org/prescribed-tunes/2-parted-marches/>

Grade 4A MSR

- Minimum of 6 Pipers, 2 Side Drummers, 1 Bass Drummer
- If during a performance the Band plays with less than the requisite numbers of players the Band shall be disqualified.
- All tunes played, must be RSPBA prescribed tunes
- 1 x 4 parted March or 2 x 2 parted marches and must be quicker than 60 BPM.
- 1 x 4 parted Strathspey or 2 x 2 parted Strathspeys
- 1 x 4 parted Reel or 2 x 2 parted Reels
- This event is open to Grade 4A and 4B Bands only.

<https://rspba.org/prescribed-tunes/2-parted-marches/>

<https://rspba.org/prescribed-tunes/4-parted-marches/>

<https://rspba.org/prescribed-tunes/2-parted-strathspeys/>

<https://rspba.org/prescribed-tunes/4-parted-strathspeys/>

<https://rspba.org/prescribed-tunes/2-parted-reels/>

<https://rspba.org/prescribed-tunes/4-parted-reels/>

Grade 3B Medley

- Minimum of 6 Pipers, 2 Side Drummers, 1 Bass Drummer.
- If during a performance the Band plays with less than the requisite numbers of players the Band shall be disqualified.
- Medley of 3 to 5 minutes
(selected tunes must vary in time signature and playing tempo)
- This event is open to 3B, 4A and 4B bands only.

Grade 3A MSR

- Minimum of 6 Pipers, 2 Side Drummers, 1 Bass Drummer.
- If during a performance the Band plays with less than the requisite numbers of players the Band shall be disqualified.
- Minimum 1 x 4 parted March and must be quicker than 60 BPM.
- Minimum 1 x 4 parted Strathspey
- Minimum 1 x 4 parted Reel
- 3B, 4B and 4A listed bands may play up to this grade.
- Should no 3A band be present on the day, the G3A MSR competition would be replaced by the Open MSR.

Open Medley

- Minimum of 6 Pipers, 2 Side Drummers, 1 Bass Drummer.
- If during a performance the Band plays with less than the requisite numbers of players the Band shall be disqualified.
- Medley of 3 to 5 minutes
(selected tunes must vary in time signature and playing tempo).
- This event is open to all graded bands except G5 bands.

Open MSR

- Minimum of 6 Pipers, 2 Side Drummers, 1 Bass Drummer.
- If during a performance the Band plays with less than the requisite numbers of players the Band shall be disqualified.
- 1 x 4 parted March or 2 x 2 parted marches and must be quicker than 60 BPM.
- 1 x 4 parted Strathspey or 2 x 2 parted Strathspeys
- 1 x 4 parted Reel or 2 x 2 parted Reels
- There is no requirement to play prescribed tunes in this competition.
- This event is open to all graded bands except G5 bands.

Guest player regulations

Definition of a guest player

- A player in one band plays in another band at the same or higher level.
- A player plays in the higher level band of their own band.
- Level 5 players cannot be guest players in higher levels, in their own band, or in others. The exception is the Pipe Major and Leading Drummer of a Level 5 band.

Regular and guest player registration

Regular player lists:

- These are submitted to Bag e.V. using the new form. A download link is provided on the Bag page, via which the person responsible for the band can download and fill out the list.
- The regular player lists are to be submitted on the day of the competition at the point of registration.
- If no list is produced on the day of the competition, the respective band will be given a list which must be filled out on site before the competition.
- If a band fails to produce a list, the band will be disqualified.

Guest player calculation

The guest player rule refers to the individual pipe and drum corps with different percentages:

Regular players drums/pipes:

Permitted	Guest players
1-2 players	100%
3-5 players	60%
6-8 players	40%
9-10 players	20%
11-19 players	10%
20 and over	5%

In practice, if a band has ten pipers and three drummers as permanent members, then according to these rules, the pipe corps would be allowed twenty percent of its corps to be made up of guest players and sixty percent of the drum corps would be allowed to be made up of guest players. The percentages are always rounded up. Therefore, the pipe corps would be allowed to have two guest players and the drum corps would be allowed two guest players.

Permanent Members (per corps)	Percentage to be applied	Exact calculation	Rounded
2	100%	2	2
3	60%	1,8	2
4	60%	2,4	2
5	60%	3	3
6	40%	2,4	3
7	40%	2,8	3
8	40%	3,2	3
9	20%	1,8	2
10	20%	2	2
11	10%	1,1	2
12	10%	1,2	2
13	10%	1,3	2
14	10%	1,4	2
15	10%	1,5	2
16	10%	1,6	2
17	10%	1,7	2
18	10%	1,8	2
19	10%	1,9	2
20	5%	1	1

Co-operation Bands

Some bands are unable to form a grade 5 band from their ranks to train the next generation. Other bands are unable to form a higher grade band from their ranks to promote their more capable players. By cooperating with one or two other bands, the required number of players would be achieved.

Definition

A co-operation band is considered to be a band that is formed from a maximum of 3 BAG member bands.

Co-operations of more than three bands are not permitted.

Requirements

1. All co-operating bands are from the same grade.
2. A co-operating band must apply for a season permit on a rolling basis every year to Bag e.V. band-board@bagev.de, submitting the regular players of the co-operating band as well as the regular player lists of the associated bands.
3. Each band that belongs to the co-operating band must play in competitions in its grade that year.
4. Players in grade 5 are permitted regardless of how long they have been in their respective band. Players from higher grades are not permitted. The use of guest players is not permitted. (See the BAG guest player definition). Exceptions: 1 pipe major and 1 leading drummer.
5. Only players who have already been registered for two full seasons with one of the co-operating bands at the time of the competition are permitted to play in a G3 - G1 co-operating band.

Reservation

The regulation will initially apply to the 2024 and 2025 seasons and will be reviewed thereafter, but also during the year, to determine to what extent it achieves its goal of a larger player community in grade 5 and grade 3 and higher, and whether it primarily applies to training.

