

Northern California Band Association

BAND REVIEW RULES AND REGULATIONS

PERSONNEL

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

PENALTY FOR USE OF NON-REGISTERED STUDENTS=DISQUALIFICATION

MUSIC SCORES

Each band is required to have 2 conductor scores of their competition music for the judges. These scores are either mailed ahead of time or turned in on parade day at the option of the local parade hosts. **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 FOR NO CONDUCTOR'S SCORES = 5 POINTS
(only 1 Score -3points)

INSPECTION

Standing inspection is an *optional* category for each Review Sponsor. If Standing Inspection is used at the Band Review, the standing inspection of all competing bands will be mandatory and will be taken before each band enters the warm-up area. The Inspection area will be clearly marked. **THE BASIS OF INSPECTION WILL BE CONSISTENCY, NEATNESS AND UNIFORMITY WITHIN A SECTION OR THE BAND BLOCK IN BOTH UNIFORM** (headgear, jacket, shirt accessories, gloves, trousers, skirts, shoes, ect) **AND PERSONAL APPEARANCE** (position, grooming, cosmetics, jewelry ect.). **EQUIPMENT AND INSTRUMENT CONDITION AS WELL AS POSITION WILL ALSO BE JUDGED. .**

In addition the following guidelines will be in force:

1. Inspection Judges will NOT use a recording.
2. Inspection Judges will NOT talk to any uniformed band member.
3. Inspection Judges will NOT touch any uniformed band member.
4. Inspection Judges will NOT go inside the band block.
5. Inspection Judges will judge each unit consistently.
6. Inspection Judges will spend the same amount of time on each unit.
7. Inspection Judges will/may begin judging on Auxiliary Units as they move across the inspection line.
8. No support {booster} personnel will be allowed in the inspection area while the unit is being inspected. **PENALTY: ONE POINT PER INFRACTION**
9. Inspection Judges may assess a one point penalty to any band for delay of inspection by a director or assistant. **PENALTY: TWO POINTS**

Additional Inspection Clarifications:

INSTRUMENT/EQUIPMENT POSITION - Like instruments, sticks, beaters, flags, I. D. shields, etc. must display uniform carriage and angle to each other as well as hand positions to instrument and body.

CONDITION - Instruments and equipment must be cleaned and polished free from spots and stains. Percussion sticks and mallets must not be broken, split, or bent. Dents in instruments or drum heads will not be counted against the unit. Auxiliary equipment should adhere to a pattern of uniformity and not display any frayed or ragged material.

FOOTWEAR - These may be of different manufacturer but must be uniform in color, reasonable style, and design. Socks must be a uniform color and not sagging at the ankles. Spats must not display any loose strings or laces and must be clean and uniform in color. Footwear regulations apply with equal force to auxiliary units. **No bare feet allowed Penalty 2 points per infraction**

NECK STRAPS - Neck straps for instruments must be uniform in color but need not be the same manufacturer. Each section of instruments will be judged separately (i.e. bass clarinet, alto saxophone, tenor saxophone, etc.).

HEADGEAR - Headgear is required for Drum Majors and Musicians. Headgear is optional for auxiliary units. Headgear consists of busbys, shakos, berets, caps, feathers, or equipment used on the upper portions of the head. Headgear must be uniform in style, color, and worn in the same relative position and same angle. If a chin strap is used it must be worn in a uniform manner and position. Plumes should be clean, straight, and uniform in color. **Sousaphone players may use alternative headgear because of the complexity of the instrument without writing a declaration.**

GROOMING - Band proper shall not use jewelry. Inspection errors will be one point for each piece of jewelry. Cosmetics and jewelry worn by auxiliary members must be worn in a uniform manor. Pins, clips, ribbons, bows, etc. must be used in a uniform manner by all members of the auxiliary unit in color, style, location, and angle on the head.

FACIAL HAIR - Facial hair will be allowed but must be neat, clean, and trimmed. Head hair must be neat, trimmed, and uniform in length.

AUXILIARY UNIFORMS - If auxiliary unit consists of both male and female members the uniform must follow that same color and style while allowing boys to wear trousers and girls to wear skirts.

Directors may make "**declarations**" for exceptions to the inspection guidelines. These declarations must be for **physical** (body size, body style, shoe size, etc.), **Non-Apparent Medical** (visually impaired, M.S., M.D., or other disorders), flowers or special additions to the uniform to signify leaders, seniors, or special circumstances. Medical bracelets must be declared. All declarations must be **IN WRITING** and **HAND CARRIED** by the band director or staff person and given directly to the inspection judge. These declarations must be in the hands of the inspection judge **BEFORE** the actual inspection starts on his/her unit. **Uniformity.** Being uniform within a section, or the whole band block.

Band Directors are allowed to be on the street during inspection but will not be allowed inside of the band block.

PENALTY FOR INSPECTION ERRORS = .1 POINT PER INFRACTION FROM THE TOTAL SCORE OF 100 UP TO A MAXIMUM OF 20 ERRORS OR 2.0

PENALTY FOR SUPPORT PERSONNEL IN INSPECTION ZONE = 1.0 POINT PER INFRACTION

PENALTY FOR DELAY IN INSPECTION ZONE = 2.0 POINT

WARM UP ZONE

A Warm up Zone will be located after the inspection area. The length of this zone will be a minimum of 450 feet. In this area bands may practice before entering the silent area.

SILENT ZONES

Silent Zones refer to those areas where the playing of music or any loud sounds is not allowed. Talking in the silent zone is not a violation.

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. **Only one person at a time will be allowed to keep cadence in the silent zone. NO RIM SHOTS** will be allowed. 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. The penalty judge in the competition zone will assess this penalty. 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.

PENALTY FOR PLAYING IN THE SILENT ZONE(S) OR INTERFERING WITH BAND IN COMPETITION ZONE = 5 POINTS PER INFRACTION

COMPETITION AREA

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.

1. As the band moves into position for competition the drum major or Director shall stop the front rank of the band on the Halt Line. Auxiliary units and drum majors are permitted to halt past the Halt Line.

2. Each band will be told when to enter competition. 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.

PENALTY FOR ENTERING COMPETITION AREA EARLY = 3 POINT

PENALTY FOR NOT STARTING ON TIME = 1 POINTS

PENALTY FOR MORE THAN 8 COUNTS OF STANDING ROLL OFF OR FANFARE = 1 POINT

PENALTY FOR NOT STARTING COMPETITION MUSIC BEFORE LAST RANK ENTERS THE COMPETITION ZONE = 2 POINTS

3. High School Band members are permitted 2 minutes and 30 seconds to perform in the competition zone. Junior High Schools, Middle Schools, and Intermediate Schools are permitted 3 minutes to perform in the competition zone. Timing starts with the first step across the "Competition Begins" line and ends at the "Competition Ends" line. Timing is done by any rank of band proper and does not include auxiliary units. Timing is done by the penalty judge provided by the association.

PENALTY FOR OVERTIME IN COMPETITION ZONE = 1 POINT

4. 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.

PENALTY FOR NOT TAKING SECOND ENDINGS ONLY = 1 POINT

PENALTY FOR NOT PLAYING CONTINUOUSLY = 3 POINTS

5. 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. Director Salute is optional.

6. NO PARENTS OR CHAPERONES WILL BE ALLOWED IN THE COMPETITION ZONE WHILE THE BAND IS PERFORMING.

OPTIONAL COMPETING UNITS

The following units are offered in competition at the option of the local band review. If these areas are offered they must follow the guidelines and rules of the Northern California Band Association:

1. DRUM MAJOR

The leader of the band in competition is the drum major. He/she is judged in separate categories. Separate categories that may be judged are Mace (long equipment/baton), Military (short equipment/baton), and Open (no equipment or baton). **FAILURE TO SALUTE THE REVIEWING OFFICER DURING COMPETITION WILL RESULT IN DISQUALIFICATION FROM ANY OF THE DRUM MAJOR COMPETITIONS.** The drum major will also be judged as part of the overall band marching and showmanship scores.

The Drum Major Must start the Band within 30 seconds. Over 30 seconds the Drum Major shall receive a 1 point penalty

2. PARADE AUXILIARY

The parade auxiliary unit shall consist of any combination of the following:
Tall Flags, Rifles, Identification unit, Majorette, Majorette Team, Sabers and Drill Team. There is no limit to the number of performers in each unit - **THE EXCEPTION** – is the I.D. unit: There must be no more than one person per letter with an option of two (2) escorts. Space letters (shields between words) are allowed and counted as a regular member of the I.D. unit.

ELIGIBILITY TO COMPETE AS AN AUXILIARY UNIT

The auxiliary unit must have a minimum of five (5) members. These Five members may be dispersed at the director's discretion, in any combination of Flags, Rifles or I.D. banner or letter carriers

Flags or Standards that are used to frame the band are ***NOT*** part of the auxiliary unit. However, the marching and showmanship judges will adjudicate the "flags or standards" as part of the entire marching ensemble.

The parade auxiliary unit may be staged either in front, behind or along side of the band. As the entire ensemble moves forward, the parade auxiliary may perform a re-present if they so wish.

The Auxiliary unit will also be judged as part of the overall band marching and showmanship scores.

Two adjudicators will judge the parade auxiliary unit and their scores will be averaged for placement in the event

(06/17/03)

PERCUSSION COMPETITION AREA –

The percussion competition area is designed to give percussion sections that do not get to display their best abilities during the playing of the competition march a chance to compete. The Percussion Zone will be a 250 foot zone. The Drum Major shall halt the first rank of the Band or Percussion on the start line. The percussion section may play from the band block or may position themselves in front of the band block for competition without penalty.

The percussion section may only use personnel who marched the entire parade route (including auxiliaries). ***STUDENTS WHO DO NOT MARCH ON A PERCUSSION INSTRUMENT DURING THE COURSE OF THE PARADE ROUTE MAY SWITCH TO A PERCUSSION INSTRUMENT PRIOR TO THE PERCUSSION COMPETITION ZONE. THESE INSTRUMENTS MAY EITHER BE CARRIED BY OTHER PERSONNEL OR PROVIDED BY BOOSTERS ALONG THE PARADE ROUTE.*** HOWEVER, NO "PIT" PERCUSSION MAY BE USED! All equipment must be carried.....no grounded equipment will be allowed during the performance. The percussion section must march forward during the playing of their competition music and ***at no time shall there be any marking time or any other hold up of the parade.*** The unit must maintain forward progress.

The penalty for violation of any percussion area competition rules will be ***DISQUALIFICATION*** of the percussion section.

BAND COMPETITION

Scoring in competition will be as follows: **MUSIC 500 POINTS; SHOWMANSHIP 300 POINTS; MARCHING 200 POINTS; TOTAL OF 1000 POINTS.** The number of inspection errors will be deducted from the competition score. Scores will then 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 that determine placing.

BAND CLASSIFICATION

Bands are classified by High School Size or Band size depending on the local Band Review preference. Junior High and Middle Schools must be in their own classifications. If Band size is used it will be by playing musicians. Do not count the Auxiliary unit.

Divisions and classification For Field

Classification of field bands is based on the number of total musicians (do not include auxiliary performers) in each marching band for the Field portion of competition effective Fall 2010. Musician is defined as any student performing a wind, brass, or percussion instrument (Field Conductors are not counted unless they play a musical instrument in the show)

Names of classifications are as follows

Class A	No greater than 35 total musicians
Class AA	36 to 50 total musicians
Class AAA	51 to 70 total musicians
Class AAAA	71 to 95 total musicians
Class AAAAA	96 and up or any number of musicians (a band in a lower Class may request to be in this division) Bands may not move down a division.

This system allows a band know where they stand for the entire season, who they are competing against, and that at any given time they will not be going up against a band that might be significantly larger (or smaller).

PROHIBITED ACTIVITIES

At no time will any of the following be allowed in any NCBA certified event:

1. Live animals.
2. Explosive Devices of any kind (includes guns).
3. Black out shows.
4. The release of lighter than air balloons of any size.

VIOLATION OF ANY PROHIBITED ACTIVITY =-5 POINTS

AMERICAN FLAG CODE

ANY INTENTIONAL VIOLATION OF THE AMERICAN FLAG CODE WILL RESULT IN DISQUALIFICATION OF THE ENTIRE COMPETING UNIT AND NOT BE ALLOWED AT THE AWARDS CEREMONY

A copy of the American Flag Code may be found on the last page of the NCBA membership directory.

AWARDS CEREMONY

Schools are limited to sending only **one (1) uniformed member** for each competing unit to accept awards at the awards ceremony. 1 Drum Major, 1 Auxiliary, 1 Percussion and if concert and/or Jazz only one Representative in their Concert attire.

Units that are accepting awards must be in full Uniform, Head Gear and Shoes.

COMPETITION MARCH

Each band director is allowed to select the march or music that his or her band will play during competition. There is no required march or list of marches but directors are encouraged to pick music that will provide the judges with the best basis for adjudication and comparison with other units.

REPEATED MARCH RULE

A band cannot play the same parade music within a three year period. A band may repeat that music on the fourth year.

PENALTY FOR REPEATED MARCH = 5 POINTS June, 2005