



2016 Gulf Breeze Holiday Parade Entry Form

Saturday, December 3, 2016, 10:00 AM



Parade Theme:

“Merry Masquerade”

Entry Fee: By Wednesday, November 3rd: \$10.00 for non-profits, \$25.00 for all others (Fee due with registration form. Fee **will not be** collected on date of parade.)

Placement in parade lineup is on a first come/first serve basis. Lineup takes place on the bus ramp behind Gulf Breeze Elementary, Middle, and High Schools beginning at 8 AM. Your number is a designation for the prize judging. Please have this number displayed prominently on driver’s side of vehicle.

PARADE REGULATIONS:

- * *Please see ALL Parade Regulations on back of this form.*
- * All entries are asked not to have a Santa. Santa will ride on the fire truck at end of parade.
- * All entries should limit the number of vehicles to no more than two.
- * All animal waste must be cleaned up DURING the event.

Complete parade entry form. Make checks to “City of Gulf Breeze”. Mail or drop off payment to:

City of Gulf Breeze

Attn: Nathan Ford

1070 Shoreline Dr, Gulf Breeze, Florida 32561

Tel: (850) 934-5115 Fax: (850) 934-5114 Email: nford@gulfbreezefl.gov

ORGANIZATION: _____ NON-PROFIT: Yes ___ No ___

CONTACT PERSON: _____ EMAIL: _____

ADDRESS: _____ CITY: _____

STATE: _____ ZIP: _____ CELL PHONE(S): _____

Type of Entry: (check category and answer appropriate questions):

1. Float _____

2. Band _____ How many members? _____ Type of Band _____

3. Marchers/ Dancers _____ How many? _____

4. Horse & Rider _____ How many? _____

Music on your float or with your group? Yes ___ No ___

Payment Method: Visa ___ MasterCard ___ Check ___ (check one)

If Payment by Credit Card, credit card number _____

Expiration Date: _____ Signature of Cardholder: _____

Billing Address: _____ ZIP Code: _____ CVV Code: _____



2016 Gulf Breeze Holiday Parade Entry Form

Saturday, December 3, 2016, 10:00 AM



Parade Theme:

“Merry Masquerade”

2016 Holiday Parade Participant Regulations

- Line-up starts at 8 AM. All parade entrants should be in line no later than 9:30AM.
- Line-up is along the Bus Ramp behind GBHS, GBMS, and GBES. Enter the ramp from Gulf Breeze Parkway at the entrance between Gulf Breeze Elementary School PE field and Gulf Breeze Area Chamber.
- Judging will begin at 9:00AM. Ribbons will be given out prior to the parade, so they can be displayed on the winning entrants. 2015 Ribbons: “Best in Show”, “Best Holiday Spirit”, “Grand Marshall’s Choice” and the “Top-Hat Award” - a special award honoring the memory of beloved City of Gulf Breeze Mayor Lane Gilchrist.
- Parking is available at the GB Elementary, Middle, High School and GBHS football stadium parking lots. Please don’t park your cars in the GBHS back parking lot. This is the pre-parade staging area.
- Please adhere to instructions by the police, parade officials.
- **SAFETY!** Please be aware of children at all times during the parade. Keep a CONSTANT slow speed, avoid sudden stops & starts. Parade walkers should walk alongside floats and vehicles not in front, behind, or in-between a vehicle and a float.
- **SAFETY!** Please do not allow parade participants to get on or off a float/vehicle while it is moving. If you have small children participating, please provide handrails and have adult monitors along both sides of your float/vehicle.
- Be sure all drivers have a parade route map. Suggested speed no greater than 15 m.p.h.
- Portable toilets will be available at the GBHS parking lot.
- Please clean-up all animal waste along parade route as it occurs. This is a “must” for obvious reasons. ☺
- Holiday music only.
- Please do not have a Santa Claus on your float as the real Santa has cleared his schedule to ride on the GB fire truck at the end of the parade.
- Gently tossing candy & beads is okay but please don’t stop your vehicle to do so; please keep moving.

Parade Questions?

Call Nathan Ford at the City of Gulf Breeze
(850) 934-5153 or visit www.cityofgulfbreeze.com

Or the staff at Gulf Breeze Area Chamber:
(850) 932-7888 or visit www.gulfbreezechamber.com.