

CSHS Band Notes - August 30, 2018

Thursday, August 30 - Home Football Game

This is a graded performance! Please make arrangements to be in attendance.

- 5:30pm - Report to CSHS - Practice begins in the Stadium
- UNIFORM
 - Logo t-shirt from band camp
 - Blue jeans
 - Athletic shoes
- 6:45pm - March into the stadium
- 7pm - Pregame and game begins
 - Please sit in the stands with your section
 - No leaving the stands without permission from a band director
- 7:15 - Full band warm up before halftime in South Endzone
- 7:30(ish) HALFTIME PERFORMANCE!
 - Introduction and Movement 1 ONLY!
- 3rd Quarter
 - Visit the concession stand - use the bathrooms
 - Back to sit with the band by 0:00 on the game clock
 - Play the fight song
- 4th Quarter
 - Sit together
 - 4:00 on the clock - move to the track and play the fight song at the end of the game
- Approx. 9pm - End of the game - march back to the band room
- Dismissed

UPCOMING DATES

Tuesday, September 4	FULL BAND	6-9pm
Thursday, September 6	WW & Brass Sectionals	2:45-3:45pm
Thursday, September 6	Color Guard & Battery	6-9pm
Saturday, September 8	FULL BAND	8am-Noon
	• Learn the end of the marching band show	
Tuesday, September 11	FULL BAND	6-9pm
Thursday, September 13	WW & Brass Sectionals	2:45-3:45pm
Thursday, September 13	Color Guard & Battery	6-9pm
Friday, September 14	HOME FOOTBALL	5:30pm report

ITINERARY FOR SATURDAY, SEPTEMBER 15

(Tentative Schedule)

PRACTICE, BAND PICTURE DAY and Sparta HS Performance

11:30am	Report and change into full uniform
12:00pm	Individual pictures, full band pictures and section Pictures
1pm	Change out of uniform - FULL BAND REHEARSAL
2:45pm	Change back into uniform - talk in auditorium about expectations when in public
3:30pm	Load buses and depart for Sparta
3:45pm	Arrive and unload
4:20pm	Full Band Warm Up
5:00pm	Warm Up Ends
5:10pm	Report to starting gate
5:20pm	PERFORMANCE
5:40pm	Judge Clinic with Full Band
6pm	Load trailers
6:15pm	Watch a few other bands perform
8pm	Leave Sparta
8:30pm	Back to CSHS - Change out of uniform / dismissal