

# Johnston Marching Band Festival

September 20, 2025



Johnston High School  
6500 NW 100<sup>th</sup>  
Johnston, IA

7:00 AM	Band Room Opens
7:15 AM	Rehearsal begins in stadium
7:50 AM	<b><u>Load Instruments onto Truck and Trailer</u></b> Then Dress in Uniform: Wear UJB Shirt and carry coat. Load Bus: Be sure you have hat, plume, gloves
8:30 AM	Instrument Racks locked in Trailer - Depart UHS
8:50 AM	Arrive at Johnston HS Truck Team: Unload Truck (Team Leaders) Trailer Team: Unload Trailer (Team Leader) Breakfast/Lunch @ Concession Stand (student expense)
9:15 AM	Arrive to bus - prepare uniform and instrument
9:30 AM	Group Warm-up/Tune-up
10:00 AM	Line up to move to Gate
10:10 AM	Ready at Stadium Gate
10:25 AM	<b>Performance</b>
10:45 AM	Video / Clinic: Inside Johnston Band Room
11:15 AM	Load Equipment on Trucks/Trailers
11:35 AM	Board Buses
11:45 AM	Depart for UHS
12:05 PM	Arrive at UHS - Unload equipment to Monday's Rehearsal Location Properly store uniforms Students will be dismissed as soon as all equipment is properly packed away.
12:15 PM	Dismiss (earlier if everyone helps!!)

## **Spectator Parking**

Spectator parking will be on the west end of the parking lot closest to the stadium entrance. There will be parking attendants to direct people where to go.

## **Spectator Admission**

Starting this year, Johnston is going 100% on-line ticketing for all events. Check or cash is no longer an option and will not be accepted. This includes our invitational.

Tickets can be purchased on-line starting September 1st at the following web address:

[2025 Johnston Marching Invitational Tickets](https://tickets.gobound.com/tickets/events/h20240703083138562ba516606c29040/checkout)  
<https://tickets.gobound.com/tickets/events/h20240703083138562ba516606c29040/checkout>

Admission Fee: \$10 for anyone over the age of 5.

Spectators can still purchase tickets at the gate via the online address, but we encourage them to do it ahead of time to avoid long lines and potentially missing their student's performance