



MID EAST
PERFORMANCE
ASSOCIATION

Circuit Championship 2023 FINALS

NUTTER CENTER

Performing Group Information

Contest Administrators: (Text message preferred)

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

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

Show Host (On-Site Volunteers):

Fairfield High School - Color Guard Finals

Bellbrook High School - Percussion & Winds Finals

Admissions - CASH OR CREDIT AT THE DOOR

Adults (age 19 and over) - \$20

Seniors (62 and up)- \$15

Students (age 9-18) - \$15

8 & 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).

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.

Concessions

Nutter Center operates as a CASHLESS facility. Please prepare your chaperones, students, and adults for purchasing food and beverages by using a card. It is not clear at this time if digital payments like Apple or Google Pay are accepted.

OUTSIDE FOOD OR DRINK, CATERING, GROUP MEALS, PIZZA, ETC IS NOT PERMITTED INSIDE THE NUTTER CENTER.

Logistics

Sound Check (Color Guard)

You will be assigned a designated sound check time based on the daily schedule. Given the enormous production of this event, similar to WGI World Championships, sound checks will not be performed in-between performances.

Warm Up Areas

Color Guard

Warm up occurs on one level: the performance floor level in the McLin gymnasium. **BODY WARMUP & EQUIPMENT WARMUP** occur on different sides of the curtain. **The use of music during warm up is discouraged, but allowed at reasonable levels to not disturb other groups.**

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 gym but are permitted to warm-up outside. Indoor warm up areas are next 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 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. See the attached flow maps included in this packet.

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.

Color Guard

Small trucks and trailers may pull up to the loading dock to load and unload, space and time permitting. Large trailers/semis must unload and reload in the lot.

Percussion and Winds

All ensembles must unload and reload in the lot and push to and from the arena.

All props and equipment must be loaded out immediately following your performance. There are no areas to store equipment when not in use. Once reloaded, your truck must move out to the remote lot. It can not stay for the entire day if all of your groups have completed their performances.

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.

Group & Individual Photos

Checkmate Photography will be taking your group's photos backstage following your performance.

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. Please use Sections 221-224 or 204-201).

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.

Awards

Awards is a full retreat and your awards time is indicated on the Logistical Schedule. 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.) Claim your space in the back of house seating area.
- 4.) 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.
- 5.) Perform
- 6.) Take your group and individual photos with Checkmate Photography.
- 7.) Groups should then exit and pack their truck within 30 minutes for guards, 60 minutes for percussion and winds.

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.

CompetitionSuite sign-ups will close at 8:30am EST the day of 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.

Outside Meals, Food, Drinks

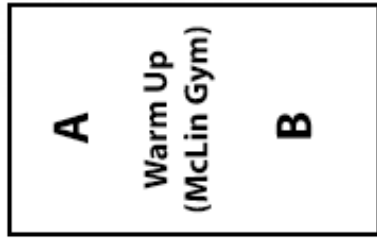
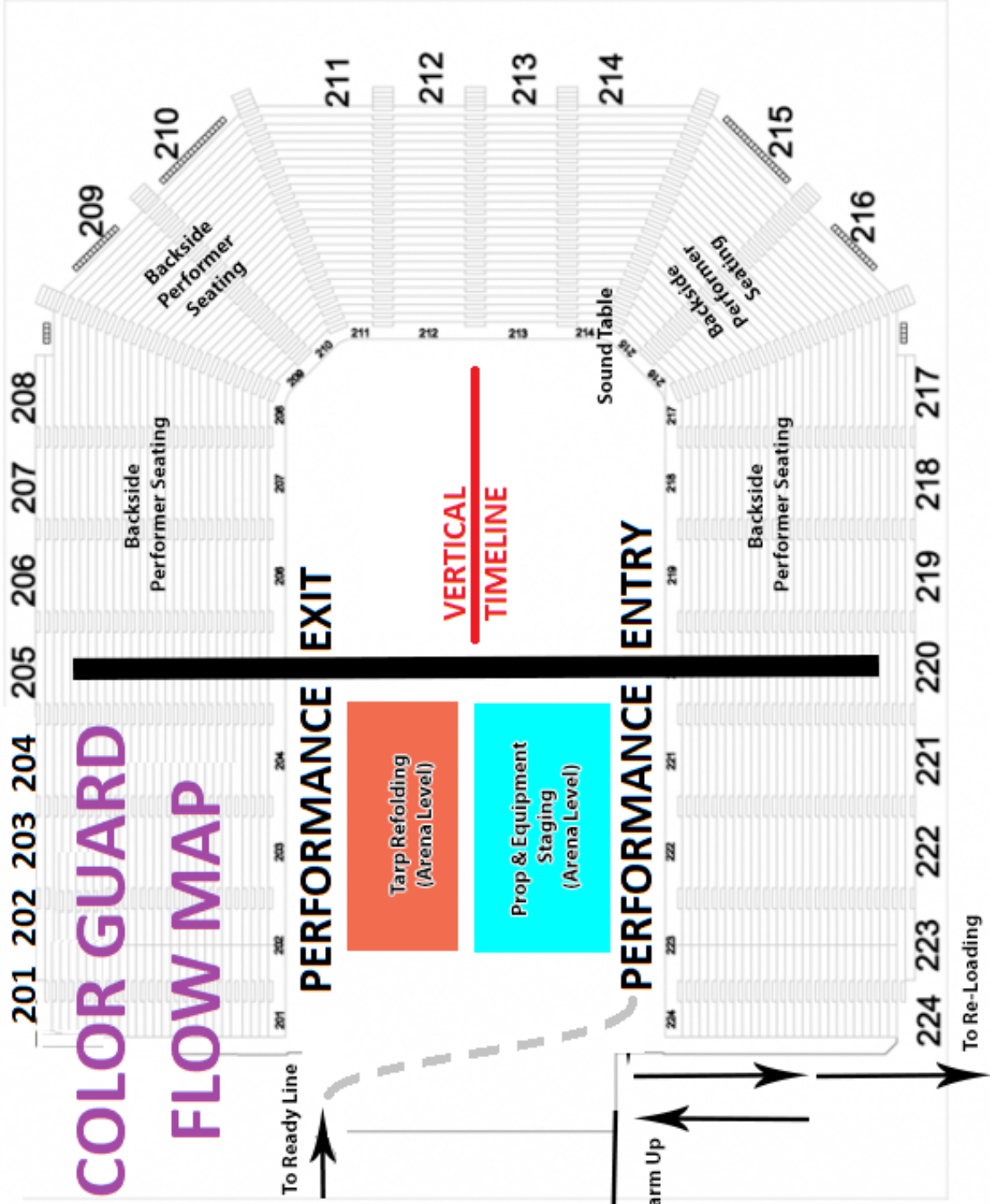
Any director, staff, chaperone, or group bringing catering or meals inside the Nutter Center will be asked to leave immediately by Nutter Center, Contest Staff, or MEPA Official. Food purchased off-site must be consumed off-site.

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.

SITE OVERVIEW MAP

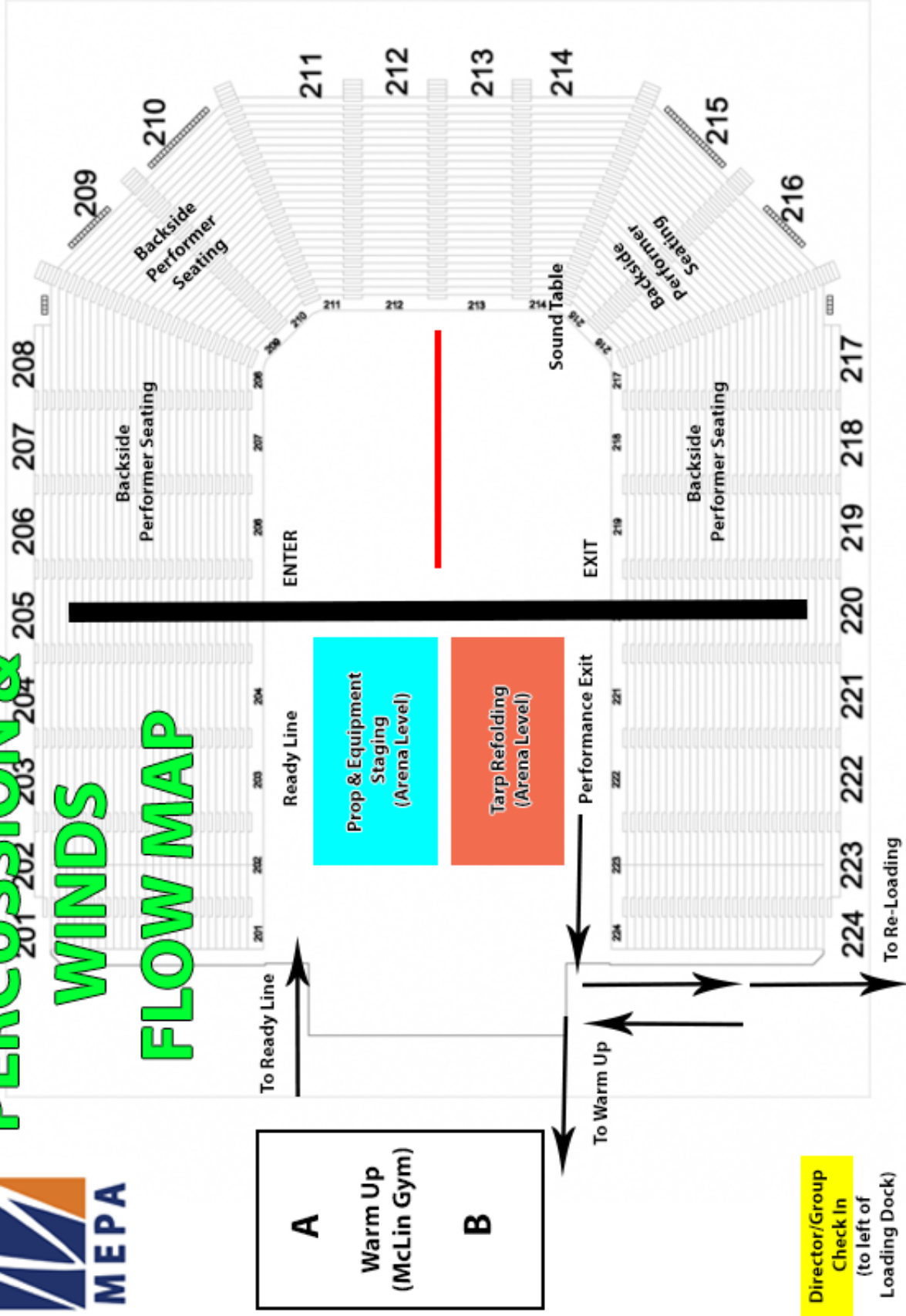




Director/Group
Check In
(to left of
Loading Dock)



PERCUSSION & WINDS FLOW MAP



Director/Group
Check In
(to left of
Loading Dock)