

MT. VERNON

PERCUSSION MIGRATION FLOW INSTRUCTIONS

PERCUSSION DIRECTORS – both warm up rooms have **1 double door with middle bar removed entrance/exit**. Mt. Vernon and AIA are hoping these instructions will help in optimizing the traffic flow to and from the warm up rooms as we know there can be some bottlenecking issues in both warm up areas. Please take a moment to review these instructions and convey them to your students.

FIRST AND FOREMOST...please be sure everyone is considerate of each other to ensure a pleasant and enjoyable experience for all. When migrating to or from a warm up room, always stay to the right of the hallway to allow enough space for groups to pass each other in the smaller hallways. If you all work together, we are positive the migration will work out well for all involved.

Please view the Percussion Flow Map when reviewing these instructions:

“Unit Check In” is at the front of the building (SEE BLUE ARROW MARKED UNIT CHECK IN). We are asking that only the director or a unit staff member check the unit in. Once you have checked in and you have your packet, accompany your bus/students past the school and park in the bus parking area. Make sure you give your students their wristbands as they will enter the school through the same doors as the spectators. “Unit Holding” is the green circle to the left of the spectator entrance and “Equipment Unloading/Loading” is straight down that long hallway to the back of the school (SEE MAP FOR EQUIPMENT UNLOADING/LOADING). If you are driving yourselves; **George Mason University**, please either park in the front in Spectator Parking or pull around to the Equipment Unloading/Loading and meet your trucks.

There are 16 percussion units scheduled to perform.

If you are the first unit to enter in to Warm Up B; **Loudoun County HS**, and you don't have any equipment wider than 39 inches, you can unload at the “Unit Check In” entrance and store your percussion equipment in the area marked “On Deck Holding for Warm Up B”.

If you are the first unit to enter in to Warm Up A; **Atlee HS**, and you don't have any equipment wider than 39 inches, you can also unload at the “Unit Check In” entrance and store your percussion equipment in the area marked “On Deck Holding for Warm Up A”. This holding area is midway up the hallway along side the Warm Up B room. You need to make sure you are not blocking the enter/exit for Warm Up B, though.

All other units, please unload your equipment and stow it in the locker bay area just down from the Spectator Entrance. As you bring your equipment, floors, and props down that long hallway, please note the area on the map marked “On Deck Floor/Prop Stow”. You can place your floors and props neatly in this area as there will be no spectator traffic here and it will be easily accessible to you when it is time for you to be on deck to perform.

Since both warm up rooms have only one double door enter/exit (marked with the double triangle), we are offering a single wide entry door for your battery players. These are noted by the single triangle. We are hoping this will help speed up the enter/exit doors.

If you are the next percussion unit to enter either warm up rooms, please make sure you are staged in the On Deck Holding areas noted for either room. This will help keep the doorway clear for the exiting unit and the hallways should be just about clear as well.

The hallways should fit two units passing each other as long as you make room for each other. Hopefully by stowing your floors and props near the On-Deck area, this will help the flow go more smoothly.

As always, please walk the path to warm up and performance area prior to actually going in to warm up so you can get an idea of the distance to perform and the migration path. Please make sure you are exiting your warm up room in a timely fashion. For timekeeping purposes, at one minute remaining on your warm up time, you will be asked to pack up your equipment and prepare to leave warm up.

Thank you for your cooperation and please let us know if you have any questions.