

Concord High School Marching Band and Auxiliary Unit Itinerary

Franklin Band Review

Saturday, October 13th, 2018

I know, I know. It's not a 'funny' itinerary. We'll save the making fun of Renna for Santa Cruz.

First, let's do Franklin right.

Principle #3: "We are a class act, everywhere we go, representing the Minutemen."

This year, we start something new. From the moment you step off the bus at the site for the band review, you step into "Game Mode".

Everything we do at this point on, we do with a purpose, we do as a team, we do with pride because we're Minutemen.

No goofing off, no messing around, no finangles, complete focus on the task at hand.

When we take off our uniforms and are dismissed for lunch... then you can turn "Game Mode" off and go crazy ☺

...But not too cray cray. Still refer to principle #3. (Cory, keep your shirt on at all times please. I can't believe I have to explicitly say that)

- 7:00 Auxiliary Call-Time for Hair Salon
 - 7:45 Leaders Call-Time to set up for loading trailer&check-in
 - 8:00 Band Call-Time
- First, GRAB YOUR INSTRUMENT (nobody is grabbing it for you, EVERYONE is responsible for their own instrument). Then check-in with your captains to show you have everything. After your captain has checked you off:
- Put your uniform in its respective spot on the racks
 - Put your hat in its respective spot
 - Put your shoes in their respective spot
 - Put your instrument on the trailer
- 8:30 Go to the MU for attendance
 - 8:40 Use the BATHROOM before we leave
 - 8:50 Load buses
 - 9:00 Depart for Franklin High School (6400 Whitelock Parkway, Elk Grove, CA, 95757)
 - 10:30 Arrive (the moment you step off the bus, turn game-mode ON)
- Unload instrument trailer, put like instruments together
 - Unload uniform trailer and set up our "dressing rooms"
- 10:45 Body Warm-ups & Drill Downs (prepare your body and mind for today)
 - 11:00 Get in Uniform & Instruments out
 - 11:20 Sectional Warm-ups (low and slow)
 - 11:25 *Director's Check-in
 - 11:50 Full Group Warm-ups
 - 12:05 In a block, practicing marching
 - 12:15 Full-run together
 - 12:25 In formation, going to spot
 - 12:55 Competition Step-Off
 - 1:05 Percussion Competition
 - 1:15 Circle Up: Recap
 - 1:30 EVERYONE packs up everything first (game-mode is still on, don't lose your heads)
 - 1:50 Out of uniform (good job, game-mode off), into GREEN and GOLD
 - 2:00 LUNCH (or dismissed to get food)
 - 4:00 Find a spot for awards
 - 4:15 *Director's Meeting in Hospitality
 - 4:30 Awards!
 - 5:00 Back on buses, depart for CHS
 - 6:15 Arrive @CHS, unload trailers, EVERYONE helps put everything put away in correct spot (leave bandroom clean because Monday, we're right back to the grind)
 - 6:30 DISMISSED