



gvbands.org



FANFARE!

January 16th, 2021

This Week 1/16 - 1/22

Day/time

Mon, 10am-2pm

Mon, 6-9pm

Tue, 6-9

Tue, 5:30-7:30

Wed, 5:30-8:30

Wed, 3:15-5:15

Thu, 6-9

Thu, 5:30-7:30

Fri, 4:45-7:15pm

Fri, 7:45-10:15pm

Fri, 6-9pm

Sat, 8am-4pm

Event

EJE Camp

Band Banquet

VWG Rehearsal

EJE Rehearsal

JVWG Rehearsal

EJL Rehearsal

VWG Rehearsal

EJE Rehearsal

Pep Band BLUE

Pep Band SILVER

VWG Camp

VWG Camp

Looking Ahead

2/4 Solo/Ens Pre-Screening

2/11 Wind Ensemble Auditions

3/5 Solo/Ensemble Festival

3/22 Gala Concert

3/25 MSHSAA Large Ensemble

Announcements

Subject

Details

Banquet

The banquet date has been set! **Monday January 17th, 2022.** [Get your tickets here!](#) This is a formal event! Plan for all attendees to wear formal attire. Doors will open at 5:45pm. Guests will not have physical tickets but should check in at the main lobby. There are 10 seats per table - open seating!

Students: please see the attached PDF to see where you should line up when we do our letter awards! We will reward 1st, 2nd, 3rd, and 4th year letter earners and will line up alphabetically, so it is important to know who you should be standing next to in order for a smooth evening. You will line up along the front of the stage with your letter until everyone is through, and then we will applaud all of you at once before being dismissed back to your seats.

Wind Ensemble

A reminder that our morning sectionals continue this week! Please see your hard copy calendar or the public calendar at gvbands.org/calendar.

Pep Band

Pep Band is back! **Call Time for all games will be 45 minutes prior to game time.** We will warm up in the band room. Students will be asked to contact their ride home before the 4th quarter begins. End times for games are much like football games from this past Fall and are extremely fluid. Please prepare to be flexible! We have Pep Band t-shirts that will be the attire for all pep band games, with jeans. These will be passed out in class this week!



@gvbands



@gvbands



@gvbands