

VISALIA BAND REVIEW FIELD COMPETITION RULES

Revised: August 2016

Field competition will be held in the Giant Chevrolet – Cadillac Bowl at Redwood High School.

WARM-UP AREA

No rooms will be available for use as warm-up areas prior to the field competition. Please make sure you are out of earshot of the stadium when warming up (see Silent Area).

FIELD PRACTICE

Units are assigned a time on the practice field just before their performance time. Please refer to the field schedule for your time.

SILENT AREA

The silent area is that area between the school buildings and the stadium. Participants shall observe silence while in this or any other areas immediately surrounding the stadium. Remember, if you can hear the competing bands, they can hear you. Please be courteous to all competitors.

PENALTY FOR PLAYING IN THE SILENT AREA-5 POINTS

WAITING AREA

Bands should line up on the southeast ramp that leads to the competition field at their assigned time. Please refer to the field schedule for your time.

COMPETITION AREA

The competition area will be the size of a standard football field. There are two sets of hash marks on the field. The outside hash marks are high school marks and the inside hash marks are college hash marks. Sideline yard markers will be provided.

Access to electricity is available for pit percussion use. Personnel will have a total of 15 minutes to set up, perform, and vacate the field.

During the preceding band's performance the next band will be staged in the end zone by the T&P Judge.

TIMING

Each band will be allotted 15 minutes from entrance to exit. Each band must perform for a minimum of 6 minutes. Timing will begin when the band advances onto the field as instructed by the timer. Drum Major salute will indicate that the band is ready to compete. Timing ends when the last person exits the field. All members of the unit (including musicians, auxiliary, & staff) must be outside the competition area upon the completion of the 15 minutes.

**PENALTY FOR OVERTIME (total time beyond 15) OR UNDERTIME (performance less than 6)
-1 POINT FOR EACH 30 SECONDS OR FRACTION THEREOF.**

PROHIBITED FROM COMPETITION

The use of animals, fireworks or any other explosive devices is prohibited.

PENALTY FOR USE OF A PROHIBITED ITEM: DISQUALIFICATION

JUDGES LOCATION

Adjudicators will be located at the south side of the field, in the stadium press box, on the press box, in the stands in front of the press box, and/or on the field.

SCORING

Competition scoring will be as follows:

MUSIC	300 points (2 judges averaged score)
GENERAL EFFECT	300 points (1 music and 1 visual averaged score)
VISUAL	200 points (1 judge)
AUXILIARY	100 points (1 judge)
PERCUSSION	100 points (1 judge)

TOTAL 1000 points divided by 10 = Final Score of 100 possible points

**Any penalties will be deducted from the Final Score*

AUXILIARY

Auxiliary will be factored in the adjudication by both the Visual and General Effect Visual judges. Auxiliary Units will also be judged in their own caption and factored into the final score

PERCUSSION

Percussion will be factored in the adjudication by Music and GE Music judges. Percussion will also be judged in their own caption and factored into the final score.

CLASSIFICATION

Classifications are determined by total number in the marching band including auxiliary and front ensemble.

PRESENTATION OF AWARDS

High School Parade and Field Awards will be held shortly following the last competitive performance. Drum Majors and/or Percussion/Auxiliary Captains will assemble at the southeast side of the football field during the final performance.

WEATHER PROCEDURE

In the event of inclement weather please look for direction from the Field Competition Chairman.

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