

2010 Lawndale Youth Day Parade - Pirate Days

Saturday, April 24, 2010 – 10:00 a.m.

Registration Procedures

1. Complete one of the following two forms:
 - General Entry Form if your group is just interested in participating and having a good time. In the past the parade has included: classic cars, non-profit groups, school groups, church group, youth organizations, local businesses, etc.
 - Competitive Entry Form if your school group is interested in competing in one or more competitive categories such as: band, majorette, percussion, color guard, drill team, drum major or miscellaneous. These entries will be judged by the Southern California School Band and Orchestra Association (SCSBOA).
 - Note: The “Word” version of either form can be completed and returned via email, or the “.pdf” version of either form can be printed, completed manually and hand-delivered, mailed or faxed.
2. Complete the following form:
 - Cable Announcer Form describing your group, car or organization. This information will be used by the parade announcers to tell the public about your entry. This information will also be included in the post-parade DVD. Common information to be provided should include, but does not have to be limited to the following: name of group, history of organization, location, number of members, purpose and reason for participating.
 - Note: The “Word” version of this form can be completed and returned via email, or the “.pdf” version of the form can be printed, completed manually and hand-delivered, mailed or faxed.
3. Return the forms to the City of Lawndale Community Services Department in one of the following manners:

Us Mail or Hand Delivery: Lawndale Community Services Department
Attention: Youth Day Parade
14616 Grevillea Avenue
Lawndale, CA. 90260

Fax: Lawndale Community Services Department at (310) 676-9471.

Email: mestes@lawndalecity.org

Note: Please mention Lawndale Youth Day Parade in the subject line if emailed.

Registration Deadline:

Thursday, March 18, 2010 - 5 p.m.

No exceptions!