

2025 North Thurston Winter Showcase

North Thurston High School

600 Sleater-Kinney Road NE

Lacey, WA 98506

Show Coordinator

David Wilson

davidrw99@gmail.com



Directions:

From North of Lacey

I-5 South

Exit 109 onto Martin Way toward

Sleater-Kinney Road Noth TURN RIGHT onto Sleater-Kinney Road North

School will be on your RIGHT

From South of Lacey

I-5 North

Exit 109 Sleater-Kinney Road **NORTH**

Proceed down Sleater-Kinney Road North

School will be on your RIGHT

Admission:

Ticket prices are as follows (We accept CASH and CREDIT), All paid admissions will receive a colored wrist band. This is your ticket for admission:

All Admission is \$15.00 for Age 8 and up

Children 7 and younger are FREE

Warm-Up (Winterguard):

The official warmup areas are in the auxiliary gym, directly next to the performance gym (see maps). Each group will receive a specific warm-up area (A or B). All times are in the performance schedule maintained by NWAPA.

Warm-up (Percussion):

The official warm-ups are in your assigned locations in the LOT. Please make sure you allow enough time to transition from the LOT to the READY AREA). All times are in the performance schedule maintained by NWAPA.

Prop and Floor Storage:

Winterguard will store their props and floors in a room directly outside of the performance gym, which is marked (Winterguard Storage).

Percussion will store their floor and props in the hallways outside of the Guard Warmup gym. There will be a sign on the wall showing suggested areas for storage by unit name.

Floor Folding:

Winterguard will leave their floor on the back sideline until the break following the end of Prelims/Finals and then will fold floors in either the main performance gym or in the Warmup gym.

Percussion will take their floors into the warmup gym to fold as they exit the floor.

Timing Lines:

We are going to run BOTH timing lines at this show. **Winterguard** will use the traditional VERTICAL TIMING LINE (see floor map) and **Percussion** will use their preferred HORIZONTAL TIMING LINE (see floor map as well).