

SHSU Marching Band Festival

COMPETITION FORMAT

CLASSIFICATIONS

- Classifications will be made according to the number of all playing members (winds and percussion) in each band:

Class A 65 or fewer

Class AA 66-119

Class AAA 120 or more

- The class in which a band enters is the class in which the band will compete, whether it has fewer playing members the day of the contest or not. If, on the contest date, the number of playing members exceeds the class in which the band is entered, it will automatically be moved up to the next class.

PRELIMINARIES

- Order of appearance will be determined by classification and date of entry. Consideration will be given to bands traveling long distances.
- 1st, 2nd and 3rd place trophies will be awarded for each class. Achievement awards may also be presented for Outstanding Color Guard and Outstanding Percussion Section. Judging for these optional awards will take place during the preliminaries with trophies presented following the finals.
- Judging recaps will be distributed to the band directors following preliminaries.

FINALS

- The finals competition will consist of 10 highest scoring bands from prelims.
- Any of the Class winners (A, AA, AAA) that are not included in the top 10 bands will be added to the finals competition. Total = 10-12 bands
- The finals competition will consist of a "finals classification" only, with all bands combined into one classification. Bands in the finals competition must be of the same composition as their preliminary performance.
- The bands will be divided into two groups, based on prelim score. The bottom half, scoring lowest in prelims, will perform during the first half of finals. The top half, scoring highest in prelims, will perform during the second half of finals. The order within these two groups will be determined by draw.

FINALS AWARDS

Trophies will be awarded to the 4th, 3rd, 2nd and 1st place finishers in the finals competition.

COMPETITION RULES

COMPETITION AREA

The competition field will be a regulation-size football field, 160 feet wide by 300 feet long. The boundaries of the field will be marked. The field will be lined every five yards. Visible flags will mark the four corners of the field. Hash marks will be indicated sixty (60) feet from the sidelines.

FIELD ENTRANCE

A field entrance may be made from the left, right, back or front boundaries. Both the band proper (all playing members) and auxiliary units may form anywhere on or off the contest field.

FIELD EXIT

The field exit area will be from any boundary line. Units are free to conclude their performance on or off the contest field, as long as time requirements are met (see Timing). At the conclusion of the performance, the band may exit the field using a percussion cadence.

TIMING

- All bands must report to the competition field at their reporting time to be ready to step off at their starting time
- A maximum of 10 minutes will be allowed for performance time for each band.
- All bands will have a maximum of 2 minutes to clear the field following the conclusion of their performance.
- Competition time will begin with the introduction of the band over the public address system (at the scheduled competition time, in 15 minute intervals).
- Judging will begin with the first note of music or the first step of any band member.
- All judging will cease at the conclusion of the band's performance.

- Warm-up and pre-setting are at the discretion of the director. However, penalties will be assessed if timing requirements are violated.
- Bands may start to pre-set and/or warm-up immediately following the conclusion of the preceding band's performance.

JUDGES

- 2 Music Performance Judges
- 2 Marching Performance Judges
- 2 Overall Effect Judges
- A color guard judge and a percussion judge will also be included.
- The color guard unit will be defined as all non-playing members.

OTHER GUIDELINES

SCORING SYSTEM

- 35 Points Music Performance
- 30 Points Overall Effect
- 35 Points Marching Performance]
- The final score will be determined by adding the average of the two scores for each category and subtracting penalty points (if any).
- If two or more bands have a tie in their "final score," the higher placement will be awarded to the band with the best music score. If, after using that criterion, a tie still exists, the higher placement will be awarded to the band with the best overall effect score.

EQUIPMENT

- The use of live animals, fireworks, or firearms is not permitted
- The use of electrically powered mechanized vehicles will be allowed.
- There is no numerical penalty for dropped equipment of any kind. However, it will be considered a negative input by the appropriate judge.
- It is the responsibility of the band member or designated band representative to retrieve dropped equipment.
- All dropped equipment should be picked up off the competition field immediately following your band's performance.

AMERICAN FLAG

If the American Flag is used during the competition, it will be the director's responsibility to see that the flag is guarded and shown proper flag etiquette and respect at all times.

OPERATIONAL RULES

- No band may use the contest field for practice on the day of the competition.
- Any musical warm-up taking place while another band is on the field in competition must be done in the designated warm-up area.
- Competing band directors may contact the contest director or his representatives. Directors may not contact any judge during the competition.

PENALTIES

- Violation(s) of stated rules:
- Minimum -.1 point; Maximum - 5 points.