

VISALIA BAND REVIEW

PARADE RULES

FORMATION AREA

Band Arrival

All bands should give themselves adequate time to be ready for entering the line of march.

Registration –

Band Directors must check in immediately upon arrival. Turn in two conductor's scores to personnel at check-in station. The check-in station will be located on the south side of Acequia Street between Bridge and Garden Streets.

PENALTY FOR NO CONDUCTORS SCORES - 5 POINTS.

Preparation Area

The Drum Major or Director shall keep their unit in this area until called to the inspection area by the head starter.

Inspection by the U.S. Marine Corp

A standing inspection of competing members will be held before each band enters the line of march. All members of the entire unit may be inspected.

BASIS OF INSPECTION WILL BE CONSISTENCY AND UNIFORMITY:

PENALTY FOR ERRORS - 10 ERRORS = 1 POINT

WARM-UP AREA

This will be the long area following the inspection for you to practice your march.
(You may play other music here if you desire).

SILENT AREA

Located 400 feet before the competition area, this area will be plainly marked. Only one drum tap is allowed in this area. The end of the silent area is the halt line which signifies the Competition Begins Area.

PENALTY FOR PLAYING IN SILENT AREA - 5 POINTS

COMPETITION AREA

The competition area will be 450 feet long.

- a. As the band moves into position for competition, the Drum Major shall stop the front rank of the band on the halt line. Front units (I.D.'s, majorettes, etc.) are permitted to stop past the halt line.
- b. Each band will be told when to enter competition by a parade official. You may use a Fanfare or Roll-off to enter competition, but must be playing the first note of your march before the last rank of the Bands crosses the Competition Begins line.

PENALTY FOR ENTERING PREMATURELY - 1 POINT

Competition Area (continued)

- c. Band must move forward at all times at no less than 220 feet per minute or no more than 260 feet per minute.
PENALTY FOR MANEUVERING - 1 POINT
PENALTY FOR IMPROPER SPEED - 1 POINT

- d. Drum Major must salute the reviewing officer. The salute should be executed six (6) steps before the Officer and be held for twelve (12) steps, or until he returns the salute.
PENALTY FOR NO SALUTE - 1 POINT

- e. Band must play first note of march before last rank of band passes the competition line. *Bands must continue to play until the last rank of musicians passes the Competition Ends line.* You must play march the first time without repeats; after that you may repeat march or take D.C./D.S. at your discretion.
PENALTY FOR NOT PLAYING CONTINUOUSLY - 2 POINTS PER RANK OF MUSICIANS - 10 POINTS MAXIMUM DEDUCTION

- f. Identification unit may be used in front and/or behind the band, however, it shall be limited to one person per letter, plus an escort of two people, one at each end.
PENALTY FOR TOO MANY ESCORTS - 1 POINT PER PERSON

- g. Silks usually appear behind the band; however, they may be used in front or alongside the band. No limit to the number of silks.

- h. Rifle teams will not be adjudicated this year. Rifle teams may appear in front of the band. There is no limit to the number of rifles.

JUDGES STAND

The center of the judges stand will be located on the right side of the street, 250 feet from the Competition Begins line.

JUDGES SCORING IN COMPETITION AREA

Scoring in the Competition Area will be as follows: **MUSIC** - 500 POINTS; **SHOWMANSHIP** - 250 POINTS; **MARCHING** - 250 POINTS. TOTAL = 1,000 POINTS. Scores will be converted to 100 Points.

INFRACTIONS

Penalty and Inspection errors will be deducted from the converted total score.

LINE OF MARCH

Bands will be assigned a position with other bands in their same division. Allotted distances between bands must be maintained throughout the entire parade. Speed of march must be maintained between 220 - 260 feet per minute.

PENALTY FOR IMPROPER SPEED - 1 POINT

COMPETITION MARCH

There is no required music list; each director will be allowed to choose their own march.

PARADE PERCUSSION COMPETITION - (This is a standing, non-moving competition).

This is a separate area located after the band competition area. (Refer to map).

You may stop and have one minute to reform your drum line for competition. Performance is to be no longer than two minutes. Only students that participate in this parade as a performing percussionist may enter the standing percussion competition at the end of parade route (No walk-ons allowed). Only percussion instruments performed on in the parade competition area will be allowed in the percussion competition (No additional equipment).

PENALTY FOR VIOLATION - DISQUALIFICATION IN PERCUSSION COMPETITION

DIVISIONS

Parade classifications are determined by division of all entries, according to total school enrollment. There will be no more than six (6) bands in each division.

PROHIBITED GROUPS

No pom-poms, school mascots, fire, drum and bugle corps, horses, motorcycles, floats, or other non-band groups will be allowed.

CANCELLATIONS

The review may be canceled because of rain.

AWARDS CEREMONY

Awards must be received by a fully uniformed member of the winning group.

Please call if you need more information.

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