



Saturday January 17, 2026
Valley View High School Gymnasium
A TECA Sanctioned contest hosted by the Valley View High School
Color Guard

Dear Directors,

Welcome to Valley View High School! We are pleased to have you at Winter Guard contest. We hope you have a wonderful experience experience at our event. See Map Below!!!!

Valley View High School is Located at:

600 N. Jackson Rd. Hidalgo, TX 78557

Please take some time to review this packet of information to help familiarize yourself with our facilities at Valley View High School.

- Included in this packet
- 1. Directions and Parking
- 2. Pre Performance/Unit-Check in
- 3. Contest Flow
- 4. Awards Ceremony
- 5. Contact Information

1. Parking and Loading and Unloading:

The front entrance parking lot (Jackson Rd.) will be CLOSED as it will be used for Percussion Warm Up. All buses and Loading Trucks will enter on North Side of the School (Hi-Line Road). There will be greeters to direct performers into the cafeteria and props to their designated prop storage area. Buses will then be directed to drive to the Home Side of the Stadium located on Hi-Line Road. Pick up after the contest will be at the North Side Parking Lot on Hi-Line Road. If you are leaving while the contest is still taking place, please have your bus driver pick you up drop off zone. Please make sure you keep in contact with your driver. Spectator Parking will be in front of the Performance Gym/Fine Arts Building/Visitor Side of the Stadium. Overflow parking is available at the baseball stadium. All Spectator Parking is accessible through Hi-Line Road.

2. Pre-Performance/Unit Check In

There will be one check in location for all color guard units at this contest. Check in will be at the cafeteria. You will have an official guide who will guide you through the entire contest.

-Performers, 10 crew members, 3 directors and transportation personnel will be given free pass access to the contest.

-Admission is \$8.00 for all spectators.

After checking in, please make sure that all equipment is properly inspected. Please make sure all equipment and props are properly taped and padded per TECA and WGI rules. At this point units may go to the cafeteria to their units table. If general warm up is desired, the parking lot north of the cafeteria is available for warm-up and floor folding.

3. Contest Flow

Guard

When leaving the cafeteria to start timed warm up, your guide will lead your unit to the band hall for body warm-up. After body warm up, your guide will take your unit out the back door of the band hall and lead you to the practice gym for equipment warm-up. After equipment warm-up your unit will be lead to the performance gym. After your performance your unit will be lead back to the cafeteria and props will be lead to the front of the school for prop storage and floor folding. You may enter the performance gym to watch other competing groups through the main spectators entrance. Present your stamp for entrance.

Winds

When leaving the cafeteria to start timed warm up, your guide will lead your unit to the practice gym for warm-up. After warm-up your unit will be lead to the performance gym. After your performance your unit will be lead back to the cafeteria and props will be lead to the North Side of the school for prop storage and floor folding. You may enter the performance gym to watch other competing groups through the main spectators entrance. Present your stamp for entrance.

Percussion

When leaving the parking lot your guide will lead your unit to the performance gym. After your performance your unit will be lead back to the North parking lot and props will be lead to the North Side of the school for prop storage You may enter the performance gym to watch other competing groups through the main spectators entrance. Present your stamp for entrance.

4. Post-Performance/Award Ceremony

Captains will report to the practice gym to line up for the retreat.

Concessions will be available to everyone. Outside food will not be allowed at the contest.

Contact me at 956-369-0408 for More Information!!



