**211 SESSION**

1. Run on
2. Purdue Fanfare - DM
3. Hall (PP) - DM
4. Team Speeches
5. Hall (IC) - DM
6. Honor DM
7. Eat em up (3x through) - DM
8. Varsity (Full) - DM
9. Go Purdue Cheer - DM
10. Hall Loco - DM
11. The Horse - DM and Cheerleaders
12. Welcome Announcement (people in the aisles come down now)
13. Visitor's Fight Song - DM
14. Centuries - DM
15. Shut Up And Dance (Dusters) - DM
16. Strike Up The Band (GB) - DM
17. Swingin' Doodle Dandy (GG) - DM
18. Battle Hymn: Dr. Austin
19. Stadium Traditions Segment - DM
   a. Go Go Go
   b. Defense Cheer
   c. Jaws
   d. Quickie
   e. Other drum cheers/vocal cheers
20. Back of the Week - ST
21. Officer of the Week - ST
22. Purdue Hymn - JG
23. Hall PSP - Hall Challenge Winner
24. BAND CHEER!

**NORTH END ZONE CONCERT**

1. Hall Loco
2. Honor (ST)
3. Varsity (Full) (GB)
4. Go Purdue
5. The Horse (GG)
6. Hall PSP (AATT)

**PREGAME SHOW**

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

**MEDIA TIMEOUTS-SPECIFIC**

- MTO #1 in 3rd Quarter: The Horse
- MTO #1 in 4th Quarter: Hall Fire

**HALFTIME SHOW**

1. Strike Up The Band
2. Swingin' Doodle Dandy
3. Hall IC / Drum Cadence
4. American Fanfare
5. Sousa Medley
6. Battle Hymn
7. Hall IC (slightly slower tempo)

**POSTGAME FIELD CONCERT**

1. Hall 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. Crazy Train (AATT) - DM
6. Strike Up The Band (ST) - DM
7. Purdue Hymn: JG
8. Hall PSP - JG

**SLAYTER CONCERT**

1. Honor (ST) - DM
2. Varsity (GB) - DM
3. American Fanfare (GG) - DM
4. Swingin' Doodle Dandy (Dusters) - DM
5. Battle Hymn - DM
6. Purdue Hymn (instrumental) - JG
7. Hall PSP (AATT) - JG
8. Breakdown (Weather Permitting)

**TIME OUT TUNES**

- All Fight Songs
- All I Do Is Win
- All of the Lights (2-26 only, repeat possible)

**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 section so everyone gets the memo correct. Also, have a noting 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 Dry-fit t-shirt. If the weather makes it necessary to remove the uniform jacket, 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 (if necessary).