



KELSEYVILLE PEAR FESTIVAL

SEPTEMBER 29, 2018

PARADE INSTRUCTIONS

NO ENTRIES WILL BE ACCEPTED AFTER SEPTEMBER 21, 2018

LINE UP AND NUMBER ASSIGNMENT

- Pick up your pre-printed assigned number placard at the registration table and affix it to the left front of your entry
- Sign in. Registration begins at 7:30am at the following locations:
 1. Equestrian units – Lions Club on Sylar Lane
 2. Pedestrian units – Umpqua Bank parking lot
 3. **Tractors – lower parking lot of Kelseyville High School**
 4. All other units – Kelseyville High School track

All entries MUST register prior to lining up (7:30-9:00am)

PARADE BEGINS PROMPTLY AT 9:30AM (NO LATE ARRIVALS)

KELSEYVILLE PEAR FESTIVAL GENERAL INFORMATION AND GUIDELINES

1. Parade entries should show some connection to pears. An award will be given to recognize the most creative use of pear-related themes.
2. All entries are asked to line up around the high school track. The ONLY exceptions to this will be the horses, tractors, and some pedestrian groups which will be assigned to other specific areas (see above).
3. **Every entry must be identifiable as a parade entry.** Those entries that are walking members of a group must be lined up together and stand out as a group different from the parade on-lookers. Consider having outfits or other costumes different from everyday clothing.

and/or

Have a large sign or banner in front of your group. Remember that the judges are on the south (left) side of the street so your sign, banner, and/or display should face left. It is important that entries be distinguishable from the general public and that on-lookers can easily identify your groups as you pass.

No items may be thrown from the parade entries into the crowd during the parade. This includes candy, balloons, etc. (We do not want to tempt members of the crowd to risk their lives by retrieving items that have landed in the roadway.) If you wish to give candy, etc. to the crowd, have walkers along with you who can distribute items safely at the sidelines.