Hello Orange and Blue Brigade Families!

Most you have probably heard that we are officially scheduled for another home game this Friday, November 1. This will be the LAST performance of the show this year—even if we continue to advance and host home games. For future home games, we'll just do a pep band in the stands and not perform a halftime show.

Grading:

These post season games are required and graded events for the marching band. These dates were on the calendar that went out in the spring, so please plan accordingly. If your family has an unavoidable conflict, you need to communicate that with me as soon as possible. If the conflict falls under the umbrella of an "excused absence", an alternate assignment will be given.

Rehearsal:

I've worked with our athletic director to avoid having to schedule an early rehearsal (Yay! □) Since they've already removed the lights from the field, and the mornings continue to get darker and darker, we'd have a hard time getting much done at 6:50 AM.

- On Friday, November 1, we will use our 1st and 2nd hour class periods to refresh the show and pregame outside. Please remember to dress for the weather.
- There will be a **required** seminar rehearsal that same day to combine winds, percussion, and guard to run the show and work through any memory lapses.
 - This required rehearsal is already assigned to every marching band student in flex.
 - This is protected time, and students needing to arrange a test make up or other academic obligations in another class should communicate this with their teachers. You can utilize any seminar time other than Friday, November 1.

Game Day:

- Call time is 5:00 PM, students should wear DRIFITS. (You can layer another long sleeve under your band shirt if you think you need additional warmth).
- Buses roll at 5:30.
- Game starts at 7:05 due to the live streaming schedule.
- The rest of the game will proceed as normal.

Let's have a great week!

All the best,

Rebecca Fillingham and Chad Reed

Olathe East High School Bands

www.oeband.com