

SUMMER SCHEDULE

July will offer brass, woodwinds and percussion an opportunity for Tuesday night playing rehearsals. Rehearsals will be held July 14th, 21st and 28th from 7:00-9:00 pm in the band room. Members should attend at LEAST two rehearsals. Attendance will be taken.

“BAND CAMP!!!!!!”

Summer Camp will begin **August 3rd** and run through **the beginning of school** for all members. **Leadership and new marchers will meet July 29-31 from 8-11 am** each day to get a jump start on the vets and orientation to band!

August 3rd - school OPENING

8:00am.....Roll call by section leaders
8:15am-11:30 am.....**visual rehearsal!**
11:30 am.....Lunch
1:00 pm.....**Music Rehearsal!**
4:00 pm.....Dismiss

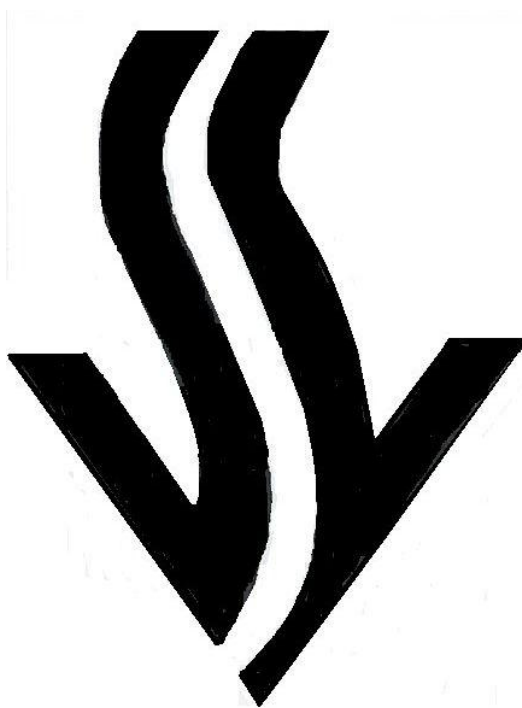
Camp attendance is mandatory for all students to participate in band this fall. Students who do not attend may be dropped from our roster. Dress comfortably in light colored clothing, TENNIS shoes, SOCKS, and a hat. Make sure you bring sunglasses, sunscreen, and something cool to drink during the breaks.

NOTE TO PARENTS! *Students are not required to remain on campus for their lunch or dinner break. Make sure your student understands your expectations. A place will be provided on campus for students who bring their lunch.*

Uniform Information

Shades Valley uses uniforms designed just for us by DCI Hall of Fame designer Michael Cesario.

*Students need to purchase **BLACK SOCKS**, a pair each of black and white gloves and band shoes.* This year, our local music store will no longer be selling shoes. We will have a vendor come to the school and fit students for a marching shoe. Students will be issued an under the uniform shirt included in their assessment fees.



**Shades Valley
High School
Band**

Assessments and Payment Schedule

Shades Valley band students must pay the following assessments in 2009-2010.

Summer Band Assessment (\$125)

This covers the cost of band camp materials and additional personnel as well as certain start-up costs for marching season. Students must pay this in order to attend band camp.

Transportation Assessment (\$125)

All students pay this assessment, which allows us to rent buses to transport the band. The Jefferson County Board of Education charges a per-mile fee.

Uniform Assessment (\$50)

All instrumentalists must pay a uniform rental assessment. **Those families contributing to our uniform fund drive will be exempt from this fee.**

NOT paid by members of our visual ensemble. Visual ensemble members participating in concert band and requiring a dress uniform will pay a prorated uniform assessment of \$30 at the time their uniform is issued.

TOTAL:

\$300 for instrumentalists
\$250 for visual ensemble members

These assessments are due the first day of band camp.

Any student who has not paid half of these by August 6th will not be allowed to continue in band camp or participate in marching band activities.

Concert Band Assessment (\$50)

All students participating in second semester concert band pay this assessment during the second semester.

Boosters, Boosters, Boosters

“Who Are the Band Boosters?”

If you have a child who participates in the Shades Valley Band in any way, **YOU ARE A BOOSTER!** Students depend on your support to offer educational and social opportunities. **Booster meetings will be held the second Monday of every month in the SV band room.** At these meetings you will receive information concerning band events and opportunities for you to participate in the organization. Come get to know all the folks who do so much for our program!

FACT: *Your child will have a more rewarding experience in band if YOU are actively involved!*

“Looking good Mom and Dad!”

Show your school spirit by purchasing a SV band booster shirt and wind-breaker. Both may be ordered at the July Boosters meeting.

SVHS Band Booster Fundraisers

-**Cookie Dough** order forms will be going home the first day of school along with the student information packet.

SVHS on the Web:

SHADESVALLEYBAND.com

For up to date information and policies as well as many fun pages!