



Color Guard/  
Percussion A  
Reloading

Color Guard/  
Percussion A  
Parking

ALL UNITS  
Check In

Color Guard/  
Percussion A  
Unloading

Spectator  
Entrance

Percussion B  
Parking and  
unload/reload  
(snow)

Percussion B  
Parking and  
unload/reload  
(no snow)