



## PRE-EVENT INFORMATION

Updated Sep 24, 2019

### PHOTOGRAPHY AND RECORDING POLICIES

Still cameras are allowed into the stadium and may be used from stadium seating. Video recording is not permitted, with the exception of your band's Video Designee (see below).

### VIDEO DESIGNEE

You may assign one Video Designee to record your performance for training and educational purposes. Your designee may elect to use the taped off viewing area at the top of the grandstands for this purpose for as long as your unit occupies the field. In compliance with copyright law HEB ISD will not be providing video recordings.

### COPYRIGHT COMPLIANCE

You are required by law to obtain permission to arrange or adapt copyrighted material prior to creating the arrangement. As part of your HEB Marching Contest enrollment you acknowledged full responsibility for compliance with Federal Copyright Law of 1978 (17 U.S.C.101 et seq.) and any Regulations issued thereunder including but not limited to the assumption of any and all responsibilities for paying royalties which are due for the use of copyrighted works in Licensee's performances or exhibitions to the copyright owner, or representative of said copyright owner.

### ANNOUNCEMENT TIMING (BOA-STYLE: Submitted online prior to contest day)

Your four-minute set-up/warm-up time will begin at the cue of our Field Operations official. Three (3) minutes, fifteen (15) seconds into the four-minute set-up/warm-up time your announcement will be made as follows:

*"Joining us from [City, state] please welcome the [School name] Marching Band. [School name]'s show is entitled [Show title] and features [Musical selections]. The HEB Marching Contest is proud to present in preliminary/finals performance, Drum Major/s [Drum major/s] and the [Band nickname]."*

### DRUM MAJOR SALUTE

If the Drum Majors are going to salute it should occur as the announcement is happening (typically when they hear their names announced). However, a Drum Major salute is not necessary. Your choice.

### FINALS ADVANCEMENT AND PERFORMANCE ORDER

The top 10 scoring bands from prelims advance to finals, regardless of classification. Performance order will be determined by random draw at the Finalist Directors meeting. The top 5 scoring bands from prelims will receive the last 5 slots in finals. Class Champions from prelims will perform in finals exhibition, should they not be among the top 10 scoring bands.

### TWITTER RESOURCE - @HEBMarching

Photos, comments and updates will be posted on Twitter all day. The Finals Performance Order will be posted during the dinner break and full scoring recaps will be posted the day after the contest @HEBMarching

### ADMINISTRATOR INVITATION

We will gladly issue all-day passes and invite your administrators to the hospitality area of the Press Box. If you did not receive a pass for your admin to your email yet, simply contact Mark Chandler or John Pollard to arrange this.

## DAY-OF INFORMATION

### ARRIVAL AND CHECK IN

Arriving to Pennington Field: Buses & trucks enter via Hoot Smith Drive. Our traffic team will assist with parking. **Director check-in is now located in front of the Pat May Center on Hoot Smith Drive** [\[map linked here\]](#). Check in 30 minutes prior to warm-up time to receive badges, field passes and video designee pass. Spectators must enter using Stadium Drive.

### DIRECTOR BADGES AND FIELD PASSES

Up to six directors receive badges. Field pass holders travel through warm up and field performance with the band. Up to 25 are included. More may be purchased. You will receive these at check-in. Uniformed members do not need field passes.

### WARM-UP

There are three band warm-up areas and a separate pit warm-up area. Consult the [contest map](#). It is your responsibility to arrive to your warm-up area on time. If you arrive late you must still exit at the scheduled time. Volunteers will assist with timing and movement. Bands may not practice or warm up except at the designated times in the designated areas. Wireless microphones, transmitters and other devices may interfere with performances in the stadium so they may not be used in warm-up areas. Please avoid any wireless signals that may interfere with a performing band on the field.

### TIMING AND MOVEMENT

Band warm-up lasts 45 minutes. Pit warm-up lasts 30 minutes. We plan 10 minutes of travel time to the entry gate. 4 minutes prior to start time you will be released to the field for set-up/warm-up. You have 15 minutes total to enter, perform and exit the field. No minimum time requirement. Consult the [contest map](#) for field entry-exit information.

### ELECTRICAL POWER AND MOTORIZED VEHICLES

Electrical power is available at the 50-Yard line on the stadium wall at field level. Please bring your own power cords. All motorized vehicles must have a covering underneath the engine of the vehicle. At no time may a motorized vehicle be inside the playing area of the field. Vehicles can only be driven on the turf surrounding the field.

### FIRST AID AND WATER

There will be a minimal First-Aid station available. Dehydration issues are most common. Please make sure your students are well hydrated before warm-up and performance. There will be a volunteer on the front sideline (Side 1, 30YL) with emergency water during your field time. There will be water at the exit gate for your performers.

### RE-ENTRY

A wristband handed out by our Officials allows spectators to re-enter the stadium. Your students may re-enter with their band shirt. As we approach the end of prelims we may ask re-entering students to be seated on the visitors' side.

### DIRECTOR HOSPITALITY

A hospitality area for directors and your administrators will be set up on the P1 level of the Press Box at Pennington Field.

### DRUM MAJOR RETREAT

Every participating group will be recognized. If your drum majors will not be attending please inform us ahead of time.

### FINALS TICKETS FOR NON-FINALIST BANDS

If your band does not advance, but you wish to attend as a group, complimentary tickets can be provided for your students.

## JUDGING INFORMATION

### DIGITAL ADJUDICATION SYSTEM

The HEB Contest uses a cloud-based digital adjudication system. By mid-September you will receive an email to create or update your profile. Access to your commentary recordings happens exclusively through the App.

### COMMENTARY AND RECAPS

Judge audio commentary will be available in the cloud approximately 60 minutes after your performance. Your staff may login using your established credentials to access all recordings. There are no packets. All scores and recaps will be held until the end of the finals. Scores and recaps will not be released early under any circumstances.

### ADJUDICATION AND SCORING

Nine adjudicators will critique all components of the marching show and make constructive comments in an effort to promote improvement and solidify achievement.

Seven judges determine total score. The weight of the numbers places 60% of the value on music and 40% on visual, as well as 60% on general effect and 40% on performance. Each judge is assigned a specific area of focus. Ensemble and general effect judges are located at a vantage point from above. Individual performance judges are located on the field.

Percussion and color guard are critiqued by specialists focusing on those components, separate from the band as a whole. Their numbers determine placement within caption only and are not part of the total score

**WEIGHTING** – Adjudication sheets for each caption may be viewed on the contest website

20 points Music Performance Individual and 20 Points Music Performance Ensemble (Averaged)  
20 points Visual Performance Individual and 20 points Visual Performance Ensemble (Averaged)  
20 points Music General Effect 1  
20 points Music General Effect 2  
20 points Visual General Effect  
Percussion Evaluation for Caption determination only  
Color Guard Evaluation for Caption determination only

### PRELIMS AWARDS

Participation award for all bands  
Outstanding Color Guard in each class  
Outstanding Percussion in each class  
Outstanding Music in each class  
Outstanding Visual in each class  
Outstanding General Effect in each class  
3<sup>rd</sup>, 2<sup>nd</sup> place in each class  
Contest Champion in each class

### FINALS AWARDS

Outstanding Color Guard in Finals  
Outstanding Percussion in Finals  
Outstanding Music in Finals  
Outstanding Visual in Finals  
Outstanding General Effect in Finals  
5<sup>th</sup>, 4<sup>th</sup>, 3<sup>rd</sup>, 2<sup>nd</sup> place trophies  
Grand Champion trophy