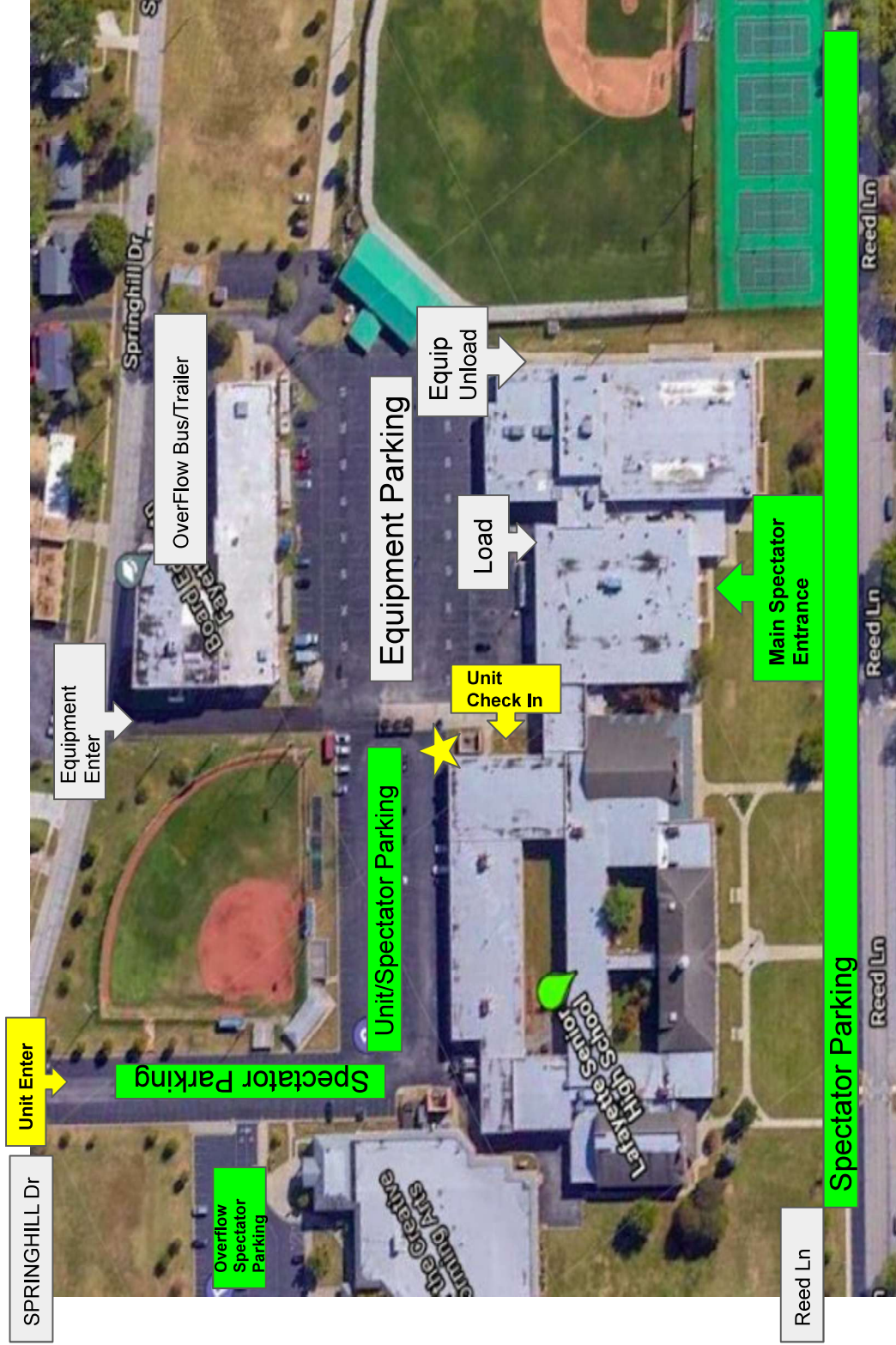


Outside Facilities

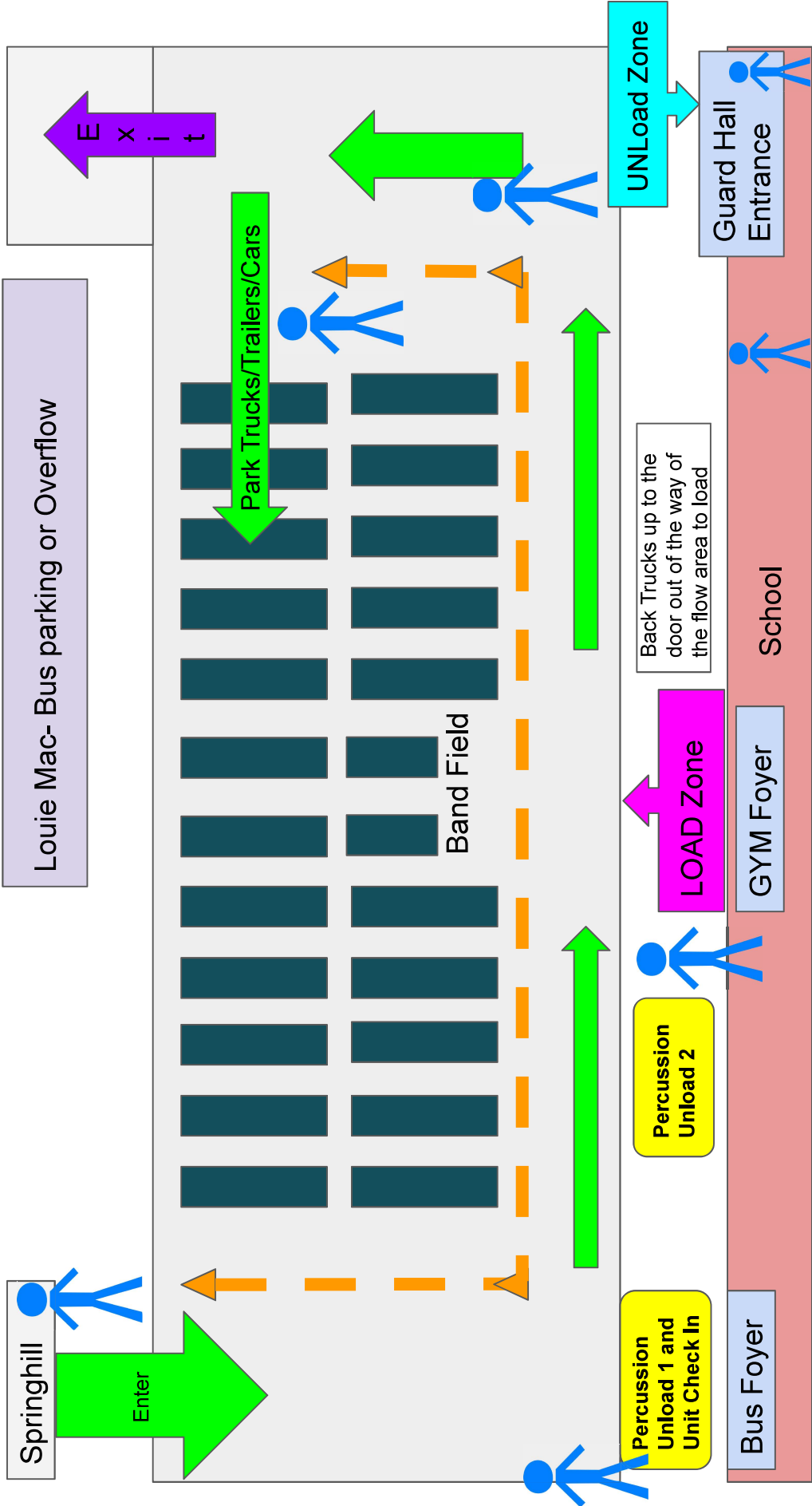
Map



★ Unit Drop off and Walk to Check in

Units and Equipment need to enter on Springhill Dr

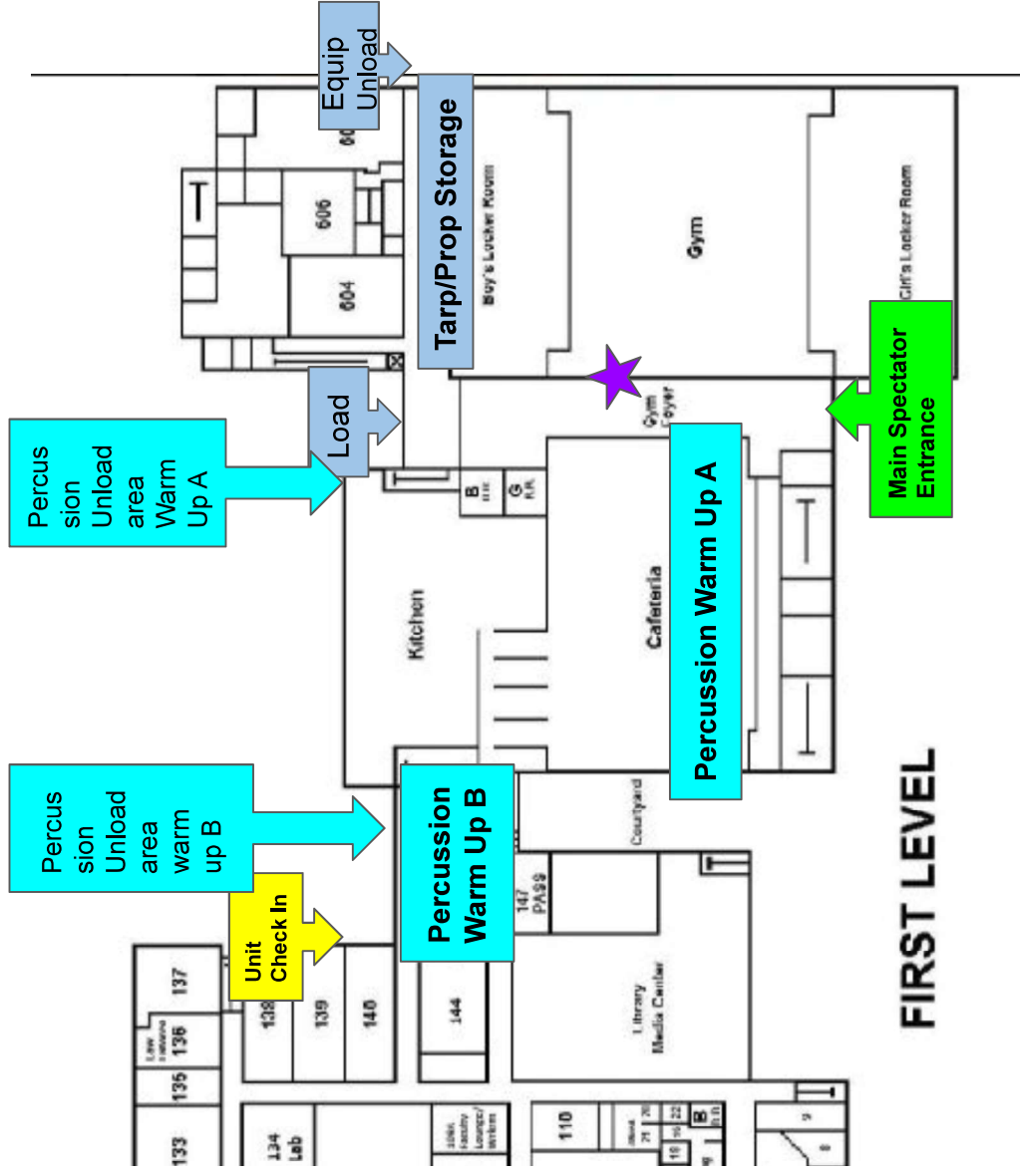
Spectators can enter on Reed Ln or Springhill Dr



Inside School Map First Floor

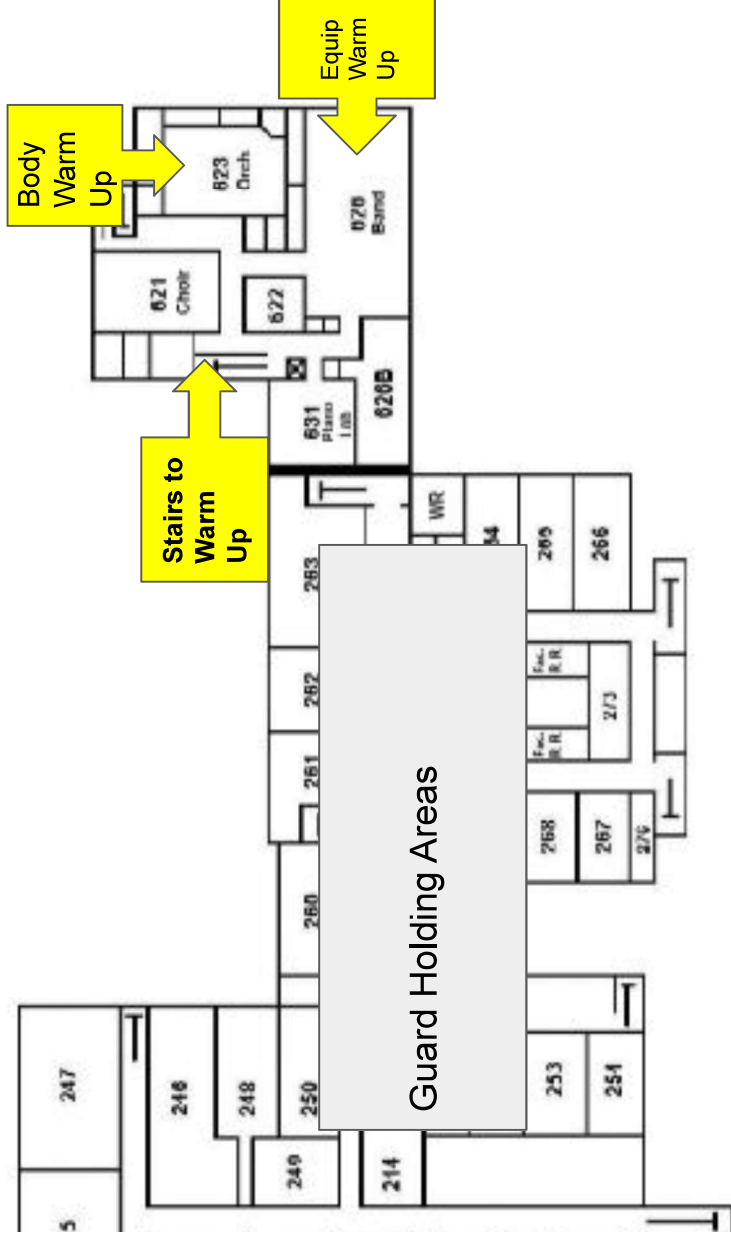
★ Performer Entrance

During Percussion we will use Check in Area 1 after the last percussion warm up in warm up area a we will transition back to our original plan of bus foyer check in.



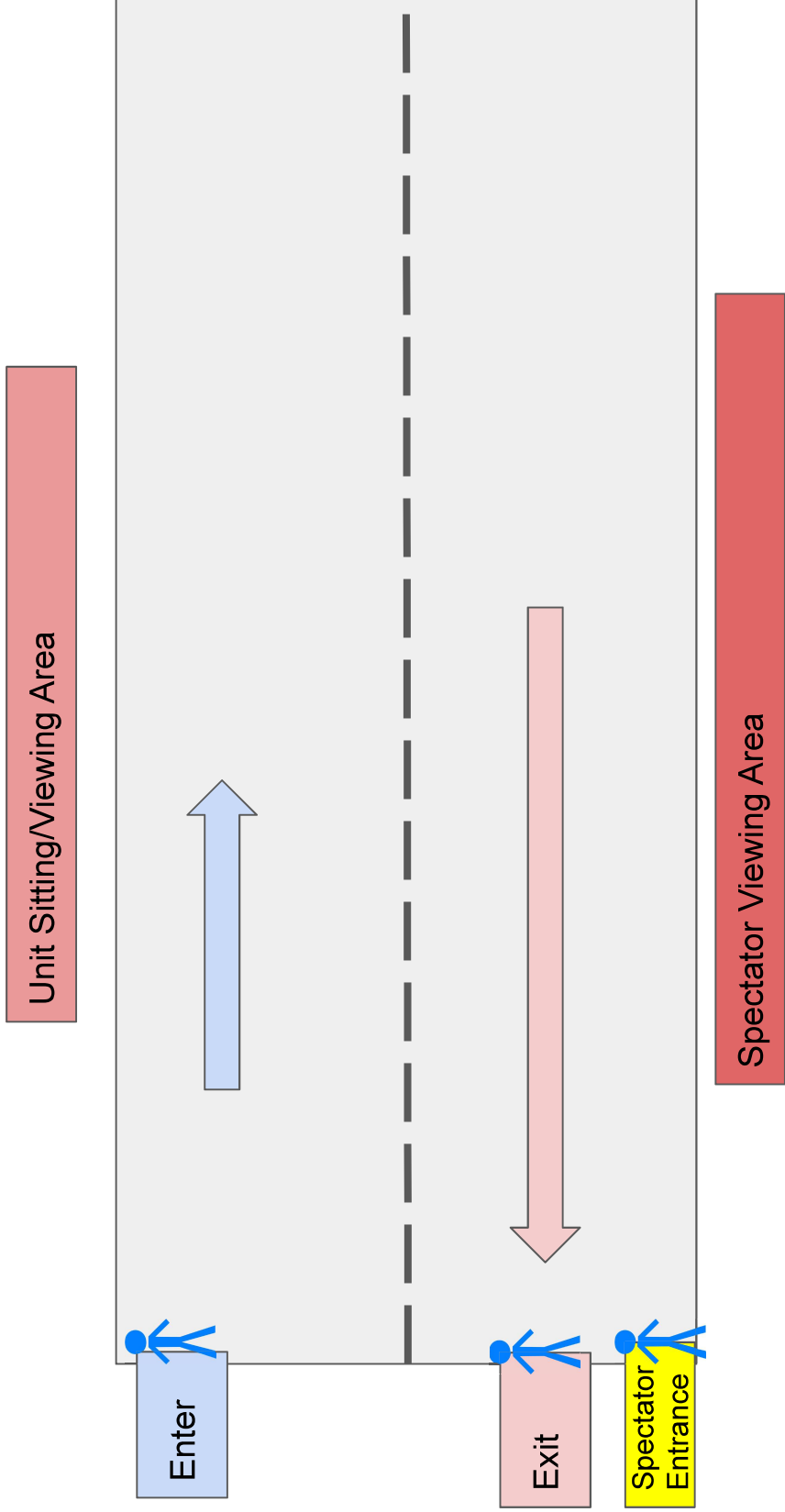
Inside School Map Second Floor

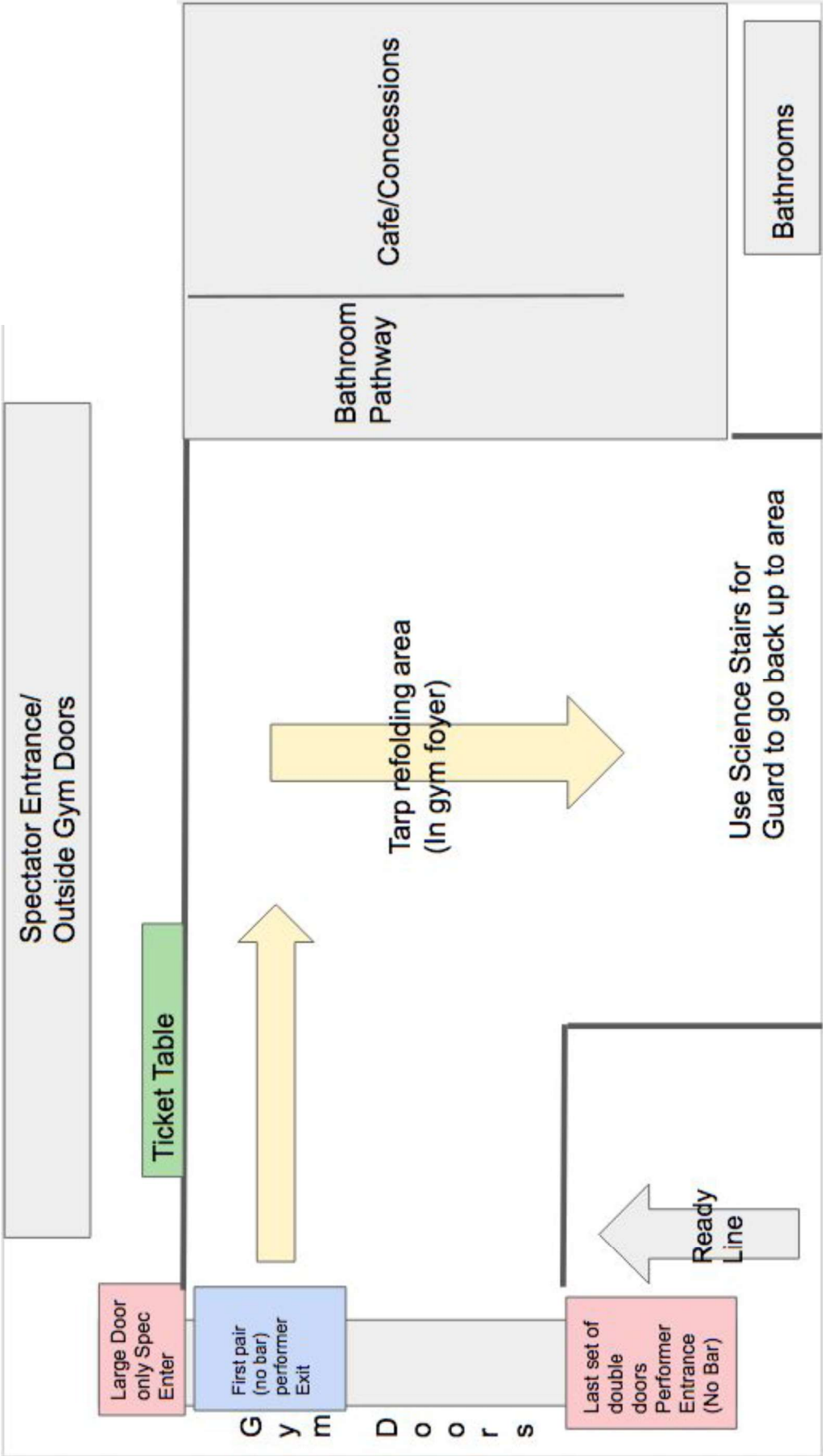
Guard will walk downstairs from holding areas, then upstairs to warm up, and then back down to performance gym.

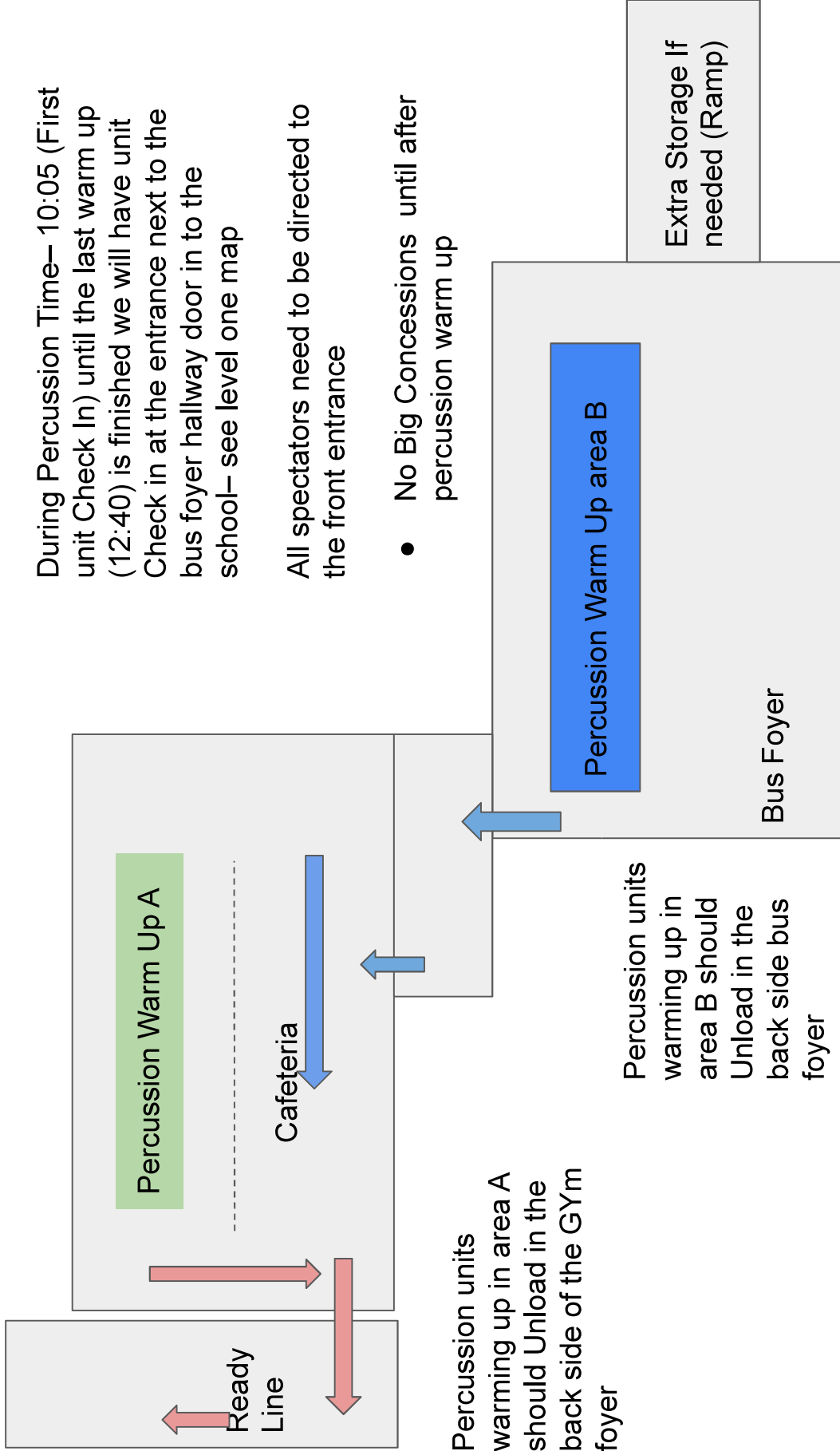


SECOND LEVEL

Floor: Horizontal Entrance







During Percussion Time— 10:05 (First unit Check In) until the last warm up (12:40) is finished we will have unit Check in at the entrance next to the bus foyer hallway door in to the school— see level one map

All spectators need to be directed to the front entrance

- No Big Concessions until after percussion warm up

Percussion units warming up in area A should Unload in the back side of the GYM foyer

Percussion units warming up in area B should Unload in the back side bus foyer

Extra Storage If needed (Ramp)

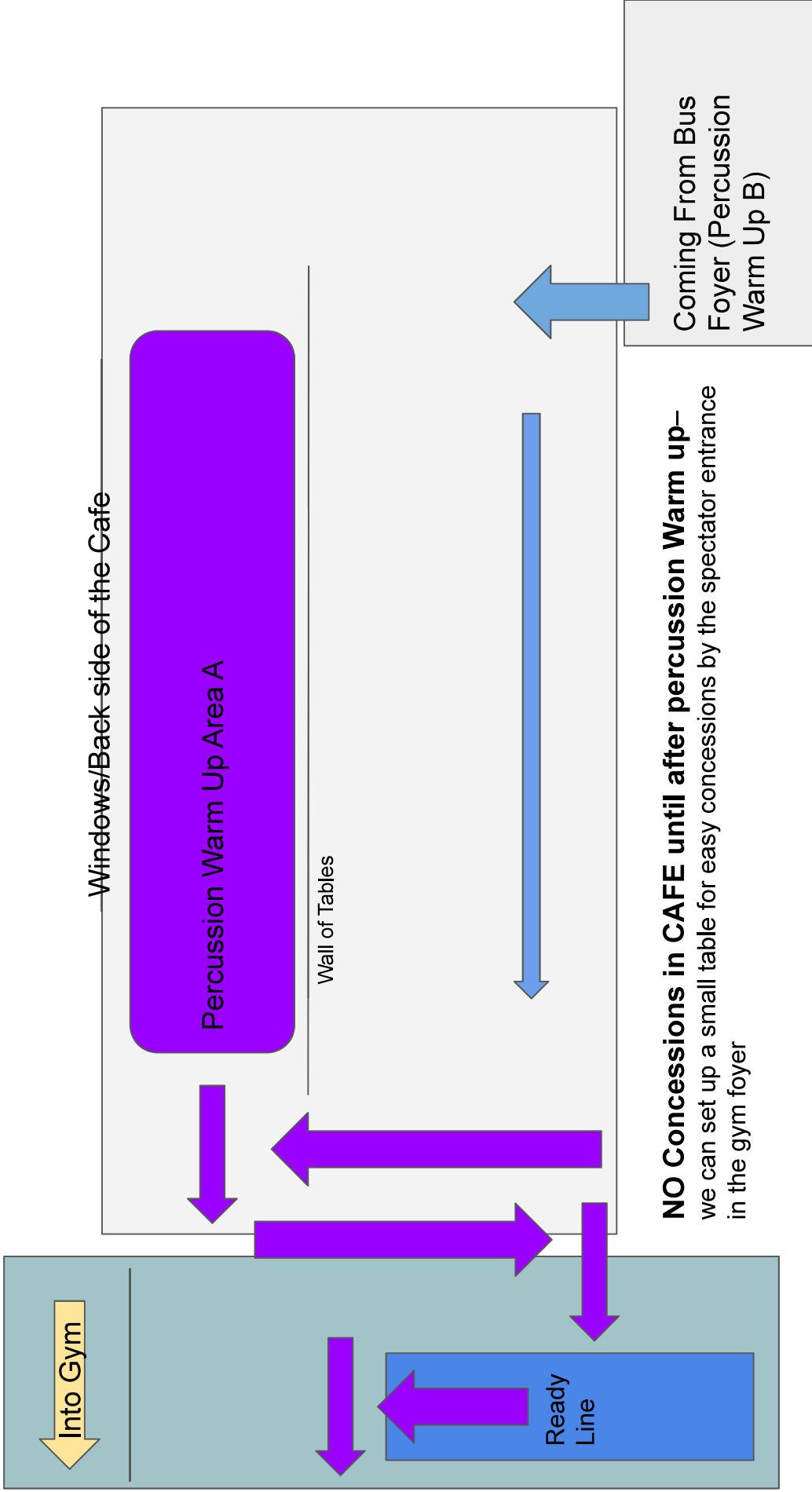
Percussion Warm Up area B

Bus Foyer

Percussion Warm Up A

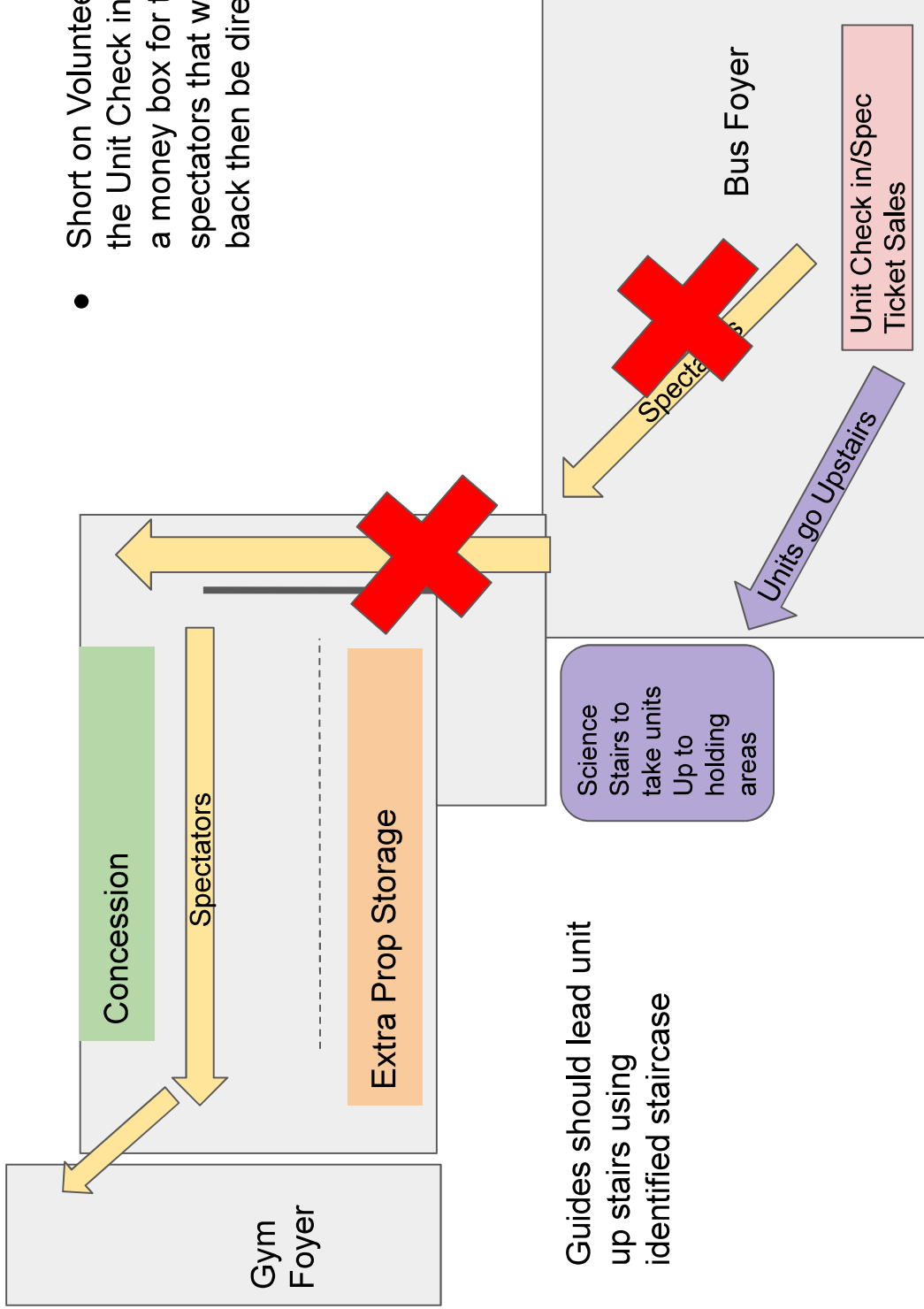
Cafeteria

Ready Line

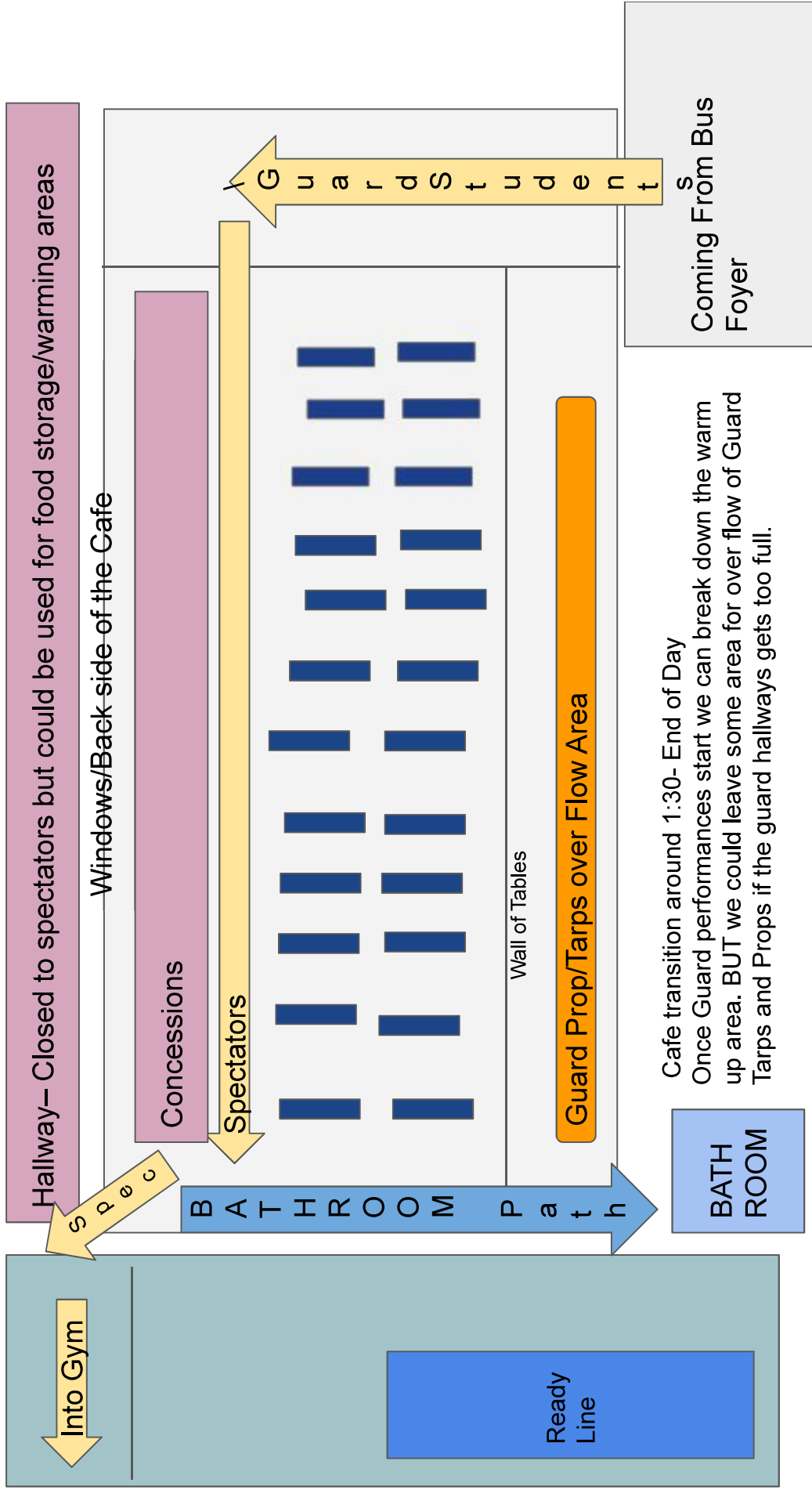


TRANSITION AFTER PERCUSSION WARM UPS

- Short on Volunteers— I suggest the Unit Check in also just have a money box for the few spectators that will enter in the back then be directed the path



Guides should lead unit up stairs using identified staircase



Cafe transition around 1:30- End of Day
 Once Guard performances start we can break down the warm up area. BUT we could leave some area for over flow of Guard Tarps and Props if the guard hallways gets too full.

