

## **Parade Rules**

Adjudicated by judges deployed by the Southwest Judging Network (SWJN) in coordination with the California State Band Championships (CSBC).

### **PARADE COMPETITION RULES:**

#### **1.0 Performers:**

All performing participants must be members of the program and enrolled in the school they are participating with.

##### **Penalty 1.1: Non-Enrolled Students**

**Disqualification**

#### **2.0 Classification:**

Bands are classified by **the total number of performers including drum major, and all auxiliary units**. The exception to this rule is Junior High/Middle School which will perform in it's own class. Junior High/Middle School is defined as 5th through 8th grade. 9th Grade students will be allowed to perform in a Junior High/Middle School classification only if the feeder High School starts with 10th Grade. Band Classifications (Divisions) are as follows:

Jr. High/Middle School - No performer limit (5th - 8th Grade)

1A = 1 - 35 Total Performers

2A = 36 - 50 Total Performers

3A = 51 - 70 Total Performers

4A = 71 - 100 Total Performers

5A = 101 – 140 Total Performers

6A = 141+

##### **Penalty 2.1: Excessive number of performers**

**- 10 points**

#### **3.0 Music:**

An appropriate piece of literature of the Director's choosing must be performed. Arranged music appropriate to a groups ability level is acceptable as long as it has been arranged with permission. CSBC does not define a list of music that ensembles must choose from, but asks all Directors to use discretion and choose an actual march style piece of music.

Each band is required to have two conductors scores of their competition music for the judges. These scores are either mailed ahead of time or turned in on parade. First Trumpet parts are NOT acceptable unless the word "Conductor" is printed on the music by the publishing company. Under no circumstances will any single instrument part substitute for a Conductor's Score. If a score is not available and the word "Conductor" does not appear on the instrument part, a letter from a publisher or music store stating that a score is not available the solo cornet part is recommended to use for the judges. These parts usually have cued parts written in the music.

##### **Penalty 3.2: Missing both music scores**

**-07 points**

##### **Penalty 3.3: Inappropriate Music Score (non-conductor)**

**-05 points**

**Penalty 3.4: One score submitted instead of two**

**-03 points**

**4.0 Warm-up and Silent Zones:**

**Warm-up:** A warm-up zone of at least 450 feet will be available before the silent zone. All units may perform through their routine one time and must maintain continuous forward march through the zone. All sound must stop immediately upon arrival at the silent zone.

**Silent Zones:** Silent Zones refer to those areas where the playing of music or any loud sounds are not allowed. The first Silent Zone will be located just prior to the competition zone and will be a minimum of 300 feet. As the first rank of the band passes this point the band shall stop all playing immediately. Timing shall be done by soft vocals or soft "rims" by the drum captain only. The band in the Silent Zone is NOT to interfere with the band that is in the Competition Zone. At the end of the Silent Zone there will be a line which will signify the beginning of the Competition Area. The second Silent Zone will be located after the competition zone. There is no specific length for this zone; however, upon completion of the competition parade music each band must not interfere with the next band that is entering the competition zone. Bands are encouraged to utilize the same procedures in the second silent zone as they did in the first silent zone until they are a safe distance away from the competition area. Bands do not have to immediately stop playing upon arrival at the post-competition silent zone, but should continue playing until the last rank of band or auxiliary are through the competition area and then stop at a reasonable time.

**Penalty 4.1: Improper use of warm-up or silent zones including excessive noise.**

**-05 points**

**5.0 Competition Zone:**

- The Competition Area will be located at the end of the Silent Zone.
- The Competition Area will be 450 feet long with the center of the judging stand and salute point located at the 250 foot mark.
- As the band moves into position for competition the drum major or Director shall stop the front rank of the band on the start line.
- Auxiliary units and drum majors are permitted to halt past the start line..
- Each band will be told when to enter competition by a designee who will take signal from the Head Judge. Do not enter competition until told to do so.
- The Drum Major will have 30 seconds to start the band after being given the signal to go (timing starts with the first twirl or first movement). Standing drum roll offs or fanfares may be used for a maximum of 8 counts only.
- After 8 counts the band must be moving in a forward direction and must begin their competition music before the last rank of the band passes the "Competition Begins" sign.

- Bands shall continue to play while in the Competition Area. Bands are to take SECOND ENDINGS ONLY but may repeat the march from the beginning or take a D.S. at their discretion. The band shall not stop playing until the last rank has passed the "Competition Ends" sign.
- The Drum Major/Majorette in control of the band must salute the Reviewing Officer. The Reviewing Officer will be located at the Reviewing Stand at precisely the 250 foot mark in the Competition Zone. The Salute shall be executed six (6) paces before the Reviewing Officer and shall be held for six (6) paces after the Reviewing Officer..
- NO PARENTS OR CHAPERONES WILL BE ALLOWED IN THE COMPETITION ZONE WHILE THE BAND IS PERFORMING.

<b>Penalty 5.1: False Start first offense</b>	<b>-01 point</b>
<b>Penalty 5.2: False Start second offense</b>	<b>-03 points</b>
<b>Penalty 5.3: Failure to start (30 seconds)</b>	<b>-03 points</b>
<b>Penalty 5.4: Standing roll-off/fanfare beyond 8 counts</b>	<b>-03 points</b>
<b>Penalty 5.5: 2nd ending violation (not taking them)</b>	<b>-01 point</b>
<b>Penalty 5.6: Failure to maintain continuous march/play</b>	<b>-03</b>
<b>points</b>	
<b>Penalty 5.7: Non-Performer Interference</b>	<b>-05 points</b>

#### **6.0 Drum Major:**

Drum Majors are judged as part of the General Effect Judges responsibilities and are a 20 point sub-caption on that sheet. The Drum Major score from the G.E. sheet will be multiplied by 5 to form a 100 point final score for the purpose of their individual sub-caption competition. Drum Majors will be separated into three categories as defined on the Parade Application: Military, Mace and Open. Drum Majors must start the band

30 seconds after being told to begin, must salute 6 steps before the salute line and maintain it until 6 steps after the salute line, and have a developed routine that includes an opening flourish, roll-off, beating of time, and salute. Drum Major's are judges subjectively and will not incur individual penalties.

#### **7.0 Parade Auxiliary:**

Parade Auxiliary will be judged as one unit by one auxiliary judge. Parade Auxiliary may include Identification Unit, Tall Flags, Rifles, Drill Teams (Band-Connected), Majorettes, and Stationary Flags. Staging of units is at the Director's discretion. Auxiliary units must have five or more members to be considered in competition.

#### **8.0 Percussion Competition (If applicable):**

The Percussion Competition (Drum Line) will be at the end of the parade Participants must be part of the Drum Line that marched the parade. Routines must be 2 minutes and 30 seconds in length or less. Performance will be done in a stand still format, and will be judged in three sub-captions: Individual Music, Ensemble Music and General Effect. Judging will be by one judge.

### 9.0 Total Unit Score:

Band Scores will be comprised of the following:

- |                                 |                    |
|---------------------------------|--------------------|
| a. Music                        | 500 Points         |
| b. General Effect (Showmanship) | 300 Points         |
| c. Visual Execution             | 200 Points         |
| d. -----                        |                    |
| e. <b>Total Score</b>           | <b>1000 Points</b> |

Scores will be divided by 10 to achieve a score based on a maximum of 100 possible points. Any penalties will then be subtracted from the score to give the final point totals

### 10.0 Prohibited Items/Activities:

1. Fire, Fireworks, Explosive Devices.
2. Live animals.
3. Release of Balloons
4. Violating the American Flag Code

**Penalty 10.1: Prohibited Items/Activities**

**-05 points**

**Penalty 10.2: Violating the American Flag Code**

**-05 points up to D.Q.**