

## Phoenix Pep Band Actions 2018

Tip #1: **Do everything BIG** so all motions are audience-noticeable (and don't "look like a mistake").

Tip #2: Move in such a way (often using *hips*, for example) that doesn't disrupt your **embouchure**.

### A. *Fight Song*

- i. 1st time: Swing L & R @ m.9
- ii. 2nd time: Swing Up & Dwn @ m.9
  - a. then L & R @ m.25

### B. *Go Green Bay!* - chant

- i. arm motion each time chanting
- ii. speed up each time, then pickup & last note are held slowly on cue.

### C. *Let's Go Phoenix!* - chant

- i. arm motion each time chanting
- ii. speed up each time

### 1. *25 or 6 to 4*

### 2. *Build Me Up Buttercup*

- a. m.37 = Sing!

### 3. *Crazy Train*

- a. before song = "ALL ABOARD!! ... HA Ha ha ..."

### 4. *Hand Clap*

- a. Clap (loud!) if you're not playing.
- b. If you play, horn UP on BEATS 1 & 3.
  - i. except normal playing in 37.
- c. Resume horn UP on BEATS 1 & 3 in m.53.

### 5. *Hey Baby*

- a. Sing loud so people smile at you!

### 6. *I Want You Back*

- a. (m.1+ & m.39+) Dance a little! knees, etc. on downbeats

### 7. *Impression That I Get*

### 8. *Land of 1000 Dances*

- a. Beginning = Horns UP on each dotted half-note. Also UP on m.7 quarter-note.
- b. Clap to music (when you aren't playing), m. 15, etc.
- c. m.30 YELL "UUH!!" with AIR/power
- d. m.51 horn UP. m. 52 horn UP (higher), m.53 horn UP (even higher), m.54 horn hold UP (highest).

### 9. *Mambo #5*

- a. CLAP when you're not playing!
- b. DANCE (lightly, in place) always!
- c. for "falls" (m.34-35), horn bell FALL

### 10. *Rock & Roll (the Hey Song)*

- a. Clap on 2 & 4 with the drums and when you're not playing
- b. Coda (last 2 bars) = L-R-L-R-UP for 1-2-3-4-Last Bar. And suddenly slower tempo there. Watch me.

### 11. *September*

### 12. *Seven Nation Army*

- a. m.1+ pretend march when not playing
- b. last note = sound/noise until cut-off

### 13. *Shut Up and Dance With Me*

- a. For m.1-10, m.27-32, m.53-58: horn UP (beat 1)  
horn DOWN (beat 3)

### 14. *Sweet Caroline*

- a. Neil Diamond!

### 15. *Tequila*

- a. Dance in place when you feel the *groove*!
- b. YELL (with AIR) "TE-QUI-LA!!!"
- c. m. 29, 31, 45, 47 long notes = horn UP ... then the "fall" in each next measure = horn DOWN
- d. Last 2 bars = horn UP-UP, DOWN...UP with the rhythm.

### 16. *Time Warp*

### 17. *Uptown Funk*

- a. m.16, horn BOUNCE (down) on beats 3 & 4
- b. m.17-20 = horn UP on beat 4 (except alto sax, mellophone, trombone)
- c. m.25 = horn swing, 1 per bar, LEFT, RIGHT, LEFT, RIGHT ... until m.33
- d. m.33 = horn UP on sixteenth notes

### 18. *You Can Call Me Al*

- a. Each time m.1, 2 "motive" occurs, quick horn swing UP or DOWN depending on last note of that measure.

### 19. *Zoot Suit Riot*

- a. m.9 & 13 = lean back as if being blown backward by the air exiting the bell of your instrument
- b. m.43-44 & 47-48 = each note is L-R-L-R... etc. for 2 bars each time. Don't rush.

20. New tunes will be added to this list soon!