

Amador Valley High School

1155 Santa Rita Rd.
Pleasanton, CA 94566

This year's percussion show will begin at 12:30 pm. Doors will open 30 minutes prior to show time.

The guard show will begin at 5:30 pm. Doors will open 30 minutes prior to show time.

The gym will be cleared in between the percussion and color guard competitions, but your stamp will be good for the whole day if you'd like to come early or stay late.

Tickets:	General admission	\$10.00
	Students and Seniors	\$8.00
	Children (5 & under)	Free

Percussion Contest

Unit	Class	Timing	Start Time*
VALLEJO MS	PSA	9 min	12:15PM
MONTA VISTA	PSA	9 min	12:24PM
MTN VIEW	PSA	9 min	12:33PM
OAK GROVE	PSA	9 min	12:42PM
LYNBROOK	PSA	9 min	12:51PM
LEIGH	PSA	9 min	1:00PM
MORGAN HILL	PSA	9 min	1:09PM
SPRINGSTOWNE	PSA	9 min	1:18PM
MT EDEN	PSA	9 min	1:27PM
SAN BENITO	PSCO	10 min	1:36PM
IDA PRICE	PSCO	10 min	1:46PM
[Judges Break]	----	14 min	1:56PM
JESSE BETHEL	PSO	10 min	2:10PM
AMADOR VALLEY (Host)	PSO	10 min	2:20PM
VANGUARD CADETS	PIO	10 min	2:30PM
HOMESTEAD	PSW	11 min	2:40PM
(OPEN)	PSW	11 min	2:51PM
[Break - Section Leaders to Door]	----	13 min	3:02PM
AWARDS	----	10 min	3:15PM
[Contest Ends]	----	----	3:25PM

Color Guard Contest

<u>Scholastic Regional A</u>	<u>Perform</u>
SANTA CLARA	5:37
SO SAN FRANCISCO	5:44
IDA PRICE	5:51
ALVARADO MIDDLE "B"	5:58
BENICIA	6:05
CESAR CHAVEZ	6:12
FAIRFIELD "B"	6:19
HARVEST PARK MS (HOST)	6:26

<u>Scholastic A</u>	
GRANITE BAY	6:34
WILCOX	6:42
JOHANSEN	6:50
LYNBROOK	6:58
ALVARADO MIDDLE "A"	7:06
MOUNTAIN VIEW	7:14

SRA/SA AWARDS @ 7:30 (JUDGES DINNER BREAK 7:30-8:05)

<u>Scholastic AA</u>	
JESSE BETHEL	8:05
LIVE OAK	8:13
AMADOR VALLEY HS (HOST)	8:21

<u>Independent A</u>	
BLUE DEVILS "A"	8:29
OF ESSENCE	8:37
TRI-VALLEY	8:45

<u>Scholastic Open</u>	
INDEPENDENCE	8:54
LOGAN	9:03
OAK GROVE	9:12
HOMESTEAD	9:21
FAIRFIELD	9:29

BREAK 9:38-9:48

<u>Independent Open</u>	
BLUE DEVILS	9:48
DEVIATION	9:57

<u>Scholastic World</u>	
LOGAN	10:07

<u>Independent World</u>	
IN MOTION	10:17

Awards – Captains Only – 10:35

Captains line up for retreat at the Guard Performance Entrance at the conclusion of In Motion