

## Home Football Game: Stands Volunteers

30 minutes prior to start of game to end of game (4 hours)

### Expectations:

1. Assist in getting show props and supplies out to the football field
2. Site in RHS Marching Knights section with the students during the entire game, so available as needed
3. Distribute iced water bottles to students as needed (this will involve walking up and down the stands to hand water to students, as they are not allowed to leave their places unless they are going to the rest room)
4. Collect/dispose of empty water bottles as needed
5. Administer first aid as needed
6. Assist with specific tasks listed below

### Task: Ice bottled water

1. Get 2 rolling coolers and 2 coolers on black rolling stands from little room in the Band Storage Room
2. Fill 2 coolers on black rolling stands with bottled water from the marked closet on back wall of the Band Storage Room and stack as many flats of bottled water on bottom shelf of rolling cooler as possible
  - a. Put a couple of plastic bins/baskets on top of the coolers, to use when distributing/collecting bottles of water
3. Roll the 2 rolling coolers and 2 coolers on rolling stands to Ice Machine (far end of building at east end of the football field; Mr. Revett or RHS Band Boosters President have keys (but frequently unlocked prior to a football game) – pour ice over water bottles on rolling stands, close lid of cooler securely to minimize ice melt; fill 2 rolling coolers with ice to refill coolers on stands later
  - a. Ice scoops are usually left on top of the ice makers
  - b. Please remember to scrape remaining ice in the ice makers to the front of the bin, so the sensor in the machine will make more ice to replace what was taken
4. Roll coolers to stands and place against railing in front of the RHS Marching Knight Section (section of home stands nearest to the concession stand)

### Task: Rolling red 1<sup>st</sup> Aid Kit

1. Take 1<sup>st</sup> Aid Kit from labeled storage cabinet in Band Storage Room to the RHS Marching Knight Section of the football field bleachers and keep near coolers
2. Return the kit to the appropriate Band Storage Room cabinet at the end of the game – inform a Booster Board Member if there are items that need replaced in the kit

**Task: Rolling Shako (marching band hat) Storage Cabinets**

1. Before the start of the game, move the 2 Rolling Shako Storage Cabinets and 2 Plume (stick of feather that of into the top of the shako) zippered fabric Storage Boxes from the Bank Storage Room to the Football Field Track, in front of the RHS Marching Knight Section (section of home stands nearest to the concession stand)
  - a. Plume Storage Boxes should be placed on top of the Shako Cabinets
2. During 2<sup>nd</sup> quarter, move the Rolling Shako Storage Cabinets and Plume boxes from in front of the Band Section to the far end (west end) of the track to the staging area for the half time performance
3. When Students arrive at the far end of the football field during the 2<sup>nd</sup> quarter of the game to prepare to perform, open up the shako storage cabinet (hinges at 90 degree angle to minimize chances the cabinets will tip over in the wind)
  - a. Assist with distributing the plumes to students to insert into the top of their Shakos (students have assigned shakos, so should be able to locate themselves from the numbered cubbies in the open shako cabinets)
4. After the half time performance, collect Plumes from all students
  - a. When returning plumes to the Plume storage box, push the plumes into the tubes while holding the blunt end of the plume—not the loop end—IT IS VERY IMPORTANT TO ONLY MOVE THE PLUMES THROUGH THE CARDBOARD TUBES IN A SINGLE DIRECTION – with the feathers flowing away from the metal loop— TO AVOID PULLING FEATHERS OFF THE METAL SUPPORT OF THE PLUME
  - b. Students will put their own shakos back in the shako storage cabinet in the appropriately number cubby
5. Roll the 2 Shako Storage Cabinets and 2 Plume Boxes back to the Band Room – leave just outside the door as it will be locked