“211 SESSION”
1. Run on (auto into…)
2. Purdue Fanfare-DM (auto into…)
3. Hail (PP) – DM (PAUSE)
4. Team Speeches
5. Hail (IC) – DM (PAUSE)
6. Honor-DM (auto into…)
7. Eat em Up (3x through)-DM (auto into…)
8. Varsity (Full) -DM (Drum majors count into…)
9. Go Purdue Cheer-DM (4 taps into…)
10. Hail Loco – DM (SHORT PAUSE, then 4 taps into…)
11. The Horse – DM and Cheerleaders (PAUSE)
12. Welcome Announcement (people in the aisles come down now)
13. Visitor’s Fight Song-DM
14. Tear It Up (Dusters) - DM
15. When You Wish Upon A Star – DM
16. Mickey Mouse Club March (AATT) – DM
17. Be Our Guest (ST) - DM
18. Rank of the Week - JG
19. Officer of the Week-JG
20. Purdue Hymn-JG
21. Hail PSP-Hail Challenge Winner
22. BAND CHEER!

NORTH END ZONE CONCERT
1. Hail Loco (GB) - DM
2. Honor (AATT) – DM
3. Varsity (GG) – DM
4. Go Purdue Cheer - DM
5. Hail PSP (Solos) - DM

PREGAME SHOW
1. Run-on
2. Purdue Fanfare
3. Hail Loco
4. For the Honor of Old Purdue
5. Back Home Again
6. Visitor’s Fight Song
7. Varsity(short version)
8. Hail PSP
9. PAUSE for team entrances
10. Hail IC
11. America, the Beautiful
12. Star-Spangled Banner

MEDIA TIMEOUTS-SPECIFIC
- MTO #1 in 3rd Quarter: The Horse
- MTO #3 in 4th Quarter: Hail Fire

HALFTIME SHOW
1. When You Wish Upon A Star
2. Mickey Mouse Club March
3. Be Our Guest
4. Disney’s Magical Marathon
5. Hail IC

POSTGAME FIELD CONCERT
1. Hail IC-DM (with team in the end zone if we win)
2. Run On -- horns UP 2-3-4, right into…
3. Purdue Fanfare – DM – four taps right into…
5. Centuries – DM
6. You Can’t Stop The Beat (GG) - DM
7. Purdue Hymn-JG
8. Hail PSP (All Twirlers)- JG

SLAYTER CONCERT
1. Honor  (Dusters) - DM
2. Varsity  (ST) - DM
3. My Favorite Things (GB) – DM
4. Battle Hymn - DM
5. Purdue Hymn(instrumental) - JG
6. Hail PSP  (AATT) - JG
7. Breakdown (Weather Permitting)

TIME OUT TUNES**
All Fight Songs
All I Do Is Win
All of the Lights (2-26 only, repeat possible)
Centuries (mm. 1-23, 42-end)
Crazy Train
Final Countdown
Hail Fire
Hail Loco
Happy
The Horse
Light Em Up
My Favorite Things
September
Strike Up The Band
Shut Up And Dance
Tear It Up
You Can’t Stop The Beat
Any Drumline Cadence

Note that all instructions following a selection deal with how to transition to the following song on the playlist. For example, with 211 Session, #3 (Hail PP) is started automatically after Fanfare, but there is a pause after.
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

<table>
<thead>
<tr>
<th>Day</th>
<th>Activity</th>
</tr>
</thead>
<tbody>
<tr>
<td>Monday-Thursday</td>
<td>Full Rehearsal-3:30-5:30pm</td>
</tr>
<tr>
<td>Friday</td>
<td>Gold Day Rehearsal-3:30-5:30pm. Gold Day uniform required (failure to wear the proper Gold Day uniform will result in gigs!)</td>
</tr>
<tr>
<td>Saturday</td>
<td>Purdue vs. Bowling Green Kick-off 12 noon</td>
</tr>
</tbody>
</table>

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
9:30 a.m.           March to Mackey Arena
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
11:20 a.m.          March into Ross Ade
11:40 a.m.          Pre-game

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-3:30-5:30pm</td>
</tr>
<tr>
<td>Friday</td>
<td>NO REHEARSAL</td>
</tr>
<tr>
<td>Saturday</td>
<td>NO AAMB ACTIVITIES PLANNED. ENJOY YOUR WEEKEND OFF.</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 the 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 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 bottled water. Additional water is available from the water jugs spaced throughout the band. Avoid the urge to skip breakfast or lunch!

• 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).