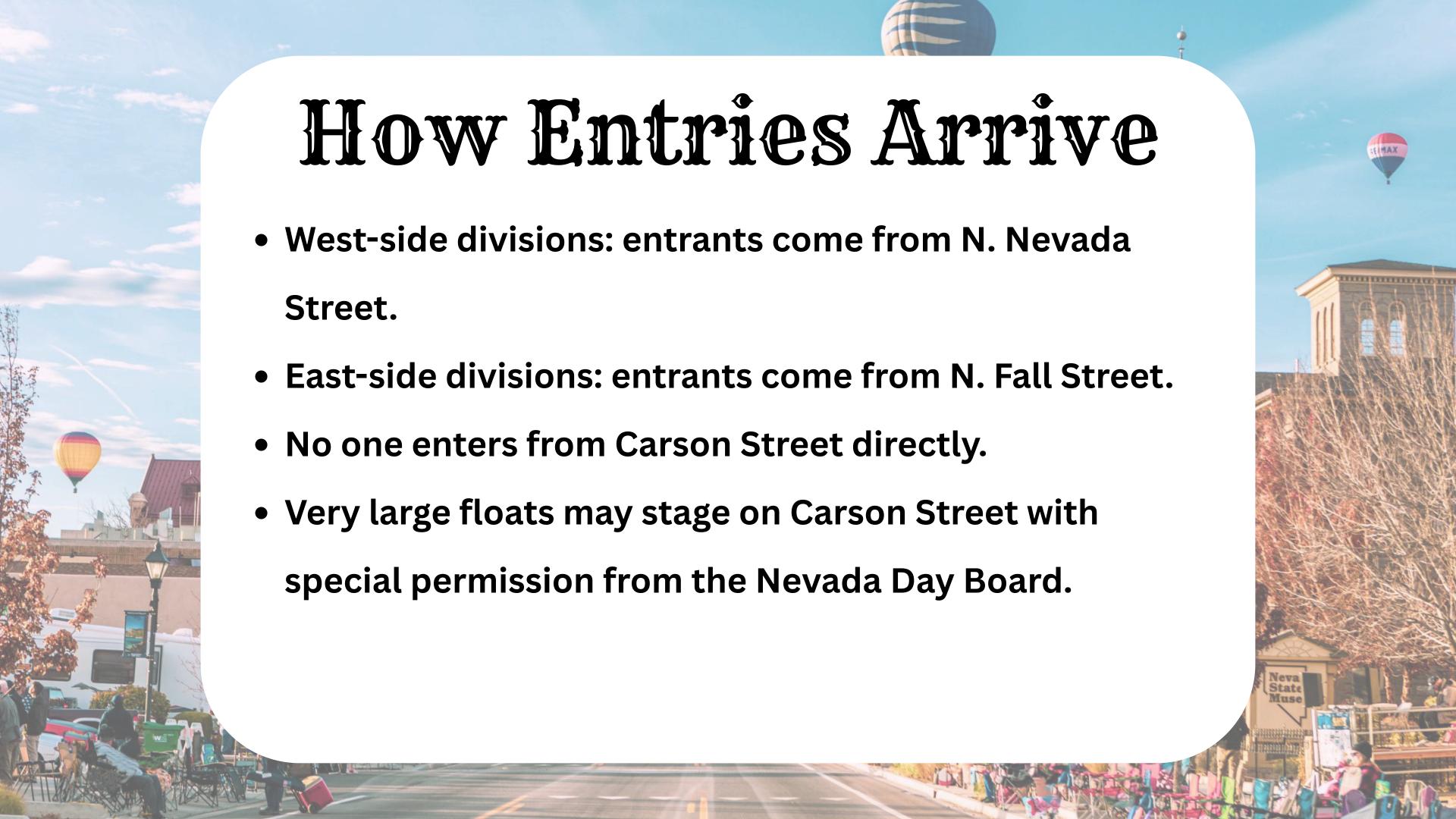
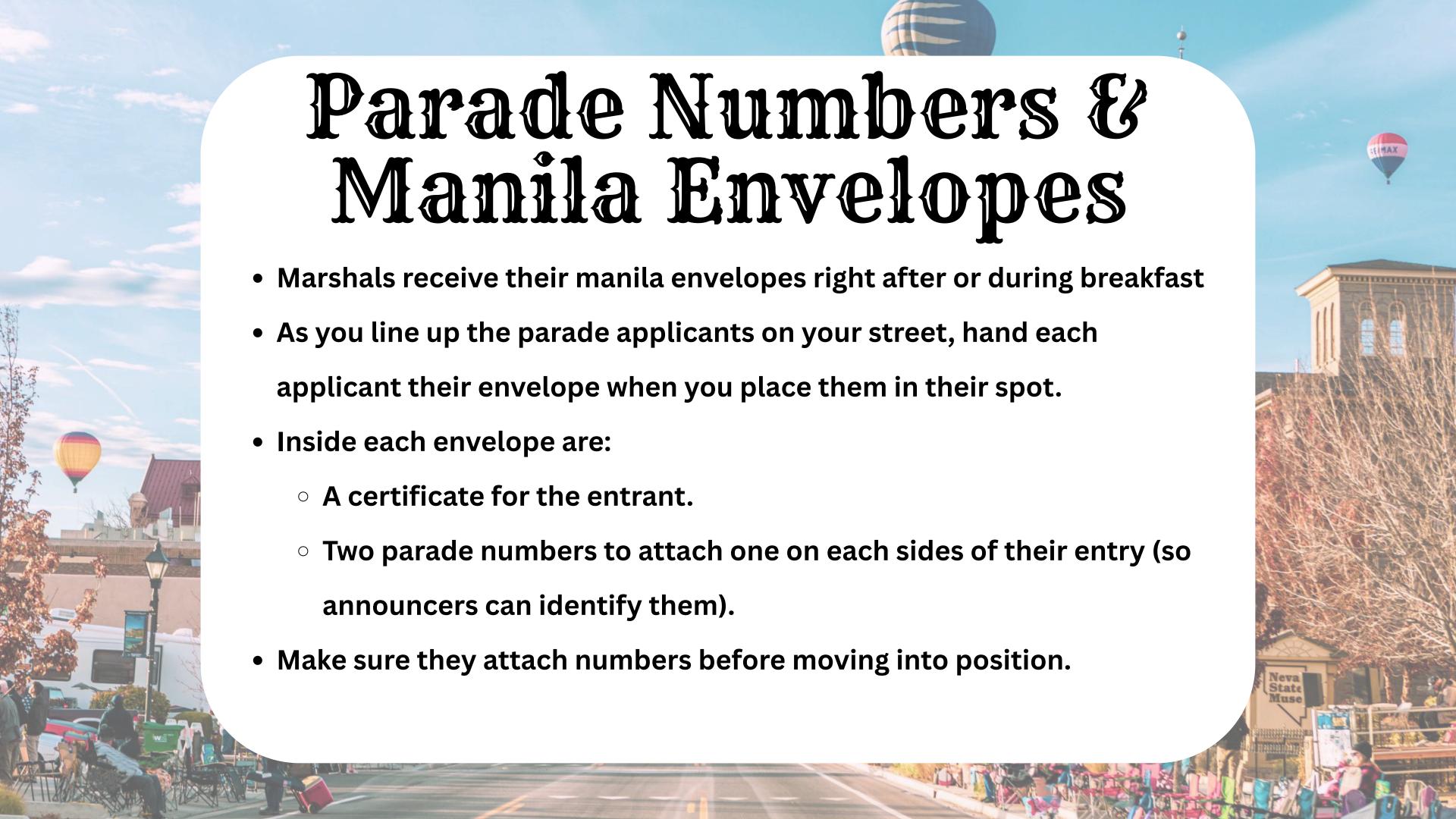


Divisions & Line-Up Streets

We use 10 staging streets ("divisions") that intersect Carson Street. Each holds 20–28 parade entries.

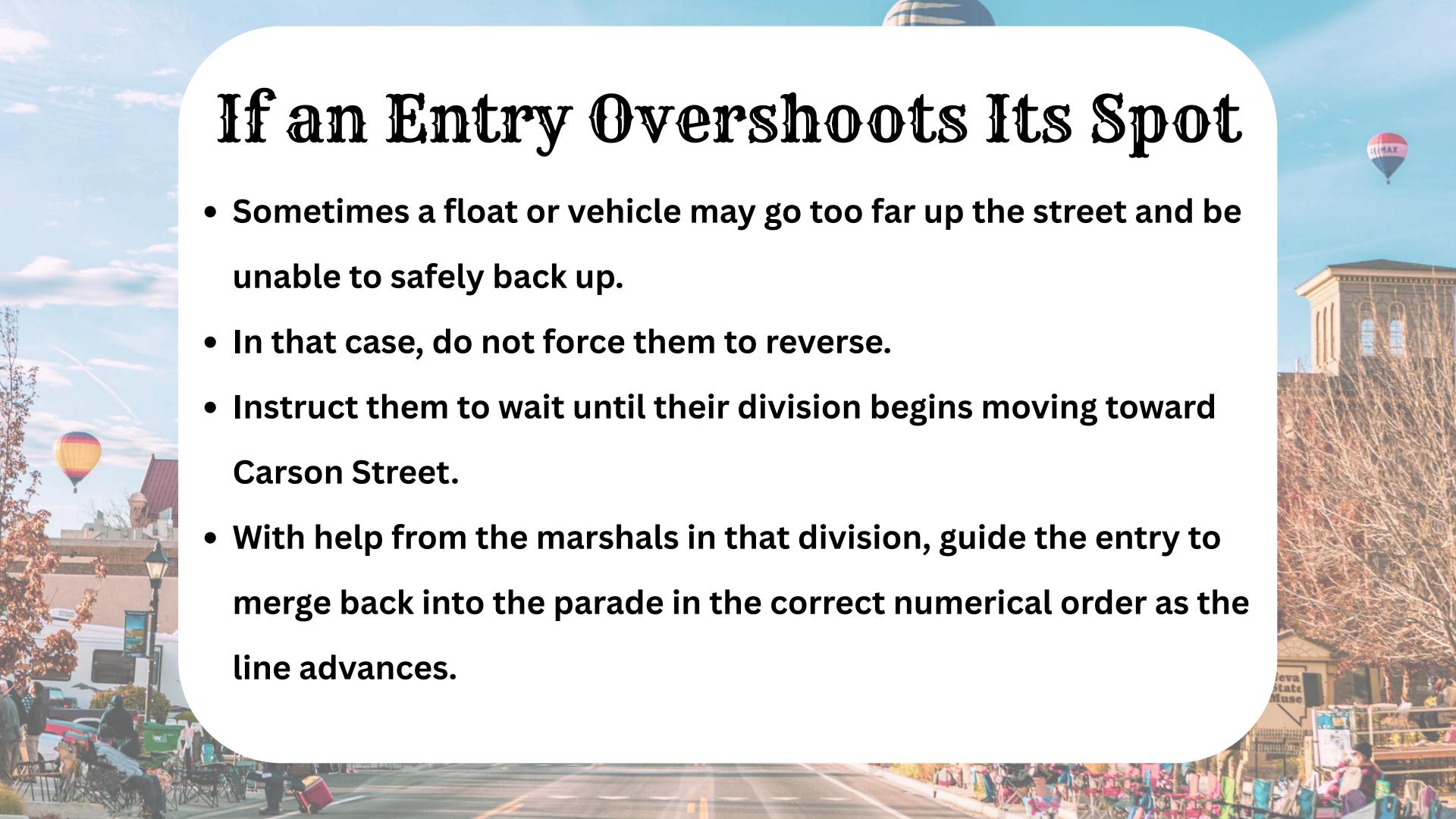
| Division # | Street Name | Line-Up Time |
|------------|-----------------------------|--------------|
| 1 | Bath (west side) | 8:00 a.m. |
| 2 | Adaline (west side) | 8:00 a.m. |
| 3 | E. Long (east side) | 8:00 a.m. |
| 4 | W. Long (west side) | 8:00 a.m. |
| 5 | E. Adams (east side) | 8:00 a.m. |
| 6 | W. Adams (west side) | 9:00 a.m. |
| 7 | E. Park (east side) | 9:00 a.m. |
| 8 | W. Park (west side) | 9:00 a.m. |
| 9 | Fleischmann Way (west side) | 9:00 a.m. |
| 10 | E. John (east side) | 9:00 a.m. |





How to Line Up Your Street

- Each staging street has 2-4 marshals, split into three sections:
 - Section 1: entries 1–8
 - Section 2: entries 9–16
 - Section 3: entries 17–24 (and up to 28 if needed)
- Each marshal manages their section:
 - Greet entrants as they arrive.
 - Direct them how far down the street to go.
 - Place odd-numbered entries on the left, even-numbered on the right (as you look toward Carson Street).
- The marshal at the last section also acts as the "traffic controller" for arriving entrants, telling them where to go and which side to line up on.



Walking with Your Division

- Marshals are expected to walk the parade route with their division.
- This ensures:
 - Safety of entrants and spectators.
 - Rules are being followed (no candy throwing, proper spacing, etc.).
 - Immediate response to any issues during the parade.
 - Easy return of the marshal vest, hat, and bag at the Nevada Day Gift Shop at the end of the route.
- If you are unable to walk with your division due to circumstances, that is okay.
 - We have had divisions proceed down Carson Street without a marshal before.
 - However, please stay with and direct your division until every entry is on Carson Street.
 - After your division is fully on the parade route, promptly return your marshal items (vest, hat, and bag) to the Nevada Day Gift Shop.



