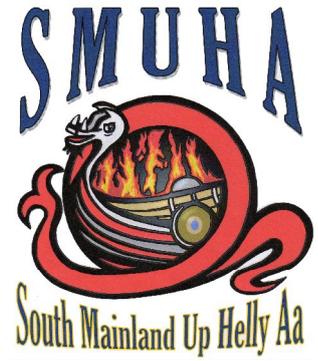


Instructions for Bus Drivers & Squads



Procession

- Allow plenty of time to reach the muster point just before your allotted time
- Stop at the right side of the road. Advise passengers to take care when disembarking as they may meet traffic. Quick disembarkation preferable.
- Continue to the designated bus parking area/s obeying instructions from the police/marshals.
- When directed by police/marshals, move to the squad pick-up parking area. The Brass Band may need to be away quickly. Please allow this bus to head the queue in this parking area if required.
- As soon as possible proceed onward to your halls.

Halls

Bigton

Buses should reverse into the car park from the main road. For safety reasons this should be assisted. The upper car park is reserved for squad bus and disabled parking only. Squads enter through the main door. Squads leave through south door.

Cunningsburgh

Stop on the main road at the hall. The car park at the old football changing rooms (nearest the main road, next turning on left) is reserved for squad buses. Squads enter through the door facing the football pitch. Squads leave through the door nearest the road.

Gulberwick

Enter Gulberwick from the Lerwick side and leave heading south. Note that this is **NOT** a Gulberwick one-way system, just an instruction for buses. You could meet vehicles travelling north.
NO PARKING ON THE ROAD OUTSIDE THE HALL
Squad bus parking at the south side of the hall.
Squads enter through the south door.
Big props through the north main door.
Squads leave through north main door.

Sandwich Social Club

Enter Sandwich via the middle road. Stop at the Club car park to allow disembarkation. Squad bus parking in the north (windmill) car park. Reverse in. Squads enter and leave through the main door.

Ness Boating Club

Squad bus parking will be coned off at the south side of the car park. Stop at the side door first, props remain on the bus. Squads enter through side door, go left for waiting room (peerie bar). When squads called exit through side door that you came in, pick up props and enter through main hall door at south end of club. Squads exit through south end of Club.