



Atlantic Indoor Association

Atlantic Indoor Association Championships

Facility:

Hampton Coliseum
3000 Coliseum Boulevard
Hampton, VA 23666

Points of Contact:

Nancy Ro – 703-489-9014
Carly Philp – 804-389-3274

Ticket Prices:

Adult \$25
Child (5-12) \$15

Unit Directors & Staff must wear the credentials provided by AIA for the current season.

Wristbands: Each registered unit will be provided with performer wristbands and a maximum of 10 staff/volunteer wristbands. The wristbands must always be worn.

Unit Check In: Is in the main entrance lobby. If you are in town on Friday, you may report to the coliseum to check in and pick up your packet until 5:00 pm. Between 6:30 pm and 9:00 pm, you may check in and pick up your packet at the Hyatt Place located at 1905 Coliseum Drive, Hampton VA 23666. If you miss either of these times, please report to the coliseum on Saturday and/or Sunday to check in and collect your packet.

Arrival/Unit Parking/Bus Parking: Please review the maps packet for instructions specific to colorguard/percussion & winds. The directors should report to unit check in and gather their packets. Make sure your performers, volunteers, and staff are given their wristbands as they will need to be wearing them to enter the Coliseum to unload your equipment, floors, and props. Follow the arrows to the back of the coliseum for unloading (you must have your wristbands on).

Vehicles: The back lot is for unloading and loading ONLY. PARKING IN THE BACK LOT IS PROHIBITED. ENTRY IS ONLY GIVEN TO THE VEHICLES THAT HAVE THE PARKING PASS.

Volunteer Check In: Is in the main entrance lobby. Volunteers should arrive 15 minutes before their shift starts to receive instructions on working the area they signed up for and ask any questions you may have.

Unit Hosts: No unit hosts will be provided. ALL Directors must review the maps provided and walk the facility to ensure you and your performers understand the migration flow.

Prop/Equipment Unloading/Storage: Floor, equipment, and prop unloading is in the back of the coliseum in between the two tents. Your floors, equipment, and props should be brought into the coliseum through the equipment unloading area and stored inside and to the right. To ensure ample room for everyone, please bring your items to this area when your class begins or towards the end of the previous class.

Prop/Floor Migration: Colorguard → you finish warm up, you will go back down the stairs, walk by the floor, equipment, and prop storage area, gather your items, and head straight to the On-Deck area.

Percussion/Winds → After you finish warming up in either the “LOT” or the tent, you will enter the coliseum and gather your floor and props in the area just inside and go straight ahead to the On-Deck area.

Unit Holding Area: There is no specified unit holding area. There is plenty of space on the main concourse area or on either end of the seating area that you may find an area to store your items. It is the performers/unit’s responsibility to take care in keeping track of their personal belongings.

Performer Dressing Room: There are performer restrooms on the lower level of the coliseum. Please use this area for dressing and primping.

NOTE: Performers, please refrain from using the spectator's restrooms for dressing.

Body Warm-Up: Body warm-up will take place in a room on the lower level of the coliseum; the Chesapeake Room. Once body warm-up is completed, follow the arrows to the equipment warmup, which is upstairs on the backside of the main concourse. As with regular events, you will receive your allotted warm-up time based on the schedule. (See timekeeping below)

Equipment Warm-Up: Equipment warm-up will take place on the main concourse on the backside of the coliseum. As with regular events, you will receive your allotted warm-up time based on the schedule. (See timekeeping below)

Warm-Up Tents – Percussion: There will be two warm-up tents available in the back area of the coliseum. Both tents are 30' X 50' with separate entrance/exit. These warm-up tents will be used in the event of inclement weather. Otherwise, warm-up will be held in the "LOT".

The "LOT": Please look at the maps to see where the assignments are located. The designated spaces are in the middle parking area in the front of the coliseum. There are sidewalks available as you migrate to the back of the coliseum. Your equipment trucks can turn in the warm-up area but be mindful of the students that will be in that area to ensure there are no accidents. Please have your students unload the trucks quickly. The trucks may remain in the lane as long as you need, BUT will need to move prior to you leaving your spot. The truck must stay parked in the front lot until after your performance. Only at that time can they move to the back of the Coliseum to be loaded. You will pass by the equipment/floor/prop storage to gather your items and then report to on-deck. The distance from the "LOT" to the back of the coliseum is approximately 750' to 1,000'. ****OF NOTE** There is no power to the "LOT" area. Each unit is responsible for providing their own generators for power, if needed.** Review the schedule for your assigned times and ensure enough time for migration.

Warm-Up Room Timekeeping: As with all event timekeeping, the timekeepers are instructed to keep to the times on the printed schedule. It is important that you are at your warm-up area a little early to ensure you are not late entering the warm-up rooms. You must also exit the room in a timely fashion. There are separate entrances and exits to all warm-up areas so as a unit is exiting their warm-up, the next unit must enter.

The timekeepers will begin timing upon the first person entering the warm-up room and not the last person and this will coincide with the time on the schedule.

It is important that you understand you must be completely out of the warm-up room by the noted "Transit" time on the schedule. If you are not out of the room by the "Transit" time, we will be late.

Performance Area: Is located inside the main arena of the coliseum.

Sound/Announcer Table: Will be in the bleachers near the center of the performance area. Colorguard, please make sure you do a sound check prior to your performance time.

Director Seating During Performance:

Directors will be permitted to sit in the same bleachers as the sound/announcer table OR they may be able to access the upper levels via doorways at the top of the sound/announcer bleachers. This will be determined during set up of the arena.

Timing Line: Is a vertical timing line for all units.

Flash Photography, Videotaping, and Host

Furnished Photographer: Flash photography is strictly forbidden. Your flash can cause a performer to lose their concentration or trip causing injury to the individual and perhaps deduction in score. **Pictures are allowed but do not use a flash.** Due to copyright laws, there should be no unauthorized **videotaping** at any time. Public display of any video in social media and through other digital means is strictly prohibited. A photographer will be on hand throughout the day and pictures will be available to view/purchase within a month from the event.

Floor Folding: Is located just outside the performance area exit. Once your floor is folded, please follow the signs to equipment loading.

Equipment Loading after Performance:

Once you finish folding your floor, please exit the coliseum through the area noted on the maps to load your equipment back into your trucks, vans, or trailers. Please load quickly as to not cause a backup in the loading area.

Concessions: Are available on the main level of the Coliseum.

Vendors and Team Tables: Member units can request a table to sell novelty items only free of charge. Food sales are prohibited. Please complete a fundraiser form which is available on the North Champs page and submit to Nancy Ro by March 18, 2022. Please understand it is the unit's responsibility to follow the rules set forth on the form and understand that AIA is not responsible for any broken, loss, or theft of items/monies and AIA is not responsible for any damages caused to the coliseum by a member unit.

Recaps, Score Sheets and Critique:

Scoresheets will be available at the announcers table after each competitive class. Recaps will be available at the end of the night. Critique will not be provided for colorguard per arrangements made previously with the

Chief Judge and those units attending WGI Champs in Dayton. Critique will be available for the percussion units attending WGI Champs in Dayton. The location will be in the Judge's Hospitality.

Unit Retreat: Every member of a unit will line up for retreat. You will be called for retreat by the AIA announcer. Please proceed to the equipment/prop storage area where you will be lined up in order by class.

Awards: There will be one awards ceremony at the end of each day.

First Aid: Will be offered in the lower level of the coliseum; however, due to potential liability situations and limited volunteers capable of providing such services, the first aid room can only offer minor assistance such as band aids and ice packs. Aid beyond that will require a 911 call to an EMT. Local medical facilities are listed on a separate page within this packet.

NOTE: no bubbles, confetti, helium balloons, or streamers of any kind are allowed during the awards ceremony.

Best of luck to all competing units today!!

