

GRAND PARADE RULES AND REGULATIONS

PARADE STARTS AT 2:00 PM

- A. Please check in at the designated area (corner of SR 39 and Lakeview Drive).
- B. Buses will drop passengers off at the line up area and then continue on SR 39 West to the Millersburg Pool for parking.
- C. **SEMI CABS AND LARGE FLOATS MUST BE AT LINE UP AREA BY 10:30A.M.** If semi's show up after this time you will not be permitted to participate in our parade. All other parade entries need to arrive by 1:00 p.m.
- D. **SEMI'S MUST BE CAB ONLY** unless it a flatbed trailer which will be used by an organization to ride on as a float.
- E. **NO CARS** are permitted in parade line up area if they are not in the parade. Please turn onto Lakeview Drive so that you can turn around. **DO NOT turn onto Briar Lane to drop off!** If your group is lined up on Briar Lane, the police will cross pedestrians over. You must drop off parade participants and continue moving. Any parked cars may be towed. Please pass this information on to the parents of any youth participants.
- F. If you are walking out to the parade line-up from town please walk on the sidewalks and grass only.
- G. Be respectful of those allowing us to line up in their yards – **PICK UP YOUR TRASH** before the parade begins!
- H. Trophies only will be awarded immediately following the parade at the reviewing stand. Decisions of the judges are final. No trophies will be mailed or hand delivered.
- I. All units must complete the entire parade route.
- J. **QUEENS** - All queens will be lined up at the luncheon and brought to the parade line up in order. If you will not be attending the luncheon then you must have your car at the line up area by noon and **must** note as such on the entry form or you may be placed at the end of the parade.
- K. Candy and objects are not permitted to be thrown from floats or moving vehicles. You must have walkers for distribution of these items.

Any questions, please contact Tara Dalrymple at 330-473-3210 or email at tara.dalrymple@gmail.com.

THANK YOU!