

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 warmup rooms as we know there can be some bottlenecking issues in both warmup 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 warmup 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)

There are 21 percussion units scheduled to perform.

If you are the first unit to enter in to Warm Up B (Fairfax City Percussion), and you don't have any equipment wider than 39 inches, you can unload at the “Unit Check In” entrance and place your equipment in Warm Up “B”. **You cannot begin warming up until your actual warm up time. Placing your equipment in the room is to help minimize congestion.** The second unit to enter Warm Up B, can also unload their equipment at the “Unit Check In” door and store your equipment in the on-deck area for Warm Up “B” (see image in site information).

If you are the first unit to enter in to Warm Up A (Empyrean Winds), 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 inside Warmup “A”. **You cannot begin warming up until your actual warm up time. Placing your equipment in the room is to help minimize congestion.** The second unit to enter Warm Up “A”, can unload their equipment at the door noted on the map and store their equipment in the hallways marked as On-Deck to Warm Up “A”. This holding area is midway up the hallway alongside the Warmup “B” room. You need to make sure you are not blocking the enter/exit for Warm Up B, though. You can also line up to the right of the double wide entry/exit door for Warm Up “A” and around the corner, but do not block the entrance to floor folding.

All other units, please unload your equipment at the door noted on the map 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 warmup 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 warmup room, 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 warmup room in a timely fashion. For timekeeping purposes, at one minute remaining on your warmup 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.

WARM UP A (AUX GYM)

EMPYREAN WINDS	5:24 PM
COLONIAL FORGE	5:46 PM
HAYFIELD	6:04 PM
WEST POTOMAC	6:22 PM
SHERANDO	6:54 PM
JOHN CHAMPE	7:12 PM
MILLBROOK	7:30 PM
ARLINGTON COUNTY	7:48 PM
FREEDOM	8:16 PM
EMPYREAN PERC.	8:26 PM
GEORGE MASON	8:59 PM

WARM UP B (G100)

FAIRFAX CITY	5:37 PM
WOODGROVE	5:55 PM
WESTFIELD	6:13 PM
POWHATAN JV	6:31 PM
MASSAPONAX	7:03 PM
CHANTILLY	7:21 PM
WOODBIDGE	7:39 PM
POWHATAN VARSITY	8:06 PM
THOMAS JEFFERSON	8:26 PM
SOUTH COUNTY	8:48 PM