“211 SESSION”
1. Run on
2. Purdue Fanfare - DM
3. Hail (PP) – DM
4. Team Speeches
5. Hail (IC) – DM (Horns stay up from here until the end of The Horse)
6. Honor - DM
7. Eat em Up (3x through) - DM
8. Hail Loco - DM
9. Go Purdue Cheer - DM
10. The Horse – DM and Cheerleaders
11. Welcome Announcement
12. Visitor’s Fight Song - DM
13. Wabash Cannonball (AATT) - DM
14. Fighting Varsity (Full) (GB) - DM
15. American Band (GG) – DM
16. Light Em Up (ST) – DM
17. Uma Thurman (Dusters) – DM
18. Armed Forces Salute (Silks) - DM
19. Rank of the Week - JG
20. Volunteer of the Week - JG
21. Purdue Hymn - JG
22. Hail PSP-Hail Challenge Winner
23. BAND CHEER!

HALFTIME SHOW
1. American Band
2. Armed Forces Salute
3. Hail IC (if time)

POSTGAME FIELD CONCERT
1. Hail IC-DM (with team in the end zone)
2. Run On -- horns UP-2-3-4, right into...
3. Purdue Fanfare – DM – four taps right into...
4. Wabash Cannonball (ST) - DM
5. Crazy Train (Dusters) - DM
6. Hail Loco (GB) - DM
7. Purdue Hymn-JG
8. Hail PSP (Solos) - JG

SLAYTER CONCERT
1. BAND CHEER
2. Honor (Silks) - DM
3. American Band (GB) - DM
4. Johnny’s Mambo (GG) - DM
5. Happy (AATT) - DM
6. Purdue Hymn(instrumental) - JG
7. Hail PSP (Dusters) - JG
8. Breakdown (Weather Permitting)

TIME OUT / DROP-IN TUNES
All Fight Songs (and tags)
Boilermaker Remix
Crazy Train
Eat Em Up
Glass Moon / Mars
Go, Go, Go / Defense
Go Purdue
Hail Fire
Hail Loco
Happy
The Horse
Jaws
Johnny’s Mambo
Light Em Up
Shut Up And Dance
Swing Cheer
Tear It Up
Uma Thurman
Wabash Cannonball
Any Drumline Cadence
Drum Cheers

MEDIA TIMEOUTS-SPECIFIC
- MTO #1 in 2nd Quarter: The Horse
- MTO #3 in 3rd Quarter: Hail Fire
**THIS WEEKEND'S ACTIVITIES**

<table>
<thead>
<tr>
<th>Day</th>
<th>Activity</th>
</tr>
</thead>
<tbody>
<tr>
<td>Friday</td>
<td>Gold Day Rehearsal: 3:30-??? PM. Gold Day uniform required.</td>
</tr>
<tr>
<td>Saturday</td>
<td>Purdue vs. cincy: 12 noon kick-off</td>
</tr>
</tbody>
</table>

### GAME DAY SCHEDULE

<table>
<thead>
<tr>
<th>Time</th>
<th>Activity</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sat. 7:30 a.m.</td>
<td>Inspecting Officers</td>
</tr>
<tr>
<td>7:35 a.m.</td>
<td>AAMB Inspection &amp; Rehearsal at Hull Field</td>
</tr>
<tr>
<td>8:45 a.m.</td>
<td>Step off for Elliott</td>
</tr>
<tr>
<td>9:00 a.m.</td>
<td>Tail Gate at Elliott</td>
</tr>
<tr>
<td>9:25 a.m.</td>
<td>Line up at Elliott for march to Holloway Gym</td>
</tr>
<tr>
<td>9:49 a.m.</td>
<td>“211 Session” concert at Holloway</td>
</tr>
<tr>
<td>10:20 a.m.</td>
<td>“211 Session” Ends</td>
</tr>
<tr>
<td>10:55 a.m.</td>
<td>Line up between Lambert and Mackey to march to North End</td>
</tr>
<tr>
<td>11:00 a.m.</td>
<td>March to North End for short concert</td>
</tr>
<tr>
<td>11:10 a.m.</td>
<td>North End concert</td>
</tr>
<tr>
<td>11:25 a.m.</td>
<td>March into Ross Ade</td>
</tr>
<tr>
<td>11:45 a.m.</td>
<td>Pre-game</td>
</tr>
<tr>
<td>12:00 noon</td>
<td>Kick-off</td>
</tr>
</tbody>
</table>

Approx. 3:30 p.m. Post-game

Approx. 4:00 p.m. Slayter Concert

Approx. 4:30 p.m. Dismiss from Slayter

**NEXT WEEK'S ACTIVITIES**

<table>
<thead>
<tr>
<th>Monday-Thursday</th>
<th>Activity</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Full Rehearsal: 3:30-5:30pm</td>
</tr>
</tbody>
</table>

**IMPORTANT GAME NOTES**

- REVIEW ALL GAME DAY PROCEDURES FRIDAY EVENING AND SET EVERYTHING YOU WILL NEED OUT WHERE YOU CAN FIND IT SATURDAY MORNING.

- CONSUME A LOT OF FLUIDS BEFORE REPORTING TO FIELD. ALLOW PLENTY OF TIME TO GET TO THE FIELD BY THE SCHEDULED REPORTING TIME!!

- Section leaders - review game day procedures thoroughly with your sections so everyone gets the routine correct! Also, have a roving pep band ready to go in the second half of the game – one person on a part.

- Your Game Day Uniform is the SUMMER DRESS UNIFORM. Your game day uniform includes Dry-fit t-shirt. If the weather makes it necessary to remove the uniform jackets, we will still have a uniform appearance! Also, remember that anywhere in public, you must be in FULL uniform (including the hat!) or not in uniform at all. We never wear part of the uniform in public other than for medical reasons in the stadium, and we never wear hats in the building!

- At the completion of pregame, you will receive bottled water and a hot dog. After halftime, you will receive another bottled water. Additional water is available from the water jugs spaced throughout the band. Avoid the urge to skip breakfast or lunch – that’s a bad idea for game day!!

- Remember that our job during the game is to create a winning atmosphere in the stadium - this means a MAXIMUM EFFORT on cheering and playing in the stands FROM EVERY SINGLE PERSON. When the drum majors call a tune, EVERYONE needs to be up and playing!

- A text will go out over the weekend announcing the day for dry cleaning drop-off this week (if necessary).