**PURDUE "ALL-AMERICAN" MARCHING BAND MUSIC LIST - PURDUE vs. Michigan State**  
**October 11, 2014**

"211 SESSION" (items in bold italics are for the North End mini-concert)

1. Run on
2. Purdue Fanfare-DM
3. HonorST-DM
4. Eat em Up-DM
5. Varsity-DM
6. Go Purdue Cheer-DM
7. Hall (PP)-DM (PSP at North End)
8. Coach Hazell and Team intro
9. Hall PSP with the team
10. Percussion Cheers/Welcome while band comes down
11. The Horse -DM and Cheerleaders
12. Varsity's Eight Song (DM) (not this week)
13. Hall Purdue Locomotive (Dusters) - DM
14. The Family Guy (GG) - DM
15. Family Guy Medley - DM
16. Shipoopee - DM
17. Defying Gravity (GG) - DM
18. Rank of the Week - JG
19. Officer of the Week-JG
20. Purdue Hymn-JG
21. Hall PSP-Hail Challenge Winner
22. BAND CHEER!

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. Hall PSP
5. Purdue Hymn (not this week)
6. Back Home Again In Indiana
7. Back Home Again In Indiana
8. Varsity(short version)
9. Our National March
10. PAUSE for team entrances
11. Hall IC
12. America, the Beautiful
13. SSIB [ visiting director ]

**MEDIA TIMEOUTS-SPECIFIC**

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

**HALFTIME SHOW**

1. The Family Guy
2. Peanut Butter Jelly Time
3. Family Guy Medley
4. Shipoopee
5. Hall IC

**NOTE**: 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!

---

**POSTGAME FIELD CONCERT**

1. Hail IC-DM (with team in the end zone if we win)
2. The Family Guy (AATT)-DM
3. Ease On Down The Road (GG)-DM
4. Shipoopee (Dusters)-DM
5. Purdue Hymn-DM
6. Hall PSP (All solo twirlers) - JG

**SLAUGHTER CONCERT (NO CONCERT!!)***

1. Hail PSP - DM
2. VarsityOther-DM
3. Ease On Down The Road (Dusters)-DM
4. Defying Gravity(GG)-DM
5. The Horse (GG)-DM
6. Purdue Hymn (instrumental) - JG
7. Hall PSP - JG

**TIME OUT TUNES**

- All Fight Songs
- All I Do Is Win
- All of the Lights (2-26 only, repeat possible)
- Back In Black
- Bang Bang
- Batman/Spiderman
- Crazy Train
- Eleanor Rigby
- Final Countdown
- Hail Fire
- Hail Loco
- Happy
- Hey Jude
- The Horse
- Let’s Get It Started
- Light Em Up
- Magical Mystery Tour/Lady Madonna
- Rebel Yell
- Tear It Up
- We Didn’t Start The Fire
- 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 Cheer (Remix)
- Jaws
- You Lose (from TIPR)
- All Tags/Quicker
- All Drum Cheer

---

**THIS WEEKEND’S ACTIVITIES**

**Monday-Friday**

- Full Rehearsal
- Gold Day (Gold day shirts and black shorts. Black baseball caps)

**Saturday (Purdue vs. MSU)**

- 3:30 pm. listed Kick Off (actual kick: 3:42 PM)

**GAME DAY SCHEDULE**

- 11:00 am. Inspecting Officers
- 11:05 am. AAMB Inspection & Music Rehearsal at Hull Field
- 11:15 am. Music Warm-Up/Rehearsal
- 12:15 pm. Step off for Elliott
- 12:30 pm. Tail Gate at Elliott
- 12:55 pm. Line up at Elliott for march to Mackey
- 1:00 pm. Depart for Mackey Arena
- 1:05 pm. Depart for Mackey Arena
- 1:15 pm. “211 Session” Pep Rally at Mackey
- 2:00 pm. “211 Session” Ends
- 2:20 pm. Line up between Lambert and Mackey
- 2:25 pm. March up west side of Ross Ade and perform short concert on North End
- 3:00 pm. March into Ross Ade
- 3:25 pm. Pre-game
- 3:42 pm. Kick-off

**NEXT WEEK’S ACTIVITIES- OCTOBER 13-17**

**Monday-Friday**

- NO REHEARSAL

**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 pop 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).