



SCHOOL-O-RAMA 2026 GUIDELINES

Registration Deadline: Friday 29th May 2026

Date: Friday 10th July 2026

Location: Trevor Bailey Sports Ground SE21 7HA

Time: 10.00am – 3.30pm

ABOUT SCHOOL-O-RAMA

School-O-Rama is a steelband competition and festival for school steelbands, emulating the Panorama competition held annually in Trinidad and the UK. The event celebrates the exceptional musical work and achievements of school steelbands in the UK.

The competition, originally named Classorama, began as an initiative to foster a true Panorama atmosphere among parents, teachers and pupils, encouraging creativity and musical excellence.

Participants are encouraged to perform any song from any genre, transforming it into a creative calypso piece. This format allows children and young people to enjoy and familiarise themselves with the Panorama competition style from Trinidad & Tobago.

RULES FOR SCHOOL STEELBAND COMPETITION

- Arrangement Length: 4-6 minutes.
- Music Genre: Any genre, transformed into a calypso song, must be an original arrangement.
- Music Structure: Include a relevant introduction, a verse, a chorus and a short jam.
- Categories: Separate categories for primary and secondary schools.
- Band Size: 7 to 20 pupils from the same school.
- Percussionists: Up to 3 of any age, not included in the band size, not required to be from the school.
- Drummer Requirement: Each band must include a drummer.
- Entries: Schools may enter up to 2 steelbands.
- Media Consent: Required for all participating pupils.

BLOCKORAMA

Blockorama is an opportunity for steelbands to showcase their repertoire in a festive, communal setting, inspired by Trinidad and Tobago's tradition where steelbands perform for each other. UK carnival steelbands also host annual Blockoramas during the summer.

Steelbands are recommended to have a minimum of 3 songs for performances lasting up to 20 minutes, depending on the number of participating bands. Bands can participate exclusively in Blockorama or combine it with the competition.