

VISALIA BAND INVITATIONAL PARADE RULES

The Parade competition is open to all scholastic High School and Middle School Marching Bands. Parade classifications are determined by total number in marching band including auxiliary units. It is recommended that bands arrive at least 60 minutes prior to their performance time. However, all bands should arrive early enough at their own discretion to allow themselves adequate time to be properly warmed-up and prepared to enter competition on time.

Registration

Band directors should check in immediately upon arrival. The check-in station will be located at the corner of Giddings and Main Street.

YOU DO NOT NEED TO TURN IN MUSIC SCORES FOR PARADE.

Warm-Up Area

Bands shall approach the Warm-Up Area/Line at their assigned time. Each group may run through their competition performance when directed to enter Warm-Up Area. The Warm-Up Area will be 450 feet long.

Silent Area

The Silent Area will be immediately after the Warm-Up Area and will be at least 300 feet long. Once the first rank of the band proper enters the silent zone, all playing must cease. A single drummer may keep time with a rim click in the silent area. The end of the Silent Area is the competition start line.

PENALTY FOR PLAYING IN SILENT AREA: 5 POINTS

Competition Area

The Competition Area will be immediately after the Silent Area and will be 450 feet long. The judges stand center-line will be 250 feet from the competition start line. Salute start and end lines will also be marked 6 paces (approx. 11 feet) before and after the center line, respectively.

A. As the band moves into position for competition, the drum major/director shall halt the front rank of the band proper on the competition start line. Auxiliary units (I.D. units, flags, majorettes) and the drum major are permitted to halt past the competition start line.

B. After the parade announcer has announced the group, a band review official will signal the drum major to enter competition, and judging will commence. The drum major may then perform a flourish and count-off. A roll-off or fanfare may be used, but the band must begin its competition music before the last rank of the band proper crosses the competition start line. Once the band steps off the competition start line, all members of the band proper must maintain forward movement at all times.

C. The drum major shall salute the reviewing officer and American flag located at the judging stand. There will be a salute start line located 6 paces (approx. 11 feet) before the center line and a salute end line 6 paces after the center line. The salute should be executed before the salute start line and held continuously through the “salute zone” and past the salute end line. The salute should be preceded with a mace flourish or personal salute.

D. The band shall play continuously throughout the competition area. The band shall not cease playing until the last rank of musicians has passed the competition end line.

PENALTIES FOR NOT PLAYING CONTINUOUSLY: 1 POINT for every rank of musicians remaining in the competition area, up to a maximum of 5 POINTS

E. Silks may appear in front, behind, or alongside the band. There is no limit to the number of silks.

F. Rifles, sabres, dance team, or any other equipment may appear with the band. However, any equipment other than silks will not be evaluated as part of the Silks caption. These elements will be evaluated by the General Effect Judge.

Scoring

Scoring in the competition area will be as follows:

Overall Placement Captions

MUSIC = 500 points (2 judges at 250 points each)

GENERAL EFFECT = 250 points (2 judges averaged)

MARCHING = 250 points (1 judge)

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

Individual Caption Awards

Auxiliary/Guard

Letters/ID

Percussion (Street Performance)

Majorette

Drum Major

Penalties

Any penalties will be deducted from the Final Score out of 100.

Parade Order

Bands will be assigned a position with other bands in their same division. Allotted distances between bands must be maintained throughout the entire parade.

Parade Percussion Competition

The percussion competition area is a separate area that will be located after the band competition area (refer to map). Once indicated to enter the competition, you may stop and have 1 minute to reform your drumline for competition.

The parade percussion competition area shall be a marked square area measuring 10m by 10m. Movement is allowed, but will not be evaluated. The entire performance shall be no longer than 2 minutes. Only students who participated in the parade may enter the percussion competition area

(no walk-ons allowed). Only percussion instruments carried by students through the parade competition will be allowed into the percussion competition (no additional equipment).

PENALTY FOR VIOLATION OF ANY ABOVE PERCUSSION COMPETITION RULES: DISQUALIFICATION

Prohibited Groups

Pom-poms, fire trucks, horses, motorcycles, floats, or any other non-band groups are prohibited.

Cancellation

The parade may be canceled due to rain.

Awards Ceremony

Awards will be presented at the Mineral King Bowl. Middle School awards will take place before the Field Show competition. High School awards will be presented at the end of the Field Show competition (see Field Show schedule for times). Awards must be received by a fully uniformed member of each performing group.

www.visaliainvitational.com