Methacton Warrior Bands

Newsletter Vol 9 No. 5 September 21, 2023

Marching Band

THEME SHIRT! - LAST CALL: ORDER HERE

If you have not brought me your \$\$\$ for your shirt(s) yet,
please do so ASAP. SHORT SLEEVE \$12/LONG SLEEVE \$15

Sept 21 - Rehearsal 6-9pm

Friday, Sept 22 - No Football Game for MWMB!

Saturday, September 23 - SHOW DAY!! @Downingtown West!

1000AM - Report

1200PM - Lunch

400PM - Load

445PM - Depart for D-Town West/Bring Dinner for Bus

530PM - Arrive/Unload/Bathroom

645PM - Warm-Up

738PM - Move to Gate

748PM - Gate

758PM - Perform

810PM - Load Equipment

900PM - Awards

930PM - Load Buses

1010PM - Arrive MHS

Or..... (depending on D-Town's weather decision)

1000AM - Report

1200pm - Lunch

300pm - Conclude Rehearsal

(continued)

Sept 26 - Rehearsal 6-9pm

Sept 28 - Rehearsal 6-9pm

Friday, Sept 29 - Football Away @ Perk Valley We will perform Pregame because it's their Homecoming

430pm - Report/Load

515pm - Depart for PV

530pm - Arrive/Uload

630pm - Perform

915pmish - Load

930pmish - Depart PV

945pmish - Arrive MHS

Saturday, Sept 30 - SHOW DAY @ West Chester East

1000AM - Report

1200PM - Lunch

300pm - Load Trucks

345pm - Depart for WCE

430pm - Arrive/Unload/Bathroom

615pm - Gate

630pm - Perform

645pm - Load Trucks

815pm - Awards

845pm - Depart WCE

930PM - Arrive MHS

October 3 - Rehearsal 6-9pm

October 5 - Rehearsal 6-9pm

October 6 - Football AWAY @Boyertown

We will NOT be performing our show at this game because of the field conditions

530pm - Report and Load Drums and Horns

545pm - Depart for Boyertown

(continued)

620pm - Arrive Boyertown 640pm - In Stands 915pmish - Load Drums and Horns 930pmish - Depart Boyertown 1000pmish - Arrive MHS

October 7 - Day Off! SATs at MHS

October 10 - Rehearsal 6-9pm October 12 - Rehearsal 6-9pm

October 13 - Football vs Spring-Ford

400pm - Potluck Meal!

500pm - Change/Move Equipment/Warm-up

640pm - Perform Pregame

900pmish - Game Concludes

930pmish - Dismissed

October 14 - SHOW DAY! @Conrad-Weiser Details to come!