

Game Sequence of Events and Performance Expectations

General:

1. Before leaving home, discuss with parents concerning pickup time (**please be early**)
2. Place your name in your shoes
3. Always wait until Mr. King, Mr. Johns, or head chaperone tells you what to do. Then, do it in an orderly fashion (section leaders & vets help with this in a positive manner)
4. Listen to your chaperones and do what they ask without question or attitude. They are only doing what we asked them to do. They will tell us if this doesn't happen.
5. Be flexible – anything can happen and sometimes does. We'll plan as much as possible but be ready when something doesn't go as planned
6. Show class & no PDA while on break or in stands (people are watching you)

When Arriving:

1. SL – check off list (I have), check & load gauntlets
2. Check to make sure ALL necessary items are accounted for (incl. long black socks and band shorts)
3. Remind parents when arriving back to school
4. Arrive before time to be here (have ALL necessary items) – check off w/SL in area
5. * Any and All Questions - Ask your section leader!
6. Get uniform, change (band shorts), get equipment, go to bathroom, stand in section's place, listen for inspection (check hair – no unnatural colors and/or conspicuous styles, no jewelry) & when to load equipment, have all necessary items with you (garment bag, shako, money)

Home Game:

1. Quiet during roll call
2. Move out pit percussion before arrival time
3. Warm-up (battery in cafeteria, winds in band room, guard in drama room???) or on practice field. Put gauntlets on before leaving field?

Away Game:

1. Quiet during roll call
2. Give note to head chaperone if leaving game with parents
3. Load equipment immediately when told (remember, no one else will load it for you) and come straight back to place, last chance for bathroom
4. Wait in place until grade is called to load bus (last chance to make sure you have everything)

On Bus

1. Quiet over railroad tracks (for your safety)
2. In seats: guys/guys & girls/girls ONLY

3. no PDA
4. don't stick body parts out of window
5. keep switching seats to a minimum
6. have fun but not too noisy
7. listen to appropriate music on head phones
8. don't "taunt" or aggravate other vehicles' passengers (have class!)
9. Listen for chaperone to tell you that we're close to our destination, then start getting jacket on (unless jacket is on trailer) and have all necessary items
10. * Do not get off bus until directed by chaperone (who will wait for Mr. King's word)
11. *(Guard – come off bus with hair/makeup done)

At Away Game

1. Get off bus orderly and listen for directions from Mr. King, Mr. Johns or chaperone (**people are watching you**), **battery might cadence into the stands, remember where to stand

After the game

1. Help the percussion after the game (especially home games).
2. Wait for instructions on how we leave the stands as well for any additional instructions (bathroom?)
3. If going home with parents, make sure someone responsible is in charge of your equipment and uniform on the bus and when we are back. Bring a note beforehand so the chaperones can be aware.
4. Call or text parent reminders BEFORE arriving to school
5. Do not change on the bus. Only change in designated areas
6. When back at school, get equipment while coming into school (before changing)

In Stands:

1. Once in stands (no friends/parents in band area), MT until battery is finished or Mr. King says otherwise
2. Bathroom break in emergency situations only or if we have time (don't ask unless it is truly an emergency)
3. Be orderly coming up into stands, listen for further instructions (take off jacket? – don't ask)
4. **Listen** for directions to adjust seating, warm-up, stand tunes (section leaders will help spread the word)
5. Play with confidence, have fun!
6. Only appropriate dancing (have class!)
7. Watch conductor!
8. Don't taunt other team or band members
9. Don't boo calls by ref
10. Don't handle plume
11. No individual playing ("Practice at home")
12. Section leaders check for flip folder and music (for pre-determined songs)
13. Stay in your section
14. Everyone play every song
15. When someone gets hurt: wait for drum major to stop you from playing and sit down quietly

16. Do NOT stop playing, yell, wave arms, etc.
17. Stand Tunes: “1. Be ready to play & 2. Sound/look good doing it”
18. The drum major chooses (no suggestions) the stand tunes during the game. Don’t complain and sound/look your best
19. Be ready to play at all times, sometimes we need to play songs really quickly
20. Watch the drum major for tempo and cut offs. We might have to stop in the middle of a song, so **watch** all the time.
21. No food or drink allowed in section (even if your parent/friend/etc tries to give it to you)
22. Sound good at all times, having fun while playing is ok, but our first priority is to sound good (remember, we got into the game free)
23. Be careful of your and other’s instruments, don’t horseplay and place it in a safe

Show Time!!!

1. Listen for directions to stretch, etc. for show
2. Use time wisely when getting ready
3. Have all necessary items
4. Be ready to go towards the end of the 2nd quarter, so that we can get on the field as efficiently and quickly as possible.
5. Concentrate on what you need to do to make the show the best possible (incl. setting up)
6. No ticks will be on the field

Third Quarter

1. Be careful of your and other’s instruments, don’t horseplay and place it in a safe place or in case.
2. Don’t eat anything that is too messy to get out of uniform (only clear liquids)
3. Be ON TIME back to your seat by 1:00 left on the clock of 3rd quarter (throw away any food/drink, etc because it cannot be in stands). You lose part of the next game’s 3rd quarter if not on time.

After the game:

1. Help the percussion after the game (especially home games).
2. Wait for instructions on how we leave the stands as well for any additional instructions (bathroom?)
3. Change
4. put uniform away in correct place
5. gather & put away/take ALL your belongings home (no maid service, keep band room smelling good),
6. leave with parents
7. Section Leaders check with Mr. King or Mr. Johns before leaving