

Greetings WGPO Directors:

We are excited to welcome you to Broken Arrow High School! We hope that today's contest provides a positive, enriching experience for all of your students and parents involved. We are committed to providing the most professional performance experience for all groups participating in today's contest.

Directions

Broken Arrow High School
1901 E Albany
Broken Arrow, OK 74012

The High School is located on 61st Street/E Albany, between Lynn Lane and County Line Road. Spectator entrance is located on the South side of the Main Gymnasium/Tiger Fieldhouse at the Main Ticket Booth. Signs will be posted throughout campus for spectators to navigate from parking lots to the entrance. Doors will open at 9:30 AM, and ticket prices are \$10 for adults and \$5 for students with ID; children under the age of 5 will be admitted for free.

Unit Check-In

Unit Check-In will be in the Cafeteria adjacent to the bus and equipment parking lot. You will receive a copy of this letter, all campus maps, and a schedule for the day in your packet; you will also receive wristbands for all members of your ensemble plus TEN (10) additional wristbands for staff and volunteers (per WGPO rules).

There will not be individual holding areas or personal storage areas for each unit; **however**, the Cafeteria can be utilized to store small bags and personal items if necessary- it is advised to keep personal belongings on your buses. Dressing Rooms for participating groups may use the Bathrooms at Unit Check-In (Cafeteria); please refrain from using any other bathrooms as dressing rooms.

Prop Storage/Floor and Tarp Storage

Prop storage and floor/tarp storage is available in the Auxiliary Gym, directly across from the Performer/Unit Entrance. Volunteers will be on hand to help guide members.

Warm-Up "A"

Warm Up "A" will be located in the Band Hall. There will be a guide (student or parent volunteer from Broken Arrow HS) to escort your group from the parking lot/cafeateria to both warm-up zones. Volunteers will be on hand to assist with timing.



Warm-Up “B”

Warm Up “B” is located in the Auxiliary Gym. There is a ramp and stairs to this entrance, and is all indoors. The door to the Auxiliary Gym in the flow is only 36”, so if you plan to bring your floor with you to warm up, it is advised to drop your floor in the Floor Storage area prior to entering the warm up flow (with Double Doors). Volunteers will be on hand to assist with timing.

Holding Area

The holding area will be in the hallway adjacent to the main floor, Side 1 end zone. Space is limited in this holding area.

Performance Area

There will be a horizontal timeline for this contest. You will enter from the Side 1 Back Corner and exit from the Side 1 front corner (Audience Perspective). Please refer to the floor map for all details regarding Unit Entry and Exit.

Floor Folding

The Wrestling Room directly next to the Performance Gym as you exit the floor will be available after each group’s performance; Please refer to the attached map for its proximity to the performance area. This area will be available for one time interval only per unit. In the event where the Wrestling Room is not available, there will be an outdoor folding area roped off just outside the exit for all units.

Concessions/Souvenirs/First Aid

We will be selling concessions all day of the contest, located on the South Side of the Gymnasium (Upper Level).

First Aid will be available in the Main Gym/Tiger Fieldhouse throughout the contest.

Handicapped Seating

Spectators in need of Handicapped Seating and access will be located on the Upper Level of the Main Gym/Tiger Fieldhouse, in the Side 1 end zone/North Side.

Director’s Hospitality

Director’s Hospitality is available in MAIN 120 in the Hallway adjacent to the Main Gym/Tiger Fieldhouse. There will be signs posted throughout the Upper Level; Please refer to the attached map for more details.



Judge Hospitality

Judge Hospitality is located in the Main Gym/Tiger Fieldhouse Hospitality Room on the Upper Level/South Side near Concessions. Signs will be posted to guide Judges and Instructors; Please refer to the attached map for more details.

Judging Assignments

Guard:

General Effect: Mike Blade

General Effect: Dennis Kerr

Design Analysis: Jeremy Ball

Movement: Tandy Gourd

Equipment: Amy Lueb

Percussion:

Effect-Music: Dave Carbone

Effect-Visual: Garrett Scharton

Music: Mike Leitzke

Visual: Jeremy Ball

We are happy to have you here with us today, and sincerely wish you the best of luck in today's performance!

Adam Wiencken

Percussion Specialist, Broken Arrow Public Schools

