



## 2009 Kent County Youth Fair Guitar Hero Contest



### Rules & Regulations

Please read these rules carefully. To enter, complete the entry form that can be found on the Kent County Youth Fair (KCYF) Guitar Hero webpage ([www.kcfg.org](http://www.kcfg.org)) and bring the completed form and your \$5 registration to:

Guitar Center 2891 Radcliff Ave SE Grand Rapids, MI 49512 (616) 464-0000 Mon-Thur: 11-8   Fri: 10-8 Sat: 10-8   Sun: 12-6 <a href="http://www.guitarcenter.com">www.guitarcenter.com</a>	Kent County Youth Fair, Business Office 225 South Hudson (Kent County Fair Grounds) Lowell, MI 49331 616-897-6050 Weekdays 9 AM – 4 PM (use drop box by door if no one is there, do not leave cash in the drop box) <a href="http://www.kcfg.org">www.kcfg.org</a>
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You may also mail the form and a check for \$5 made out to “Kent County Youth Fair” to the fair office address above, make sure to mark “Guitar Hero” on the envelope. Must be received by the deadline below.

You may enter during fair by bringing your completed entry form and \$5 entry fee to the Business Office on the fair grounds during the hours of 10AM to 6:00 PM.

**ALL Registration ends at 6:00 PM Wednesday, August 12.** The finals will be held on Saturday August 15, starting at 6:00 PM.

### CONTEST JUDGING GUIDELINES AND GAME OF PLAY:

1. If you have placed in a Guitar Hero or Rock Band Contest in the last 6 months you are ineligible.
2. Your age is determined as of August 15, 2009. The finals will consist of the top 10 qualifiers in each age division.
  - a. Division 1: 10 and under – Qualification on the “Easy” level
  - b. Division 2: 11-14 – Qualification on the “Medium” level
  - c. Division 3: 15-18 – Qualification on the “Hard” level
3. Qualifiers & Final contestants must be accompanied by an adult 18 or over.

4. Qualifications will start at 10:00 AM (or earlier as determined by the number of qualifiers) August 15 at the Community Stage at the Kent County Youth Fair.
5. During the qualifications, qualifiers will be judged on percentage of notes hit during their song play. In the event of a tie, the person with the most notes hit will edge out the other person.
6. Each qualifier must complete the song the first time. No re-tries or any other second chances will be permitted.
7. If equipment malfunctions during a qualifiers play, the qualifier will be allowed to start over.
8. Qualification song selection: Any song on Guitar Hero III may be selected during the qualifications.
9. Qualifications will be done in the following order: Division 3, Division 2, and Division 1.
10. Each division will take approximately 2 hours to complete. Results will be announced shortly after the end of each division. **MAKE SURE TO CHECK THE WEBSITE FOR INFORMATION ABOUT THE STARTING TIME FOR YOUR DIVISION.** Once a division has been completed we will not be able to accept any more qualifiers in that division. You need to be at the Community Stage 1/2 hour before your division starts.
11. At least 2 alternates will be asked to be on stand by during the finals for each age division. The alternates will be moved into the finals as needed to replace missing contestants. You must have qualified in order to be an alternate.
12. Each finalist will compete **ONE AT A TIME** at the finals to be held in the Entertainment Tent.
13. Each Finalist may select their level of play and song for the finals.
14. Each Finalist must select the song they will play in the finals during the pre-final registration which begins at 4:30 Saturday, August 15 at the community stage.
15. If equipment malfunctions during a finalists play, the finalist will be allowed to start over.
16. Your score in the finals will be based on 2 criteria: (1) The percentage of notes hit (0-100) and (2) Stage Presence (0-100) as determined by our judges. The percentage and stage presence points will be added together yielding a final score ranging from 0 to 200. See more information below regarding the Stage Presence.

17. In the finals, if there is a tie for first, second or third places, the actual number of notes hit will be used to break the tie. If there is still a tie, there will be a tiebreaker round.
18. The percentage of notes hit in the finals is computed on a curve to give the finalists in each division an equal chance of winning.
19. Since the qualification rounds are based on score, there is no need to “dress the part” during the qualifications. The finals however are based 50% on score & 50% on your stage presence. You will want to dress the part and wow the crowd and judges.
20. Attire during the qualifications and finals must be “family friendly” as you will be performing in public. You will be asked to change or alter any attire that is deemed inappropriate.
21. The top 3 scores in each age division will win cash prizes (Prizes are subject to change; check [www.kcfg.org](http://www.kcfg.org) for the current prize list):
  - a. 3rd place - a \$25 check
  - b. 2nd place - a \$50 check
  - c. 1st place - a \$100 check
  - d. A grand prize will be given to the overall highest score (to be determined)
  - e. Prizes are subject to change; check [www.kcfg.org](http://www.kcfg.org) for the current prize list.
22. The decision of the judges is final.
23. All entrants may withdraw or resign from the contest at their discretion or the choosing of KCYF. If either entrant or KCYF chooses to withdraw the entrant from the contest the entry fee cannot be refunded or any other reimbursement given.
24. A stock guitar will be provided and used during the qualifications and finals.
25. There is to be no smashing instruments, or actions that could harm others, no bad language or unacceptable behavior.



Our Partner in Fun!