\*\*This is tentative planning for the initial football games at the turf complex\*\*

\*\* These plans will be subject to change as we develop and discover what works best at the new complex\*\*

Tickets:

- Ticket sales will be located at library gate, big stairs, and off Chatfield St. entrance to the field area by the field house.
- There will be one ticket collector per gate

Parking:

- There are three available lots for parking: Derby HS, Field House, and Library
- Derby HS to be used for spectator parking
- Library for parking pass spectators, will need an attendant
- Field House for busses, ambulance, officials, doctor, concessions (1 car), Equipment (1 vehicle)

Security/Ambulance:

- Ambulance parked inside gate near visitor bleachers
- There will be an officer stationed at the high school parking lot/balcony
- The field house has a marked fire lane, will PD put up traffic control (saw horses)
- Will need PD or game staff to control foot traffic when athletes are entering/leaving field
- When away team arrives, beginning of game, half time, end of game, moving to bus
- Auxiliary police will be present, they will coordinate with PD to get to our game
- SSO's How many and location/role

Lights:

• AD will handle lights

Press Box:

• AD will provide access for announcers and coaching staff

Field Gates

- All gates will be closed along field
- Both teams enter through home side gate

Rest Rooms

• Only lower level lavatories will be open

Facilities Attendant / Janitorial

• Who is present and what are responsibilities

## Trash

• Is dumpster ordered yet? Dumpster pad located to right of parking loop entrance

Game Staff:

- Athletic Director
- Four ticket collectors
- Two parking attendants
- Announcers

## Concessions:

- Will be run by booster club
- Tony Gonzalez is the booster club contact

## \*\*NOTES

What locks will be on field gates, AD needs combos and keys Bleachers?? Contingency if sound system not complete Do we have a flag?

\*\*Needs Cones Caution tape One more cash box 4 tables Walkies - how many available