

Scottsboro High School Wildcat Marching Fundamental Handbook and Calendar



Teaching Marching Fundamentals	3
Marching Band Field Identification	9
After school rehearsal - Everything is subject to change!	10
Time	10
Procedure	10
Important Marching Band Dates	11

Teaching Marching Fundamentals

Definitions

A:

Accent: The special emphasis or stress applied to a note or beat in the music.

Alignment: Straight lines in ranks, files and diagonals.

At Ease: Oral command that tells the group: Keep the right foot in place and remain silent. Other movement is allowed.

At Rest: Oral command that tells the group: They may move about and talk, but must remain in the area. (Same as Stand Easy)

Atten-hut: Oral command that tells the group: Go to attention.

Attention: The motionless, silent, waiting for the next command while standing in a military posture.

B:

Backwards...March: Oral command that tells the group: Begin marching in the direction of your back.

Band: A group of musicians who play together.

Band Block (Block Formation): The formation of a marching band, usually used while parade marching. The files and ranks are evenly spaced, setting the band up in a large rectangle formation.

Battery: Drum section that marches on the field as a group. The Battery usually consists of snare drums, bass drums, tenor drums, and cymbals.

Box (Press Box): A slang term for the judge's box at the top of the football stadium.

C:

Cadence: The tempo, or number of beats per minute. Also a drum beat used while marching.

Carriage: How a person carries their body.

Cleaning: Slang term that means to make each movement well defined and precise. Each has a definite point where the movement starts, changes and stops.

Color Guard: Originally the armed guards who protected the U.S. Flag (the Colors). Since drum and bugle corps evolved from the military, they also carried colors and had a guard. As drum corps got more elaborate, the color guard began to include teams of rifle spinners, tall flag performers and dance teams. The name is still used for these teams by drum corps and corps styled bands, even though the national flag is rarely used in performance.

Column: Two or more people standing behind one another (Same as File.)

Company Front: A formation where the entire band or corps is in one large line, marching side by side.

Cover: Straight line in a column or file, aligned on the front person.

Cover Down: Oral command that tells the group: Straighten the column or file.

Cut Off: A signal that tells the band or corps to stop playing. (Same as Release)

Dismissed: Oral command that tells the group: They are released from the rehearsal or drill.

Distance: Spacing between individuals front to back.

Dot(s): An individual position on the field designed by the number of steps away from the hashes or sidelines, and yard lines. Dots should line up with your right heel.

Double Time: A step where the band member moves at twice the speed of the music or cadence. It is also a command that tells the group to move at twice their current tempo.

Down Beat: A musical term used in conducting to identify the first beat of a measure of music.

Dress: Straight line in a rank, aligned on either the left, center or right person.

"Dress Left/Center/Right...Dress": Oral command that tells the group: Straighten the rank to the center person. Usually the instruments are raised to the playing position, and each person's head snaps towards the alignment point. This may be done in either one or two counts. Members then dress the rank. The command is called, "Dress - Center - Dress." To return to their original position, "Ready - Front" is called.

Drum Line (Battery): The field drums collected together in a single marching unit. This unit often includes; snare drums, tenors, bass drums, cymbals and/or timpani. The drum line is most often used by drum and bugle corps and corps-style marching bands.

Drum Major: A person who leads a marching band or drum & bugle corps.

Drum Major's Stand: A platform that is used on the field, for the drum major to conduct the band. It is usually about three to four feet square and three to five feet high.

E:

Eight to Five: Marching at a stride of eight steps to five yards (22.5" stride).

Execution: How well or precisely something is done. This is often a key part of a judge's evaluation for the performance.

Execution Command: The last part of a command that tells the band to do the movement. It follows a preparation command.

Expansion: Movement which produces larger intervals between members.

F:

Face: Oral command that tells the group: to pivot and look towards a different direction. Examples: "Left Face"-90 degree turn to the left, "About Face"-180 degree turn to the reverse direction.

Fall In: Oral command that tells the group: to get into a formation. example: "Fall in... at the beginning of the show."

Fall Out: Oral command that tells the group: to leave a formation. example: "Fall out...and go into the band room."

Field Show: A performance done by the marching band on a football field. It may or may not be done during the half-time of a football game.

File: Two or more people standing behind on another. (Same as Column.)

Flank: The side of a unit. Also a command that tells the band to change direction and move toward that side.

Follow the Leader: Movement including a lead performer marching a specified pattern with the remaining performers following the same path.

"Forward...March": The command that tells the group: Begin marching forward.

Front: The distance across the first rank of the band.

G:

G. E.: A slang term for General Effect. This is the title of a judging caption used for judging drum corps or bands. It has to do with the total overall effect created by all elements of the performance.

Glide Step: A gliding style of marching where the leg swings forward, (similar to a walking step) the heel contacts first, and the weight is smoothly rolled to the toe.

Guide: Correcting the alignment of the ranks, files or diagonals while moving.

Guiding on the Diagonals: Aligning the position of a band member by matching the 45 degree lines set up by the band block.

H:

Half-Tempo Step: A step where the band members move at half of the speed of the music or cadence.

Half-time Show: A performance done by the marching band on a football field, between the two halves of a football game.

Hut: Part of an oral command that tells the band to execute the command. It is used to give an oral command a crisp sound. Examples: "Atten-hut", "Mark-time-hut", "Forward-hut".

I:

Ictus: (In music) the stress or accent marking the rhythm. (In conducting) the movement made by the conductor's hands or baton to show the accent of each beat. (In drum majoring) the movement made by the baton or mace to show the accent of each beat.

In-Place Turns: A marching movement where the person rotates either right or left while marking time. This usually takes four counts to turn 90 degrees for a slow turn and four counts to turn 180 degrees for a fast turn. (Same as Rotations)

Interval: The distance between two people standing side by side.

L:

Left Flank: A movement that has the band execute a complete body 90 degree turn to the left while on the march. The command is called; "By the Left Flank.....March !" (or Hut!)

M:

Marching Band: A band that moves and plays at the same time. The band usually consists of woodwind, brass and percussion instruments. They are often accompanied by flag carriers, identification units, drill or dance teams, or rifle teams. They are led in performance by a drum major. Marching band performances usually occur either on a street in a parade or on a football field.

Mark Time: Marching in place.

"Mark Time...March": Oral command that tells the group: Begin marching in place.

Moving Gate (Gated Turn): A line or curve which rotates around a moving point at the end of the form.

O:

Oblique: 45 degree movement - half of a right or left flank.

Oral Command: A spoken instruction given to the band. It has two parts, the preparation, which tells the band what to do, and the execution, which tells the band to do the command. It is said loudly and clearly so the entire group can understand the command. (Example: "Band! Atten.....Hut!")

P:

Parade Rest: A relaxed position of attention. Usually done with left foot moving about 18 inches to the left. Instrument/hand positions vary between bands.

Peripheral vision - side vision; what is seen on the side by the eye when looking straight ahead.

Pit (The Pit or Front Ensemble): A slang term for the percussion equipment and players who do not march on the field, but are stationary on the sideline. This also describes the area where those percussion instruments are set.

Platforms - An imaginary triangle that is formed by the point of the big toe and the ball of the feet. Posture: How a person stands or holds their body.

Preparatory Beat: The rest just before the first note to be played by the band. It allows the band to take a starting breath, and it indicates the tempo and style of the music.

R:

Rank: Two or more people standing side by side.

Ready...Front: Oral command that tells the group: Move from the dress position back to facing front. Example: "Dress Center Dress.....Ready, Front".

Release: A signal that tells the band to stop playing. (Same as Cut Off)

Reset (one more time): A direction that tells the group to return to an early point and get ready to do the action again. Example: "Reset to the start of the show."

Reshape: Movement during the formation constantly changes. Step size will vary during the movement. All performers will complete the movement at the same time.

Right Flank: A movement that has the band execute a 90 degree turn to the Right while on the march. The command is called; "By the Right Flank.....March !" (or Hut!)

Roll Off: A drum cadence that tells the band to play.

Rotation: For an individual: Person turns either right or left while marking time. This usually takes four counts to turn 90 degrees for a slow turn and four counts to turn 180 degrees for a fast turn. (Same as In-Place Turns) For marching band movement: A gate or wheel of an entire formation with the shape remaining consistent.

S:

Salute: To show respect or show honor by some formal act. This may be a hand salute as in the military or a salute done with the baton or mace.

Show: Another term for a performance. "The Show" is usually a slang term for a band or drum major's field performance. Example: "What is the theme for the Show this year?"

Showmanship: The overall effect created by the performance, the originality displayed and how well the performers "sell" their performance to the audience. It is also the name of the judging caption that evaluates the band's showmanship.

Signal: A gesture, or action that conveys a command.

Six to Five: Marching with a stride size that takes six steps to every 5 yards (30" stride).

Slide Marching: A style of marching where the band member marches in one direction and twists the upper body so they can play in another. (Same as Twist or Shift Marching.)

Stand Tunes: Music that is played during a football game from the stands.

Step Off: The command that tells the band to start marching forward.

T:

Tempo: The speed of the music. It is expressed in the number of beats per minute. Example: "The correct tempo is 110 beats per minute."

The Box: A slang term for the judge's box at the top of the football stadium.

The Pit: A slang term for the percussion equipment and players who do not march on the field, but are stationary on the sideline. This also describes the area where those percussion instruments are set.

W:

Whistle Command: An instruction given to the band using a whistle. It has two parts, the preparation, which tells the band what to do, and the execution, which tells the band to do the command. It is usually done while giving a signal with a baton or mace.

Attention

Band ten Hut - Say "Hut"

Heels are together, toes are pointed out at a 50-55° angle relative to the heel

Stomach - in

Chest - Out

Chin - Up

Eyes - Focused in the distance

Knees- Not locked...slightly flexed

Shoulders - Back

Imagine a string that pulls up on the top of the head... 10 ft. tall!

Mark Time

Command- "Mark time hut" you think check and 1

Left foot comes off the ground one inch parallel to the ground. Up one the and.. down on the 1.

Alternate left and right foot marching in place until the command to halt is given. Feet come off the ground one inch and are parallel to the ground and parallel to one another.

Halt command is "Band Halt" place, place. Band on count 1, rest on count 2, Halt is on count 3, right foot stopped on count 4 at an angle, left foot stopped on count 1 at an angle for a total of 50°-55° angle between the feet.

Forward March

Command- "Forward... march..hut" and 1

Start with the left foot out on the one. We use the glide step to forward march which means to point the toe up high in the air like you want your mom to read what's on the bottom of your shoes and roll the foot heel to toe in a constant motion with no sudden moves. Your upper body should "glide" along as you march. The pulse or beat should be felt in the heels.

Backwards March

Command- "Backwards...march...hut" and 1

Start with the left foot out on the one. Minimal movement from the knees and we get up on the platforms of the foot with the heel never hitting the ground. Weight should be distributed on the platforms and not leaning too far forward or back. The pulse should be felt on the platforms.

Slides

Command- "Right or left slide...march...hut" and slide

Upper body will pivot 90° in the commanded direction while the lower body will continue to march in the same direction. Slides are used frequently in the show so the performer is almost always facing the front sideline.

Flanks

Command- Right/left flank...march...hut" and flank

The whole body will turn in the direction of the flank. You will use a snappy but rounded turn pivoting on the platforms and heels in the commanded direction.

4 count turns

Command- "Right/left turn...march...hut" and turn

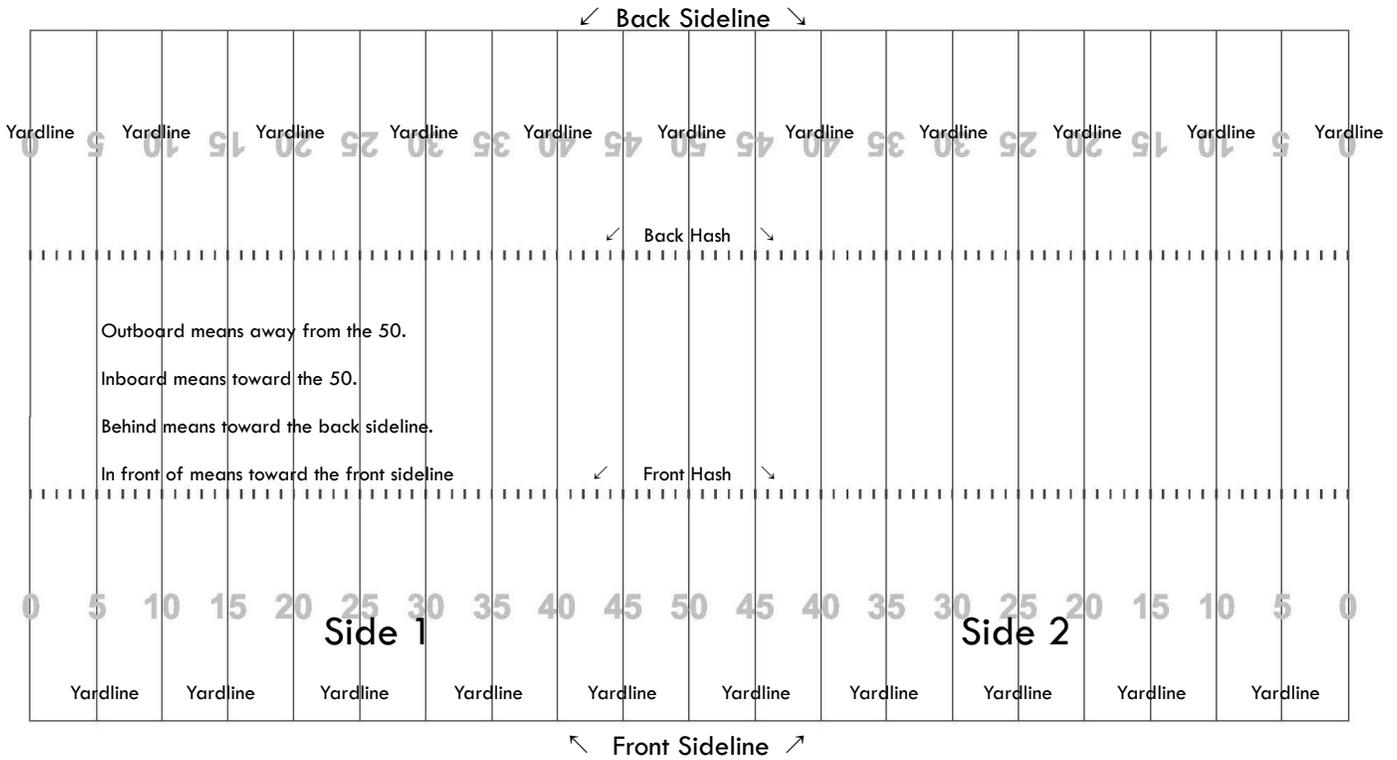
The whole body will turn in the commanded direction 90° starting with the left foot. Another way to think about it is that it is a modified mark time that you turn to.

Transitions

Transitions are what we use to go from a forward march to a backward march or from a backward march to a forward march.

Touch and go- happens on the 5,6,7,8. We think “5,6,plant,touch...wait...move”. Left foot plants on count seven / right foot touch the line or the dot on count 8 / feet stay in the same position for count 1 / right foot moves in the opposite direction on count 2.

Marching Band Field Identification



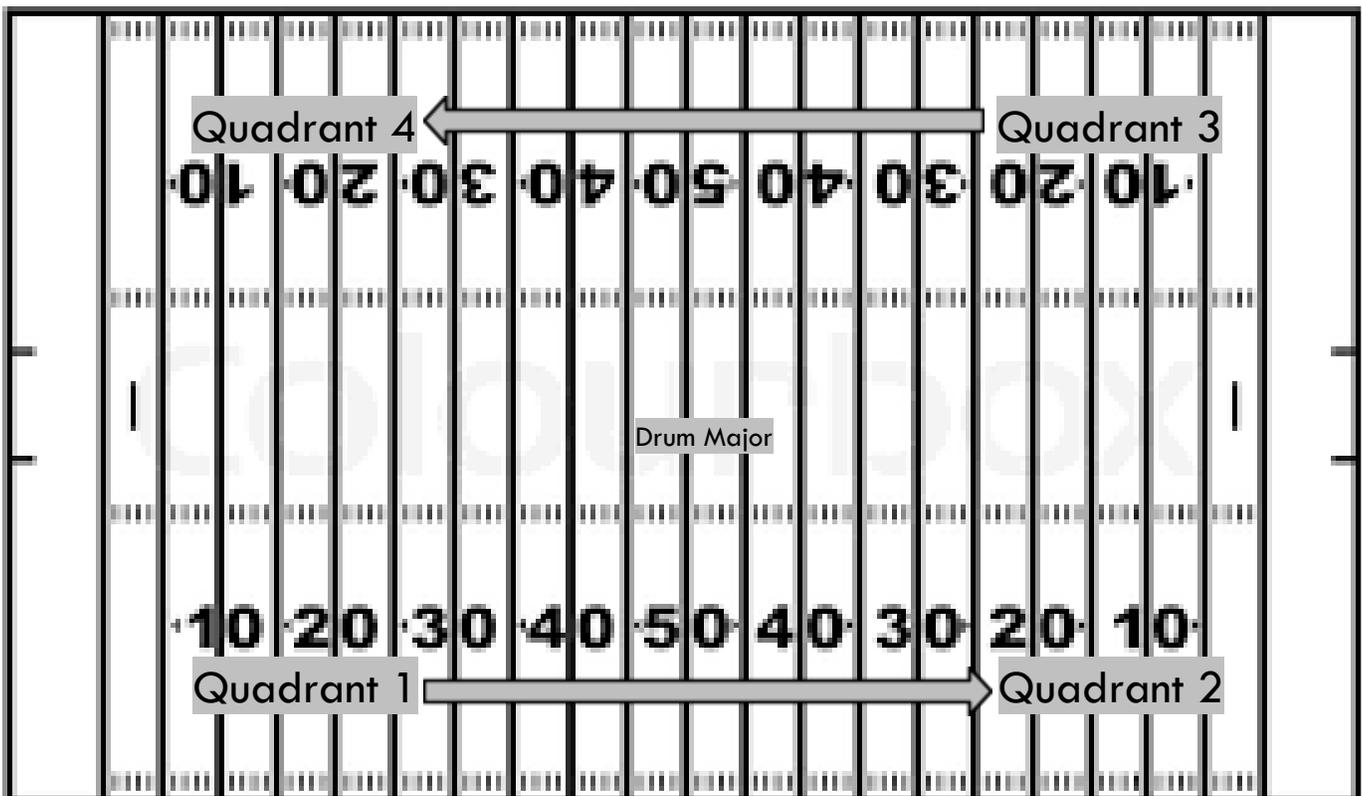
After school rehearsal - Everything is subject to change!

- Time

- Rehearsal starts promptly at 3:50. After that time members are considered tardy. Quadrant leaders are to take roll at exactly 3:50! Roll sheets will be provided. Quadrant leaders will follow up on tardies to see if they have arrived; if not then the tardy is changed to an absence at 5:30. Rehearsal must begin on time for this program to work!!!

- Procedure

- 3:50 – 4:17 - We will start out in specific quadrants to be determined at our first band rehearsal. The members of each quadrant will be led by one individual that will focus on one task for three minutes after which the drum major will sound the whistle for all to run to the next quadrant in a counter-clockwise motion. There will be a total of four quadrants for members to engage in after which the whistle will sound for all members to run to a predetermined block formation to engage in breathing exercises, warm-up, and marching basics as needed. The whole process will take 27 mins after which students will have a 5 min water break.
 - Quadrant 1 – Cardio (Catchy Music will play!)
 - Quadrant 2 – Legs (Catchy Music will play!)
 - Quadrant 3 – Upper body (Catchy Music will play!)
 - Quadrant 4 – Breathing (Breathing Gym) (Catchy Music will play!)
- 4:18 – 4:45 Rehearsal
 - Break 4:45 – 4:52
- 4:53 – 5:10 Rehearsal
 - Break 5:10 – 5:17
- 5:18 – 5:30 Rehearsal (Run-thru?)



Important Marching Band Dates

Sunday August 1, Band Pictures at Trammell Stadium
Thursday, August 5, 3:50pm - After School Rehearsal
Friday, August 6, 3:50pm -After School Rehearsal
Monday, August 9, 3:50pm - After School Rehearsal
Tuesday, August 10, 3:50pm - After School Rehearsal
Thursday, August 12, 3:50pm - After School Rehearsal
Friday, August 13, 3:50pm - After School Rehearsal (May be the football cookout)
Monday, August 16, 3:50pm - After School Rehearsal
Tuesday, August 17, 3:50pm - After School Rehearsal
Thursday, August 19, - 3:50pm - After School Rehearsal (Ice Cream Social at 5:30!!!)
Friday, August 20, Home football game - North Jackson (Summer Uniform)
Monday, August 23, 3:50pm - After School Rehearsal
Tuesday, August 24, 3:50pm - After School Rehearsal
Thursday, August 26, 3:50pm - After School Rehearsal
Friday, August 27 - Away Game - Madison Academy (Summer Uniform)
Monday, August 30, 3:50pm - After School Rehearsal
Tuesday, August 31, 3:50pm - After School Rehearsal
Thursday, September 2, 3:50pm - After School Rehearsal
Friday, September 3 - Home Game - Oxford
Tuesday, September 7, 3:50pm - After School Rehearsal (It is a teacher inservice but we will still rehearse!)
Thursday, September 9, 3:50pm - After School Rehearsal
Friday, September 10 - Away Game - Arab
Monday, September 13, 3:50pm - After School Rehearsal
Tuesday, September 14, 3:50pm - After School Rehearsal
Thursday, September 16, 3:50pm - After School Rehearsal at Trammel for Homecoming... Practice will follow then bonfire.
Friday, September 17 - Homecoming Game - Springville
Monday, September 20, 3:50pm - After School Rehearsal
Tuesday, September 21, 3:50pm - After School Rehearsal
Thursday, September 23, 3:50pm - After School Rehearsal
Friday, September 24 - No Game- Rehearsal at 3:50
Saturday, September 25 - Mid-South Marching Festival
Monday, September 27, 3:50pm - After School Rehearsal
Tuesday, September 28, 3:50pm - After School Rehearsal
Thursday, September 30, 3:50pm - After School Rehearsal
Friday, October 1 - Away Game - Fort Payne
Saturday, October 2 - Contest TBA
Monday, October 4, 3:50pm - After School Rehearsal
Tuesday, October 5, 3:50pm - After School Rehearsal
Thursday, October 7, 3:50pm - After School Rehearsal (Yes, we will have practice!)
Friday, October 8 - Away Game - Oneonta
Saturday, October 9 - Trussville Marching Invitational
Thursday, October 14, 3:50pm - After School Rehearsal
Friday, October 15 - Away game - Southside
Saturday, October 16 - Where the Mountains Meets the Lakes Marching Festival
Thursday, October 21, 3:50pm - After School Rehearsal
Friday, October 22 - Home Game - Pell City
Thursday, October 28, Away Game vs Fyffe (Halloween game so dress up!)
Thursday November 11 - 10:00 - Veteran's Day Participation at Collins
Saturday, December 12, 5:00pm - Christmas Parade
Sunday March 6-Thursday March 10 - Out of state travel with Marching Band (Can't tell you yet!)