

# Cellympics Event Details

View videos on my website  
to get a better idea of the events!  
[andreyun.com/cellympics](http://andreyun.com/cellympics)

## **Beginner Events**

### **LHP Acrobatics**

Touching cello with right hand = Disqualification!  
Double touch (making a sound on more than one string) =  
Disqualification!  
Right hand does the slapping.  
Left hand does the pizzicato.  
Balanced cello posture.  
Pizzicato 4 then 3 then 2 then 1.  
When you pizz high, you slap low. Pizz low, slap high.  
Focus on: speed, posture, tone.  
2 chances.

### **BTS Go**

Banana thumb = Disqualification!  
Adjust bow hold after touch = Disqualification!  
Left hand touches bow = Disqualification!  
Play D Major scale, going up only.  
Arco then pizz on each note once.  
Pizzicato = "crab finger" (pincer) style, with bow hair in  
crook of thumb.  
Remember to "Bow Hold; Touch; Sink; Go."  
Focus on: posture, speed, tone, sink, bow hold.  
2 chances.

### **Slide the Slug**

Bow touching leg = Disqualification!  
Banana thumb = Disqualification!  
"Slippage" = Disqualification!  
Focus on: speed, still fingers, fingers touching hair.  
2 chances.

### **Still as a Pill Bug**

Banana thumb = Disqualification!  
Pinkie joints bent.  
Hold for horizontal bow for 10 seconds once only pinkie is  
touching.  
Focus on: still bow, curved pinkie joints.  
2 chances.

## **Intermediate Events**

### **Dribbles**

Banana thumb = Disqualification!  
Time stops at the first sign of slippage or stopped dribble.  
Focus on: time, bow hold.  
2 chances.

### **Ka-Mania**

Banana thumb = Disqualification!  
One down bow and one up bow.  
Sink shoulder on each upbow ka.  
Focus on: clear ka, sink, number of notes.  
2 chances.

### **Chicken Run**

Banana thumb = Disqualification!  
Stand. Hold bow vertically. Move frog in all directions  
while the tip stays still. Be like the chicken in the video.  
Focus on: still tip, fast movements, wide swing.  
2 chances.

### **Speak & Spell**

No way to get disqualified  
Phase 1: Math  
Phase 2: Reading  
Phase 3: Spelling  
Phase 4: Singing  
Focus on: accurate speaking/singing, accurate playing.  
1 chance.

## **Advanced Events**

### **Bowbrato**

There is no way to get disqualified.  
Vibrate fingers in this order on D string: 1, 2, 1, 3, 1, 4.  
Pre-balance to the new finger.  
Focus on: curved fingers, consistent bow-waggle, wide bow-waggle.  
2 chances.

### **Morse Code**

Banana thumb = Disqualification!  
Stop in D string sound = Disqualification!  
Choose a word.  
Each word must fit into one downbow.  
Pause on D between letters.  
Keep D string constant, A string plays code.  
Focus on: clear code, number of letters.  
3 chances.

### **Octave Slides**

Passing the note, even by a microtone = Disqualification!  
Curved fingers.  
Fingertips.  
Thumb-side corners.  
Slide on A string.  
Focus on: smooth, quick, tone.  
3 chances.

### **Yoga Fingers**

There is no way to get disqualified.  
Pizzicato each finger on the A string.  
Clear tone.  
Judge wiggles non-playing fingers and gives score.  
Relaxed = 10; Tight = 1  
Highest score wins.  
1 chance.

### **Seagulls**

Banana thumb = Disqualification!  
Seagulls on A string.  
Wristwatch towards ceiling.  
Thumb over 2 strings.  
U-shaped thumb.  
Thumb-side corner on 3<sup>rd</sup> finger.  
Focus on: tone, number of seagulls.  
2 chances.

### **Diabolically Difficult D's**

Wrong bowing = Disqualification!  
Wrong counting = Disqualification!  
Banana thumb = Disqualification!  
"down-up-up" bowing on D string.  
Say "1e+a 2e+a 3e+a 4e+a" for 3 measures plus one downbeat.  
(If you do it right, you will end up downbow on the last downbeat.)  
Focus on: time, clear articulation, even bow strokes.  
2 chances.

### **Fish Tails**

There is no way to get disqualified.  
Bridge to fingerboard before changing direction.  
Bow travels on its own, not forced.  
Focus on: number of fish tails, tone.  
2 chances.

## **CellympiX (X-Games) – Team Events**

### **Dribbles Relay**

Team members pass dribble to the next player.  
Banana thumb = Disqualification!  
Time stops at the first sign of slippage or stopped dribble.  
Focus on: time, bow hold.  
2 chances.

### **Morse Code - Teams**

Banana thumb = Disqualification!  
Stop in D string sound = Disqualification!  
Choose a sentence.  
Each team member plays one word.  
Each word must fit into one downbow.  
Pause on D between letters.  
Keep D string constant, A string plays code.  
Focus on: clear code, number of letters.  
3 chances.

### **mp3**

There is no way to get disqualified.  
One piece will be announced.  
Piece may be prepared ahead of time.  
Team members must play the piece a minor 3<sup>rd</sup> up from its original key.  
When one person plays a wrong note, the next person takes over.  
Focus on: playing as far as possible into the piece.  
1 chance.

### **Speak & Spell - Teams**

No way to get disqualified  
Each team member takes a different phase.  
Phase 1: Math  
Phase 2: Reading  
Phase 3: Spelling  
Phase 4: Singing  
Focus on: accurate speaking/singing, accurate playing.  
1 chance