



**FMBC**  
 SCORING SYSTEM  
*Copyright 1998*  
*Revised 2009*

PERFORMING UNIT \_\_\_\_\_  
 DATE \_\_\_\_\_ CLASS \_\_\_\_\_  
 REGIONAL \_\_\_\_\_

**TIMING** Total time allowed in the competition area is 15 Minutes. One extra minute is allowed if the band has exited the field and is moving towards the designated end line. This 15 (or 16) minute time includes the entrance to the field, the optional warm-up (if any), electrical set-ups and/or tuning, the entire performance, and the complete exit of all props and personnel. Penalty is 0.1 for every 3 secs. Show time minimum is 7 minutes and a maximum is 11 minutes.

<b>Band Enters Performance Area</b>	_____	Minutes	_____	Seconds
<b>Band Clears Performance Field</b>	_____	Minutes	_____	Seconds
<b>Band Clears designated end line</b>	_____	Minutes	_____	Seconds
<b>Total time in Performance Area</b>	_____	Minutes	_____	Seconds

*(Absolute maximum - 16 Minutes. See instructions above.)*

**Seconds Over Maximum** \_\_\_\_\_

Penalty = 0.1 per every 5 secs

<b>Show Begins</b> (Timing begins at 4 minutes even if the show has not begun)	_____	Minutes	_____	Seconds
<b>Band Performance Show Ends</b>	_____	Minutes	_____	Seconds
<b>Total show time</b>	_____	Minutes	_____	Seconds

*(Absolute minimum 7 Minutes - maximum 11 Minutes - See Instructions Above)*

**Seconds Over Maximum** \_\_\_\_\_

Penalty = 0.1 per every 5 secs

**BOUNDARIES** - A line 12 feet in front of the front sideline from goal to goal cannot be breached by performers (equipment may extend across this line). Infraction must be a complete step or thought - not just reaching over the boundary to get equipment. All performers must be in the competition area within 1 minute of the beginning of the show. No performers may leave the competition area at any time during the show. No adults may participate in holding or moving of props during the show (exception - when high wind conditions may endanger a performer - advance approval of Contest Director for holding props in high wind conditions is required).

**VIOLATIONS** (List and define as necessary)

Penalty = 0.1 per infraction

**CLASSIFICATIONS** - Penalty is 0.5 point for every wind player over OR UNDER the allowable minimum or maximum. Wind players are counted based on simultaneous performance. E.G. If a Drum Major performs on one song and a different Drum Major performs on another song, these individuals would count as one wind player - not two. In case of unusual situations, consult the Contest Director.

CLASS 1-A 0-35 Winds	CLASS 1-A 0-35 Winds
CLASS 2-A 0-35 Winds	CLASS 5-A 86 Winds and up
CLASS 2-A 0-35 Winds	

Penalty = 0.5 per person over or under

**OTHER VIOLATIONS** - Flag Code Violations - 0.1 per incident. Conducting of the ensemble by a director or other individual during performance - 0.5 per incident. A director or staff member may make a one-time adjustment of sound equipment but may not continually adjust equipment during performance - penalty 0.5 - 3 points. Unsportsmanlike behavior - 0.5 to 3.0 points. Residue on the field, non-live electronic music, animals, pyrotechnics, or hazardous materials - penalty at the discretion of the Contest Director up to and including disqualification.

**VIOLATIONS** (List and define as necessary)

Penalty = 0.1 per infraction

**TIMING AND PENALTY**

TOTAL SCORE