



HOW TO ... FOOTBALL GAME

On GAME DAY, it is always best if you can be self-sufficient and exhaust every possible resource for information before asking a director. This is because the directors are busy on GAME DAY making all the last-minute arrangements and preparations for travelling, getting the show on the field, and planning for the game.

We like to call GAME DAYS “No Question Fridays” and if you have a question about anything, you should A) ask your squad leader, B) ask your section leaders, C) ask any of the other section leaders, D) ask a drum major and as a last result ask a director. Most of the questions you may have can be answered by just having lived through a football game.

THE SCHOOL DAY

Football GAME DAYS operate like any other school day. You **MUST** attend all of your classes and turn in all of your homework and pay attention to your teachers so you don't miss other assignments. Do not get distracted by the excitement of the day.

For MOST games, you will attend school the entire time, but when an away game is far away (like Denison or Sherman) we may get you out of class a few minutes early so you have ample time for EPL (eat, pack, load).

We will load instruments onto the truck (bari sax, sousaphone, percussion) in the morning. YOU are responsible for loading YOUR own instrument. This way, the truck is ready to go by 10:00 AM.

DISMISSAL

At the end of 4th period (OR when you are dismissed early on long away trips), you need to report to the cafeteria immediately (if you paid for the meal plan) to eat. ALL food **MUST** stay in the cafeteria area at ALL times. Do NOT bring food back to the band hall area. You need to be calm in the cafeteria, courteous (say please and thank you) to the parents helping to feed you, and clean up after yourself. Please make sure we leave the cafeteria in better shape than we find it.

SHOW HAIR

If you need assistance for SHOW HAIR, it is best to take your food WITH you and eat while you are having your hair done. The official SHOW HAIR station is typically located in the foyer of the auditorium. You will need to bring your own supplies.

EPL

“Eat. Pack. Load.” is how we refer to the time between dismissal from class and inspection. During this time, you need to eat, get SHOW HAIR taken care of, change into the appropriate uniform, and get everything you need for the game (instrument, flip folder, water jug, etc.)

INSPECTION

Keep a very close eye on the clock and make sure you are in the auditorium for inspection block at the appropriate time (5:01 PM). You have been assigned a specific row and seat in the auditorium. Sit in that seat and place your stuff (hat box, garment bag, case) in the seat to your left.

Leadership Team members will inspect everyone in their section to make sure uniform expectations are met. If you fail inspection, you will be assigned consequences at the next rehearsal. If you do not have everything you are supposed to have, you will NOT travel with the band until you retrieve the missing item(s).

Your drum major(s) will have you fall in at field dress prior to the directors coming in for inspection.

LOADING THE BUS

When we dismiss from inspection, you will immediately load the buses for departure.

As you load the bus, you will receive your “bus card”. Do not lose, mangle, fold, chew on, or ANYTHING that compromises the condition of this card. When you depart the bus, you will need to return this to your chaperone. This is the way we know who is and isn't on the bus.

ANY time we are on a bus in a parking lot area, we are COMPLETELY and 100% silent. Of course, you should say thank you to your bus chaperone for handing you your bus card and say hello to your driver, but beyond that you shouldn't talk for any

reason. There are more distractions and potentials for disaster in a parking lot than anywhere else. You should help the drivers by being quiet.

TRAVELLING

While travelling to a performance location all Frisco ISD transportation regulations apply (stay seated, stick NOTHING outside the windows, etc.), but you also need to keep sound to a minimum. You should talk to those directly adjacent to you and NEVER scream or shout. Music should be played ONLY through headphones and NOT out loud on the bus.

When we arrive on site, remember that we are always 100% silent in parking lots. Quietly get your instrument out and prepare everything

When we arrive at the stadium, bring everything with you and unload the bus. **We will assemble into attendance block before we move into the stadium.** If you have equipment to retrieve from the truck, head to the truck immediately. When you leave the bus, you will turn in your bus card to your chaperone, say thank you to your driver AND chaperone, and make sure the bus is completely clean of ANY trash (even if it isn't yours).

ATTENDANCE BLOCK

Once you have unloaded the bus, look for the location of the attendance block. Make sure you have your water jug, black towel, and hat box with you.

We will stay in the attendance block until a director tells you it's time to move to the stands. At stadiums we are unfamiliar with, we may ask for only one section at a time so we can get everyone seated correctly. It will be easier to communicate with you if you are not talking and you stay in your assigned attendance block spot.

PREGAME

Prior to the beginning of the game, we will do a quick ensemble warm up. As the season progresses the warm-up process will become more involved. After the warm-up process, we will play the school song (alma mater), the fight song (when the team runs out), and the national anthem (when we are the home team). We will play the Alma Mater 15 minutes prior to kick-off.

Our goal is to be uniform in everything we do during this time. Stand the same way, hold your instrument the same way, etc.

GAME TIME

Once the game begins it is very important to pay attention to what is going on. We are there to support the team and we need to be ready to play at any given moment. We will TRY to give you an idea well in advance of what we are going to play, but sometimes you have to just pay close attention and move fast.

During the game, you need to stay at your assigned locations (do not wonder around from section to section), pay attention to game (cheer when our team does something good), and DO NOT have your cell phone out OR eat. No – do NOT have mom or dad bring you something to eat.

At the end of the 1st quarter, we will ALWAYS play the Red Rhythm™ tune of the week.

During the 2nd quarter, we will start to make our way out of the stands to warm up for the halftime show. Pay attention to instructions about putting on the rest of your uniform parts (hats, gloves, gauntlets, etc.)

11:59 left on the game clock – Color Guard leaves

11:30 left on the game clock – Battery percussion leaves

10:45 left on the game clock – Wind players leave

Your plume will be distributed by parents on your way OUT of the stands and into warm up. Remember to bring your flip folder with you as you will be playing for Red Rhythm™ before we march the half time show.

We will ARC UP in a pre-determined location just the way we do on the practice field each day and play through a short warm up and segments of the show.

When the game clock reaches 1:30, all performers should move into place (dance block). Listen carefully for instructions so you know when to move onto the field.

HALF TIME

Pay close attention after the music arcs warm up to set up the dance block quickly and quietly. Remember how many counts it will take to get from the end zone to your dance block set.

Once in place, we will turn and face the HOME stands and play *If My Friends Could See Me Now* (roll off to start the tune). Immediately after the horns down, flip your music over to the Red Rhythm™ tune of the week (roll off to start the tune). Immediately after the horns down, remove your flip folder and drop it on the ground to your LEFT. Be careful not to step on any flip folders when you move to set #1.

After we finish half time, we will leave the field in the opposite direction of where the other band is. We WILL cheer for the other band loudly. We WILL block the band back up close to the end zone or side of the field ready to play the *Fight Song* again as the team re-enters the field. When we are done, we will return to the stands (tubas and battery first / flutes last) and grab a bottle of water (if available) on your way into the stands.

SECOND HALF

During the second half of the game, we will play WAY MORE than we do for the first half. DO NOT ask about Head Choppers ... just make sure we are set up to do the business we are expected to do in the stands without distraction.

IF you have to go to the bathroom, you need to ask a drum major and go in pairs. DO NOT go more than once and DO NOT stay for long. The expectation is for us to be in the stands playing music for the game.

COMPLETION OF THE GAME

When the game is over, we will play the *Fight Song* and the *Alma Mater*. After the *Alma Mater*, the battery percussion and Color Guard should begin to exit the stands and get equipment loaded on the truck and get on the buses. Ideally, the only equipment left to load after we play *You'll Never Walk Alone* would be the sousaphones and bari saxophones.

LOAD THE BUSES

Remember, we are still in "parking lot mode" until we get on the road. The loading procedure will be the same (regarding bus cards and courtesy). You need to continue to talk conservatively to people adjacent to you WIHTOUT screaming and yelling. Music may only be listened to using headphones.

ARRIVE AT SCHOOL

When we return to school, we will ALL enter the school through the glass doors closest to the gym. You will pass through the foyer of the auditorium and hang your uniform on the appropriate uniform rack. If your uniform is not hung correctly, you will be asked to rehang it. If hanging your uniform incorrectly is a consistent pattern for you, you will be assigned consequences.

While the nature of the schedule of a football game can be a *little* flexible based on the pace of the game, MOST of the game schedules are predictable and we are usually home within moments of the scheduled arrival time. Your parents should be waiting for you when we arrive. Being here at school for more than 20 minutes after we arrive is an excessive amount of time. Perhaps even text mom and dad on our way home to remind them it's time to come get you.

Take your instrument home, lock your locker, and make sure the entire band hall is clean before you leave.