



Rehearsal & Performance Schedule

November 6-12, 2016

Monday, November 7

2:00 pm	Field Commander/MGF Staff meeting (Band Office)
3:00	Sectional Pre-rehearsal warm-ups/tuning (Practice Field)
3:15	UGScrum (ladder)
3:18	2-Minute Whistle
3:20	Attendance Block (stretch)
3:30	Halftime Continuity
4:45	Pregame Continuity
5:10	Announcements
5:15	Dismissed/Load Truck for Tuesday

Tuesday, November 8

3:00 pm	Sousas, Drumline, Instruments & Equipment Committee, R&P Committee, & Staff meet at Dix to unload the Truck/set up in Dix stands
3:30 pm	Drumline Warmup/All Winds, Guard, & Twirlers report to Field House for individual/sectional warmups & tuning <i>High School Band Check-in (Field House)</i>
4:00 pm	Attendance Block/Stretch (Field House)
4:15 pm	Music Arc Breathing Gym/Sound Fundamentals/Warmup/Tune (Drums & Aux on your own)
4:30 pm	Rock and Roll Hall of Fame 2016: The Music of Chicago Continuity Field Show Dress Rehearsal
5:00 pm	Pregame Continuity Field Show Dress Rehearsal
5:30 pm	Dinner Break/Change into Uniform
6:00 pm	Uniform Inspection
6:20 pm	Concert Arc Warmup/Tune (Drums/Aux on own) inside Field House
6:30 pm	Block up for March Over
6:40 pm	March Over for Pregame
6:45 pm	Pregame Field Show Performance (21:00 on the Clock)
7:00 pm	KICKOFF (Kent State vs. Western Michigan) – ESPN2/ CBSSN
9:00 pm (app.)	Rock and Roll Hall of Fame 2016: The Music of Chicago Field Show Performance
Post-game unload back at CPA	Sousas, Drumline, Instruments, & R&P Committee load the truck and

Wednesday, November 9 – Schedule TBA

Friday, November 11 – NO REHEARSAL (Veteran's Day Observed)

NEXT WEEK

Monday, November 14 – Clean Chicago show; **FlasherBrass game performance** – KSU (W) vs. ECU (6 pm call time)

Wednesday, November 16 – Clean Chicago show; **FlasherBrass game performance** – KSU (M) vs. Mississippi Valley State (6 pm call time)

Friday, November 18 – Clean Chicago show; **FlasherBrass game performance** – KSU (M) vs. Hiram (6 pm call time)

Saturday, November 19 – **MGF MACC Invasion Performance** – 12:30 pm call time