



CONTEST: Saturday, March 30, 2019

HOST: Halftime Hardware, Tarpley's Music and Greenwood Band Boosters

LOCATION: Dorothy Garret Coliseum, 1001 Birdwell Lane, Big Spring, TX 79720

CONTEST COORDINATOR: Brian Gruben brian@capaux.com

ADMISSION: \$15 adults, \$10 students

Free for Children less than 5 years old

Free for up to 8 Floor Crew members, \$3 for additional floor crew members

Band Directors, Bus Drivers, Truck Drivers, may use a school issued I.D. to enter the show for free.

CONTEST SPECIFICS:

Check-in Time: Please make sure to check in at your designated time. Check in is at the southeast entrance of the arena. Solos and Ensembles will check in and pay your entry at this location.

Bus Parking: Bus Parking will be in the east parking lot between the arena and the football stadium. It will be marked.

Timing line: **We will be using a horizontal timing line. You will pull your floor front to back.**

Guards: You will enter the floor from the front right side and exit the rear right side. Your floor and smaller props will come through this area with the guard. You can use carts to bring your floor into the performance area but you must carry it off to get out of the performance area so we stay on schedule. You must cross the halfway point going back for the timer to stop. Larger props can be stored on the east side of the arena and brought on from that direction.

Percussion: You will enter the arena from the ramp on the east side of the building. You will also pull floors back to front. This means all equipment, floor and props will need to go forward over the halfway point for the timing to stop.

Guard Contest Flow: Units will enter the Body Warm up at their designated time, followed by the Equipment Warm up, and finally the Performance Gym. The circuit will provide a detailed schedule (see map.) Please keep in mind that the warm up rooms are racquetball courts so they are only 40ft x 20ft. The warmup rooms are on a middle level between ground level and the arena floor. Stairs will be used to move from holding to warmup and then to the performance floor. There is an elevator you can use to take your floor to the bottom level.

Percussion Contest Flow: Percussion units will be in the east lot next to the arena. You can park your transporter there but buses will have to be in the bus section of the lot. You will have unlimited practice time in the lot. Your guide will advise you when to start moving to the ramp entrance to the arena.

Inclement Weather: There will be no inclement weather plan. Percussion Units, please plan on warming up outside unless there is severe weather. In the event of severe weather, please keep an eye on communications from CCGC for up-to-the-minute details

Floor Folding: If you need to refold your floor it will have to be done outside on the south side of the arena.

Props / Floor Storage Area: Props will be brought in through the ramp entrance on the east side of the arena. Floors can be stored in this area or taken through check-in and taken to the west hall and down the elevator to the bottom floor. Floor can be stored there also. If you store your floor on the east side, you will have to bring your floor to the performance area from that side.

Video Taping: There is NO VIDEO RECORDING ALLOWED. Please refer to the CCGC Website or Facebook Directors page to see the policy.

Props: All props should be properly taped, padded, and secured.

First Aid: A first aid station will be setup in east hall of the upstairs level.

Participant Seating: All participants will be able to watch the remainder of the show from the Home side of the gym only. See the map.

Meal Deal pick-up: Meals will be available at the Merchandise Area which is on the north concourse by the main entrance. Pizza's will be in hot boxes. You can pay for your meals at the time of pick-up by either check made out to Caprock Auxiliary, credit card or cash.

Retreat: Full unit

Judges Critique: No Critique at Championships.

