



Guard Championships Contest Information Friday & Saturday, March 31 & April 1, 2023

LOCATION

Millennium High School
14802 W Wigwam Blvd
Goodyear, AZ 85395

EMERGENCY CONTACT (DAY OF SHOW ONLY)

Contest Administrator: 3.31 – Robin Montoya 915.494.8232
4.1 - Danielle Dorks-Gray 602.451.1141
Event Partner: Brent Godbehere (Band Director) 602.696.0482

FAN PARKING

Fan parking is located West on Wigwam, school is on the right. Please pull in the second parking lot where all the fences are.

BUS/TRAILER PARKING

All trucks may drop off equipment near our tennis courts then proceed forward to truck parking/overflow. Units may also choose to unload in the overflow parking lot.

Busses and equipment vehicles will enter MHS from the entrance located on the southwest side of the campus. Please do not attempt to bring busses through the fan (spectator) entrance.

CHECK IN & VIDEO

There will be a station across from the auditorium south of the stadium.

A unit representative must check in and pick up a unit packet that will contain wristbands for both staff and performers.

Directors will be given 7 wristbands for admission to the event. Additional staff/parent helper passes can be purchased at the through GoFans.

There is **NO** video recording or flash photography allowed.



PASSES

Units will be given 7 staff wristbands in addition to the performer wristbands for entrance passes. These will be distributed at Unit Check-in. Your unit badges **WILL** be recognized this year. **PLEASE REMEMBER YOUR BUS/TRUCK DRIVERS!**

- Directors can pick up packets Friday for both Friday and Saturday performers. Please let Denise know if you have multiple units (guard only) and would like to pick up all packets (help@wgaz.org)
- Wristbands are good for both days and if removed it will be up to the unit to purchase a replacement, **NO EXCEPTIONS**
- To prevent a delay in show, WGAZ asks that all performers, staff and parent/volunteers to be wearing their wristbands at all times during WGAZ Championships.
- WGAZ is requesting anyone wearing a performer wristband to sit in their designated areas while inside.

WARM UP

Unofficial warm up will be located throughout the campus (please see map).

Official body warm up will be in the band room (old auxiliary gym) and official equipment warm up will be located in the auxiliary gym (old performance gym).

Units may **NOT** open performance floors on the outdoor courts or parking lots. Please refer to the maps provided for specific warm-up locations.

PROP/FLOOR STORAGE

There is a designated prop/floor storage available outside east of the arena. There will be space available on the turf grass, sidewalk and sidewalk/street leading to the arena. (between the stadium and arena)

STAFF VIEWING LOCATIONS

There will be one staff viewing area located at the top of the bleachers. There is to be no sitting on the stairs or aisles.

The staff viewing area is reserved for staff of the currently performing unit's performance. After your unit has performed, please find an alternate seating location to enjoy other performances.

PERFORMANCE ENTRANCE

The performance entrance is on the north side of the performance gym.



PERFORMANCE EXIT

Units will exit through the doors located on the north side of the performance gym directly to floor folding.

DIRECTORS HOSPITALITY

There will be a hospitality area located in the choir room by the band room.

BUS/TRUCK DRIVER HOSPITALITY

There will be a bus/truck driver hospitality area located east of the auxiliary gym. (Tigers Den)

CONCESSIONS

There will be full concessions located outside by the performance gym.

Cash and cards will be accepted | *No food is allowed in the Gym.*

SOUND SYSTEM & SOUND CHECK

One hour prior to the start of the contest and during breaks at the discretion of the Contest Administrator. Each unit should have a staff member present at the sound booth in case any issue arises. See WGI Policy for more details.

RESTROOMS

Performer restrooms are located near the auditorium south of the band room.

WATER

WGAZ highly encourages you to provide water for your performers.

AWARD CEREMONIES

FRIDAY: There will ONE (1) full retreat award ceremony.
The award ceremony will take place at 10:30PM.
Location and staging will be located outside by floor folding.
Top 3 units in each SRA round will move to Saturday.

SATURDAY: There will be TWO (2) full retreat award ceremonies.
The first award ceremony will take place at 3:14PM.
The second award ceremony will take place at 9:15PM.
Location and staging will be located outside by floor folding.

WGAZ encourages performers to wear any medals previously earned at WGAZ or WGI events for Finals retreat.



TICKET SALES

1 block \$18 (good for any individual block for that day)

Multi Block Combo Pass \$30 (good for both days)

5 and under – Free

WGAZ is ready for the new indoor season and excited for all the events to come. To ensure students, staff, and fans are safe and can easily access events, we have partnered with GoFan to provide digital tickets and contactless payments. To buy tickets, visit our GoFan page. <https://gofan.co/app/school/AZ86318%E2%80%8B>

Please note:

- Check standard schedule of the event to confirm ticket purchases.
- Ticket purchases will be online or through a QR code only.
- Show proof of tickets on GoFan App to receive a wristband.
- Masks are highly encouraged at WGAZ events.
- Limited seats will be available.

WGAZ recommends all fans to arrive 30 minutes before units performance.

COMPETITIONSUITE DETAILS

ACCESSING YOUR GROUP - <https://help.competitionsuite.com/article/16-accessing-your-group>

ADDING YOUR STAFF - <https://help.competitionsuite.com/article/61-adding-staff-members>

ACCESSING COMMENTARY - <https://help.competitionsuite.com/article/17-accessing-commentary>

MUSIC UPLOADS - <https://help.competitionsuite.com/article/74-uploading-performance-music>

Score Summary Sheets are also located in your CompetitionSuite account with your overall score.



JUDGE PANEL

COLOR GUARD – FRIDAY

SRA Anozira Division

Equipment 1: Phylliss Selby
Equipment 2: Rob Jett
Movement 1: Brent Dunn
Movement 2: Julie Strange
General Effect 1: Kyle Miller
General Effect 2: Brian Ellis
General Effect 3: Joyce Loughridge
General Effect 4: Sarai Johnson
Design Analysis 1: Ed Martinez
Design Analysis 2: Jeff Whipple
Chief Judge: Scott Montoya

COLOR GUARD – FRIDAY

SRA Mirage Division

Equipment 1: Phylliss Selby
Equipment 2: Alex Franco
Movement 1: Jonathon Brown
Movement 2: Julie Strange
General Effect 1: Kyle Miller
General Effect 2: Brian Ellis
General Effect 3: Lance Coochyouma
General Effect 4: Sarai Johnson
Design Analysis 1: Ed Martinez
Design Analysis 2: Jeff Whipple
Chief Judge: Scott Montoya

COLOR GUARD – FRIDAY

SRA eXaltation Division

Equipment 1: Alex Franco
Equipment 2: Rob Jett
Movement 1: Brent Dunn
Movement 2: Jonathon Brown
General Effect 1: Kyle Miller
General Effect 2: Brian Ellis
General Effect 3: Joyce Loughridge
General Effect 4: Lance Coochyouma
Design Analysis 1: Ed Martinez
Design Analysis 2: Jeff Whipple
Chief Judge: Scott Montoya

EVENT STAFF – FRIDAY

Contest Administrator: Robin Montoya
Time & Penalty: Kevin Johnson
Sound Engineer: Anthony Montoya
Tabulator: Sal Valencia Franc



**COLOR GUARD – SATURDAY
SE & IP**

Equipment: Phylliss Selby
Movement: Brent Dunn
Design Analysis: Jeff Whipple

**COLOR GUARD – SATURDAY
SJH**

Equipment 1: Phylliss Selby
Equipment 2: Alex Franco
Movement 1: Brent Dunn
Movement 2: Jonathon Brown
General Effect 1: Kyle Miller
General Effect 2: Brian Ellis
General Effect 3: Lance Coochyouma
General Effect 4: Sarai Johnson
Design Analysis 1: Ed Martinez
Design Analysis 2: Jeff Whipple
Chief Judge: Scott Montoya

**COLOR GUARD – SATURDAY
SRAA**

Equipment 1: Phylliss Selby
Equipment 2: Rob Jett
Movement 1: Brent Dunn
Movement 2: Julie Strange
General Effect 1: Joyce Loughridge
General Effect 2: Brian Ellis
General Effect 3: Lance Coochyouma
General Effect 4: Sarai Johnson
Design Analysis 1: Scott Montoya
Design Analysis 2: Jeff Whipple
Chief Judge: Alex Franco

**COLOR GUARD – SATURDAY
SRA**

Equipment 1: Rob Jett
Equipment 2: Alex Franco
Movement 1: Julie Strange
Movement 2: Jonathon Brown
General Effect 1: Kyle Miller
General Effect 2: Brian Ellis
General Effect 3: Lance Coochyouma
General Effect 4: Joyce Loughridge
Design Analysis 1: Ed Martinez
Design Analysis 2: Jeff Whipple
Chief Judge: Scott Montoya



COLOR GUARD – SATURDAY

SJHA, SA, & IA

Equipment 1: Rob Jett
Equipment 2: Alex Franco
Movement 1: Julie Strange
Movement 2: Jonathon Brown
General Effect 1: Kyle Miller
General Effect 2: Brian Ellis
General Effect 3: Lance Coochyouma
General Effect 4: Joyce Loughridge
Design Analysis 1: Ed Martinez
Design Analysis 2: Scott Montoya
Chief Judge: Sarai Johnson

COLOR GUARD – SATURDAY

SO, IO, SNA, & IW

Equipment 1: Rob Jett
Equipment 2: Alex Franco
Movement 1: Julie Strange
Movement 2: Jonathon Brown
General Effect 1: Kyle Miller
General Effect 2: Brian Ellis
General Effect 3: Lance Coochyouma
General Effect 4: Joyce Loughridge
Design Analysis 1: Ed Martinez
Design Analysis 2: Sarai Johnson
Chief Judge: Scott Montoya

EVENT STAFF - SATURDAY

Contest Admin: Danielle Dorks-Gray
T&P: Kevin Johnson
Sound Engineer: Aaron Hudson
Tabulator: Sal Valencia Franco

Judge and Staff assignments and schedules subject to change



SITE:

Millennium High School
14802 W Wigwam Blvd
Goodyear, AZ 85395

DIMENSIONS: 100' X 73'

FRONT SIDE BLEACHER ROWS: 30

SEATING CAPACITY: appx 3200

APPROXIMATE CELING HEIGHT: appx 40 ft

There are no stairs to contend with in the competition area.

There are retractable hoops above the competition floor.

Units enter the competition area directly from outside.

There is electrical power available at the front and back sidelines.

Units exit the competition area directly to the outdoors.

There is no indoor prop storage available before your performance.

There is a designated prop/floor storage available **outside** east of the arena. (between the stadium and arena)

There is a designated fold the floors area outside the exit after the performance.

There will be a black, appx 75'X100', vinyl tarp with covering the performance gym floor.

The distance from the outdoor warm up area to the competition area is less than 7 minutes.

The distance from the indoor warm up area to the competition area is less than 7 minutes.

There will be an official body and equipment warm up area.

WARM UP AREAS

See Map

Official body warm up – Band Room (old auxiliary gym)

Official equipment warm up – Auxiliary Gym (old performance gym)



PERFORMANCE GYM – FAN (SPECTATOR) VIEW:



PERFORMANCE GYM – PERFORMER VIEW





PERFORMANCE GYM – PERFORMER SEATING



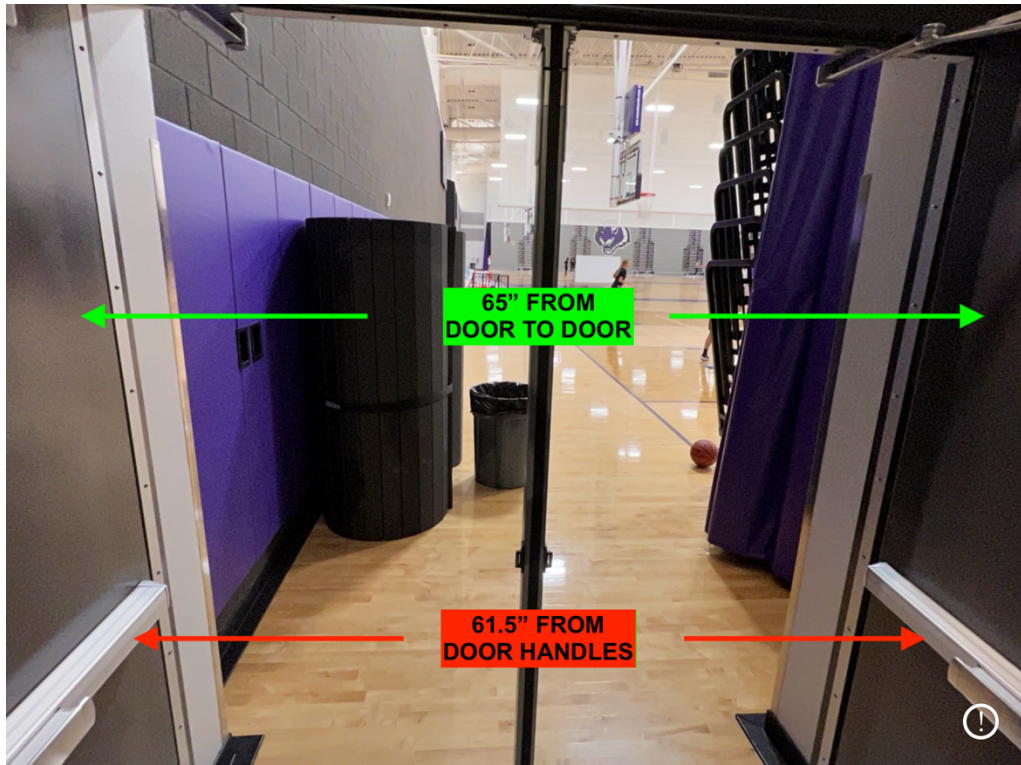
PERFORMANCE GYM – PERFORMER ENTRANCE & EXIT



PERFORMANCE GYM – PERFORMER ENTRANCE AND EXIT CONT.



PERFORMANCE GYM – PERFORMER ENTRANCE AND EXIT
DOOR WIDTH – 65" FROM DOOR TO DOOR & 61.5" AT THE NARROWEST

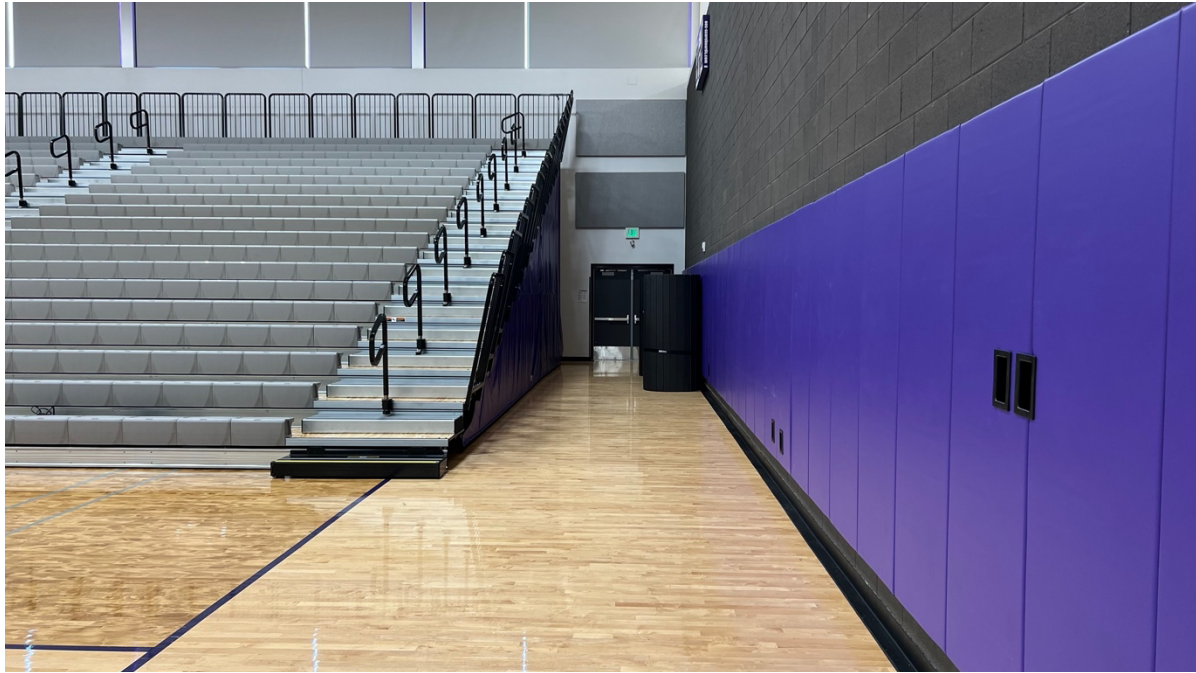


WGAZ

PERFORMING ARTS



PERFORMANCE GYM – PERFORMER ENTRANCE READY LINE



PERFORMANCE GYM – FLOOR FOLDING (PARKING LOT NORTH OF GYM)



WGAAZ

PERFORMING ARTS



PERFORMANCE GYM – PROP STORAGE (BETWEEN ARENA AND STADIUM)



WARM UP – OFFICIAL BODY WARM UP (BAND ROOM – OLD AUX GYM)



WGAZ

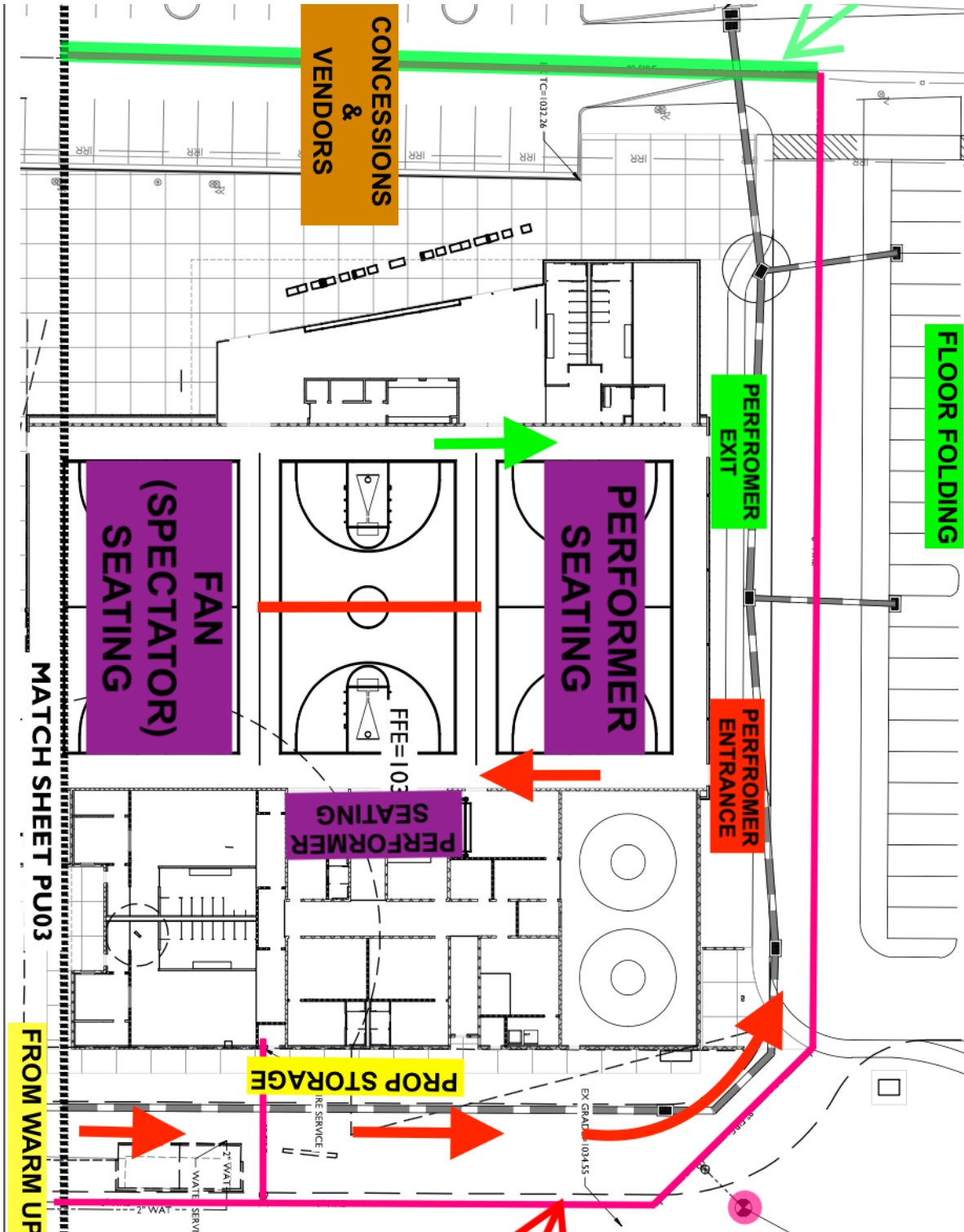
PERFORMING ARTS



WARM UP – OFFICIAL EQUIPMENT WARM UP
(AUX GYM – OLD PERFORMANCE GYM)



MILLENNIUM HS PASSAGEWAY

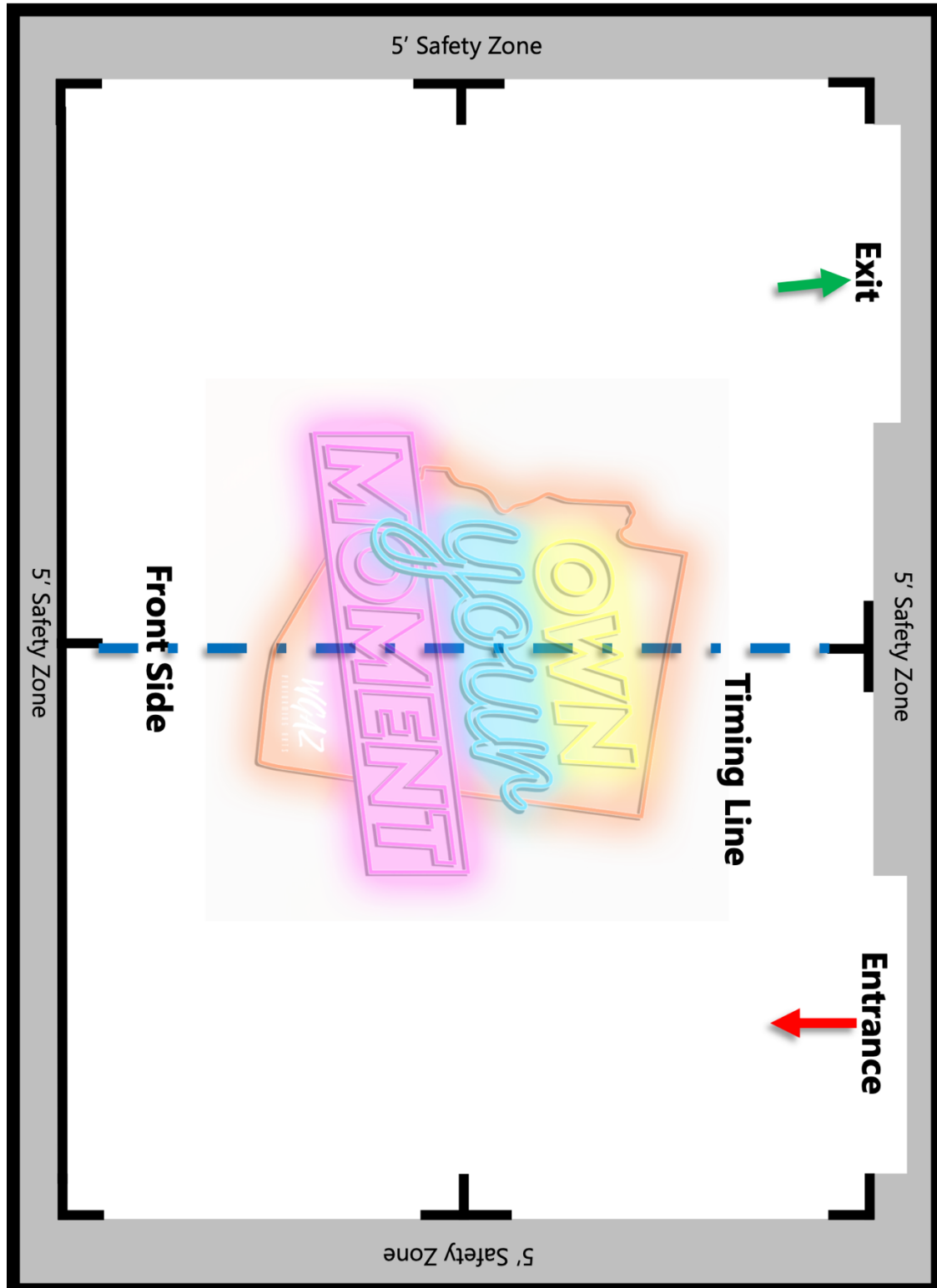


MILLENNIUM HS CAMPUS MAP





FLOOR FOLDING MAP





From the WGI Policy Manual

4.120 Sound Policy (Color Guard)

- All color guards should do a sound check at the designated times provided in the contest information packet to ensure the playability of any device or CD. Color guards should check the soundtrack at multiple places in the music to verify playability of any device.
- Color guards should still do a sound check if they are using the WGI Music Upload in CompetitionSuite to ensure everything is correct.
- Color guard is responsible for providing the method that the music will be played, e.g., CD, MP3, computer, etc. Each color guard should have two methods to play their soundtrack in the event one does not work.
- Color guard must provide their music in a timely manner to the designated sound operator. Any delay in providing music is the responsibility of the color guard.
- Color guards using the Music Upload process through CompetitionSuite should have a backup using another device type such as an MP3 player, iPhone, or CD.
- Color guard must have a designated person at the sound table to operate any device provided to play music such as MP3 players or computers. Guard's representative is responsible to set up and play device. If a CD is provided, the color guard representative must instruct the sound operator as to what track or other relevant information is needed to start the music when directed by the contest Timing and Penalty judge or after the color guard's introduction.
- If the color guard has an issue with the music such as music is too soft, it begins in the wrong place or skips, the color guard's representative must make the decision to stop the music and tell the operator to stop the music. If the color guard representative chooses not to stop and the color guard completes their performance, the color guard will not be offered an opportunity to perform again.
- Interval timing will continue as the color guard resets and begins again. The Contest Administrator has the sole discretion in waiving any timing penalty due to the restart. If the stoppage is due to faulty sound equipment, operator error or an unexplained reason, overtime penalty may be waived.
- Issues related to the equipment provided by the color guard, quality of the CD or the color guard's representative error (using wrong playlist on MP3, etc.) will result in the actual interval timing being used and penalties, if any, being assessed.
- Volume direction must come from the color guard representative at the sound table. Direction will not be taken from the audience viewing area or across the floor. Final volume discretion is given to the sound operator based on their equipment and the Chief Judge who ultimately determines an appropriate volume level.
- The color guard representative may provide direction to the sound operator during the performance regarding equalization.
- It is the responsibility of the color guard to provide their music for each performance and to ensure that their soundtrack is working appropriately. CDs may not be left at sound table between performances.
- Under no circumstances will verbal abuse of the sound operator be tolerated. Penalties will be assessed per current WGI rules.