

### CSOTFA Fiddle Division Rules

1. Any contestant winning three (3) consecutive years in the Junior, Young Adult, Adult, Senior, or Senior Senior divisions will automatically move in the Open division. Any Junior Junior winning three consecutive years will automatically move into the Junior division. Any Peewee winning three (3) consecutive years will automatically move into the Junior Junior division. Any contestant winning three (3) consecutive years in the Open division must sit out the next year's contest or may be asked to be a judge.
2. Any danceable folk tunes played in old time fiddle fashion will be acceptable.
3. No trick or fancy fiddling is allowed during the contestant's appearance.
4. Contestant must first play a Hoedown, second a Waltz, and third a Tune of Choice other than a Hoedown or Waltz. No tune shall be played more than once by a contestant within a division.
- 5. Total playing time is four minutes fifteen seconds. There is no grace period. Timing will start when the contestant or any accompanist plays any note on stage.**
6. Judging is on the following basis: Danceability/Rhythm 25 points; Old Time Style 25 points; Difficulty 25 points; and Intonation/Clarity of Tone 25 points. Scores are cumulative.

### CSOTFA Twin Fiddle Division Rules

**In addition to the General Contest Rules, the following apply:**

1. This contest is limited to two (2) tunes of your choice; a fast tune and a slow tune. **See General Contest Rule #5 concerning ties. The top three contestants will compete in the Final Round.**
- 2. Total playing time is four minutes fifteen seconds. There is no grace period. Timing will start when the contestant or any accompanist plays any note on stage.**
3. Judging is on the following basis: Harmony 25 points; Danceability/Rhythm 25 points; Difficulty 25 points; Intonation/Clarity of Tone 25 points.
4. Any Twin Fiddle partners winning three (3) consecutive years in a Twin Fiddle Division must sit out a year.

### CSOTFA Picking Division Rules

**In addition to the General Contest Rules, the following apply:**

1. This contest is limited to two (2) tunes, a fast tune and a slow tune. **See General Contest Rule #5 concerning ties. The top three contestants will compete in the Final Round.**
- 2. Total playing time is four minutes fifteen seconds. There is no grace period. Timing will start when the contestant or any accompanist plays any note on stage.**
3. Guitar and mandolin players must use flatpick style only. Finger picking is allowed for banjo players.
4. Judging is on the following basis: Picking Ability 25 points; Rhythm/Timing 25 points; Intonation/Clarity of Tone 25 points; and Difficulty 25 points.