



2019 RADFORD HOLIDAY PARADE RULES AND REGULATIONS FOR ENTRY

Please read all rules before sending in application.

- All entries must display decoration depicting the holiday season. This year's parade theme is: "Light Up the Night".
- The parade route will line up on East Main Street between Tyler Avenue and University Drive Bridge and proceed westward along Main Street to the Central Square Shopping Center.
- Line-up will begin at 6:30 PM, with the parade stepping off at 7:30 PM. Entrants should be in place no later than 7:15 on Dec. 6, 2019 to ensure participation. Please do not arrive before 6:30 PM.
- Please arrive and check in as one unit. Entries comprised of multiple people must assemble elsewhere, prior to arriving at the parade line up area. Due to safety, individual "drop-offs" of participants will not be permitted within the parade line up area.
- Each accepted entry will be assigned a space (or spaces) in the parade. You must stay in your assigned space(s) until the parade step off at 7:30. Please follow all instructions of the parade officials and Radford City Police.
- The materials used in construction of floats shall be fire-retardant and shall be subject to such requirements concerning fire safety as determined by the Radford City Fire Chief.
- Amplified music or sound is permitted but it may not interfere with the sound of other units.
- If a parade participant wishes to distribute candy, please use care in dispensing to spectators.
- Parade participants are expected to follow floats ahead of them in a timely and safe manner. Please pay attention to the floats ahead of you as to not create too much space, spreading the parade out. Listen to the instructions of the parade marshals along the route.

APPLICATIONS MUST BE RECEIVED in the mail or e-mail, BY 5:00 PM, on November 26, 2019.

Radford Parks and Recreation
Attention: Donna Wolfe
200 George Street Radford, VA 24141
Donna.Wolfe@radfordva.gov

Questions can be directed to Jenni Wilder at 540-731-3603 or Jenni.Wilder@radfordva.gov