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
   a. then L & R @ m.25
ii. 2nd time: Swing Up & Dwn @ m.9
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 (tightly, 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)
   b. 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!