

Demerit System

As a member of the Tiger *Swing* Band, students are expected to be prepared and follow the guidelines set out for them in this handbook. Failure to do so will result in running laps, and/or receiving demerits.

3 laps = 1 demerit (a form to take home and get signed by a parent/guardian.)

3 demerits = suspension from a game.

- ~ Student will attend the game, in uniform, with the band. The student will stand on the sideline at attention during all performances. The student will play in the stands.
- ~ Upon completion of suspension the student must challenge to get the spot back following the standard challenge procedures.

6 demerits = suspension from a game and parent conference

- ~ Student will attend the game, in uniform, with the band. The student will stand on the sideline at attention during all performances. The student will play in the stands.
- ~ Upon completion of suspension the student must challenge to get the spot back following the standard challenge procedures.
- ~ A conference will be held with directors, student, and parents to discuss needed behavior modifications.

9 demerits = suspension from band for one week and parent conference

- ~ Do not attend any practices or performances.
- ~ At the end of this suspension student and parents will meet with directors to determine if the student desires further participation in the band and to outline final expectations.
- ~ Upon completion of suspension the student must challenge to get the spot back following the standard challenge procedures.

10 demerits = loss of membership

- ~ Student is no longer a member of the Tiger *Swing* Band, and loses all privileges of being a band member; including but not limited to: participation in band events, awards, recognition, and travel.

Offenses resulting in a lap include, but are not limited to:

- Being unprepared for rehearsal (no pencil, no music, no instrument, inappropriate attire, etc.)
- Gum during rehearsal/performance
- Unexcused Tardy to rehearsal/performance
- Uniform infractions
- Talking during rehearsal (Laps for talking will not count towards demerits, unless they are given by a director or they are not run)
- Borrowing uniform items (gloves, spats, etc.) for performances, uniform not hung up properly (These laps will not count towards demerits, unless they are not run or the item is not returned)

Offenses resulting in demerit(s) include, but are not limited to:

- Accumulating 3 laps
- Failure to run a lap
- Unexcused Absence
- Disrespectful attitude/behavior

Lap Procedure

- If a student is issued a lap they will be notified before the end of rehearsal.
- If a student earns a lap outside of rehearsal (i.e. uniform infraction, at a performance, etc.) the lap is to be run after the very next regular rehearsal.
- Laps need to be run directly after rehearsal.
- Upon completion of the lap the student should check in with Mr. Unferdorfer to be sure they got credit for running.
- If for some reason a student cannot run a lap at the rehearsal it is given they must talk to Mr. Unferdorfer. The lap must then be run after the next rehearsal. Failure to follow this policy will result in the lap **automatically** turning into a demerit.

Demerit Procedure

- Demerits will be given by the directors. The directors reserve the right to issue the number of demerits for any offense according to the circumstance. Serious offenses such as fighting or blatant disrespect may receive multiple demerits.
- Students receiving demerits will be given a form to take home and get signed by a parent/guardian.
- Forms must be turned in no later than two rehearsal days after they are issued. (For example: If a form is issued on Monday, the form is due no later than Wednesday; if the form is issued on Friday it is due no later than Tuesday.)
- Failure to turn in Demerit forms on time will result in a call home and a lap for every day the form is late.

Marching Status

1. All members in good standing will march during the pregame show.
2. Due to the nature of the drill, the Opening Routine of our halftime show has a limited number of spots. Marchers will be chosen according to the following criteria:
 - Challenges (Process outlined below.)
 - Marching ability
 - Passing music check-offs
 - Standing in the band (merits/demerits)
3. After the Opening Routine, members in good standing will be added for the rest of the show.

Challenge Process

1. Challenges will take place before the second rehearsal of each week. Those wishing to challenge should select which section/rank member to challenge, give Mr. Neel the challenge request form by the end of the previous week. Forms will be available in the armory. Directors will inform the other party.
 - In the case of an unexcused absence, the party who was absent forfeits the challenge. If the absence is excused, the challenge will take place before the next rehearsal.
2. The challenge will be done before or after rehearsal in small groups or individually dependant on the number of challenges. Each challenge will be judged by the directors.
3. Challenges will consist of the following:
 - March and play all of the Opening Routine (Entrance, Fanfare, Tiger Rag and Carry On)
 - Music check-offs completed prior to challenge

** If a challenge is close attendance and attitude will play an important role.