



**MID EAST
PERFORMANCE
ASSOCIATION**

Circuit Championship 2022 FINALS

NUTTER CENTER

Performing Group Information

Contest Administrators:

Julie Noble (937-657-6560) – Color Guard Finals

Wyatt Heinz (937-542-1789) – Percussion & Winds Finals

Admissions - CASH or CARD at the door

Adults (age 19 and over) - \$14

Seniors (62 and up)- \$11

Students (age 7-18) - \$9

6 & Under - FREE

Wristbands are checked for anyone entering the performance area. Each group receives 10 staff/spectator wristbands. Additional personnel accompanying a group, including additional staff, chaperones, or equipment/tarp/prop crews should purchase a wristband at the spectator entrance or Group Check In (credit card or cash accepted). Groups/Spectators who participated at Prelims may purchase a two day combo ticket that offers a discount.

WE NEED VOLUNTEERS!

Providing parents and adults not only helps MEPA run a great contest, but it also raises funds for your ensemble. Directors are requested to provide two (2) volunteers for this event. Volunteers receive complimentary admission to the day they work. Please visit www.mepa-circuit.org/Volunteer for more information, or to sign up for your shift.

Parking

Nutter Center charges \$5 per carload for **Spectator Parking**. This is a Nutter Center fee and does not benefit MEPA or a host school in any way. We encourage spectators and fans to carpool.

Directors and independent performers may park in the back lot near McLin Gym (LOTS 9 and 6) free of charge and enter through the Loading Dock entrance.

Logistics

Warm Up Areas

Color Guard

Warm up occurs on two levels and stairs will be navigated between body and equipment warm up. Color guards are able to leave their equipment on the arena level and pick it up after body warm up **as long as it does not interfere with groups exiting the floor.** Do not line it up at the bottom of the steps. If this occurs, your equipment will be relocated by contest personnel. **The use of music during warm up is prohibited.**

Please be both courteous and aware of your surroundings when finding space on the concourse to do mental run throughs.

Percussion and Winds

Ensembles have access to the McLin gyms but are permitted to warm-up outside. Indoor warm up areas are adjacent to each other and separated by a curtain, so sound will travel.

Many groups opt to warm up outside and go directly to the ready line at their designated time. If this is what your group chooses to do, you may warm up at whatever time you wish. Groups do not need to use their warm up space or notify a contest administrator if this is what you choose to do. If you have questions, please reach out to your MEPA Board representative.

Timing Line

Each division has a different timing line at this site to match WGI's competition at the site. Both time lines are vertical.

Color Guard: From the perspective of the audience, groups will enter from the back left, exit to the back right.

Percussion/Winds: From the perspective of the audience, groups will enter from the back right, exit to the back left.

Tarp Refolding

The area behind the performance area may be used for this purpose depending on availability. **Please do not attempt to refold your tarp inside without checking with the MEPA representative running the back of house beforehand.**

Props & Equipment

Unloading begins one hour prior to your warm up time. There is limited space to store equipment props, tarps, etc., so please do not attempt to unload prior to your one-hour window. Depending on the weather this may change for percussion and winds groups ONLY, if it does we will communicate that to you via text message and at Group Check In.

All props and equipment must be loaded immediately following your performance. There are no areas to store equipment when not in use.

Group Check In

Group Check In does not open until one hour prior to the show start time. Lots are open and groups may arrive up to two hours prior to the show start time, but Group Check In will not be staffed until one hour prior to show start time.

Buses will not be permitted to drop off at the loading dock entrance/Group Check In. All buses and trucks should make their way to lot 8 as soon as they arrive.

Backside Seating

All performers will sit in designated backside seating areas (the "wedges"). Please make this clear to your performers so they do not have to be asked to move. It is important we provide seating for paying spectators.

Homerooms or Hallways

There are no "homerooms" or hallway spaces at Nutter Center. Generally groups stake out a space in the stands behind the curtain (sections 221-224 or 204-201). Please be courteous and aware of noise in this space as it is shared.

For pre-warm up routines like mental run-throughs, practice/warm-up with pads, etc., it is up to you to find space in the arena to use. Again, please be courteous with the use of music and noise in shared spaces.

Balloons & Signs

Nutter Center rules prohibit balloons. Signs are not permitted in the stands as they block the view of judges and spectators.

Bus/Truck Parking & Equipment

The Nutter Center lots will not open until two hours before the start of the show. Please do not arrive prior to that time.

Trucks and trailers will not be permitted to stay in the lot closest to the loading dock, They will drop off equipment and repark, then come back to pick up and reload after the performance.

Awards

Awards is a full, Olympic style retreat. Please bring your entire group backstage prior to the final performance of the day/block and look for MEPA personnel lining groups up. If your group is not staying for awards, please let your Contest Administrator know.

General Order of Events

- 1.) Group arrives and proceeds to Lot 8 for parking.
- 2.) Group director or representative reports to Group Check In to collect maps, wristbands, etc. Your declared number of performers will be compared with the T&P judge's count. Penalties will result if the numbers do not match.
- 3.) Warm Up
 - a. Color Guards: Arrive at the warm up location 5 minutes early and check in with a warm up timer.
 - b. Percussion/Winds: If using gyms, arrive 5 minutes early and check in with a warm up timer. If using the lot or with pads in the arena, report to the ready line at designated time.
- 4.) Perform
- 5.) After performance, units should exit and pack their truck within 30 minutes. Percussion Groups need to adhere to their "Must Exit Dock" time on the Logistical Schedule, with the exception being the last block of Percussion groups since all Percussion and Winds groups will have arrived by then and new space wouldn't be required.

Communication

Text messaging via CompetitionSuite will be utilized at this event, especially in the case of inclement weather. Please make sure your information is updated/current.

Director Information

Critique

Location: Report to the bottom of section 201 on the arena floor. Critique is for only groups participating at WGI World Championships.

MEPA utilizes the critique sign-up option available in CompetitionSuite. CompetitionSuite sign-ups will close at 11pm EST on the Wednesday prior to the event.

Groups who have signed up will be taken in performance order. If a group does not sign up prior to the deadline in CompetitionSuite, they will not be permitted to attend by walking up. **Due to the length of day and size of the show--walk-up critique signups will not be permitted. No exceptions.**

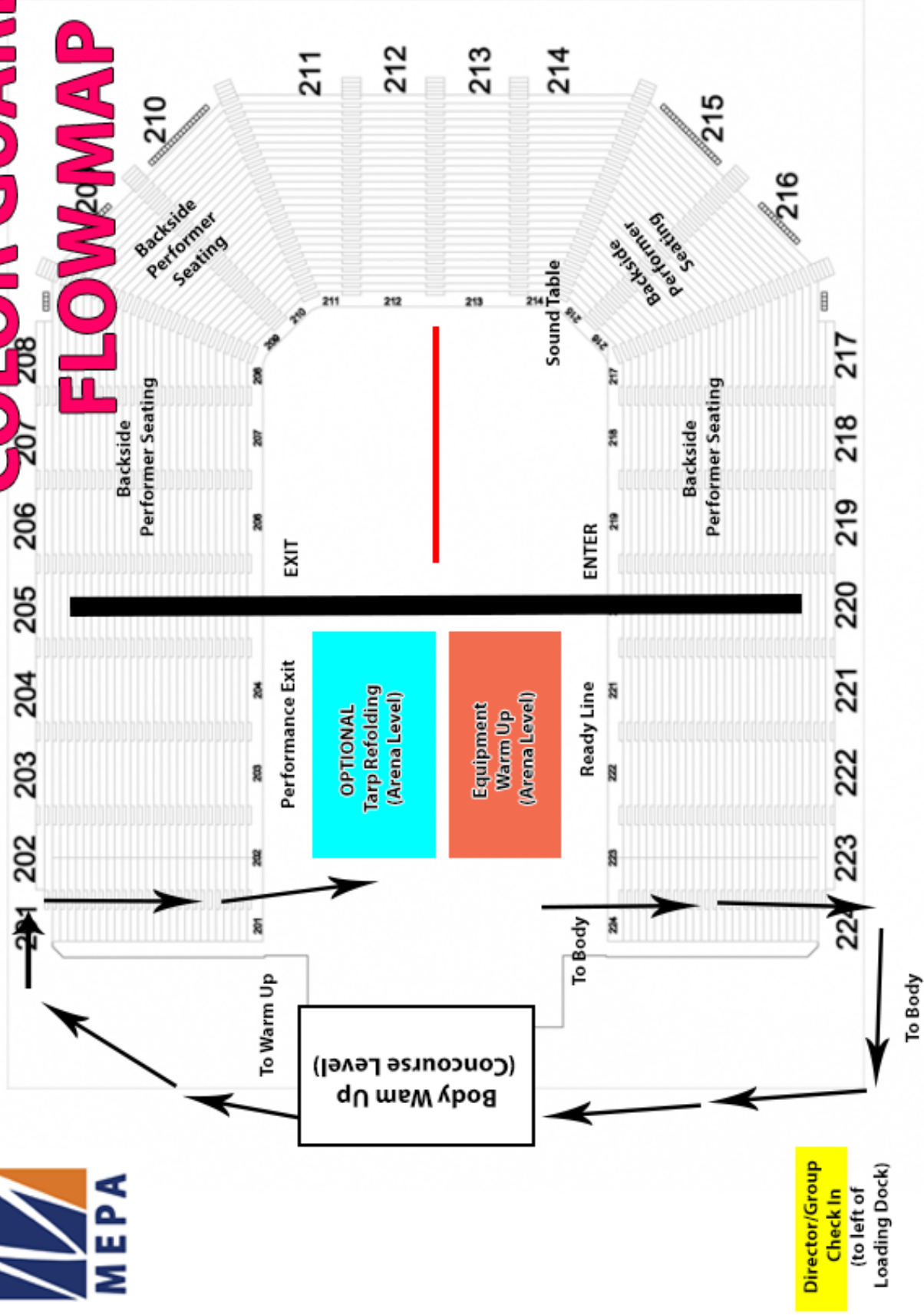
Please check in with the MEPA representative when you arrive at the critique location to ensure your group will be called. Start times are approximate.

Questions

Please contact your MEPA color guard/percussion/winds representative, Divisional VPs or Education Directors with questions. Contest Administrators should be contacted for day-of-show emergencies. Text communication is preferred.



COLOR GUARD FLOWMAP





PERCUSSION & WINDS FLOW MAP

