

Scottsboro High School Wildcat Marching Band Leadership Handbook



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Leadership Responsibilities and Expectations

-Espirit de corps - a feeling of pride, fellowship, and common loyalty shared by the band members.

-All leaders are expected to model servant leadership. Simply put... be willing and do for others what needs to be done regardless of what it is.

-Never show disunity among leadership to the band. Resolve personal conflicts off the field and never be condescending to one another in public or private behind the other person's back.

-No punishment may be given by a student. The job of leadership is to report any problems to the directors who will then evaluate the situation. Once it has been given to the directors then their decision about punishments are final.

Remember: A good leader is selfless. Take the blame; give the credit away!

● Captains and co-captains...

- Enforces band rules and maintains order during rehearsals
- Models and maintains “esprit de corps” within the band
- Sets the standard for discipline, bearing, and conduct for the members of the band to follow
- Makes announcements to the band as directed (Band captain)
- Oversees section leaders during marching rehearsals (Band captain and co-captain)
- Reports any major problems to the directors
- Assists the band directors in all ways possible
- Co-ordinates with section leaders on the cleanup of the practice field, band room, storage room, and performance venues.
- Makes sure that water is available at every rehearsal

● Drum Major...

- Enforces rules and maintains order during rehearsals
- Directs and controls the band in field rehearsals, performances, in the stands, and during pep rallies.
- Models and maintains “esprit de corps” within the band.
- Sets the standard for discipline, bearing, and conduct for the members of the band to follow
- Reports any major problems to the directors

- Assists the band directors in all ways possible

● Section Leader...

- Models and maintains “esprit de corps” within their respective sections.
- Sets the standard for discipline (not punishment), bearing, and conduct for the members of their section to follow
- Leads by example
- Reports any major problems to the captains
- Assists the drum major or captains in all ways possible
- Takes attendance daily using the supplied attendance sheet (turned in at the end of all rehearsals)
- Copies and distributes music, co-ords, chips, and supplies anything their section may need during a rehearsal
- Practices regularly and models exemplary playing and marching
- Holds their section accountable for learning music and co-ords
- Is friendly and goes out of their way to make the individual players feel a “part” of their section
- Keeps their section under control during rehearsals or in the stands
- Be willing to help resolve conflicts within your section
- Holds sectionals as needed under the supervision of one of the directors
- Listens to others in the section but makes independent decisions based on what is best for their section

● Loading Crew Captain...

- Models and maintains “esprit de corps” within the band
- Sets the standard for discipline, bearing, and conduct for the members of the band to follow
- Co-ordinates with the directors on a regular basis on how things are going with the loading and unloading of the trailer.
- Recruits and oversees dependable band members to help with the loading and unloading of the band trailer
- Models the proper handling and treatment of equipment
- Trains loading crew members on the proper handling and loading of band instruments
- Reports any trailer or equipment problems to the truck driver or the band directors
- Makes sure that members keep safety in mind as they load and unload the trailer

- **Band Member...**

- Models and maintains “esprit de corps” within their respective sections.
- Sets the standard for discipline (not punishment), bearing, and conduct for the members of the band to follow
- Leads by example
- Reports any major problems to their section leaders
- Learns and performs their music and marching to a high level of superiority

How to Effectively Lead Your Peers

7 Habits of Highly Effective People – Band Style

1. Be Responsible for Yourself
 - a. Understand your role in the band and do it to the very best of your ability.
 - b. Self-discipline
 - i. There is a time and place for everything. There is a time to have fun and a time to be serious
2. Begin with the end in mind
 - a. Set goals for you as an individual and also what you would like to see the band achieve
 - b. Know what you are working for
3. Put first things first
 - a. Take care of what has to be done today instead of what is happening in the future (Don't worry about the future!!!)
4. Think Win Win
 - a. Remain positive
 - b. Role Model
 - c. Respect one another and respect the system
5. Seek first to understand, then to be understood
 - a. Communication is the key
 - b. Stop and listen
6. Synergize - interact or cooperate with one or more other agents to produce a joint effect greater than the sum of effects achieved separately
 - a. Group is better than an individual
 - b. No "I" in band!
7. Sharpen the saw
 - a. Taking care of yourself
 - i. What are you doing outside of the band?
 1. Being a leader in school, in your classroom, and in other organizations
 2. Being a role model for others
 3. Having the will to not let peer pressure influence you when hanging out with the crowd

Regarding Rookies

Discipline vs. Punishment

Many times people associate the term “discipline” with the idea of punishment when in truth the two are different concepts based on the context in which they are used. Discipline is a personal quality that is nurtured and developed that can keep one from ever experiencing punishment. A lack of discipline warrants punishment so it is imperative that band members be self-disciplined so punishment is never needed to correct the inappropriate behavior. Punishment is a physical reminder of a lapse in self-discipline and is to be used sparingly or it loses its effectiveness!

Lead by example: How to be a "leader" without the title

New members follow the lead of their peers

Student leadership is an absolute necessity in order to achieve success in the marching arts. The standard procedure for most high schools is to interview and hold auditions for these positions, with the end result being the best candidate for the job earns the title of "section captain" or some other title which insinuates authority. Once rehearsals start, these section leaders are given the "power" to lead their section through the season until the process begins again the following year. The reality of the situation, however, is that in order to run an efficient and successful organization, the majority of the leadership must come from those members who have no official title. If the "section leaders" were the only members of the band to actually lead and set the correct example, there would obviously be little to no rehearsal etiquette, order or progress throughout the season.

Real progress starts the first day of rehearsal, when the new members enter the rehearsal field for the first time and immediately see a trend among the older members of the band: everyone is quiet, listening for instructions; everyone is standing in the proper position; everyone is wearing proper rehearsal attire; and most importantly, everyone is trying their hardest at every single task they are given. As a result, these new members do not even need to ask their section leader, "What do I do now?" They simply look at you and everyone else around you, and it is so incredibly clear; the new members follow the lead of their peers and immediately understand how to act during rehearsal. Think back to when you were a freshman or incoming member of the band and you stepped onto the field during your first rehearsal; what did you notice? Was everyone on exactly the same page, setting a great example, making it completely clear what you needed to do? Or was everyone different; some people setting a good example, some people not talking, but still not listening or behaving correctly, and some people clearly out of

order? The latter, in my experience, is the most common situation, where there is no clear example set for the new members.

As an upperclassmen and veteran of your organization, it is your responsibility to lead by example and help the band reach its maximum potential. It is important to remember that if you do not hold the official title of "captain" or whichever your band uses, you do not have the authority to publicly or aurally attempt to lead your section (unless of course you are instructed otherwise by your section leader or staff). It is also important to reiterate that just because you do not hold an official title does not mean you are not a leader. When people enter a world that is new to them, in our case, the world of the marching arts, they are quite understandably unsure of what exactly is going on, how to act, and what is expected of them. Additionally, as most new members are young (roughly 14 years old) and impressionable, they want to fit in as quickly as possible. As veterans of your band, you have the power and responsibility to help those new members and shape your band the way you want it to be. New members will respond immediately if they see everyone around them doing the same thing the same way at the same time.

Do not underestimate the power of leading by example, and the responsibility you hold as a veteran member of your band. When every single person in your group works together and sets a clear example for all to follow, that is the true essence of leadership. To quote the great American writer Henry Miller, "the real leader has no need to lead —he is content to point the way."¹

¹ Stein, Rob. "Home." Standing O Marching, standingomarching.com/.

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 members moves at twice the speed of the music or cadence. It is also is 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

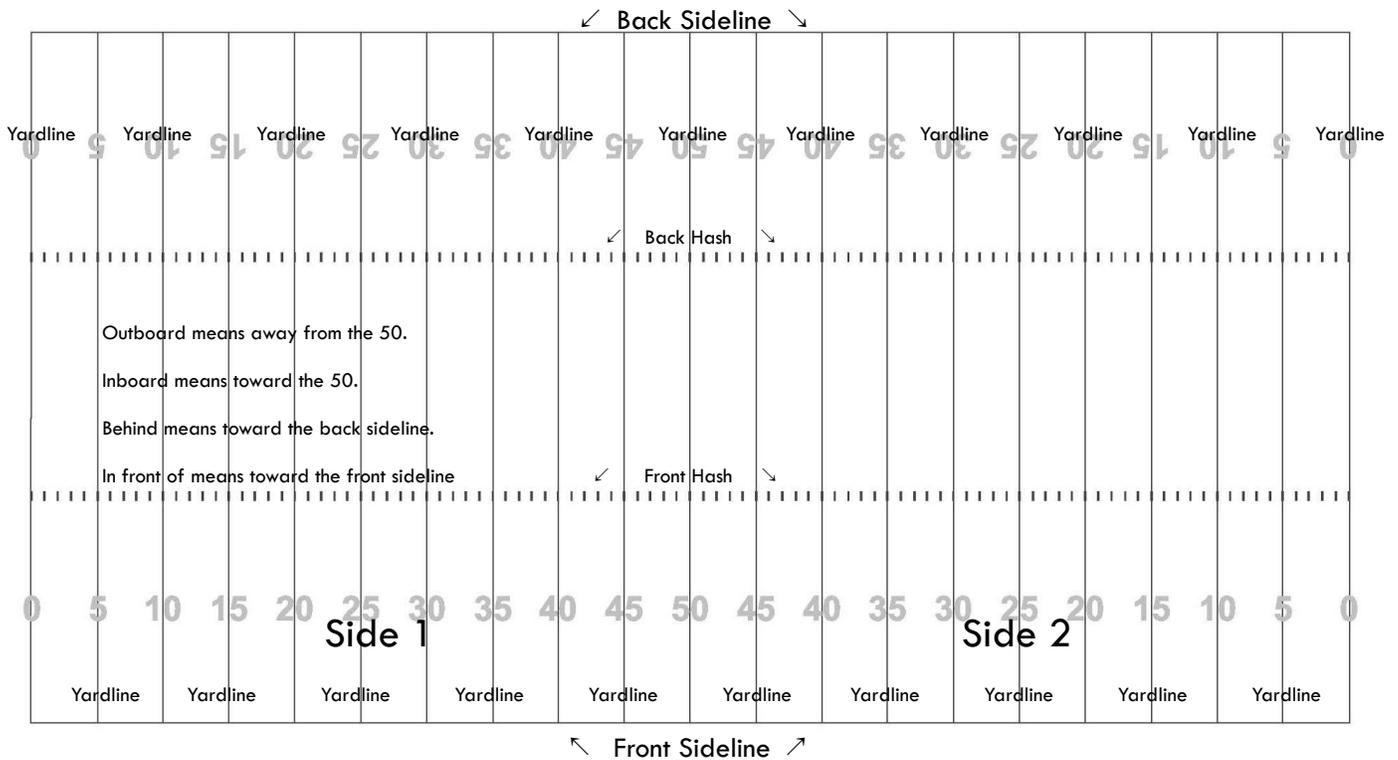
The whole body will turn in the commanded direction 90° starting with the left foot. Another way to think about it is that it is a modified mark time that you turn to.

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



Band Camp Schedule Week 1 (BRING YOUR OWN WATER!)

July 12 th – 16 th	Drumline, Color Guard, Dance Line -Bring lunch and something to drink.
8:00 – 10:30	Rehearsal with instructors.
10:30 – 10:40	Break
10:40 – 10:50	Restroom break for 10 mins
10:50 – 12:15	Rehearsal with instructors.
12:15 – 12:45	Lunch – No one may leave the campus. You are encouraged to bring lunch though one may be brought to you. Seating will be in the school cafeteria.
12:45 – 2:00	Rehearsal with instructors.

Band Camp Schedule Week 2 & 3 (BRING YOUR OWN WATER!)

July 19 th – 23 rd	1st day @ 8:00a.m Everyone will be in the band room to go over the handbook, expectations, and measure for shoes.
8:00 – 10:40	Marching basics and show rehearsal (25min work..10min break subject to weather)
10:40-11:00	Break.. go inside and cool off
11:00 – 12:00	Full inside band rehearsal without percussion (Mrs. Haley's Call)
12:00 – 12:30	Lunch – No one may leave the campus. You are encouraged to bring lunch though one may be brought to you. Seating will be in the school cafeteria.
12:30 – 2:00	Sectionals with instructors. Will be led by a director. (Will also pull sections to be measured for uniforms)
2:00 – 2:15	Break....
2:15 – 3:45	Marching basics and show rehearsal (25min work..10min break subject to weather)
4:00 – 5:30	Full band w/percussion – Mrs. Haley will make the determination if percussion is ready for full band.
July 26 th – 30 th	
8:00 – 10:40	Marching basics and show rehearsal (25min work..10min break subject to weather)
10:40-11:00	Break.. go inside and cool off
11:00 – 12:00	Full inside band rehearsal without percussion (Mrs. Haley's Call)
12:00 – 12:30	Lunch – No one may leave the campus. You are encouraged to bring lunch though one may be brought to you. Seating will be in the school cafeteria.

12:30 – 2:00	Sectionals with instructors. Will be led by a director. (Will also pull sections to be measured for uniforms)
2:00 – 2:15	Break....
2:15 – 3:45	Marching basics and show rehearsal (25min work..10min break subject to weather)
4:00 – 5:30	Full band w/percussion – Mrs. Haley will make the determination if percussion is ready for full band.

Post Band Camp Rehearsals Aug 2-3

5pm – 8pm Post Band Camp rehearsals outside on the practice field

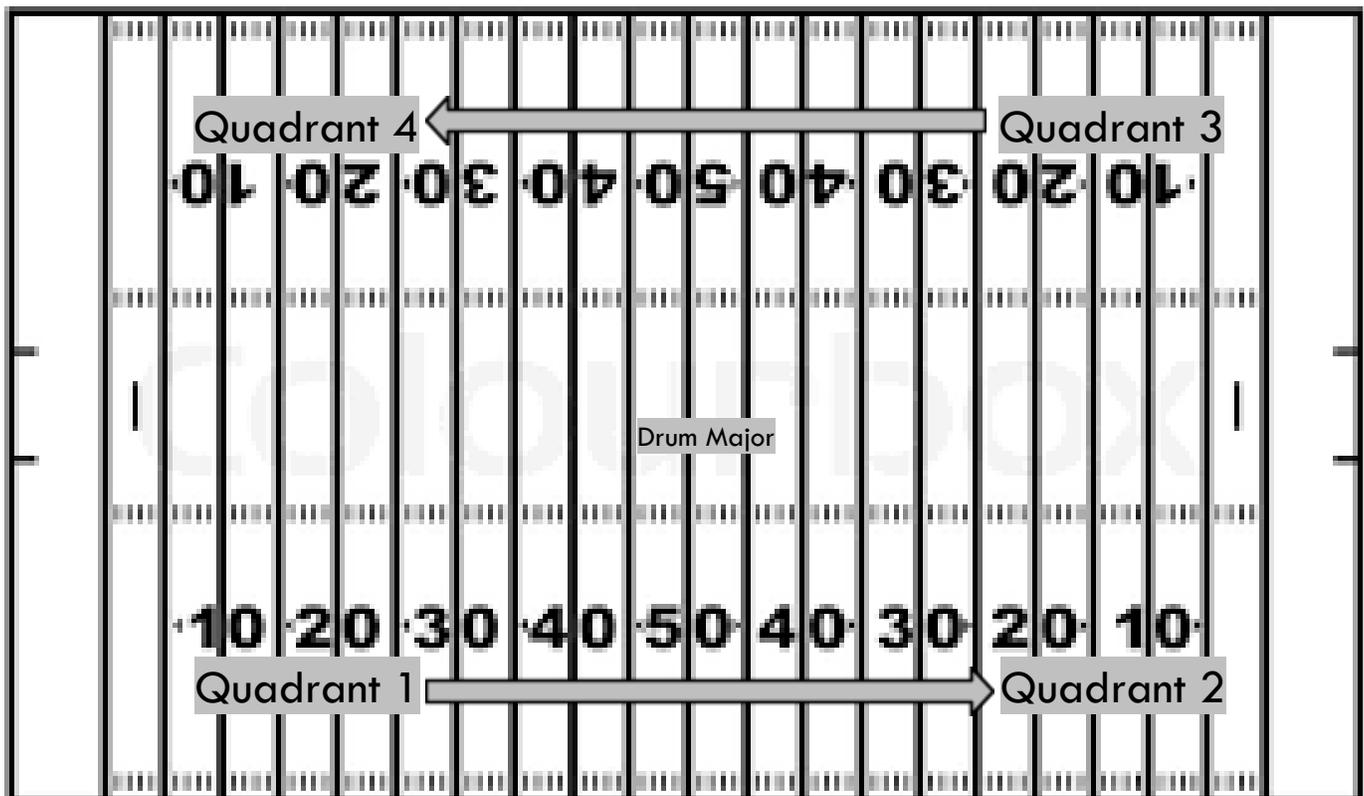
After school rehearsal - Everything is subject to change!

- 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!)

Random Thoughts

Mr. Gary Gribble, director of the Alan C. Pope Bands, has created some mind boggling facts which should make us more than marvel at what happens on the field during halftime. Gary writes:

“Let’s assume, for simple math, we have a moderate to above average-sized marching band of 100 wind players, 20 percussion, 20 color guard, and two drum majors. Now, while it seems fairly straight forward...just play your music and march to various spots on the field... Here’s what REALLY is facing them.

“In an average production of 2 minutes duration, there will be somewhere in the neighborhood of 300 notes played per student (some parts will be less, some more). For each note played, the student must be responsible for:

Correct fingering of note

- proper tone quality
- proper pitch
- correct beginning articulation
- correct release/ending
- correct duration/timing
- balance to other players
- blend with other players
- appropriate volume

“This means at least 9 responsibilities per note times 300 notes...understand that sometimes the student will not play during segments, so this is an average...2,700 responsibilities per student...times 100 players = 270,000 musical responsibilities for the wind section.

“Percussion will have more notes in snare/mallet parts, perhaps fewer in bass drum and accessory parts, but on average, about the same number of musical concerns ...substitute stick heights for pitch correctness, since it is not typical to tune drums as you go. This adds 2700 responsibilities...times 20 percussionists = 54,000 musical responsibilities for percussion.

“Color Guard must be concerned with:

- timing
- hand positions
- equipment angles
- speed of spins
- height of tosses
- direction of spins...not to mention holding on to or catching equipment!

“Number of counts roughly parallels musical notes, so assume 300 beats times 6 responsibilities, or 1800 items per guard member...times 20 members = 36,000 more things to do.

“So far, we are up to 360,000 responsibilities, and we haven’t touched marching. With marching, there are at least the following considerations:

- posture
- direction of facing
- instrument position
- staying in step
- staying in form
- size of step

- tempo
- style of movement (Toes up? Knees straight? Shoulders square?)
- control of space between members

On average, there will be one step per beat of music, or approximately 240 steps. This means 240 times 9 responsibilities per member,...times 140 members ...302,400 more things to think about.

“The drum majors must be on top of:

- tempo, beat pattern
- dynamics
- communication of style/energy to band
- poise/showmanship
- or approximately 1200 items... times two majors...2400 more responsibilities.

“Keeping up so far? We’re up to 664,800 things that have to be done correctly... AND WE’RE JUST TALKING ABOUT THE FIRST PRODUCTION OF THE SHOW!! Assume there are three segments in the average show, our grand total jumps to a staggering 1,994,400 responsibilities on the members for a single performance.²

² Mourdock, Marsh. “Two Million Reasons Why Marching Band Kids Are So Responsible.” National Association of Music Parents (AMP), Advocacy, AMP Blog, 8 Sept. 2011, www.amparents.org/have-you-ever-considered/.