PURDUE "ALL-AMERICAN" MARCHING BAND
MUSIC LIST - PURDUE vs. SIU
SEPTEMBER 20, 2014

"211 SESSION" (items in bold italics are for the North End mini-concert)
1. Run On
2. Purdue Fanfare-DM
3. Honor(GG)-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 Intros
9. Hall PSP with the team
10. Percussion Cheers/Welcome while band comes down
11. The Horse -DM and Cheerleaders
12. Vendor’s Right Song-DM (not this week)
13. Goldfinger (ST) - DM
14. Batman/Spiderman (GIB) - DM
15. The Price Is Right Intro and Main Theme (Dusters) – DM
16. Stands tunes/cheers-DM AND Prof. Cox
17. Rank of the Week -JG
18. Officer of the Week-JG
19. Purdue Hymn-JG
20. Hall 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. Hall PSP
5. Purdue Hymn
6. Back Home Again In Indiana
7. Vendor’s Right Song (not this week)
8. Varsity(short version)
9. Our National March
10. PAUSE: for team entrances
11. Hall IC
12. America, the Beautiful
13. SSB
14. MTO #2 in 2nd Quarter: The Horse
15. MTO #1 in 4th Quarter: Hail Fire

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

HALFTIME SHOW
1. TPIR Introduction and Main Theme
2. Prize IG
3. Come On Down 1
4. After Pinko
5. Prize IG
6. Come On Down 2
7. Cliff Hangers Animation / You Lose
8. After Cliff Hangers

POSTGAME FIELD CONCERT
1. Hall IC-DM (with team in the end zone if we win)
2. Honor-DM
3. Varsity-DM
4. Batman / Spiderman (Dusters) -DM
5. Purdue Hymn-JG
6. Hall PSP-JG

SLAYER CONCERT
1. Honor(GIB)-DM
2. Varsity(GG)-DM
3. The Price Is Right Intro/Main Theme (AATT) -DM
4. Crazy Train (ST) - DM
5. Hound Dog - DM
6. Purdue Hymn (instrumental) - JG
7. Hall 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
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

BELOW 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!

NEXT WEEK’S ACTIVITIES-SEPTEMBER 22-27

Friday
Full Rehearsal
Saturday
GOLD DAY (Gold day shirts and black shorts. Black baseball caps)

GOLD DAY Schedule
Sat. 7:30 a.m. Inspecting Officers
7:35 a.m. AAMB Inspection & Music Rehearsal at Hull Field
7:45 a.m. Music Warm-up/Rehearsal
8:45 a.m. Step off for Elliott
9:00 a.m. Tail Gate at Elliott
9:25 a.m. Line up at Elliott for march to Mackey
9:49 a.m. “211 Session” Pep Rally at Mackey
10:20 a.m. “211 Session” Ends
10:50 a.m. Line up between Lambert and Mackey
11:05 a.m. March up west side of Ross Ade and perform short concert on North End
11:15 a.m. March into Ross Ade

PREGAME SHOW
1. Run on
2. Purdue Fanfare
3. Honor-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 Intros
9. Hall PSP with the team
10. Percussion Cheers/Welcome while band comes down
11. The Horse -DM and Cheerleaders
12. Vendor’s Right Song-DM (not this week)
13. Goldfinger (ST) - DM
14. Batman/Spiderman (GIB) - DM
15. The Price Is Right Intro and Main Theme (Dusters) – DM
16. Stands tunes/cheers-DM AND Prof. Cox
17. Rank of the Week -JG
18. Officer of the Week-JG
19. Purdue Hymn-JG
20. Hall 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. Hall PSP
5. Purdue Hymn
6. Back Home Again In Indiana
7. Vendor’s Right Song (not this week)
8. Varsity(short version)
9. Our National March
10. PAUSE: for team entrances
11. Hall IC
12. America, the Beautiful
13. SSB
14. MTO #2 in 2nd Quarter: The Horse
15. MTO #1 in 4th Quarter: Hail Fire

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

HALFTIME SHOW
1. TPIR Introduction and Main Theme
2. Prize IG
3. Come On Down 1
4. After Pinko
5. Prize IG
6. Come On Down 2
7. Cliff Hangers Animation / You Lose
8. After Cliff Hangers

POSTGAME FIELD CONCERT
1. Hall IC-DM (with team in the end zone if we win)
2. Honor-DM
3. Varsity-DM
4. Batman / Spiderman (Dusters) -DM
5. Purdue Hymn-JG
6. Hall PSP-JG

SLAYER CONCERT
1. Honor(GIB)-DM
2. Varsity(GG)-DM
3. The Price Is Right Intro/Main Theme (AATT) -DM
4. Crazy Train (ST) - DM
5. Hound Dog - DM
6. Purdue Hymn (instrumental) - JG
7. Hall 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
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

BELOW 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!

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).