



123rd FOUNDERS DAY

Theme: "Today's Treasures, Tomorrow's Traditions: Cherishing Silliman's Gifts"

STRICT IMPLEMENTING GUIDELINES FOR THE PARADA SILLIMANIANA

1. The PARADA SILLIMANIANA 2024 will be a rain-or-shine activity. The theme for the Parade will be "**BACK TO THE PAST,**" to reminisce the fun memories and give honor to our active but not tired Alumni's.
2. A Unity Service will be conducted prior the start of the parade. All contingents are expected to be at the Amphi-theatre by 1:00 o'clock in the afternoon.
3. Contingents shall proceed immediately to their designated areas (see the pre-departure arrangement for reference) after the Unity Service. The parade begins at 2:30 p.m., following the approved route.
4. The contingent for Alumni groups shall be limited to 50 participants who may ride on their floats and/or rented vehicles, while academic units are allowed a maximum of 100 participants including faculty and staff. They shall be on foot or may use an e-scooter/rollerblades/skateboard/bicycle if they wish to do so. Should they decide to use any of the latter, **wearing a helmet is required. Motorcycles are not allowed.** Members of the academic units who are not part of the parade shall go directly to the Filomeno Cimafranca Ballfield and occupy their designated places inside the oval.
5. Each participating unit shall be allowed to have one float only and one other vehicle for support. The design/concept of the float should depict the theme: "**Today's Treasures, Tomorrow's Traditions: Cherishing Silliman's Gifts**". Materials used in decorating the floats should not violate environmental standards and the city's ordinances and should not be against safety measures. Floats and support vehicles, after passing the Reviewing Stand (Grandstand), shall exit through the gate beside the Col Roman T. Yap Hall, SUROTC Center (east side of the oval). All vehicles are not allowed to park inside the ballfield except for the University vehicles.

PARADA SILLIMANIANA will feature some competitions:

- a. Street Dance Competition (**LINE DANCE**)
 - b. Cheer Competition
 - c. Best in Float Design and
 - d. Showdown Dance Competition
6. Upon entering the ballfield, the participating units shall proceed towards the Reviewing Stand (Grandstand) to be duly acknowledged; then proceed to their designated places inside the oval and join the other members of their group.
 7. Points will be deducted from participating units if members are seen carrying plastic water bottles and if their trash is not thrown responsibly. Everyone should be responsible for keeping their areas clean after departure.
 8. Giving out/throwing candies to the public during the parade is **STRICTLY NOT ALLOWED.**
 9. In the event of an emergency and in case of heavy rain, a contingent may decide not to join the parade and may proceed directly to the Filomeno Cimafranca Ballfield.

Special Reminders:

*Faculty, staff, and students are required to **WEAR** their ID at all times.

***Wearing face masks inside the campus is highly encouraged** and everyone is also encouraged to bring antiseptics/disinfectant (ethyl/isopropyl alcohol).

*Single-use plastic materials (e.g. water bottles, tarpaulins, balloons, etc.) must be avoided, following the [Silliman University Environmental Principles, Policies and Guidelines](#).

*Everyone is recommended to bring their own water tumblers, use cloth streamers or banners, and **REFRAIN** from using balloons.

*Bringing of backpack(s) is discouraged.

Street Dance Competition (LINE DANCE)

A line dance is a choreographed dance in which a group of people dance along to a repeating sequence of steps while arranged in one or more lines or rows.

GUIDELINES:

1. The participating contingent must have a minimum of 20 performers and a maximum of 30 performers that are bonafide alumni and officially enrolled students of Silliman University.
2. Performances shall be done along the City Streets and should continuously move forward without stopping.
3. Judging will be done while passing the intersection of Lee Super Plaza wherein a big speaker will be installed and the music will be played in loop in the area.
<https://tinyurl.com/LineDance2024>
4. The attire or costume of the performers must be appropriate to this year's Parada Sillimaniana theme, "**BACK TO THE PAST**". You may wear out of the world attires but just keep it decent, secured, and environmentally friendly.
5. Explicit content and obscenity **ARE NOT ALLOWED!**
6. The winners will be determined by the judges based on the criteria listed. Any breach of the above guidelines may result in a deduction or, in the worst-case scenario, disqualification. The judges' verdict is definitive and irreversible.

CRITERIA FOR JUDGING

- a. Choreography & Originality – 30%
(Innovation in movement, structure, and expression.)
- b. Coordination – 15%
(Execution of movements, considering the synchronization and seamless interaction between performers)
- c. Relevance to Theme – 15%
(Highlights key elements to the given theme, "Back to the 80s" and exemplifies contextual relevance through performance)
- d. Attire/Costume – 10%
- e. Overall Impact – 30%
(Quality and impact of the entire presentation, leaving a lasting impression on the audience.)

Total: 100%

Cheer Competition

GUIDELINES:

1. The competition is open for both Alumni and Academic Units of Silliman University participating the Parada Sillimania 2024.
2. The participating contingent must have a minimum of 20 performers and a maximum of 30 performers that are bonafide alumni and officially enrolled students of Silliman University.
3. Parade contingents must prepare a **CHEER** of not more than 2 minutes long that should be performed immediately upon arriving the reviewing stand or before their dance showdown performance.
4. The use of marching band instruments are allowed provided that it is **portable**.
(e.g.: trombone, snare drum, flute, clarinet, saxophone, trumpet, cymbals, bassoon, etc...)
5. Costume is a criterion of the cheer competition, and the dominating color worn must reflect the academic unit's color.
6. Props are allowed provided they do not violate the university's [Environmental Principles, Policies and Guidelines](#).
7. Curses, vulgar and offensive language including the use of pyro technic & fireworks are strictly prohibited!

CRITERIA FOR JUDGING

(Best-in-Cheer)

a. Alumni/College Cheer – 25%

(Enthusiasm, energy, and positivity of participants to engage and uplift the audience)

b. Costume & Props – 25%

(Creativity, craftsmanship, & appropriateness of costumes and props to make a visual impact. Sets each college apart due to distinguishable color and design)

c. Choreography – 25%

(Organization and synchronization of movements among participants throughout the parade. Must not disrupt parade flow as contingents follow the route)

d. Overall Performance – 25%

(Overall quality and impact of all elements that add to the parade's entertainment value, thematic coherence, and audience engagement with observation to the university environmental policies)

Total: 100%

Best Float Competition

GUIDELINES:

1. The competition is open for both Alumni and Academic Units of Silliman University participating the Parada Sillimanihana 2024.
2. Design of FLOATS must be constructed wherein viewers on both sides of the street are able to view. This includes decorations and trimming if necessary.
3. Any type of material may be utilized during construction as long as it doesn't contravene environmental standards, oppose safety measures of the University, or violate any city's ordinances.
4. Draft/Final float design is a requirement to be submitted, 3 days before the scheduled parade (August 23, 2024) to the committee through email: rodolfoblocsinjr@su.edu.ph.
6. Floats should complete the entire parade route and must pass by at the Reviewing Stand for final Judging.
7. The winners will be determined by the judges based on the criteria listed. Any breach of the above regulations may result in a deduction or, in the worst-case scenario, disqualification. The judges' verdict is definitive and irreversible.

CRITERIA FOR JUDGING

(Best-in-Float)

a. Creativity & Design – 30%

(Originality and innovation of the float's design: colors, materials, visual elements)

b. Relevance to the theme – 20%

(Highlights key elements to the given theme, "Back to the 80s" and exemplifies contextual relevance through performance)

c. Environmentalism – 30%

(Commitment to sustainability, with the use of eco-friendly materials, and the promotion of environmental awareness and conservation)

d. Overall Aesthetic – 20%

(Overall visual appeal, artistic quality, harmony of elements, & with observation of the university environmental policies)

Total: 100%

Showdown Dance Competition

Alumni and Academic Units participating shall have their performance upon arrival at the Reviewing Stand after the group has been recognized.

GUIDELINES:

1. The participating contingent must have a minimum of 20 performers and a maximum of 30 performers that are bonafide alumni and officially enrolled students of Silliman University.
2. The contingents should provide their own music with an upbeat tempo of not more than three (3) minutes long (original composition is not a requirement; existing 60s to 90s songs **should** be used and can be mashed up).
3. Submission of the final mp3 music including the list of the title of the songs/music used is a requirement and must be submitted 3 days before the scheduled parade (August 23, 2024) to the committee through email: rodolfoblocsinjr@su.edu.ph.
4. Judging will be done during their performance upon arrival at the Reviewing Stand
5. Explicit content and obscenity **ARE NOT ALLOWED!**
6. The winners will be determined by the judges based on the criteria listed. Any breach of the above guidelines may result in a deduction or, in the worst-case scenario, disqualification. The judges' verdict is definitive and irreversible.

CRITERIA FOR JUDGING

- a. Choreography – 25%
(Creativity, variety of dance styles & Difficulty)
- b. Execution and Synchronization – 25%
- c. Originality/Uniqueness/Construction Quality – 10%
- d. Attire/Costume – 10%
- e. Overall Impact – 30%
(Showmanship, intensity, projection and attire)

Total: 100%