WMB Rehearsal System

Drum major on the podium models at-ease/attention to band, band follows. Set cleaning procedure:

> DM: Move to attention position, band follows. "Fall in" command given only if needed.

Bring hands to conducting position, band moves instruments to appropriate position.

Remind band of instructions. Count off, go through set(s).

Cut-off, stay at attention. Performers freeze.

"Check" (players check their spots while frozen, see what needs to change). 3 seconds.

"Adjust" (players move to where they should be; stand at attention. 5 seconds.

Bring hands to sides to signify horns down.

Move to at-ease position, band follows.

Staff: Gives instructions from scaffolding. All on field listen.

"Field, go ahead" Staff members and drum majors on field give instructions.

Others listen and are quiet.

"Wrap it up." 5-10 second warning to wrap-up on field.

Instructions given for what to do next, band resets if necessary, cycle begins again.

Reset takes 10 seconds at most (countdown when necessary).

WMB: Follow the lead of the drum majors – their body position informs your position.

Freeze at end of move and THROUGH "check" period. Do NOT move until "adjust."

Remain focused throughout rehearsal.

LISTEN

- "Plus one" upon completion of the move, take the first step in the direction of the following set and freeze. Hold the last note until cut off.
- "Minus one" Start with your feet where they are at the completion of the previous move.
- In both cases, your right foot will be on your "dot."
- "Gush and go" get a drink and take a quick breather, then get back out on field (before asked). Longer breaks will be given during band camp.
- Sets will be taught in groups of about three, with larger set groupings ("chunks").
- When a particular section is being addressed, members of the section will raise their hands to indicate they are listening.
- If the staff asks a question or checks for understanding, every member will reply (and loudly).
- Keep anything needed during rehearsal on your person or easily accessible from field, but don't put anything between the sideline and an imaginary line parallel to the back of the podium.
- On breaks or when we go without equipment, post as a section.

Rehearsal Responsibilities

Drum Major #1 Drum Major #3 **Graduate Staffer #2** Percussion Drum Major Woodwind Drum Major Quadrant D Quadrant A Quadrant C Dr. Beat/PA Podium/Ladder Set-Up (reh.) PA Set-Up Podium/Ladder Set-Up (perf.) Form collection Timer Woodwind assistance **Graduate Staffer #1** Drum Major #2 Water Brass Drum Major Uncovered Quadrant (floater)

Quadrant B Lighting Podium/Ladder Set-Up (perf.) Yard Markers Set-Up

Attendance Brass assistance

Water

Sample WMB Rehearsal Breakdown (Performance Week)

<u>Mondays</u>		
6:00 - 6:10	Attendance block/basics	Drum Majors
6:10 - 6:30	Warm-up/sectionals	Staff/Section Leaders
6:30 - 7:40	Teach/clean drill (dot)	Staff
7:40 – 7:55	Run-through(s)	Staff
7:55 – 8:00	Announcements/Sing	Staff/Band
<u>Wednesdays</u>		
6:00 - 6:10	Attendance block/ basics	Drum Majors
6:10 - 6:25	Warm-up/sectionals	Staff/Section Leaders
6:25 - 6:40	Pre-game run-through (form)	Staff
6:40 – 7:40	Teach/clean drill (dot)	Staff
7:40 – 7:55	Run-through(s)	Staff
7:55 – 8:00	Announcements/Sing	Staff/Band
<u>Fridays</u>		
6:00 - 6:10	Attendance block/basics	Drum Majors
6:10 - 6:30	Warm-up/sectionals	Staff/Section Leaders
6:30 - 7:40	Teach/clean drill (form)	Staff
7:40 – 7:55	Run-through(s)	Staff
7:55 – 8:00	Announcements/Sing	Staff/Band
<u>Saturdays</u>		
8:30 - 8:40	Attendance block/stretch/basics	Drum Majors
8:40 – 9:00	Warm-up/sectionals	Staff/Section Leaders
9:00 – 9:15	Pre-game run-through	Staff
9:15 – 9:45	Half-time run-throughs	Staff
9:45 – 11:05	Brunch and change	WMB
11:05 – 11:10	Uniform inspection @ PCAC	Section leaders
11:10 – 11:20	Warm-up and line up @ T-Hall	WMB
11:20 – 11:30	Parade to stadium	WMB
11:35 – 11:40	Stadium Entrance	WMB
11:40 – 12:00	Pre-game show	WMB
12:00 – 3:30	Football game	WMB
After game	Parade to PCAC and dismiss	WMB

This is a general guideline and very subject to change.