

FFCC Championships Solo Competition

Each time slot is read left to right. Performances will alternate between divisions.

Performers should report to the announcer/sound table at the designated "HOLDING TIME".

Performers will be able to do sound checks starting at 2:30 in Ballroom A or Ballroom B. Restarts due to music problems will be solely at the discretion of the Contest Director. The preferred media is CD, but we have the capability for MP3 players. CD's should be single track, and MP3 players should have a playlist with a single track. Performers who are late for their performance time will only be rescheduled at the discretion of the Contest Director.

Spectators will be allowed into the Ballroom free of charge. Attendance or participation in the Solo Competition does not grant entry to the Arena for the AA color guard or percussion Championships performances, but the arena will be open to all for the Percussion Awards Ceremony.

There will be an awards ceremony shortly after the final performances in the ballroom. The top three competitors in each category will receive a medal and the winners will be offered the opportunity to perform during a break in Sunday's color guard Championships competition. Winners who are not competing on Sunday will receive a wristband for admittance to the competition on Sunday.

Color Guard (Flag, Rifle Sabre, Dance) Solo Rules:

1. Time Limit: 2 minute maximum. Your music will be faded out if it continues beyond 2:00.
2. Equipment soloists may not put their equipment down at any time during the performance. (Penalty of 1.0 for each incidence of intentional grounding of equipment.)
3. Performance space will be 30' x 30'. (Penalty of 0.1 for each boundary violation.)
4. Solos will be judged using the IA Equipment or IA Movement sheet. (20 point scale)