

## **FRIDAY FOOTBALL GAME PROCEDURES:**

1. PUT YOUR INSTRUMENT CASE, LYRE, FLIP FOLDER, & HAT BOX AT YOUR SPOT IN THE STANDS
2. SHOW UP IN UNIFORM OUTSIDE THE AR BAND ROOM IN THE ALLEY AT 6:00PM WITH YOUR INSTRUMENT OUT. YOU DON'T HAVE TO WEAR YOUR HAT AT THIS POINT, BUT HAVE IT WITH YOU. PLEASE DO NOT PLAY UNTIL WE WARM-UP AS A GROUP. PERCUSSIONISTS ARE THE ONLY ONES WHO SHOULD ENTER THE BAND ROOM. YOU DON'T NEED TO BRING YOUR UNIFORM BAG, SINCE YOU'LL ALREADY BE DRESSED.
3. UNIFORM INSPECTION:
  - YOU MUST WEAR YOUR SHOW SHIRT UNDER UNIFORM
  - PANTS NEED TO BE SNAPPED UP TO WHERE THE BOTTOMS SIT OVER YOUR SHOES WITH NO BUNCHING.
  - SLEEVES NEED TO BE SNAPPED UP TO WHERE THE CUFFS HIT THE TOP OF THE HAND. WRISTS SHOULDN'T SHOW WHEN HOLDING INSTRUMENT IN PLAYING POSITION.
  - GLOVES (WOODWINDS CAN CUT THE FINGERTIPS IF NECESSARY)
  - TALL BLACK SOCKS
  - "DINKLES" (BAND SHOES)
  - HAT STRAP NEEDS TO BE SNUGGLY PLACED UNDER THE CHIN. HAT SHOULDN'T WOBBLE SIDE TO SIDE. ALL HAIR SHOULD BE SHOVED UP IN THE HAT. THE BRIM OF THE HAT SHOULD SIT THE SPACE OF 2 FINGERS ABOVE YOUR NOSE WHEN WORN PROPERLY.
  - THE PLUME SHOULD BE ADJUST FORWARD SO THAT IT IS STRAIGHT UP WHEN YOU'RE AT SET.
4. PREGAME:
  - LINE UP IN BLOCK BY BAND ROOM
  - MARCH INTO THE STADIUM & AROUND THE TRACK IN A BLOCK
  - SET UP ON BACK SIDELINE FOR PREGAME SHOW
  - YOU WILL BE CALLED TO SET (SO WATCH CLOSELY SINCE IT WILL BE VERY NOISY)
  - 8 DRUM CLICKS
  - STEP OFF FOR OKLAHOMA
  - 8 DRUM CLICKS
  - DRUM CADENCE TO MOVE INTO CONCERT FORMATION
  - FANFARE (WOODWINDS DO NOT BRING HORNS UP)
  - DRUMROLL (WOODWINDS BRING HORNS UP)
  - STAR SPANGLED BANNER
  - HORNS DOWN AT THE END WITH MR. THOMPSON'S HANDS
  - 8 DRUM CLICKS
  - DRUM CADENCE TO MOVE INTO THE "M"
  - ROLL OFF, FIGHT SONG (1<sup>ST</sup> TIME THROUGH STANDING STILL)
  - TURN, 2<sup>ND</sup> TIME THROUGH MOVE "M" ACROSS THE FIELD (8/5 MARCHING-HIT THE LINES), FACING ENDZONE
  - KEEP MOVING WITH THE DRUM BEAT UNTIL EVERYONE IS OFF THE FIELD
  - RELEASED TO FORM SPIRIT LINES FOR TEAM TO RUN THROUGH
  - 8 CLICKS, ROLL OFF, FIGHT SONG 2X
5. BLEACHERS:
  - TAKE YOUR HAT OFF & PUT IT IN YOUR HAT BOX
  - ASSEMBLE LYRES & FLIP FOLDERS OR STANDS WITH ALL STAND MUSIC
  - NO FOOD OR DRINKS OTHER THAN WATER
  - NOBODY WHO IS NOT IN BAND CAN ENTER THE "BAND ZONE" OF THE BLEACHERS
  - PAY ATTENTION TO DIRECTORS TO FIND OUT WHAT TO PLAY & WHEN
  - ALWAYS STAND WHILE PLAYING
  - NEVER PLAY INDIVIDUALLY, ONLY AS A FULL BAND
  - PICK UP ALL OF YOUR STUFF AT THE END OF THE GAME (THIS INCLUDES YOUR TRASH)

6. HALFTIME:

- WARM-UPS WILL START AT THE LAST PART OF THE 2<sup>ND</sup> QUARTER
- YOU NEED TO HAVE YOUR HAT & PLUME FOR THE SHOW (PUT HAIR BACK UP)
- LEAVE LYRES & FLIP FOLDERS IN THE BLEACHERS
- LINE UP ON BACK SIDELINE FOR HALFTIME SHOW
- CALL TO SET
- BRADY WILL GIVE "1-2-1234" FOR STEP OFF
- MARK TIME UNTIL THE END OF THE FRONTLINE SONG
- 1 DRUM CLICK TO GO TO SET 1 IN YOUR POSE
- 8 CLICKS TO START THE SHOW
- LAST SET, 8 CLICKS, DRUM ROLL OFF, FIGHT SONG 1<sup>ST</sup> TIME
- 2<sup>ND</sup> TIME THROUGH MARCH DOWN TO FRONT FIELD IN LINES
- 4 CLICKS TO TURN, SLOW HORNS DOWN DURING TURN
- STEP OFF TOWARD ENDZONE (8/5 MARCHING, HIT THE LINES)
- KEEP MOVING WITH THE DRUM BEAT UNTIL EVERYONE IS OFF THE FIELD
- FOLLOW THE LEADER INTO SPIRAL

7. 3<sup>RD</sup> QUARTER OFF

- RELEASED BY DIRECTOR ONLY
- STAY IN UNIFORM HOWEVER INSTRUCTED BY DIRECTOR
- QNC WILL GIVE YOU WATER, SPRITE, & POPCORN AT THE BAND CONCESSIONS
- ONLY DRINK CLEAR LIQUIDS, & KEEP UNIFORM CLEAN
- STAY IN THE STADIUM
- YOU MUST BE BACK IN YOUR SPOT TO PLAY THE FIGHT SONG FOR THE END OF THE 3<sup>RD</sup> QUARTER, SO WATCH THE CLOCK