

MISSOURI DAY MARCHING FESTIVAL
2011
PARADE COMPETITION FORMAT
7:30 parade lineup
8:30 parade start

The following format outlines the guidelines to be observed by ALL bands participating in the parade competition.

1. The parade competition will be classified according to MSHSAA guidelines for member schools on the basis of projected standard enrollment breaks for 2011-2012 in grades 9-12:
 - Class 1 - 119 students and below
 - Class 2 - 120-227
 - Class 3 - 228-568
 - Class 4 - 569-1174
 - Class 5 - 1175 students and above
2. Each band will be interspersed within the Missouri Day Parade.
3. The parade route is a little more than 1.1 miles in length. The judged portion will take place within the first fifteen blocks. The width of the street during the first four blocks is approximately thirty feet. Thereafter, the width is close to fifty-five feet.
4. As the competing band approaches each judging area, a parade monitor will display a sign approximately one block prior to the actual judging designating MUSIC JUDGE AHEAD, CORNER JUDGE AHEAD, BLOCK JUDGE AHEAD. Another monitor will be holding the appropriate sign (MUSIC JUDGE, CORNER JUDGE, BLOCK JUDGE) at the actual judge's location. The monitors holding the MUSIC JUDGE AHEAD and MUSIC JUDGE signs and the Music Judge will be on the band's left. The monitors holding the CORNER JUDGE AHEAD, CORNER JUDGE, BLOCK JUDGE AHEAD, and BLOCK JUDGE signs and the Corner Judge and Block Judge will be on the band's right. The Corner Judge and the Block Judge will be stationary in elevated positions. The Corner Judge will be almost straightaway; the Block Judge will be slightly to the right. The Music Judge is encouraged to move around.
5. The corner is a left one.
6. Bands are not required to play while executing the corner.
7. **Bands will NOT be permitted to stop to perform a routine.**
8. One judge each will be used to evaluate music, corner (marching and maneuvering), and block (general effect). Written and/or recorded comments will be given.
9. **Bands are asked to play repeatedly throughout the entire 1.1-mile parade route. More points could conceivably be available in the Block (GE) caption if you are playing.** After exiting the parade route left onto Normal, it is approximately .4 of a mile to the high school where your buses/equipment vehicles have been parked. You do not have to continue marching after you turn onto Normal; however, it is the quickest way to get to the high school.
10. Three trophies will be awarded in each class.