

RULES & REGULATIONS

CLASSIFICATION

- Preliminary Competition - Bands will be classified according to the number of wind instrument players. Bands may enter a higher classification but not a lower one. (NGMBC classes are aligned with the GMEA suggested class breakdowns)
 - Class A up to 40 winds
 - Class AA 41-59 winds
 - Class AAA 60-79 winds
 - Class AAAA 80-100 winds
 - Open Class 101 or more winds
- Finals Competition - There are no size classifications.

ADJUDICATION

- The NGMBC uses GMEA adjudication forms for caption style judging. Please note that the NGMBC does not use the GMEA scoring breakdown. It is the philosophy of the NGMBC to include percussion and color guard captions into the final score.

Scoring breakdown:

Music Performance: 20%
Percussion: 10%

Visual Performance: 20%
Color Guard: 10%

Music Effect: 20%
Visual Effect: 20%

Drum Major: 0%

Please note that Drum Majors will not be judged in finals.

If the contest is moved indoors (due to weather or otherwise), the scoring breakdown:

Music Performance 1: 20%	Music Effect 1: 20%	Percussion: 20%
Music Performance 2: 20%	Music Effect 2: 20%	

The following will not be scored: Drum Major: 0% Color Guard: 0%

- The following are rating definitions:
 - Superior 85 – 100
 - Excellent 70 – 84.99
 - Good 55 – 69.99
 - Fair 0 – 54.99
- Judges are prohibited from sharing comments/scores with other judges during the competition.
- Judges should numerically rank and score bands independently of class, size, performance order, etc as directed by GMEA score-sheets.

- All judges' recordings and recaps will be made available to you at the end of each award ceremony. Judges recordings will be placed in google drive folders and sent to director-provided email addresses during the awards ceremony.
- In the event of a tie for an overall score, the higher placement shall be issued to the band with the highest overall general effect score (average of combined Music Effect + Visual Effect total). In the event that the overall general effect score is also tied, the higher placement shall be issued to the band with the highest music score (average of combined Music Performance (Field) + Music Performance (Box) + Percussion).

SCHEDULING/TIMING

- Preliminary Performance - Order of performance within each class is determined by application and completed payment postmark. After registration, a band may change classes prior to the final schedule being released. Bands doing so will be placed at the beginning of that class, regardless of what class they are moving into or from.
- Finals Performance - Order of performance is influenced by scores in preliminary competition.
 - Bottom half of preliminary scores: Each director will draw a random time for performance in the first half of finals.
 - Top half of preliminary scores: Each director will draw a random time for performance in the second half of finals.
 - For Example: The bottom 6 scores randomly draw early performance times. Then the top 6 scores randomly draw late performance times.
- Bands are scheduled at 20 minute intervals. Performance times should be within a six-minute minimum and a twelve-minute maximum. Performance timing starts with the first note of music or movement after the band has been given the field for competition.
[-.5 point penalty for each minute or fraction of minute.]

FACILITIES/PERFORMANCE AREA

- The competition field will be the size and shape of a GHSA-approved regulation football field with five and ten-yard lines, hash marks (53'4"), sidelines and end zone perimeters clearly marked. Performers and/or equipment may go beyond front and rear sidelines up to 25ft. Performers and/or equipment may not go beyond outer end zone lines. Front, side and rear boundaries will be clearly marked with a yellow line.
[-.5 points penalty for each infraction.]
- Conductor podiums may be placed wherever is reasonably necessary and utilized by performers so long as performer access is unobstructed. Please note that there is a 6-lane regulation track surrounding the field, a fence enclosing the track, and multiple event tables and/or adjudicator areas placed on the track.
- No director, parent, or student from any participating band will be allowed in the press box or judging area. Violators subject to removal from stadium and/or campus.
- There will be assigned seating in the stadium for each group. Bands should sit in their assigned seating area.
- The entire South Forsyth High School campus, including the stadium, is an alcohol and tobacco-free campus. Violators subject to removal from campus.

PROPS/EQUIPMENT

- STAGING: Props can be assembled and staged beyond the side 1 and side 2 - (limited on side 2) endzone. We will work with you as best as possible to make these logistics work for you. You may leave props in the end zones after your preliminary performance.
- All equipment/props must fit through a 9ft, 6in gate (a standard double gate at most football stadiums) with an unlimited height requirement -OR- a 10ft 3in gate with a 15ft height maximum. For those with larger props, these may be constructed and/or staged inside the stadium so as long as it does not directly distract from a band performing on the field. Groups that become distractions are subject to removal from the endzone area.
- No residue or substance (I.E. glitter, powder, paint, etc) may remain in the performance area beyond the ensemble's 20 minute time interval.
[-5 point penalty up to disqualification for first infraction.]
- The use of any flammable substance (IE "fire batons", etc) is strictly prohibited.
[-10 point penalty up to disqualification for first infraction.]

WARM-UP

- Each band is allotted a 40-minute warm-up. Please help us adhere to this schedule. Our desire is that no band be kept waiting.
- Audible woodwind and brass warm-ups are allowed in official warm-up areas during assigned warm-up times. Please note that an audible amplified pulse (For Example: A Dr Beat and Megavox) are not allowed. Other organized band activities (such as visual warm-ups) are acceptable so long as they 1) do not interfere with the "flow" of the competition or logistics and 2) do not utilize an audible amplified pulse.
Please Note: We have a large empty field behind the stadium that you are welcome to use for visual/color guard warmups, so long as you do not use an amplified pulse or a jam block.
[-1 point penalty for each minute or fraction of minute of non-compliance.]
- Amplified "sound checks" for electronics and are permitted in the equipment parking area so long as they 1) do not interfere with the "flow" of the competition and 2) are not done within the stadium's line-of-sight or be heard from the stadium. Bands failing to comply will be asked to cease organized band activities.
[-1 point penalty for each minute or fraction of minute of non-compliance.]
- Percussion may not warm-up in the equipment parking area. Please note that we have provided special Percussion Warm-Up areas for you near the equipment area. Please note that an audible amplified pulse (For Example: A Dr Beat and Megavox) are not allowed in the percussion warm-up area.
[-1 point penalty for each minute or fraction of minute of non-compliance.]
- We have a fantastic setup for percussion warm-ups that is separate from the band warm-up area. All percussion groups will need to plan on using the special percussion warm-up areas. This will make getting your equipment to the stadium MUCH easier for you.

AWARDS/TROPHIES

- All band members who will participate in the awards ceremony must be in full uniform. Seniors and other officers are to report to their designated field locations. No other students will be allowed on the field during the awards presentation.

- We recommend that for preliminary awards, you send your designated band officers to accept awards and for finals, your seniors.
- Preliminary Performance - There will be trophies for all superior and excellent ratings. There will be trophies for 1st, 2nd, and 3rd place in each contest classification (band, drum major(s), percussion and color guard (auxiliary)). We will announce overall caption awards for Music Performance, Visual Performance, General Effect (the average of both judge's scores), Percussion, Color Guard and Drum Major captions.
- Finals Performance - There are no size classification awards. The grand champion traveling trophy will be awarded. All finalist bands will receive a finalist trophy.
- The grand championship band will be presented with a traveling trophy. The winning band will be permitted to keep this item until the following summer, when it will be retrieved by the North Georgia Marching Band Championships competition committee to be placed back in contention at that year's competition.

ADMISSION

- Chaperones will be admitted into the main spectator gate at the ratio of 1 chaperone per 10 students. Bus drivers and equipment truck drivers will also receive free admission (1 pass per bus & 1 pass per truck). Field crew will only be allowed entry onto the field/track area. Field crew members must purchase a ticket to enter the main spectator gate. All wristbands are provided to the band director at check-in.

OTHER

- All bands must perform in uniform.