

# MULVANE OLD SETTLERS DAY PARADE LINEUP / RULES / FLOAT GUIDELINES

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## Line Up Directions/Positions:

PARADE ENTRANTS WILL GATHER AT THE WD MUNSON PRIMARY SCHOOL PARKING LOT LOCATED AT 1007 WESTVIEW DRIVE, MULVANE, KS 67110.

- LINEUP BEGINS ANY TIME AFTER 9:00AM. DO NOT ARRIVE PRIOR TO 9:00AM, AS STREETS WILL BE BLOCKED FOR MOS ROAD RACE.
- ENTER OFF OF 2<sup>ND</sup> AVE TO AVOID ROAD RACE ACTIVITY.
- UPON ENTRY, THE PARADE DIRECTOR WILL GUIDE YOU TO YOUR STAGING/PARKING AREA.
- PARADE WILL END AT THE PARKING LOT NORTH OF THE MULVANE CHURCH OF CHRIST (302 S. 4<sup>TH</sup> AVE).

HORSES AND ANIMAL ENTRANTS WILL GATHER AT THE MULVANE CO-OP (220 S. POPLAR) AND WILL MAKE THEIR WAY TO THE PARADE STARTING POINT AT 11AM.

**Any questions contact Christy Carpenter, Parade Director - (316) 215-2009.**

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## General Rules:

- **Judging of Entrants Schedule**
  - Floats & Kids/Bikes
    - In place by 9:45am.
    - Judging begins PROMPTLY at 10:00am @ WD Munson Primary School. (1007 Westview Dr).
  - Horse Division
    - In place by 9:30am.
    - Judging begins PROMPTLY at 9:45am at the Mulvane Co-op (220 S. Poplar).
  - **Parade begins PROMPTLY at 11:00am.**
- **DO NOT THROW anything from moving vehicles, floats or animals.**
  - Walking participants are the only individuals that are allowed to distribute items - candy, balloons, flyers, etc.
  - A warning will be given if distribution behavior is not in compliance with rules.
  - **Failure to correct behavior immediately will be grounds for dismissal from the parade.**
- Youth teams and clubs will only be allowed to participate **ONLY if they have adult supervisor present at all times.**
- Floats must be stationary when loading and unloading participants and decorations.
- Participants should refrain from standing in the lanes of golf cart traffic while staging and judging is going on. Officials and judges need to be able to drive through aisles between floats at all times.
- **DO NOT STOP.** Participants must maintain forward motion at an appropriate speed to keep up with the flow of the parade at all times. Stopping is not allowed for any reason.
  - Any parade participant that causes a slowdown or gap in the parade progression will be given a warning.
  - **Failure to correct the problem immediately will be grounds for dismissal from the parade.**
- Vehicle magnets must be given to a MOS volunteer at the end of the parade route.
- **DO NOT IMMEDIATELY STOP AT THE END OF THE PARADE ROUTE.** Keep moving to an open area to unload. This will allow ALL participants the ability to flow through.

**Entrants not complying with these rules and/or not participating in a safe manner will be asked to leave.**

**Future participation of said entrant and/or their group will be at the discretion of the Parade Director and/or MOS committee.**

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## Float Judging Guidelines:

*The following criteria will be used to judge the float entries:*

- Float shall be decorated in a manner that reflects the theme. Those not portraying the theme will be ranked lower than those entries that do.
- Float should be colorful and eye-catching.
- The amount of time taken to construct the float (how much labor was involved) will be taken into consideration and ranked accordingly.
- All components (props/music/etc.) must be in place at time of judging. (This includes people).

A sweepstakes winner will be chosen from all float entries. This is the best overall float.

From the remaining floats, a 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place will be selected in each category.