

Evergreen High School

COLORGUARD AND PERCUSSION SHOW

February 27, 2010

February 15, 2010

Dear Director,

PLEASE READ THIS ENTIRE LETTER!

Welcome to our 12th annual Evergreen Winterguard and Winter Percussion Show. Enclosed you will find the information you will need to make this a successful day for your percussion line and colorguard. We are looking forward to an exciting show, and appreciate your reading of all of the important information enclosed.

Arrival: When you arrive at Evergreen High School a guide will meet you and your buses in front of the school and will direct you to the parking and warm-up areas. Please advise your bus drivers to turn North at 143rd Ave.

Coordinators: The Evergreen High School Boosters will be the contest coordinators. If you need to reach them during the day, they will be available at the check-in table or the lobby of the gym throughout the day.

Headquarters: The headquarters will be located in the gym foyer.

Emergency Number: Danny Orrantia cellular phone (480) 272-1077

Bus & Equipment Vehicle Parking: Upon arrival there will be individuals and signs directing you to the parking areas (see enclosed maps). Colorguard equipment can be stored in the Auditorium Lobby or the Health & Human Services hallway. Please see the enclosed list for your designated storage area. All props must be stored in the courtyard (see map of school). **You are responsible for your own props and equipment and making sure they get to the unit entrance.**

Warm-Up Areas: For all colorguard units, the warm-up area is located in the upper gym. Upon arrival, you will be given a host who will guide you to this room and all other areas at your designated time. We have had problems in the past with unit members causing damage to the facilities, so there is to be **no tossing or spinning of any kind** until you get to your designated warm-up area. You may stretch in any open area on campus, but you will not be permitted to spin or throw. Directors, please take care of informing ALL staff of this.

