

School and Band Calendar

Student should be ready to leave @ 4:30 for away games.

Students should be ready @ 6:00 for home games.

Students should be ready for rehearsals at listed times – not walking in at that time.

Band Booster Meetings are always on the second Tuesday of each month @ 7:30 PM.

July

11 – Band Booster Meeting and New Parent/Student Welcome 7PM

18 – Band Practice 8am-12pm

20 - Band Practice 8am-12pm

25 - Band Practice 8am-12pm

27 - Band Practice 8am-12pm

31 – Aug 4 – Pre-camp 8am-4pm

August

7-11 – Band Camp 8am-9pm (Parent Show Friday @ 7PM)

8 – Band Booster Meeting

15 - Band Practice 3:30-5:30 Tuesday rehearsals begin

17 - Band Practice 3:30-5:30 Thursday rehearsals begin

21 – First Day of School

2006 Football Games

Aug 18 - @ Heritage

Aug 25 - @ Cocke County

Sep 1 – Powell Valley, Va

Sep 8 – Open Date

Sep 15 - @ Rutledge

Sep 22 – Sevier County

Sep 29 - @ Carter

Oct 6 – Pigeon Forge

Oct 13 – Union County (Homecoming)

Oct 20 - @ Claiborne County

Oct 26 – Gibbs (Sr. Night)

2006 Tentative Competitions

Sep 30 - TBA

Oct 7 – Foothills Classic – Seymour

Oct 14 – TBA

Oct 21 – TBA

Oct 28 - TBA

2006 Tentative Parades

Dec 1 – Gatlinburg Parade

Dec 2 – Seymour Parade

Dec 9 – Seymour Parade

Christmas Concert – December 14th, 2006 7:00PM

Contact Information & Website

Seymour High School
732 Boyds Creek Hwy
Seymour, TN 37865
Office (865) 577-7040
Greg Clark, Principal
Band Room (865) 573-6191 – also a fax
Email director@seymourband.org
Website <http://www.seymourband.org>
Our website has a copy of this handbook, all forms and a message board.

Grading Policy

Each student receives a grade for each rehearsal. Breakdown is as follows:

- 1 Letter Grade Deduction for Unexcused Absence from Rehearsal
- 2 Letter Grade Deduction for Unexcused Absence from Performance
- 3 Point Final Grade deduction per day for missing instrument, music, or other equipment

Tardies

1 point is removed from that day's grade for every minute late in a rehearsal. Students must work 5 minutes in the band room for every minute late. Any un-worked minutes will result in another point deducted from that day per minute.

Being late for a performance will result in 5 points deducted for every minute late. If it is a trip and the student misses the bus then the absence is unexcused.

Absences

An unexcused absence from a rehearsal will result in a 1 letter grade deduction (9 points) for the six weeks. Band is a team effort. There is no way to make up a missed rehearsal since it takes the entire band to work as a unit. If a student has an unexcused absence from a rehearsal then they are ineligible to perform that week, but they must still attend the performance in order not to lose points for the performance. An unexcused absence from a performance will result in a 2 letter grade deduction (18 points) for the six weeks. An unexcused absence from a performance will make the student ineligible for any Captain position - ever! Band is a unique class in that a performance cannot be made up.

Expectations and General Rules

Fees

Band Fee: \$200

Guard, Majorettes and Drum Major: \$100 discount because of uniform costs

- *Band Fee must be paid before camp begins.
- *The band boosters are willing to help those who have a financial need.
- *Payment schedules may be setup to pay fees. See Mr. Carter or Doug Helfenberger.
- *Fees not paid will result in grade card and schedule holds.
- *Please turn in all fees to Mr. Carter and get a receipt.
- *All checks should be made to *Seymour Band Boosters*.

General Expectations

- *All students are expected to act and speak professionally.
- *All students are expected to keep the band room clean and orderly.
- *All students are expected to keep their storage rooms clean and orderly.
- *All students are expected to keep their equipment in excellent working order.
- *Relationships should not be displayed in rehearsal or performance.
- *All students are expected to maintain a 2.5 GPA (C+) or better in all classes.

Band Camp

- *Band Camp is required of all members.
- *Band Fee must be paid before camp.
- *Students are not allowed to leave campus until the rehearsal day has concluded.
- *Non-band members should not come to band camp.
- *Parents are welcome and needed to help with breaks and meals.
- *Students should be on time to all rehearsals.
- *Students should be mentally and physically prepared for the demands of camp.
- *Students should keep up with charts at all times.
- *Students are expected to have all music memorized by the end of the first week.

*During breaks, students should keep the band room quiet. Extra practice is encouraged but the band room is to be a silent rest area.

*It is unacceptable to simply not show up for a day of camp. If a student wishes to drop out of the band program they are expected to act professionally and declare their intentions to the director. This way the director can be prepared for rehearsal the next day and make appropriate modifications.

Officers and Captains

*An officer is any student who promotes to level 6 or higher.

*A captain must be an officer.

*Captains are selected in May of the previous school year.

*Captains are those promoted to the highest level in their section.

*Students may promote to higher levels by taking band related tests which help expand their knowledge of music and leadership.

*A student must reach at least level 6 to become an officer.

*A student must have at least 1 FULL year of experience in the Seymour Band to become a Captain.

*Any student who has an unexcused absence from a performance is ineligible for any Captain position – including Drum Major.

*Drum Major is decided by audition by outside judges and not necessarily by the highest level. Drum Major Candidates must reach level 6 before May 1st on the year they wish to audition. Drum Major Candidates must have marched at least 1 year with the Seymour Band.

*Officers are expected to wear the appropriate rank symbol on their uniform at all times.

Captain Positions and responsibilities include:

All Officers: Be on time, support other officers in and out of rehearsal, bring student concerns to the director, accept awards at marching contests, and make the band a better place to be.

Drum Major: Conduct the band, help director in rehearsal, organize band in preparation for a performance, conduct officer inspection, support the officers in rehearsal, keep the band quiet in rehearsal, and set the highest example of leadership, work ethic and dedication.

Band Captain: Highest promoted instrumental player other than the Drum Major. Lead the band by example, help director in rehearsal, encourage other officers, take roll on band trips, keep other officers accountable about their duties, act as the primary band representative, keep main area of band room clean and prepare to conduct when necessary.

Woodwind Captain: Help all woodwind players stay organized and out of trouble, keep school owned woodwind instruments in good condition, keep woodwind storage areas clean and orderly, act as a representative of the woodwind section, correct woodwinds in marching rehearsal, support the Band Captain and Drum Major, make sure all woodwind equipment is loaded and unloaded on all trips.
Brass Captain: Help all brass players stay organized and out of trouble, keep school owned brass instruments in good condition, keep brass storage areas clean and orderly, act as a representative of the brass section, correct brass players in marching rehearsal, support the Band Captain and Drum Major, make sure all brass equipment is loaded and unloaded on all trips.

Percussion Captain: Help all percussion players stay organized and out of trouble, keep school owned percussion instruments in good condition, keep percussion storage areas clean and orderly, act as a representative of the percussion section, correct percussionists in marching rehearsal, support the Band Captain and Drum Major, make sure all percussion equipment is loaded and unloaded on all trips.

Guard Captain: Help all guard members stay organized and out of trouble, keep school owned guard equipment in good condition, keep guard storage areas clean and orderly, act as a representative of the guard section, correct guard in marching rehearsal, support the Band Captain and Drum Major, make sure all guard equipment is loaded and unloaded on all trips.

Majorette Captain: Help all majorettes stay organized and out of trouble, keep school owned majorette equipment in good condition, keep majorette storage areas clean and orderly, act as a representative of the majorette section, correct majorettes in marching rehearsal, support the Band Captain and Drum Major, make sure all majorette equipment is loaded and unloaded on all trips.

See Appendix A for Promotion Skill Sheets for Players and Color Guard

Rehearsal

*All students should be on time and prepared for rehearsal.

*Students should have music/charts for every rehearsal.

*No foul language will be permitted.

*Students should stand still and quiet when called to attention.

- *No student should disrespect and officer.
- *No officer should disrespect a student.
- *Students are expected to maintain a high work ethic and a great attitude.
- *Students should not do anything that will hinder rehearsal productivity.
- *The only excused absences from a rehearsal are: illness serious enough for a doctor visit (need a note upon returning to band that states the absence was necessary), death in the family, school approved field trip or athletic performance – Athletic rehearsals are not an excuse to miss a band rehearsal. Most athletic teams practice 4 days a week and the band only 2. Band must be your first rehearsal priority.
- *Unexcused absences from a rehearsal will result in performance suspension for that week.
- *Unexcused tardies will result in grade deductions as well as loss of 3rd quarter break.
- *No tardies are excused except those incidents listed in the excused absences section.

Performances

Football Games

- *For home games students must be ready for inspection at 6 pm.
- *For away games students must be ready to leave by 4:30 pm.
- *Students are expected to be in full uniform at all times.
- *All students must ride the bus to all football games.
- *Students must present a note to the director at least 1 day prior to the ball game to be allowed to leave the game other than by bus. Students may not leave the game with friends.
- *Students are expected to show NO physical affection in uniform.
- *Students are not allowed to food or drink other than water in the stands with them. – Even if the parents attempt to bring it to them.
- *Students are expected to be respectful to fans, parents, football players and cheerleaders.
- *Students should help parents load and unload the trucks on all trips.
- *Students are expected to be ready to play as soon as the Drum Major calls up a song.
- *Students are to stay in their own sections during the game.
- *No non band members are allowed to sit inside the band area.
- *Students must be back from 3rd quarter break with 2 minutes on the clock remaining.
- *Students are not to switch instruments during the game.
- *Officers will greet officers from the other band during 4th quarter.
- *Students who are unable to be prepared to play on time at the games will forfeit 3rd quarter break.

Competition

- *Students are expected to be on time for any morning warm-ups before a contest.
- *Students are expected to follow all schools rules while we are at a contest location.
- *All students must ride the bus to the competition. Students must present a note to the director at least 1 day prior to the contest to be allowed to leave the contest other than by bus. Students may not leave the contest with friends.
- *Students are expected to show NO physical affection in uniform.
- *Students are expected to show no affection beyond holding hands out of uniform.
- *Officers are the only members who will accept trophies at contest.
- *Officers should be back in uniform for the awards ceremony by the time the last competing band takes the field.
- *If you feel you will have a conflict with competition dates then please do not march this year.

Concerts

- *All students are expected to be ready for warm-up at 6:00 pm.
- *All male students will wear black dress shoes, black dress pants, a white button-up shirt and a black tie.
- *All female students will wear a solid black dress with black dress shoes.
- *If you feel you will have a conflict with concert dates then please do not join band this year.
- *All students are expected to help clean the auditorium after each concert.

Concert Contest

- *All students will wear a band uniform (no drum major, majorette or color guard outfits.)
- Students are expected to be on time for any morning warm-ups before a contest.
- *Students are expected to follow all schools rules while we are at a contest location.
- *All students must ride the bus to the competition.
- Students must present a note to the director at least 1 day prior to the contest to be allowed to leave the contest other than by bus. Students may not leave the contest with friends.
- *Students are expected to show NO physical affection in uniform.
- *Students are expected to show no affection beyond holding hands out of uniform.

Graduation

- *Graduation counts as the spring final exam and also counts as a 3rd 6 weeks performance. You may exempt the exam but it will still count as a 2 letter grade deduction on the 3rd 6weeks if you miss with an

unexcused absence.

*Students should wear dress clothes that do not include t-shirts, tennis shoes, denim, advertisement clothing or non dress shorts.

Band Room

*There is to be no food or drink in the band room for any reason.

*Students are expected to keep the band room clean.

*There is to be no card playing, hack sack or any other games in the band room.

*Students are expected to keep the doors locked and only allow band members and parents in the band room.

*Students should wipe their feet before walking on the brand new \$4,000 carpet.

*The band room should not be treated as a student locker. Anything left on the floor is subject to being thrown away.

Uniform

*Uniforms are to be treated with the highest respect.

*Uniforms should never be on the ground. They should be hanging on a hanger.

*Students should wear suspenders to keep their pants from falling at an inopportune moment.

*Uniforms must be fully worn at performances. Do not have jackets unzipped or off unless instructed to do so.

Trips

*Students will sign up for seating the day before each trip in order of rank (levels).

*There is no coed seating on bus trips.

*No food or drink is allowed on the buses.

*No radios/cd players will be played without headphones.

*No loud singing on the bus!

*No screaming or squealing on the bus.

*Keep head, hands and feet inside the bus until the ride comes to a complete stop.

*Students are expected to clean the buses after every trip. Section assignments will be made for cleanup duties.

*Students are expected to stay with the group on trips. – No hanging out on the bus during contests.

Fundraisers

*All students are expected to participate in fundraisers. Without fundraisers band fees would be much higher. Fundraisers make it possible to buy instruments and other equipment.

*Students are expected to sell at least ten items on every fundraiser.

*Students are expected to participate for at least one hour of actual work at each car wash.

Relationships

*Relationships are not to be displayed in band.

*Absolutely no affection is to be shown while in uniform.

*It is considered poor judgment for high school students to date middle school students.

*No student shall have a romantic relationship of any kind or imitate a romantic relationship of any kind with any member of the Seymour Band staff.

Parental

*Parents are expected to help with the band contest and at least one concession stand duty at the football games.

*The band booster organization relies upon you help to make the band successful.

*Parents should encourage their children to work hard in band and practice regularly.

*Parents should encourage students to participate in all fund raisers.

*Parents should attend band booster meetings if they wish to have their opinions voiced.

*Parents should make arrangements to have their children picked up at the school after band events.

*Parents should make arrangements for students to be at rehearsal on time. The student's grade depends upon it.

*Parents should maintain current contact info with the band booster organization so they can be made aware of band events.

Band Booster Info

The band booster organization meets on the second Tuesday of every month at 7:30 pm. The cost of membership is \$3 per individual or \$5 per family.

Band Booster Officers

President – Doug Helfenberger

Vice-President – Harold Lane

Treasurer – Kim Waters

Secretary – Alice Holbrook

The band boosters send out a weekly newsletter that will be available on the website forum.

Understanding Band Events

This section is for new members to make them aware of what goes on in typical band events.

Band Camp

Band camp is always the last full week of July and the following week. This consists of outdoor and indoor rehearsals to prepare the band for the marching season. We generally put the entire show on the field during camp. Therefore it is essential that all marching members be present for camp. Band camp occurs during some of the hottest days of summer so be prepared. Extra shoes come in handy. Be sure not to wear hairspray or excessive make up as it will draw bugs when you are trying to stand still at attention. Most students question whether they want to be in band during the first few days of band camp. Parents are urged to be supportive of the student's frustration and encourage them to finish band camp no matter what. There is a strong lesson to be learned by finishing what is started. Parents are welcome to come watch all rehearsals. Parents are also encouraged to help with snack breaks and meals. Students receive 1 ½ hours break for each meal. Students are not allowed to leave campus for lunch, but parents may bring them anything they wish. Meals are provided the second week of camp since students are there for the entire day. No meals are needed the first week since students come for only 2 hours per day. On the last day of camp the students will perform the show for the parents at 7pm.

Rehearsals

Students will practice 2 times per week after school for 2 ½ hours. Students must attend both rehearsals to be allowed to participate in the football games and contests for that week. Students are expected to come to rehearsal ready to work. Students should not miss rehearsal for doctor's appointments or athletic rehearsals. Students should not leave early. Students are expected to come even if they feel "a little sick." Having everyone at band rehearsal is essential to contest success.

Parades

Parades count as full performances grade-wise. All students should arrive in plenty of time to load the equipment and get dressed. We always wear our uniforms on the way to the parade. Guard and majorettes wear their warmup attire since the parades are generally very cold. Our parades are generally less than 2 miles. We do 3 parades per year and they are all Christmas Parades. 1-2 parents are welcome to walk along side the band and help chaperone. Students are not allowed to break out of line or attention during the parade to speak to people on the route.

Football Games

All football games start at 7:30 except playoffs which start at 7. Band students are expected to be ready for inspection at 6pm on home games and ready to leave on the bus at 4:30 for away games. Students should wear their uniforms completely until the game is over. No one is to sit inside the band area in the stands nor are boyfriends/girlfriends allowed to sit on the steps beside a band member. Parents are asked to sit directly behind the band to protect them from disturbance by the crowd. At half time the visiting band always performs first and both bands perform facing the home side. There is a total of 15-20 minutes for both bands to perform their halftime show. It is common courtesy to shorten the show during half time to allow both bands equal time on the field if necessary. We always stop to eat after away games. Students are given 3rd quarter break off. Students are expected to be back will 2 minutes remaining on the clock even if they don't get to eat at 3rd quarter since we ALWAYS stop to eat. Parents are requested to not bring food or drink to students in the stands. It is too easy to spill something on the uniforms. Students are allowed to only have water in a bottle with a cap. Students should act respectfully toward the game no matter the outcome. Students should dress appropriately under their uniform according to the weather and the fact that many times there are no changing areas at other high schools. Students are expected to help clean the band room and buses after each ball game.

Competitions

The band generally competes in 3-4 band contests per year. At contest each band is allowed a 15-30 minutes warm up and a 15 minutes performance slot. Band competitions have around 7 judges. 3 judges rate the band as a whole and 4 judges rate the percussion, color guard, majorettes and drum major. Band

competitions give ratings of I, II or III. I = superior (85-100), II = excellent (70-84), III = good (69 and below). The overall band rating will be an average of the 3 band judges. Bands are placed into classes based on size. Generally Seymour competes in AA. The smallest class is A. The largest class is AAAA. At the end of the contest all officers take the field to accept trophies.

Concerts

All band concerts occur at 7pm. Generally they are on the 1st Thursdays of December, March and May. Concerts are the most important spring events. Students are required to wear all black and white. Men should wear black dress pants, black dress shoes, white button up shirt and a black tie. Women should wear a black dress and black dress shoes. Concert admission is free. The high school concerts consist of the high school band and any high school ensembles. The middle school band performs at a separate concert. 8th grade members do not participate in the high school concert band. Warm up is always at 6pm for concerts. Students should be ready to play at 6 in order to have a successful concert. Concerts will generally run 1- 1 ½ hours in length. Students are expected to stay until all ensembles have finished and help clean the auditorium and band room afterwards.

What do I do if....

I lose my music?

You should see the librarian to help you find another copy and have it copied. It is generally a good idea to copy your music/charts as soon as you receive them so you can have spares at home to practice. Do not come to a rehearsal unprepared and try to fake it.

I need help with fees?

See Mr. Carter or Doug Helfenberger. The band helps students who are in financial need each year.

I can't find a ride to rehearsal?

Call the band room. We will find you one. Missing band because you don't have a ride will not be an excused absence. You should make arrangements ahead of time since you have a calendar of all events.

I am too sick to come to rehearsal?

You need to go to the doctor and get treatment and a note stating you were too sick to practice. If you are not sick enough to go to the doctor then you are not sick enough to miss. If you are just simply too dizzy to march then you will sit on the sidelines and watch rehearsal.

I am too sick to come to a performance?

You must be seriously ill not to come to a performance. You will need to go to the hospital or doctor and get treatment and bring a note for this to be excused. The note must mention that you were physically incapable of performing. A simple doctor signature is not acceptable. He/she must write an actual note stating your condition and inability to perform.

My instrument is unplayable?

Get it fixed. Rush's Music 573-4138 or Lunsford's 523-0276.

I am going to be late to a rehearsal?

You should call ahead and let us know. Remember you will owe 5 minutes of work for every minute you are late.

I am going to be late for a performance?

Pray.

I am going to miss band camp?

If you miss camp you will no longer have a spot guaranteed. You will have to hope that there is a hole in the charts or someone quits.

I need to miss a performance for something unexcused?

You have to make choices in life. It is professional to honor your first commitments. If you have a commitment on one of the band performance dates already then you should not march. If you do march then you are committing to all the performances. If you missed a performance and it is unexcused you will never be eligible for a captain position including Drum Major. If you choose to miss a performance regardless of your commitment to the band you will receive a 2 letter grade deduction for that six weeks. This is one of the most serious offenses in the band program. It is unacceptable.

I see a student commit a dismissible offense?

Dismissible offenses include drinking alcohol, taking drugs, sexual harassment or abuse, and other serious actions. If anything this serious is witnessed then it should be reported to Mr. Carter immediately.

I feel the director or my section leader is being unfair?

You should contact the very next higher authority. You will be much more productive in your complaint if you move up the chain. If your section leader is unfair then contact Mr. Carter (573-6191). If Mr. Carter is unfair then contact Mr. Clark (577-7040). If you are not satisfied then contact Larry Stott (band supervisor for Sevier County 453-4671) at Central Office and then finally Jack Parton (453-4671) if necessary.

I can't get off work for a band event or rehearsal?

This is an unexcused absence. You have the schedule ahead of time. Turn it in to your employer immediately. Honor your first commitments first.

I have an athletic practice the same day as a band event?

You are not allowed to miss a band performance or practice for an athletic practice. You may be able to make arrangements with Mr. Carter to miss some band practice for an athletic performance (game) if you are the one performing in the event and it is a school team.

My brother/sister has an athletic game the same day as a band event?

This is completely unacceptable for you to miss. Honor your first commitments first.

I miss school the day of a band event?

By school board policy you will not be able to perform at the event, but you must still attend and "sit the bench."

I miss an after-school rehearsal?

You will need to have it excused prior to the rehearsal or you will not be performing that week. If you are suspended from performance then you must still attend the performance and "sit the bench."

I can only schedule my doctor's appointment during band practice?

That is very rare. Make every attempt to schedule it during some other time period. This has been severely abused in the past because students are trying to exempt exams by not missing other classes. You will need a note (yes a real note, not just a sloppy doctor's signature) stating that this is the one and only appointment that was available and that this treatment was necessary to perform because of a life threatening condition.

I can only schedule my driving test during band practice?

Get real! This is totally inexcusable. Don't even ask to miss band for a driver's test.

I need to miss to take my pet hamster to get his nails done?

Don't laugh...I have listened to things this ridiculous! Look at the above items. Band is a serious activity. Don't enter it lightly. Make the commitment or don't. Be honest with yourself about what you can handle this fall. Band is very costly both in time and energy (as well as money).

Glossary

- Captain – a level 6 or higher officer who leveled up to the highest rank by May in their section.
- Pit – percussion section in front of the band. They do not march during the half time show.
- Battery – marching drum line.
- 8 to 5 – take 8 steps for every 5 years. 22 ½ step size.
- Drag turn – turn to the left or right in 4 counts.
- Flank – immediate flip left or right while marching
- Lateral – flank while maintaining upper body direction
- Attention – stand still, don't move, don't look around
- Charts – sheets that show picture designs the band makes on the field
- Bluefish – the next step beyond goose bumps – the ultimate emotional high
- Band Freak – someone who would rather sit in the band room instead of going home at some reasonable hour so Mr. Carter can have a life

Appendix A

Promotion Requirements

Playing Members

Each level covers technique, sight reading, performance, theory and leadership. A student must pass all five tests to be considered that level. Scales must be played in 16th notes at the indicated tempo and also in 3 variations: thirds, major chord arpeggio, major 7th arpeggio. Level 6 is the minimum level for those wishing to qualify for Drum Major auditions or section leader.

Level 1

- *Chromatic Scale(60)
- *Grade 2 Prepare Piece
- *Grade 1 Sight Reading
- *Conducting in 2/4, 3/4, 4/4 and 5/4.
- *Be able to name notes in treble and bass clef.

Level 2

- *Any 2 Major Scales(60)
- *Grade 2 Prepare Piece
- *Grade 1 Sight Reading
- *Conduct 4/4 in 5 styles: non-expressivo, legato, staccato, light staccato and marcato.
- *Be able to indicate note values in all time signatures.

Level 3

- *Any 2 Major Scales not previously used(66)
- *Public Grade 2 Prepared Piece
- *Grade 1 Sight Reading
- *Conduct all five styles in all time signatures
- *Be able to identify dynamic and tempo terms as well as music symbols

Level 4

- *Any 2 Major Scales not previously used(72)
- *Grade 3 Prepare Piece
- *Grade 2 Sight Reading
- *Conduct Quarter note cues in any time signature
- *Be able to identify and draw all key signatures
- *Be able to identify scale degrees (tonic, supertonic, mediant, etc)

Level 5

- *Any 3 Major Scales not previously used(78)
- *Grade 3 Prepare Piece
- *Grade 2 Sight Reading
- *Conduct Eighth note cues in any time signature
- *Be able to identify intervals as Perfect, Major, Minor, Augmented or Diminished along with number value

Level 6

- *Any 3 Major Scales not previously used(84)
- *Public Grade 3 Prepared Piece
- *Grade 2 Sight Reading
- *Conduct advanced dynamics in all time signatures
- *Teach a grade 2-3 piece to the band
- *Be able to transpose concert pitch music for any instrument
- *Must be active in lessons at all times

Level 7

- *4 Natural Minor Scales(90)
- *Grade 4 Prepared Piece
- *Grade 3 Sight Reading
- *Name and draw Major/Minor and Diminished chords
- *Harmonize a melody
- *Attend a camp, clinic, or workshop
- *Must be active in lessons at all times

Level 8

- *4 Natural Minor Scales not previously used(96)
- *Grade 4 Prepared Piece
- *Grade 3 Sight Reading
- *Name and draw chords by scale degree in roman numerals
- *Harmonize a bass line in root position
- *Attend a camp, clinic, or workshop
- *Must be active in lessons at all times

Level 9

- *4 Natural Minor Scales not previously used(102)
- *Public Grade 4 Prepared Piece
- *Grade 3 Sight Reading
- *Identify chord in inversions with 7ths and passing tones
- *Attend a camp, clinic, or workshop
- *Must be active in lessons at all times

Level 10

- *6 Mixolydian Scales(108)
- *Grade 5 Prepared Piece
- *Grade 4 Sight Reading
- *Compose melodies in phrases
- *Attend a camp, clinic or workshop
- *Must be active in lessons at all times

Level 11

- *6 Mixolydian Scales(114)
- *Grade 5 Prepared Piece
- *Grade 4 Sight Reading
- *Identify all interval types, identify altered chords by name, introduction of modulation
- *Attend a camp, clinic or workshop
- *Must be active in lessons at all times

Level 12

- *6 Lydian Scales(120)
- *Public Grade 5 Prepared Piece
- *Grade 4 Sight Reading
- *Compose melodies in phrases
- *Attend a camp, clinic or workshop
- *Must be active in lessons at all times

Level 13

- *6 Lydian Scales(126)
- *Grade 6 Prepared Piece
- *Grade 5 Sight Reading
- *Secondary dominants and modulation
- *Attend a camp, clinic or workshop
- *Must be active in lessons at all times

Level 14

- *6 Dorian Scales(132)
- *Grade 6 Prepared Piece
- *Grade 5 Sight Reading
- *Compose melodies in phrases
- *Attend a camp, clinic or workshop
- *Must be active in lessons at all times

Level 15

- *6 Dorian Scales(138)
- *Grade 6 Prepared Piece
- *Grade 5 Sight Reading
- *Canon composition and other developments of a motive
- *Identification of a motive
- *Attend a camp, clinic or workshop
- *Must be active in lessons at all times

Level 16

- *12 Harmonic Minor Scales(144)
- *Perform a mini recital
- *Grade 5 Sight Reading
- *Conduct on a concert
- *Organize and lead a small ensemble
- *Written identification of modes
- *Harmonization in different scales such as whole tone
- *Full analysis of a score

- *Attend a camp, clinic or workshop
- *Must be active in lessons at all times

Color Guard

Seymour High School Guard Promotion Requirements

Level I

- *Drop spins (32 cts, end at set)
- *Double Fast (32 cts, end at set)
- *Flutter (24 cts, end at right shoulder)
- *Backscratchers (24 cts, end at right shoulder)
- *Extension sequence (4x 6ct sequence, end at right slam)
- *Toss (4x 8ct sequence, double fast toss)
- *Chassé (4x length of band room)
- *Jazz runs (4x length of band room)

Level II

- *3 step turns (across the band room floor)
- *Butterfly (24 cts, end at right shoulder)
- *Around the World (24 cts, end at right shoulder)
- *One handed toss (4x 6ct sequence from right slam position)
- *Reindeer (6x to drum taps)
- *Hitch Kick (6x to drum taps)
- *Straight Kick (across the band room floor)

Level III

- *Right/left drop spins (32 cts, end at set)
- *Right/left double fast (32 cts, end on an angle)
- *Right/left flutter (24 cts, end at Right/left shoulder)
- *Right/left backscratchers (24 cts, end at Right/left shoulder)
- *Right/left extensions (4x 6ct sequence, end at Right/left slam)
- *Right/left toss (4x 8ct sequence, double fast toss)
- *Right/left fan kick (6x each leg)
- *Step ups (4x length of band room)
- *Step ball change (24 cts to drum taps)

Level IV

- *Mark time (24 cts to drum taps of various tempi)
- *Forward march (24 cts to drum taps of various tempi)
- *Backward march (24 cts to drum taps of various tempi)
- *Box of death-mark time 8, forward march 16, left lateral 16, backward march 16, right lateral 16, mark time 8 (this will also be used to test your knowledge of right/left flanks)
- *Choreograph a 16 ct routine (remember that we may use this in the fall)
- *Horizontal toss (4x 8ct sequence)

Level V

- *Choreograph a 32 ct flag and dance routine (remember that we may use this in the fall)
- *Chasse/jazz run combination (4x length of band room floor)
- *Jazz run/step up combination (4x length of band room)

Level VI

- *Choreograph a 32 ct dance routine- using ballet, modern and jazz (remember that we may use this in the fall)
- *Jazz slide (2x to drum taps)
- *Layout (2x to drum taps)

Level VII

- *Choreograph a 200 ct dance and flag routine to the music of your choice and perform in front of the panel of judges (remember that we may use this in the fall)

Level VIII

- *Given 4 pages of drill charts plot where you think the guard should be placed (assume 10-15 members) and write in the drill what you would have them to do (i.e. mark time 8cts or forward march 16 cts)
- *Teach someone who has never twirled before how to do drop spins (5 minute time limit)
- *Choreograph a routine using basic flag fundamentals and march the drill of one of the guard members that you plotted on your drill chart (no more than 48 cts)

Level IX

- *Read directions from a drum major
- *Chart yourself on the field
- *Read coordinates on a charted set
- *Chart multiple people on a field in coordination with given chart

Level X

- *Choreograph a dance routine to 3 different styles of music (country, rock, jazz, etc.) and perform it in

front of an audience. Each routine should be at least 60 counts.

*Choreograph a flag routine to 3 different styles of music (country, rock, jazz, etc.) and perform it in front of an audience. Each routine should be at least 60 counts.

*Come up with 4 different flag designs. Draw them on paper, color and describe what type of material you would use.

Level XI

*Watch and critique 5 different color guard routines of 5 different marching band shows (other than Seymour). List what you like, don't like, would change, or add.

*You have just been hired as the new color guard instructor for a marching band. The guard has 32 members. The previous instructor was lazy, did not discipline, and rehearsals were not productive. The members have little to no desire or motivation, and some are ready to quit because of other authoritative members. Describe what you would do upon your arrival on the first day of color guard camp when they first meet you and plan your schedule of what you would do with them that week. No more than 3 pages.

*Choose 2 songs and design the flag drill, flag routine, and flags/equipment.

Level XII

*Choose a marching band show made up of at least four songs and design the flag drill, flag routine, and flags/equipment used. Be sure to include body work, dance and equipment changes. Make your instructions easy to understand, transitions smooth, forms easy to read, and flag work that is clean and workable with your drill. Be creative!

Level XIII

*Rifle – 32 Right Spins

*Rifle – 8 Single tosses with right hand

*Rifle – 8 double tosses with right hand

*Rifle – 16 cts. of flourishes on right

*Rifle – 8 Butt tosses

*Design a 64 ct. rifle routine

*List 10 ways of how you would recruit guard members

Level XIV

*Rifle – 32 Left Spins

*Rifle – 8 single tosses with left hand

*Rifle – 8 double tosses with left hand

*Rifle – 16 Butt tosses

*Rifle – 8 Horizontal tosses

*Chart 6 charts of drill for a 4 member rifle line (6 different moves)

*Teach someone 16 right spins on rifle

*Design a 120 ct. rifle routine (not used previously)

Level XV

*Rifle – 100 right spins

*Rifle – 8 Triple tosses with right hand

*Rifle – 8 cts. double time

*Choreograph 2 songs using flags/rifles/dance

*Teach someone a 64 ct. rifle routine and perform for an audience

*Design six different guard uniforms and explain the type of show they would be used for

Level XVI

*Rifle – 100 Left spins

*Rifle – 8 Quad tosses with right hand

*Rifle – 4 Fishtails (4 ct sequence)

*Rifle – 24 cts. double time

*Choreograph a show (4 songs) using flag/rifle/dance

*Attend a guard camp/clinic/workshop