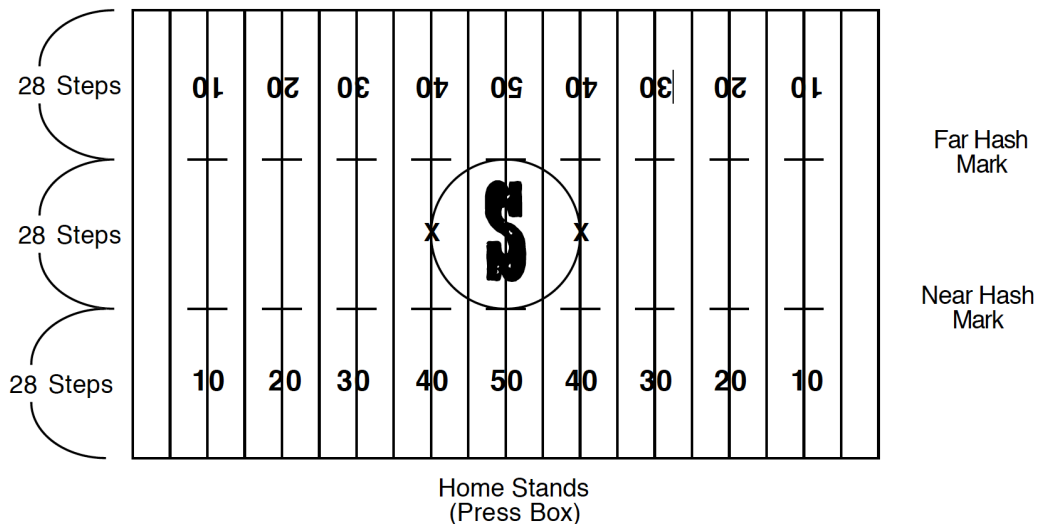


State College Area High School Marching Band NEW MEMBER ORIENTATION

I. THE FOOTBALL FIELD

- a. **Yard lines** every "5" yards from end zone to end zone. Each section is 8 steps wide.
- b. **Hash marks** divide the field into three sections from sideline to sideline. Each section is 28 steps wide. (17 1/2 yards)
- c. **"X" in center of field** on 40 yard line is 14 steps from each Hash Mark, and 42 steps from each sideline.
- d. **Center of Yard Line Numbers** are painted 14 steps from hash mark and sideline.



II. DEFINITION OF TERMS

- a. **Company Fronts** - Any number of people in the same row on the field.
- b. **Ranks** - A field unit of 8 people who march together. People are numbered 1 too 8 starting with the rank leader (normally the "right guide" in parades).
- c. **Squads** - A subdivision of the rank into a group of 4 people.
- d. **Interval (Spacing)** - The SC Marching Band generally maintains a two-step interval, therefore each person will either be an even (2,4,6,8) or odd (1,3,5,7) number of steps from a yard line or a hash mark.

III. MARCHING COMMANDS

- a. **Fall In** - Verbal command to move to a designated location.
- b. **Attention** - Whistle sequence:
 - i. Two long whistles = 1) "dress" 2) "ready"
 - ii. Two short whistles = Left leg kick out. Yell "ONE!"
 - a. Left arm behind back. Yell "TWO!"
 - iii. Two short whistles = Left leg return. Yell "THREE!"
 - a. Right leg kick halt. Yell "FOUR!"
 - iv. At this point all movement and talking stops. When at attention you should be standing up straight, head up with the chin slightly above horizontal, shoulders back, heels together and toes together with the middle of the foot on the line, and properly holding your equipment

- c. **Mark Time (MT)** - ("5,6,7,8-and,1,2,3,4") Move your feet in place in tempo. Raise left heel first to lift foot on "and". Front of left foot touches first on "1" when lowering foot. Left foot touches on odd numbers and right foot touches on even numbers
- d. **Chair Step** - High step where feet are raised so that the knee is waist high. Knee "hits" on upbeat. Foot "hits" on downbeat.
 - i. Variation: Half-time Mark Time chair-step used in pregame.
- e. **Halt** - Left, Right, Place (L), Place (R).
- f. **Kick Halt (KH)** - Left, Right, Place (L), Kick (R) to the side and return.
- g. **Stand Fast (SF)** - Left, Right, Left, Place (R), Place (L) with chair step.
- h. **Step Off** - ("5,6,7,8-and,1) On the word "and" raise left heel to form a chair step while leaning forward. Front of left foot touches down on beat 1. **The center of foot** lands 22-½ inches from starting point.
- i. **Forward March (FM)** - "**8 to 5**" Each step is 22-½ inches. Heel hits first, then roll to the toes. One foot goes directly in front of the other as if walking a tightrope. (Glide step). Always step off from a stationary position, mark time, or slow turn by using a chair step, then continue with glide steps.
 - i. **Horns center. (HC)** Lower half of body executes a forward march, backwards march, flanks, etc. while the upper body (shoulders and instrument) faces parallel to sideline. Turn at hips to relieve tension on shoulders
 - ii. **Horns up. (HU)** Lift chin so that bell front instruments are angled 15° above parallel.
 - iii. **Half-time (HT)** "16 to 5" Generally all chair steps. Front of foot hits first.
- j. **Slow Turn (ST)** - Turn to new direction in designated number of counts. Lift feet as in mark time. Turn to the left unless otherwise instructed.
- k. **To The Rear (TTR)** - (180° turn to the left). One count, snappy turn to reverse direction while marching forward. Take a FULL SIZE STEP the last step before the flank and pivot on the ball of your foot. Think: "5,6,7,8-'and'"1"; execute the flank on 'a' by snapping to the left and then executing a FULL SIZE step in the opposite direction on "1."
- l. **Left Flank (LF)** (90° turn to the left). Same as To The Rear but only pivot 1/4 turn to the left. Don't lean in the direction of the flank or anticipate the movement
- m. **Right Flank (RF)** (90° turn to the right) Same as Left Flank but pivot 1/4 turn to the right. Don't lean in the direction of the flank or anticipate the movement
 - i. Variation: **Three-Quarter Right (3Q)** (270° turn to the left) used in postgame.
- n. **Backward March (BM)** - Face forward while moving the body backwards. Toes touch the ground first. Heels never touch the ground.
- o. **Step Two (S2)** - Each person executes the second maneuver two counts after the person next to them (except for the person who starts it!)
 - i. Sequenced - Mark Time, then Forward March to form diagonal line.
 - ii. Drain - Forward March, then Mark Time to form straight line.
 - iii. Drop-off - Forward March, then Mark Time to form diagonal line.
 - iv. Pick-up - Mark Time, then Forward March to form straight line.
- p. **Texas Turn (TT)** - Forward march, turn by step two, then forward march to form a straight line in a new direction..
- q. **Follow The Leader (FTL)** - Move to the spot occupied by the person in front of you in a designated number of counts.
- r. **Float** - Stride (size of step) determined by the distance needed to travel divided by the number of counts. It is helpful to determine a "half-way" point for longer distances.