“211 SESSION” (items in bold italics are for the North End mini-concert)
1. Run on
2. Purdue Fanfare-DM
3. Honor-DM
4. Eat em Up-DM
5. Varsity-DM
6. Go Purdue Cheer-DM
7. Hail (PP)-DM (PSP at North End)
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 (not this week)
13. Crazy Train (ST) – DM
14. Tear It Up (Dusters)- DM
15. You Keep Me Hangin’ On - DM
16. American Salute – DM
17. Boogie Woogie Bugle Boy (GG) – DM
18. Short Service Medley (GB) - DM
19. Rank of the Week - JG
20. Officer of the Week-JG
21. Purdue Hymn-JG
22. Hail PSP-Hail Challenge Winner
23. 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. Hail PSP
5. Purdue Hymn (not this week)
6. Back Home Again In Indiana
7. Visitor’s Fight Song (not this week)
8. Varsity(short version)
9. Our National March
10. Short Service Medley (Roll-Off for each song!)
11. PAUSE for team entrances
12. Hail IC
13. America, the Beautiful
14. SSB [ Max McKee, guest conductor ]

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

HALFTIME SHOW
1. American Salute (with 4-bar drum intro)
2. Boogie Woogie Bugle Boy
3. America The Beautiful (arr. Wasson)
4. God Bless The U.S.A. (with PMO and BVOI)
5. Hail IC

POSTGAME FIELD CONCERT
1. Hail IC-DM (with team in the end zone if we win)
2. American Salute (AATT) – DM
3. Eleanor Rigby - DM
4. Family Guy - DM
5. Purdue Hymn-JG
6. Hail PSP (All solo twirlers) - JG

SLAYTER CONCERT
1. Honor (Silks) - DM
2. Varsity (ST) - DM
3. Boogie Woogie Bugle Boy (Dusters) – DM
4. Light Em Up (GB) - DM
5. The Horse (GG) - DM
6. Purdue Hymn(instrumental) - JG
7. Hail 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
Family Guy
Final Countdown
Hail Fire
Hail Loco
Happy
The Horse
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 Cheers (Remix)
Jaws
You Lose (from TPIR)
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

<table>
<thead>
<tr>
<th>Day</th>
<th>Activity</th>
</tr>
</thead>
<tbody>
<tr>
<td>Monday-Friday</td>
<td>Full Rehearsal</td>
</tr>
<tr>
<td>Friday</td>
<td>GOLD DAY (Gold day shirts and black shorts. Black baseball caps. If weather turns colder, you may wear long pants, jackets.)</td>
</tr>
<tr>
<td>Saturday</td>
<td>Purdue vs. Wisconsin</td>
</tr>
</tbody>
</table>

GAME 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
- 10:55 a.m. March up west side of Ross Ade and perform short concert on North End
- 11:15 a.m. March into Ross Ade
- 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

<table>
<thead>
<tr>
<th>Day</th>
<th>Activity</th>
</tr>
</thead>
<tbody>
<tr>
<td>Monday-</td>
<td>NO REHEARSAL</td>
</tr>
<tr>
<td>Tuesday-Thursday</td>
<td>Full Rehearsal-Senior Show</td>
</tr>
<tr>
<td>Friday-</td>
<td>NO REHEARSAL</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 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!

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