“211 SESSION”
1. Run on
2. Purdue Fanfare-DM
3. Honor(ST)-DM
4. Eat em Up-DM
5. Varsity-DM
6. Go Purdue Cheer-DM
7. Hail (PP)-DM
8. Coach Hazell and Team Intros
9. Hail PSP with the team
10. Percussion Cheers/Welcome while band comes down
11. The Horse -DM and Cheerleaders
12. Visitor’s Fight Song-DM
13. Goldfinger – DM
14. Happy (Dusters) – DM
15. You Keep Me Hangin’ On (GIB) – Mr. Litherland
16. Hound Dog – Mr. Litherland
17. We Didn’t Start The Fire (GG) – Mr. Litherland
18. Stands tunes/cheers-DM AND Prof. Cox
19. Rank of the Week - JG
20. Officer of the Week-JG
21. Purdue Hymn-JG
22. Hail PSP-Hail Challenge Winner

If the team is ready early, be prepared to cut to Hail PP at ANY TIME. We will go back to cover the tunes we missed if time permits. Pass all announcements back from the front!

PREGAME SHOW
1. Run-on
2. Pregame Fanfare
3. For the Honor of Old Purdue
4. Hail PSP
5. Purdue Hymn
6. Back Home Again In Indiana
7. Visitor’s Fight Song
8. Varsity(short version)
9. Our National March
10. PAUSE for team entrances
11. Hail IC
12. America, the Beautiful
13. SSB

MEDIA TIMEOUTS-SPECIFIC
- MTO #2 in 2nd Quarter: The Horse
- MTO #1 in 4th Quarter: Hail Fire

HALFTIME SHOW
1. Goldfinger
2. Happy
3. Hail IC + Cadence
4. You Keep Me Hangin’ On
5. Hound Dog
6. We Didn’t Start The Fire
7. Hail IC

POSTGAME FIELD CONCERT
1. Hail IC-DM (with team in the end zone if we win)
2. Honor-DM
3. Varsity-DM
4. You Keep Me Hangin’ On-DM
5. Purdue Hymn-JG
6. Hail PSP-JG

SLAYTER CONCERT
1. Honor(GIB)-DM
2. Varsity(ST)-DM
3. Goldfinger (AATT)-DM
4. Happy (Dusters)-DM
5. We Didn’t Start The Fire (GG)-DM
6. Purdue Hymn instrumental-JG
7. Hail, PSP(Silks)-JG

TIME OUT TUNES**
All Fight Songs
All I Do Is Win
All of the Lights (2-26 only, repeat possible)
Back In Black
Crazy Train
Eleanor Rigby
Final Countdown
Hail Fire
Hail Loco
Hey Jude
The Horse
Let’s Get It Started
Light Em Up
Magical Mystery Tour/Lady Madonna
Rebel Yell
Tear It Up
Any Drumline Cadence

BETWEEN DOWNS**
Swing Cheer/American Band/Pretender/Eat Em Up
Go Go Go
Back In Black/Dirty Deeds/Rebel Yell/H2H
Defense/Don’t Wanna Stop/Imperial
Glass Moon/Mars/Go Purdue
2008 Short Cheers (Remix)
Jaws
All Tags/Quickies
All Drum Cheers

** Note that ANY of these can be called up at ANY TIME. Have your folder ready, and keep your eyes on the drum majors for starting these up!
THIS WEEKEND'S ACTIVITIES

Friday  GOLD DAY (Gold day shirts, hats and black shorts. NO EXCEPTIONS)
Saturday Purdue vs. Central Michigan

GAME DAY SCHEDULE
Sat.  7:00 a.m. Inspecting Officers
    7:05 a.m. AAMB Inspection & Music Rehearsal at Hull Field
    7:30 a.m. Band Day Rehearsal with high school bands and guest conductor
    8:30 a.m. AAMB Pre-game/Opening Drill rehearsal
    8:45 a.m. Step off for Elliott
    9:00 a.m. Tail Gate at Elliott
    9:25 a.m. Step off from Elliott for march to Mackey
    9:49 a.m. “211 Session” concert at Mackey
    10:40 a.m. “211 Session” Ends
    11:10 a.m. Line up between Lambert and Mackey to march to Ross Ade, step off
    11:40 a.m. Pre-game
    12:00 noon Kick-off
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-SEPTEMBER 8-13

Monday-Friday  Full Rehearsal
Friday  GOLD DAY (Gold day shirts, black shorts and hats)
Saturday  Photo Day and Purdue @ Notre Dame (Indy)

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 includes Dry-fit t-shirt under your uniform and the regulation white suspenders. 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 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!

• Reminder: Uniforms will be collected for dry cleaning on Monday according to the usual schedule (by 12 noon in room 30 or band lounge).