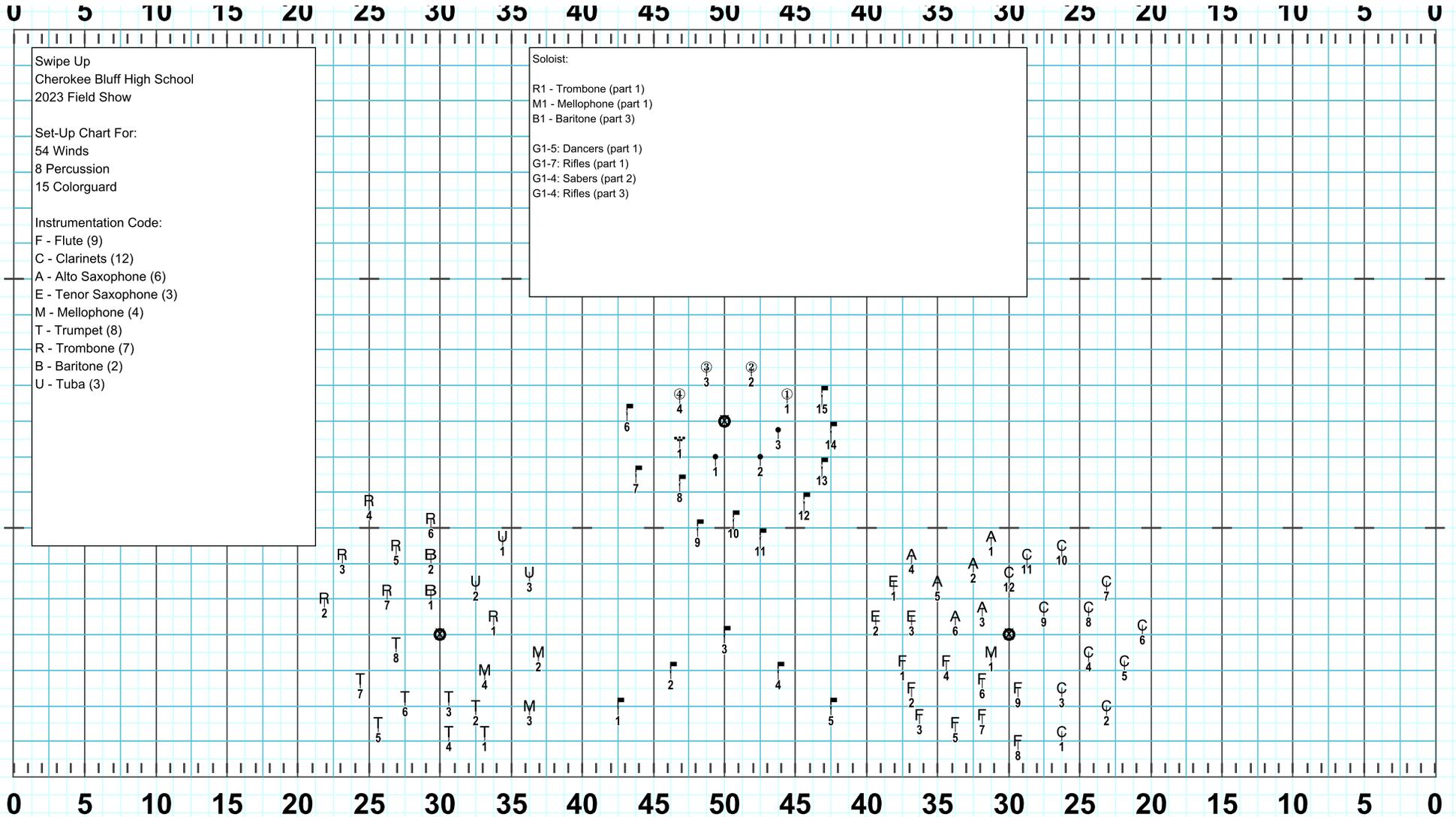


Show Title



Director Viewpoint

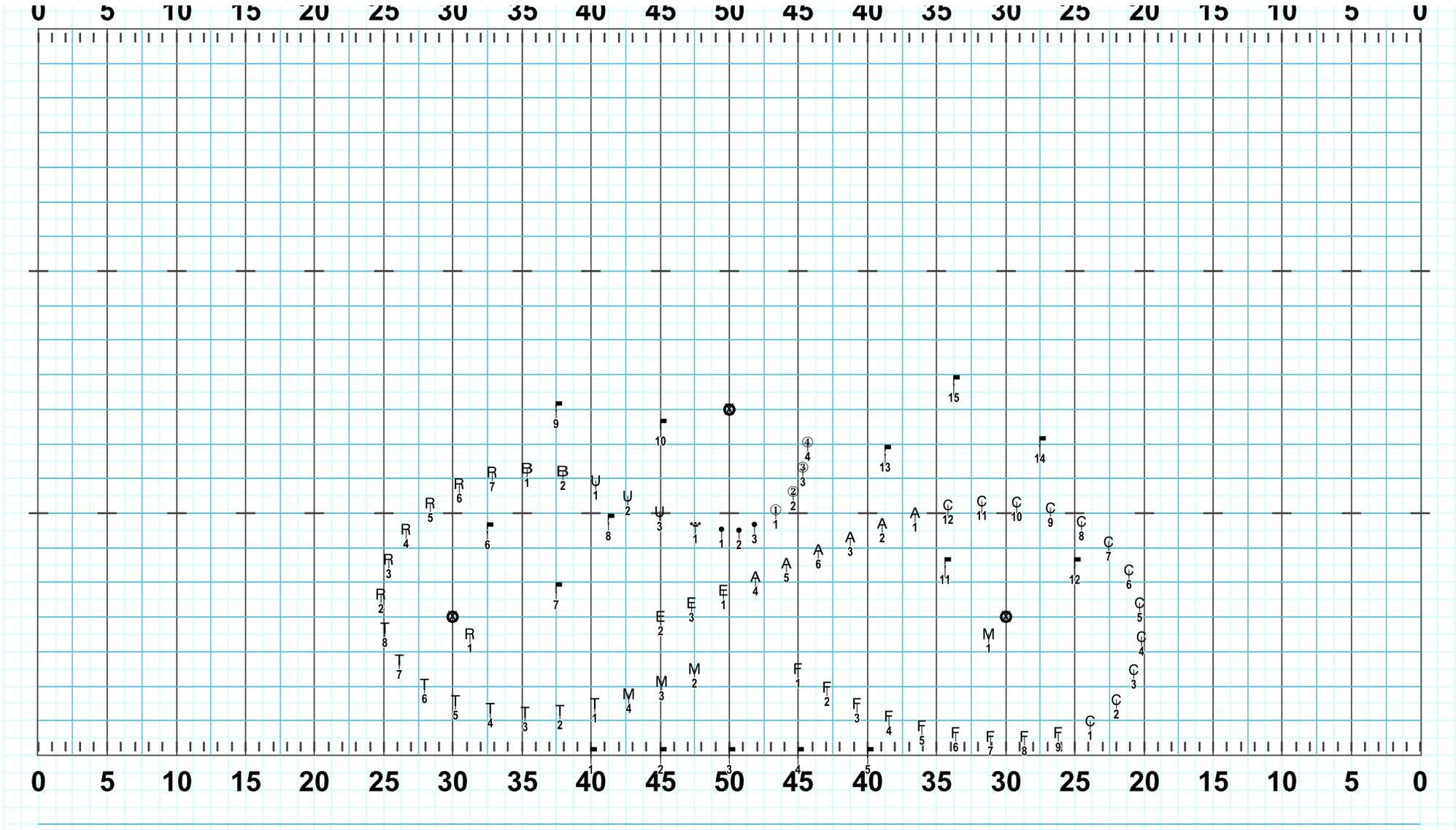
Set #0 Counts: 0 Measures: OPENING SET """"Swipe Up""""

Start with performers "milling" around light props.  
 Behave as though looking on phone, etc.



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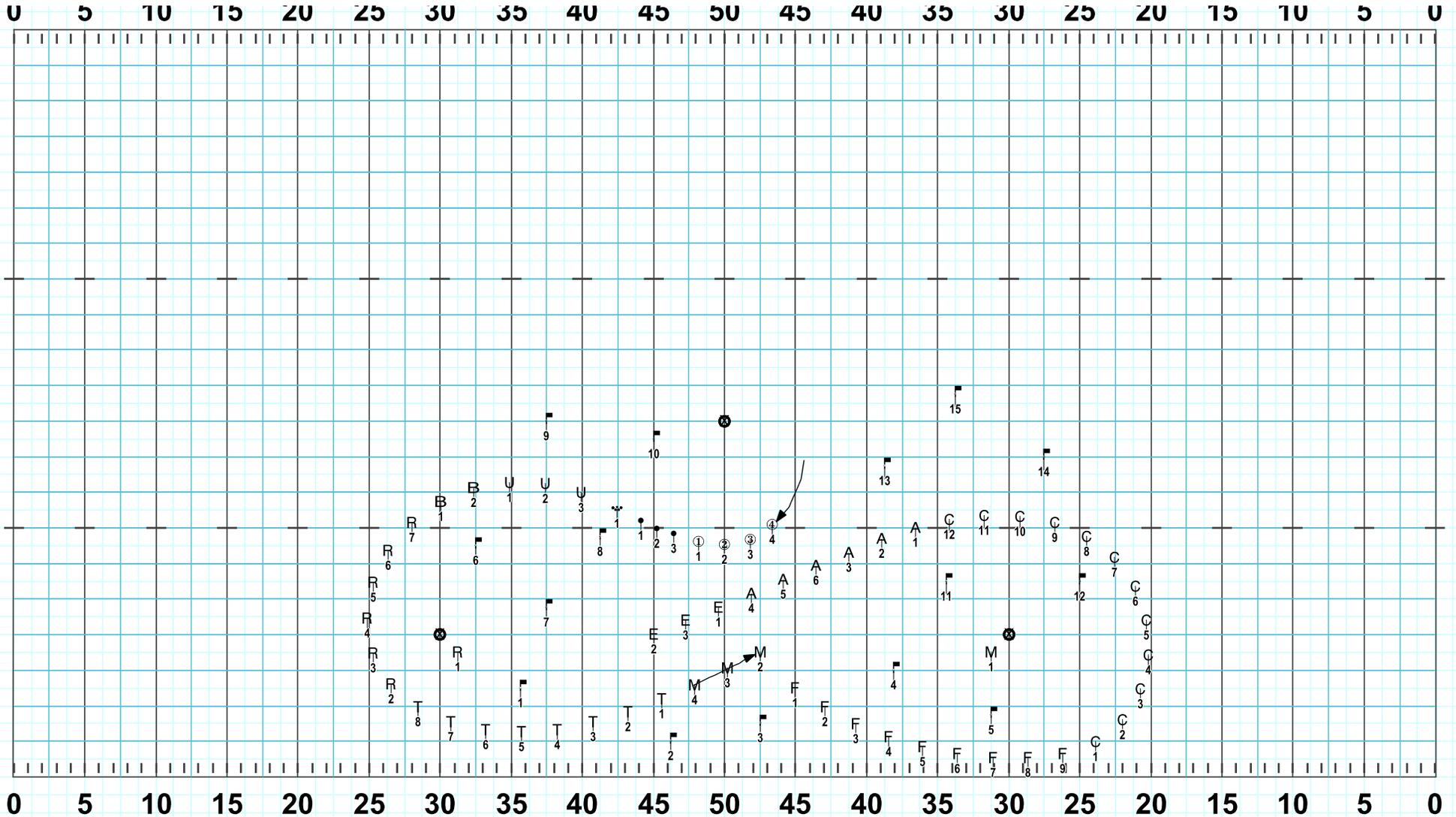
Director Viewpoint

Set #1 Counts: 16 Measures: 1-4 Part 1

R1 / M1 - Move to light prop area 16 or less (prep for solos)  
 Other Winds / DL - Move casually 16  
 G1-5 - Flutter 8, Hold 8 (change to flag)  
 Other Guard - Move casually 16

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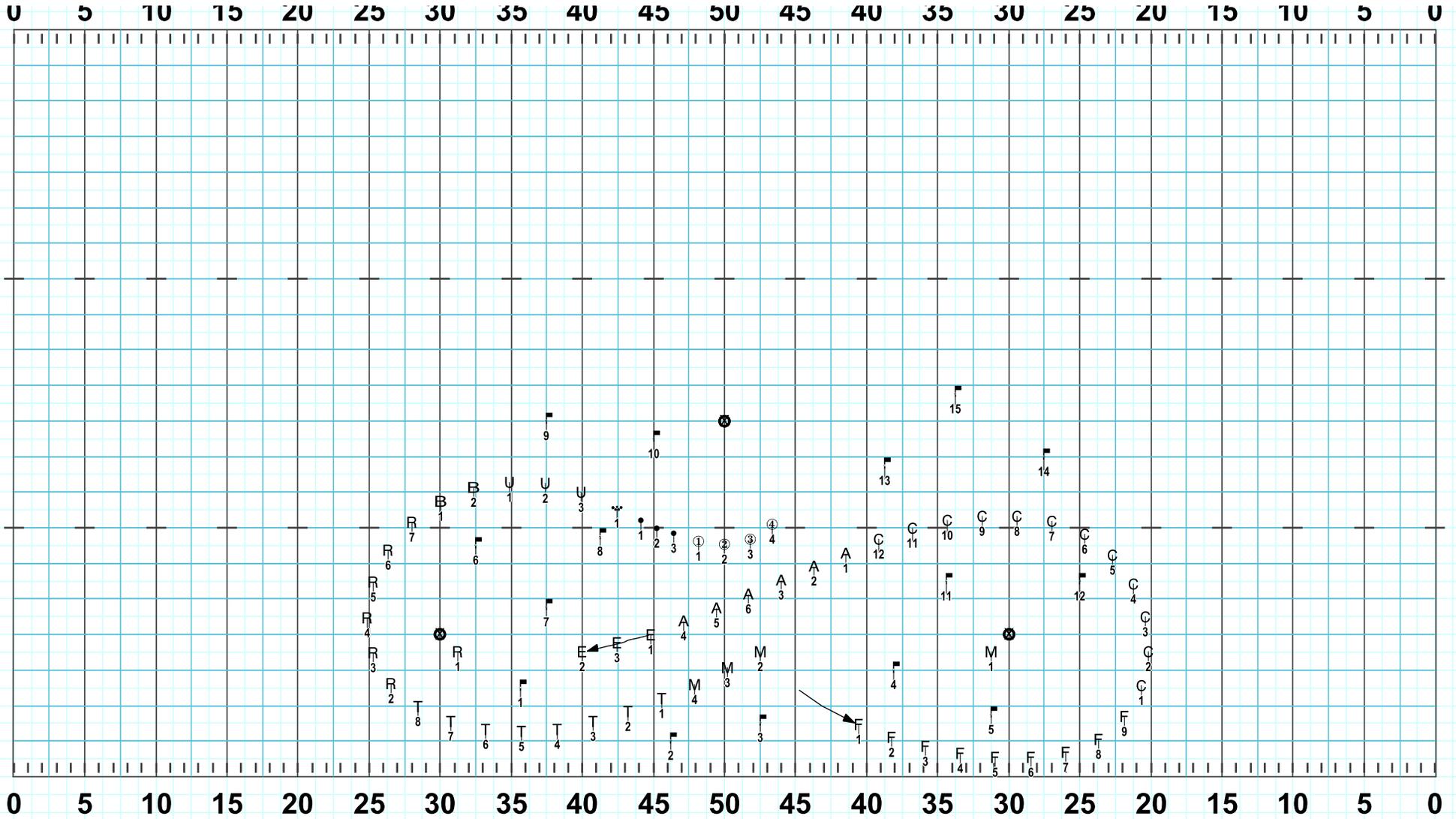
Director Viewpoint

Set #2 Counts: 16 Measures: 5-8 Part 1

- R1 / M1 - Hold 16
- Woodwinds - Hold / Pose 16
- Brass / DL - Follow the Leader / Dance 16 (use a half-time feel for choreo)
- G 1-5 - Move 16 (dance / body only)
- G 6-10 - Hold 16 (show color, correspond to R1 solo)
- G 11-15 - Hold / Pose with WW

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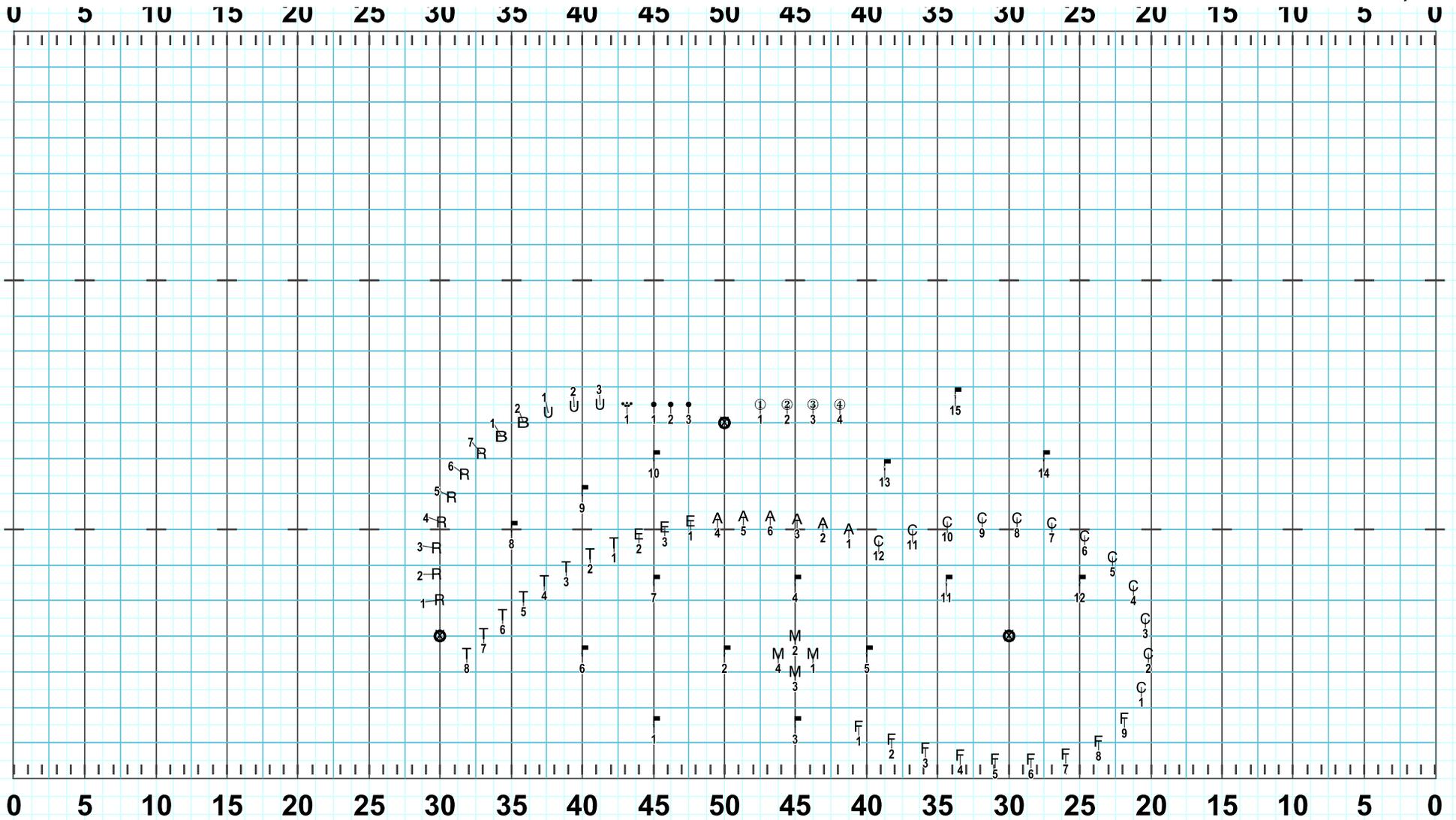
Director Viewpoint

Set #3 Counts: 16 Measures: 9-12 Part 1

R1 / M1 - Hold 16  
Woodwinds - Follow the Leader / Dance 16 (use a half-time feel for choreo)  
Brass / DL - Hold / Pose 16  
Guard - Hold 16 (all show color)

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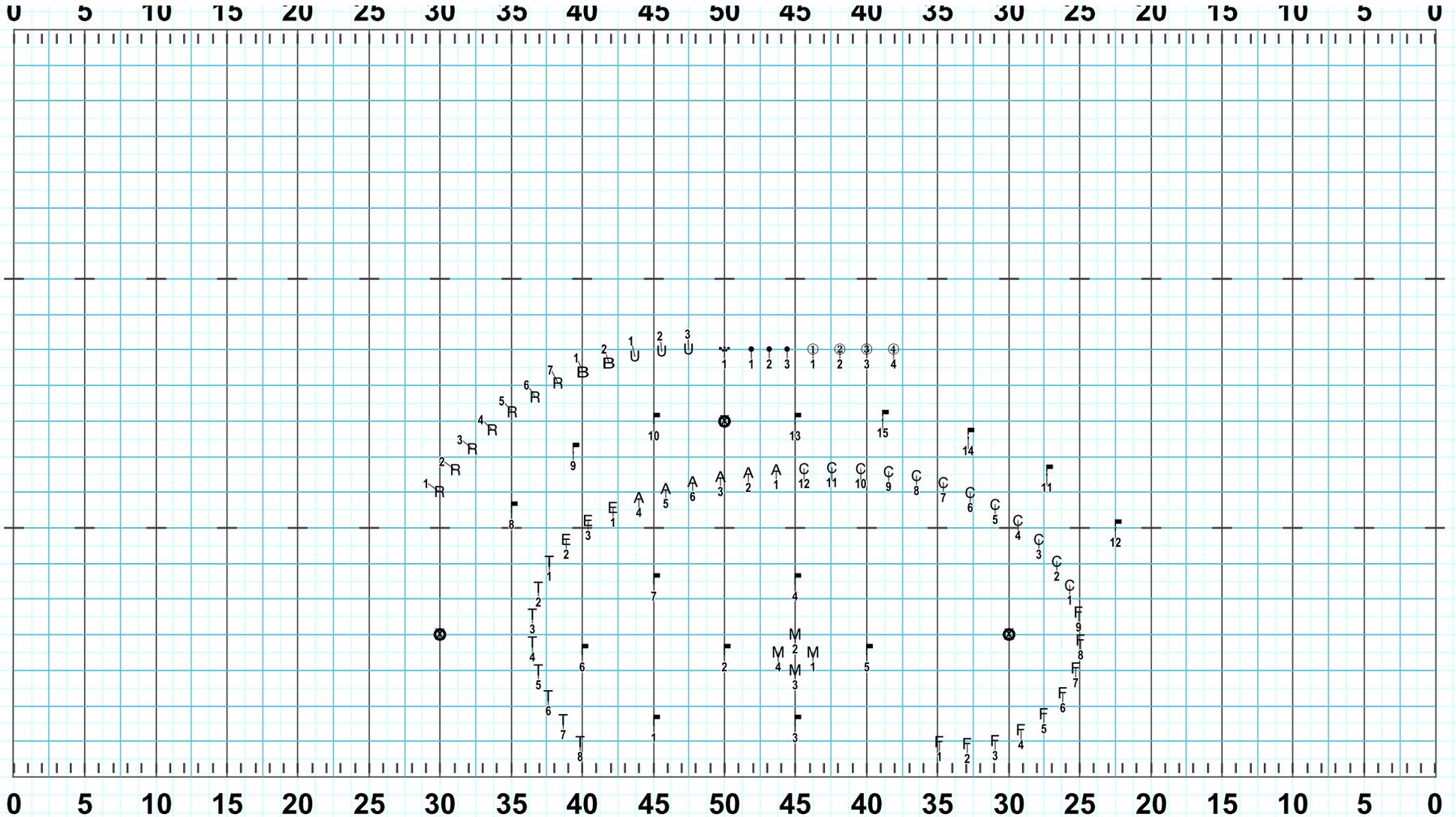
Director Viewpoint

Set #4 Counts: 16 Measures: 13-16 Part 1

- F / C - Hold 16 (featured)
- Other Winds / DL - Float 16
- G 11-15 - Hold 16 (featured with WW)
- Other Guard - Move 16 (secondary, body only)

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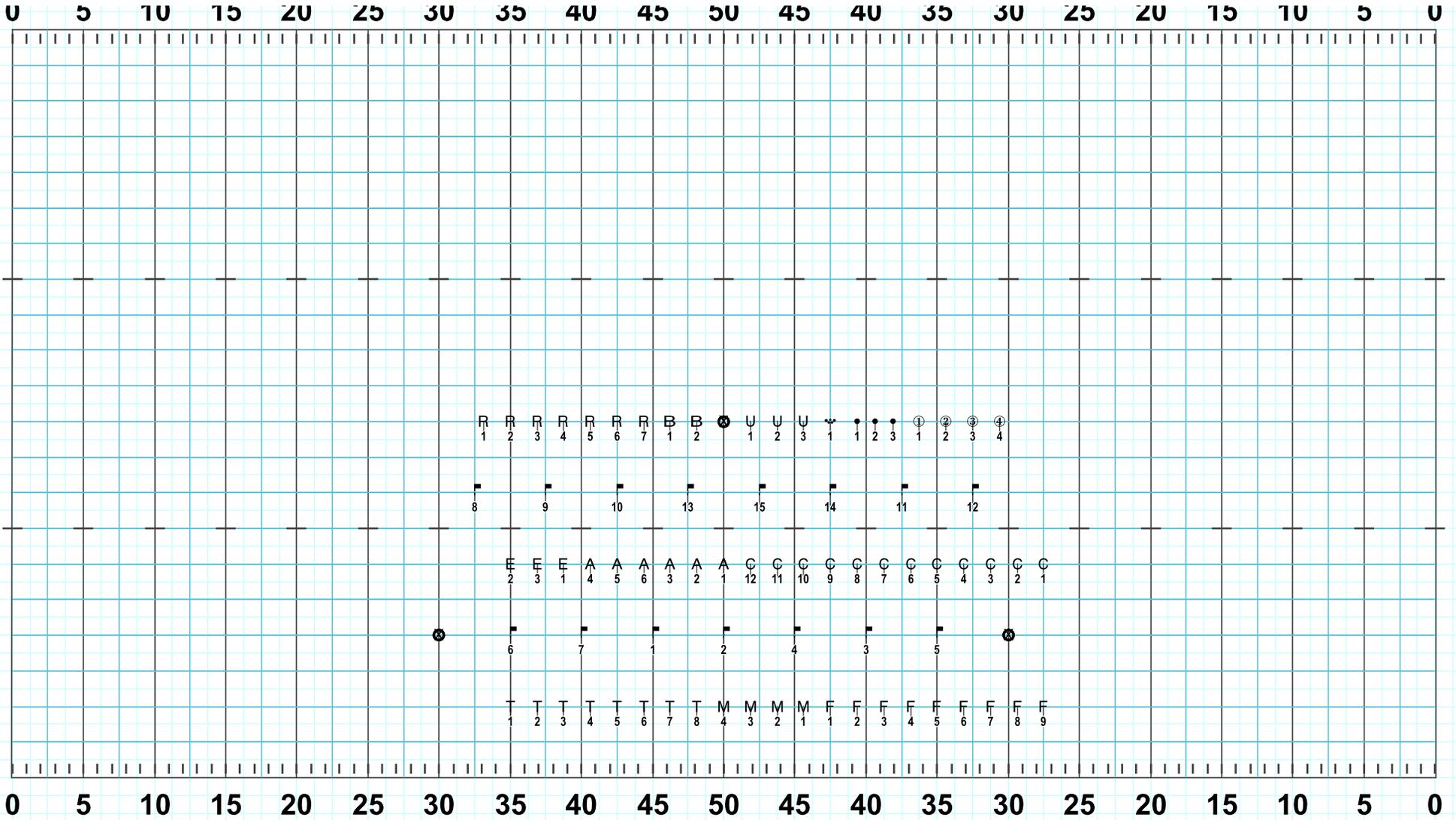
Director Viewpoint

Set #5 Counts: 16 Measures: 17-20 Part 1

- M - Hold 16 (featured)
- Other Winds / DL - Float 16
- G 1-7 - Hold 16 (featured with mello)
- Other Guard - Move 16 (secondary, body only)

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Director Viewpoint

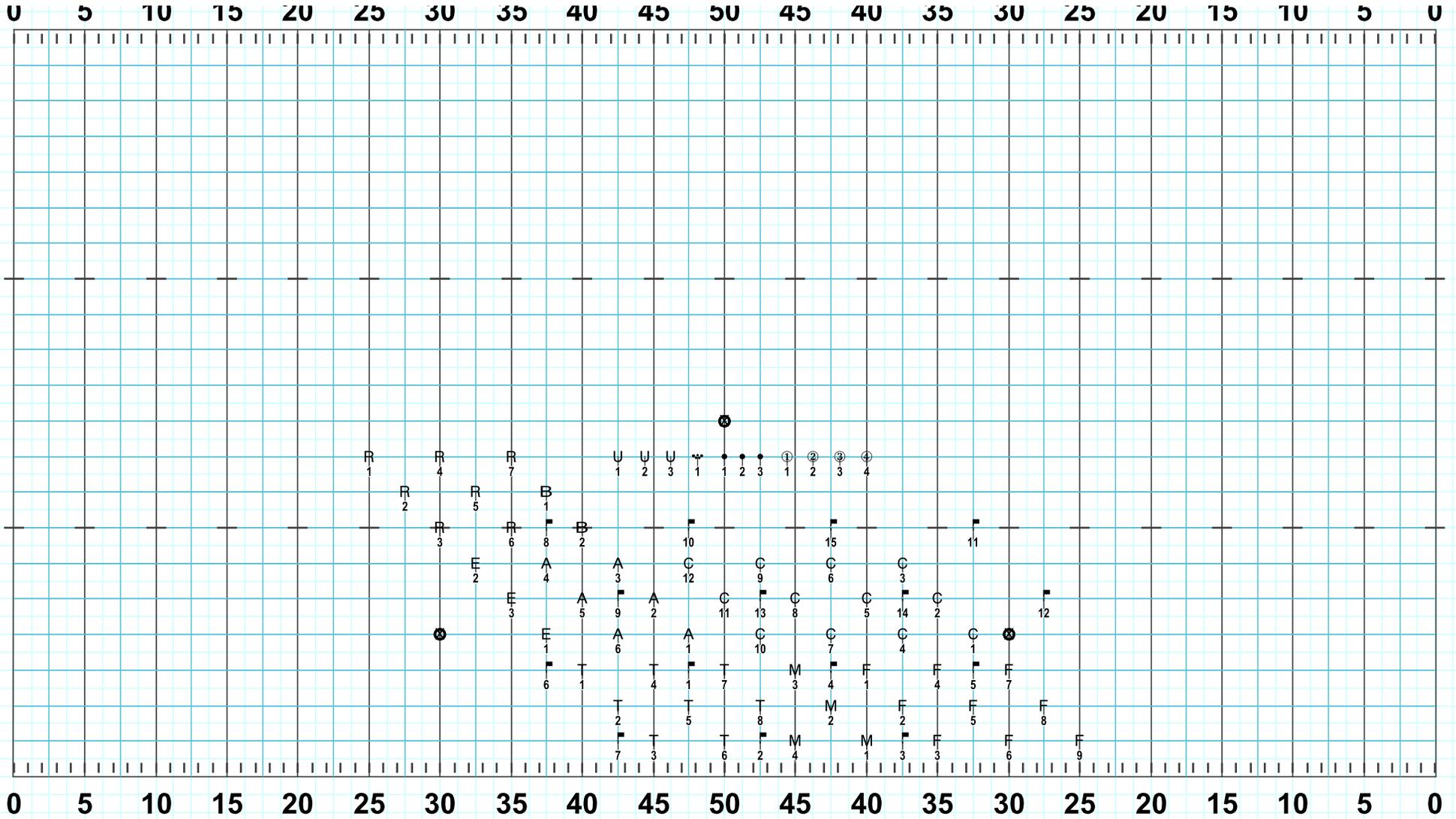
Set #6 Counts: 16+16 Measures: 21-24, 25-28 Part 1

All - Float 16 ,

All - Hold 16

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Set #7 Counts: 16+36 Measures: 29-32, 33-41 Part 1

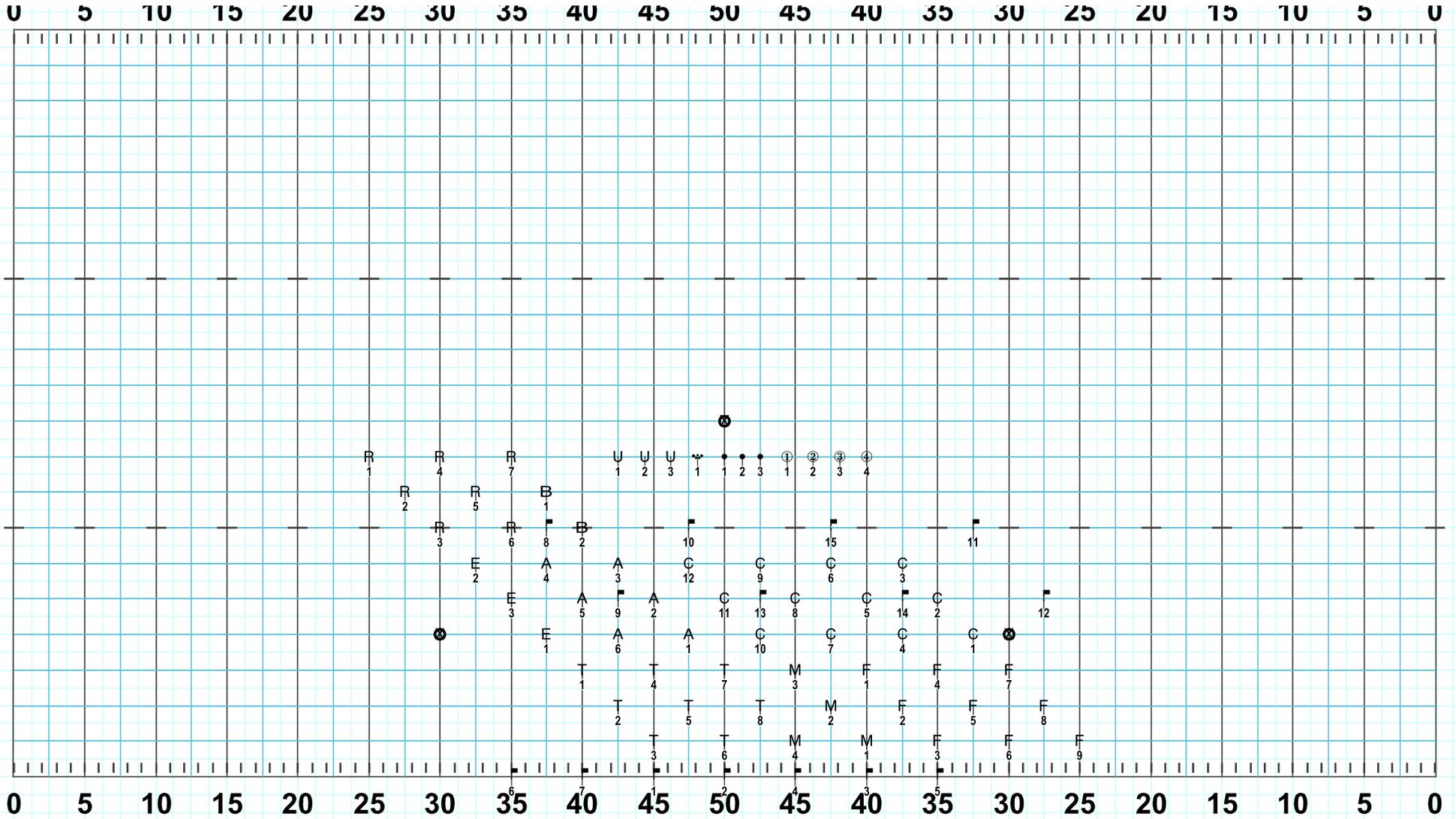
All - Float 16

Guard - body only, strip flag to facilitate integration and allow for an elevated hit at M. 33 ,

All - Hold 36

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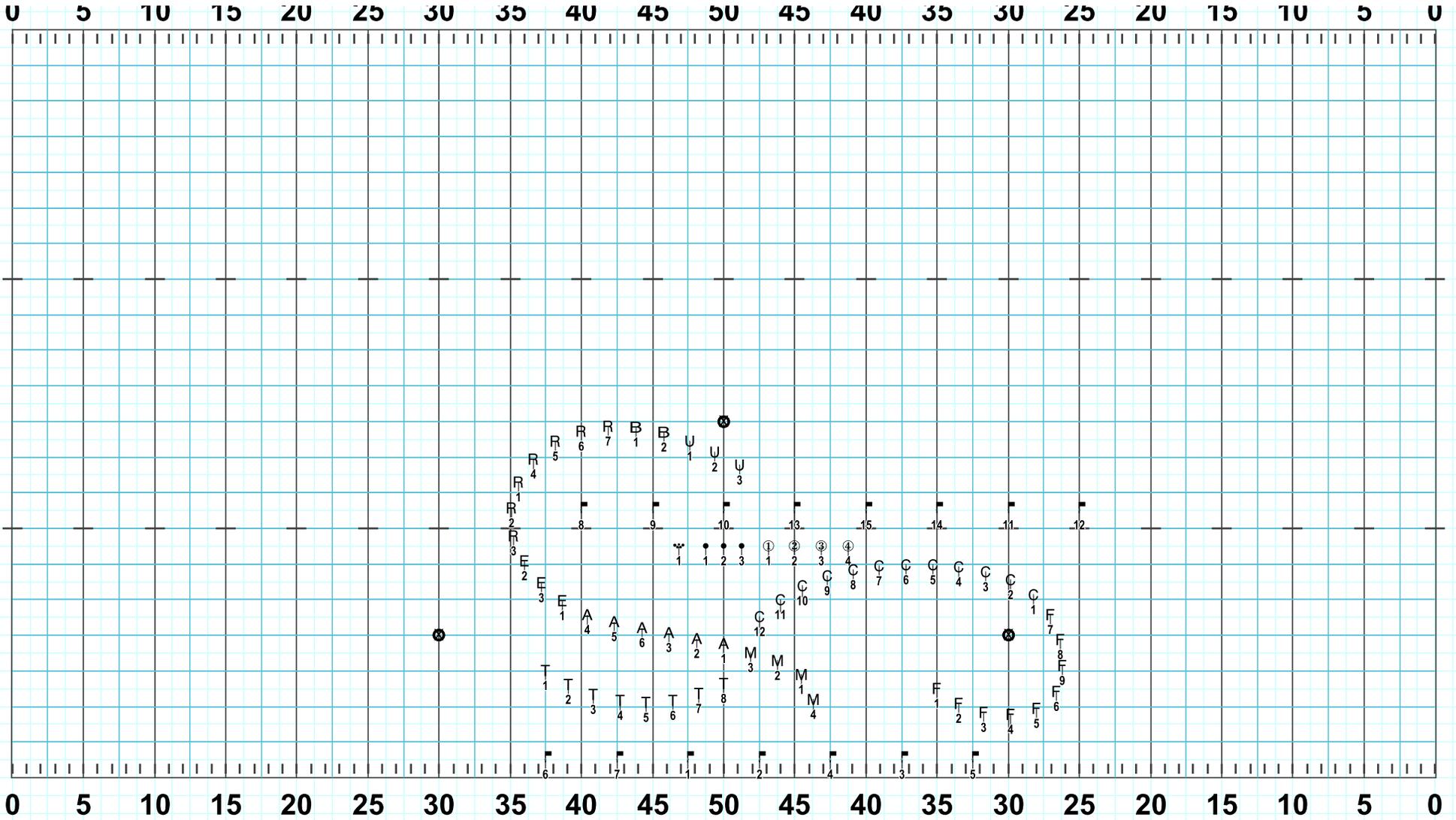
Director Viewpoint

Set #8 Counts: 8 Measures: 42-43 Part 1

Winds / DL - Hold / Visual 8  
 G1-7 - Move 6, Hold 2 (change to rifle)  
 Other Guard - Hold 8 (coordinate visual with winds)

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Director Viewpoint

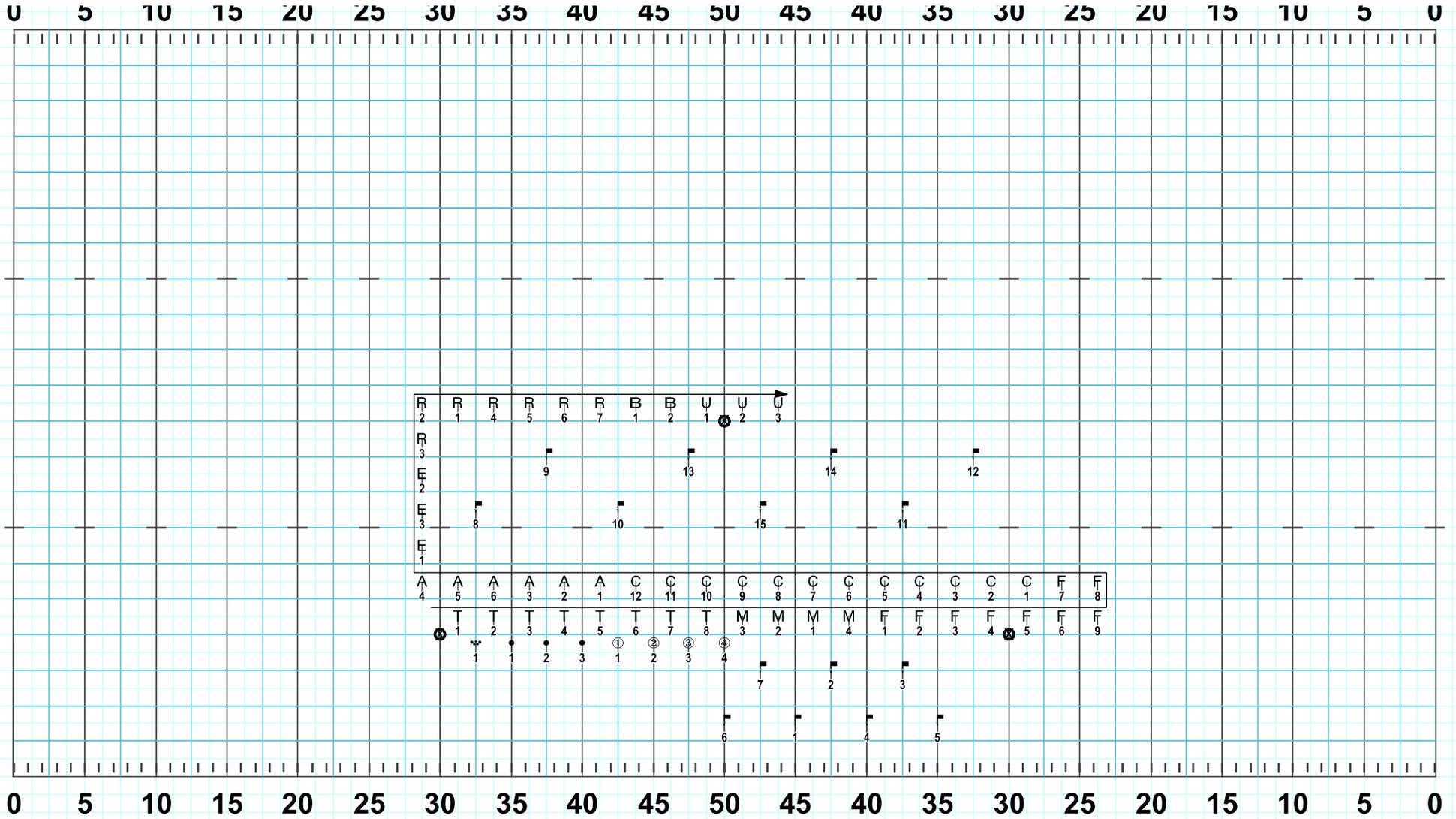
Set #9 Counts: 16 Measures: 44-47 Part 1

- F / C / T - Hold 8, Move Casually 8
- Other Winds - Move Casually 8, Hold 8
- DL - Move 8 (pass through flags), Continue 8 to position
- G1-7 (rifles) - Move 4, Hold 12
- G8-15 (flags) - Move 8, Hold 8



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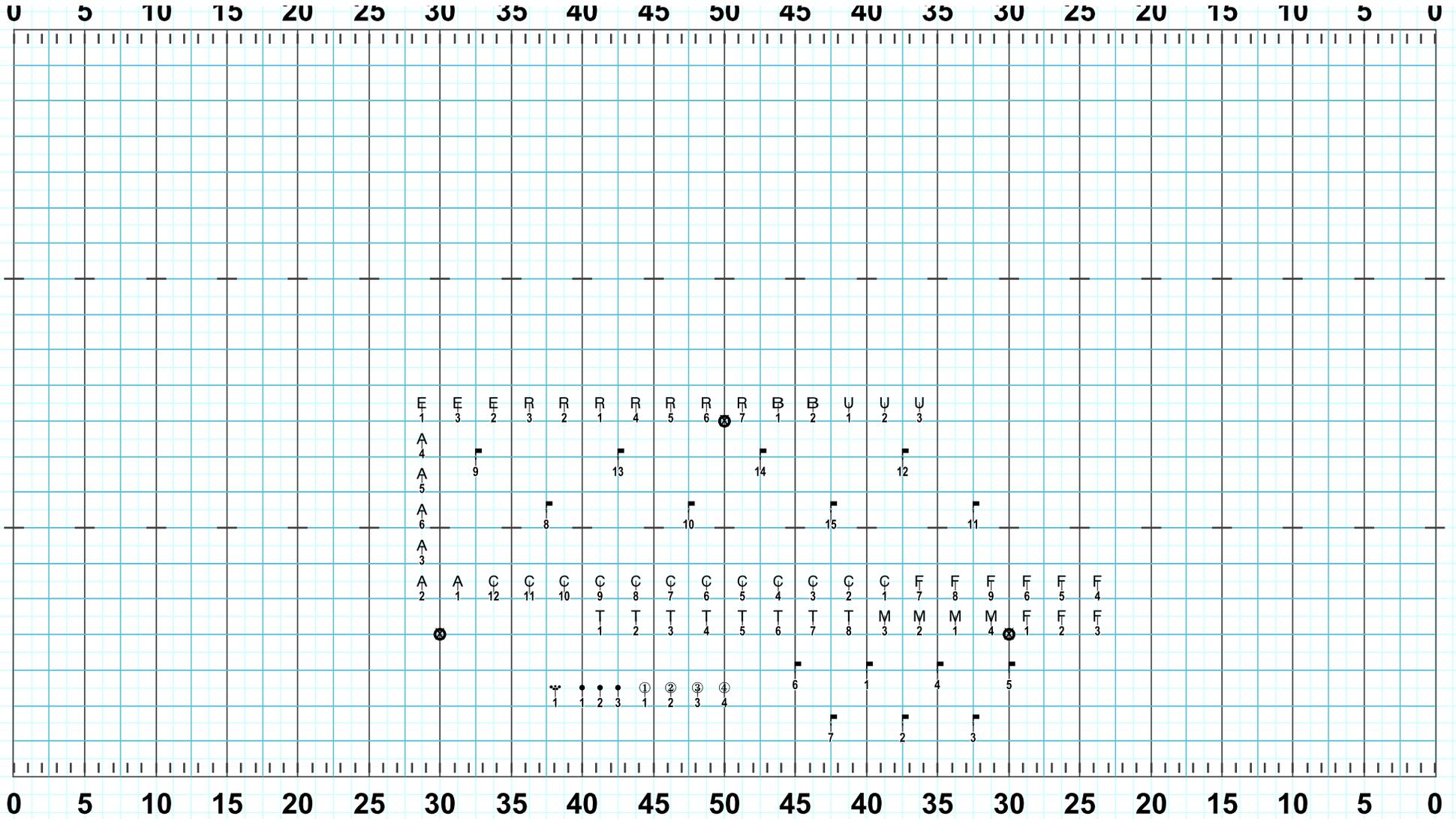
Director Viewpoint

Set #11 Counts: 16 Measures: 52-55 Part 1

Winds - Follow the Leader 8 (use visuals and half-time feel), Hold / Visual 8  
DL - Float Right 8, Forward March 8 (passing through lanes in winds)  
Rifles / Flags - Hold 16

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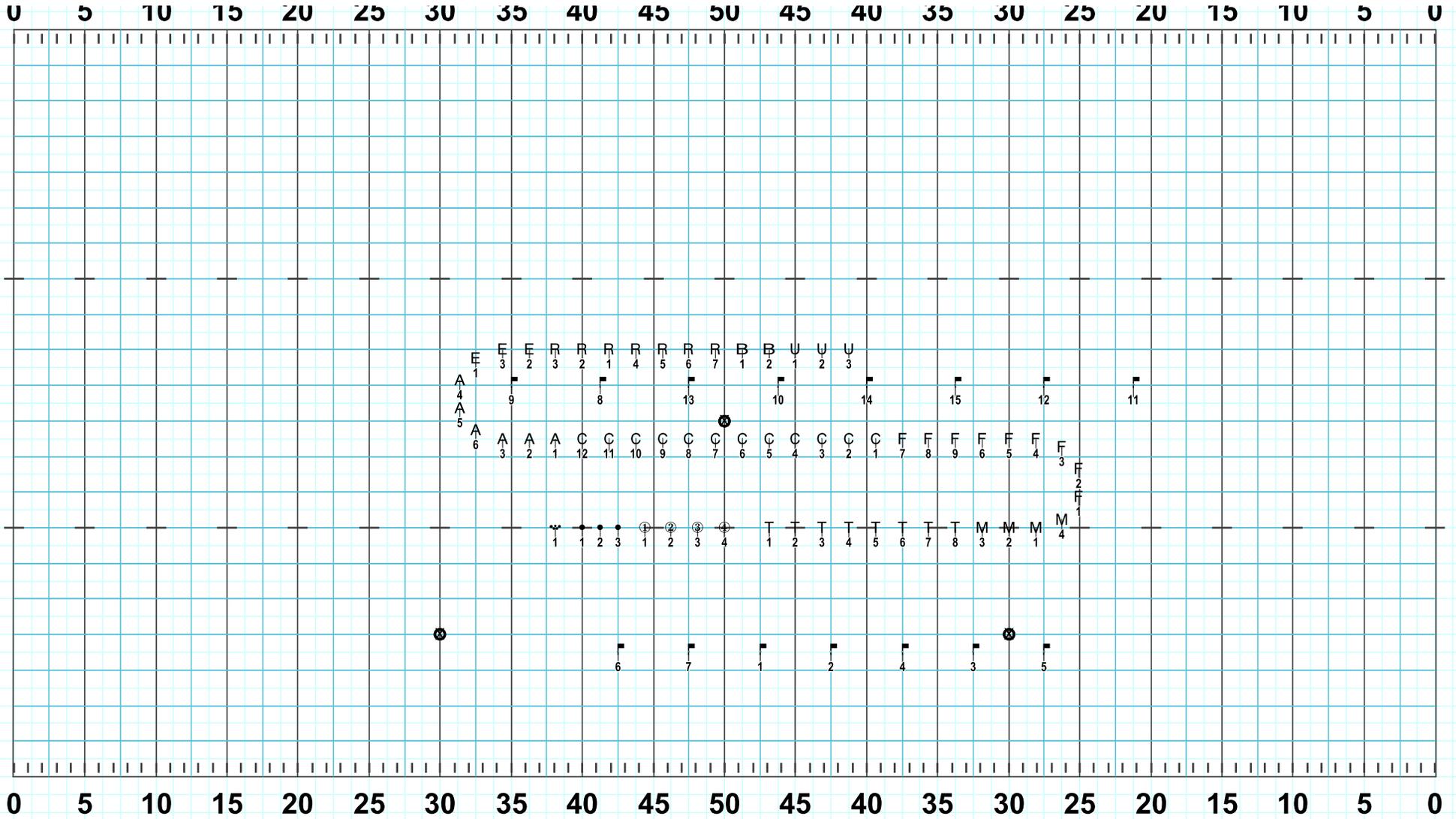
Director Viewpoint

Set #12 Counts: 16 Measures: 56-59 Part 1

Winds - Follow the Leader 16 (regular tempo)  
DL - Float 8, Hold 8  
Rifles - Move 8, Hold 8  
Flags - Hold 8, Move 8

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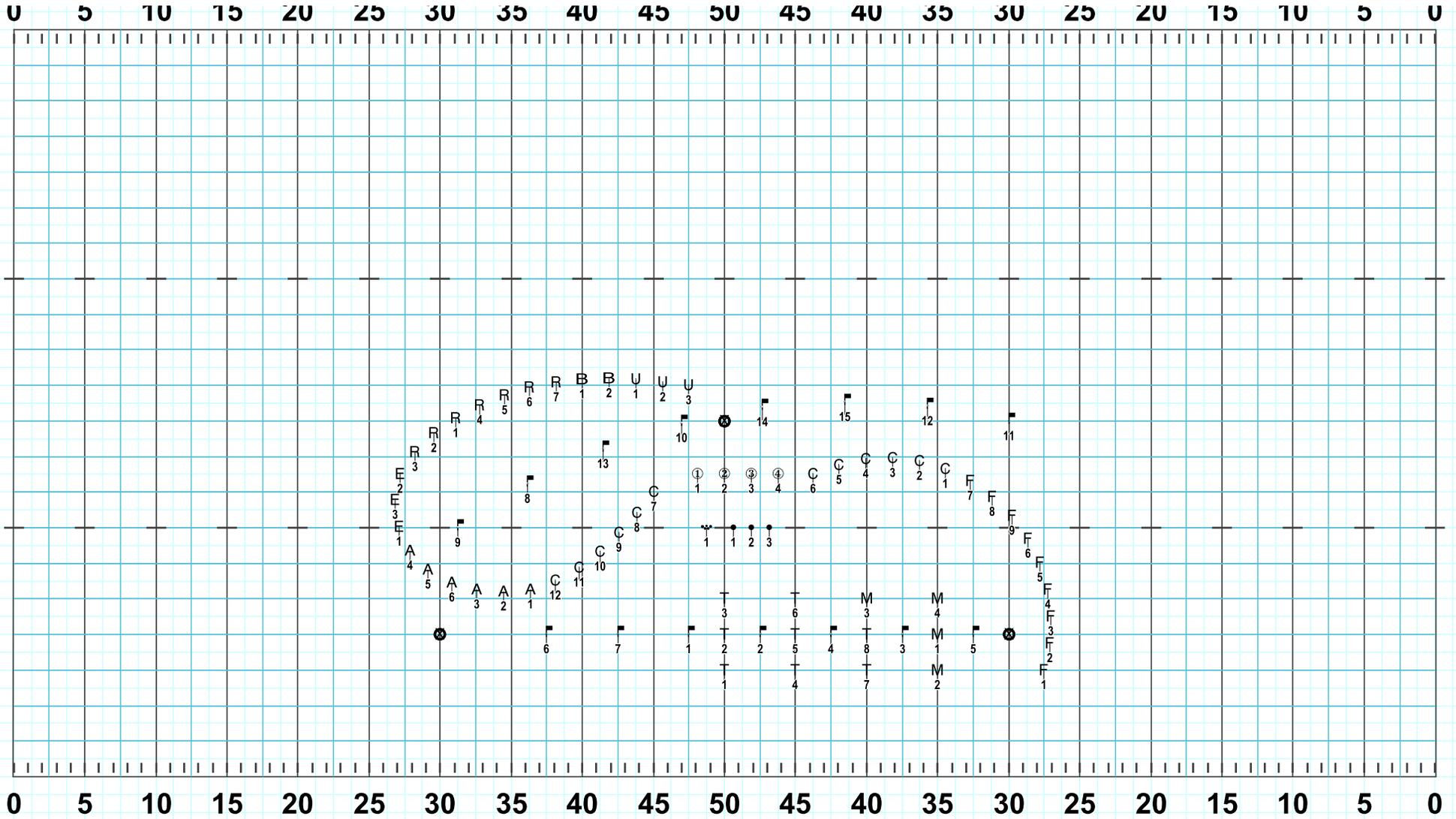
Director Viewpoint

Set #13 Counts: 16 Measures: 60-63 Part 1

All - Float 16

Show Title

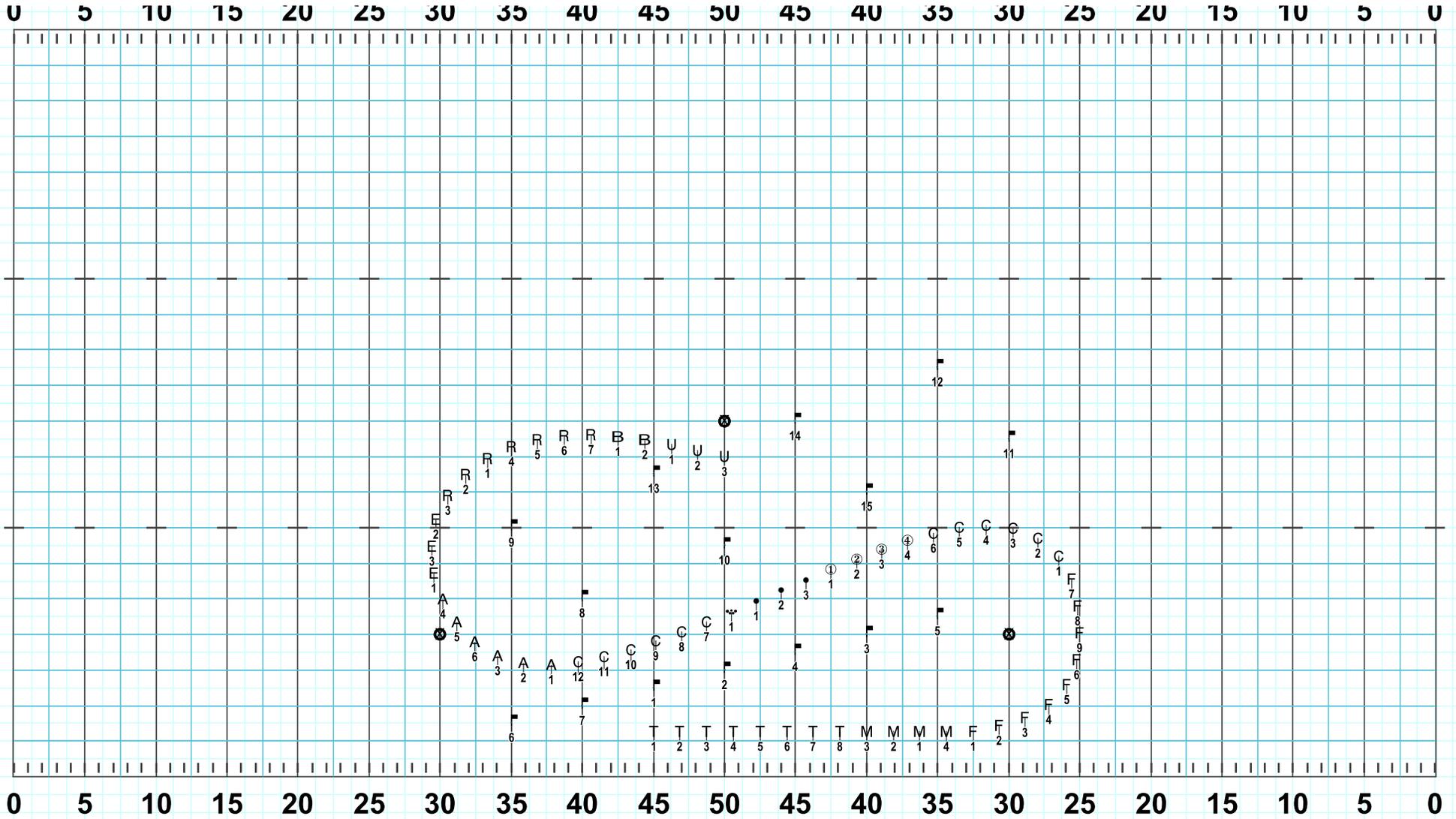
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Set #14 Counts: 16 Measures: 64-67 Part 1

All - Float 16



Director Viewpoint

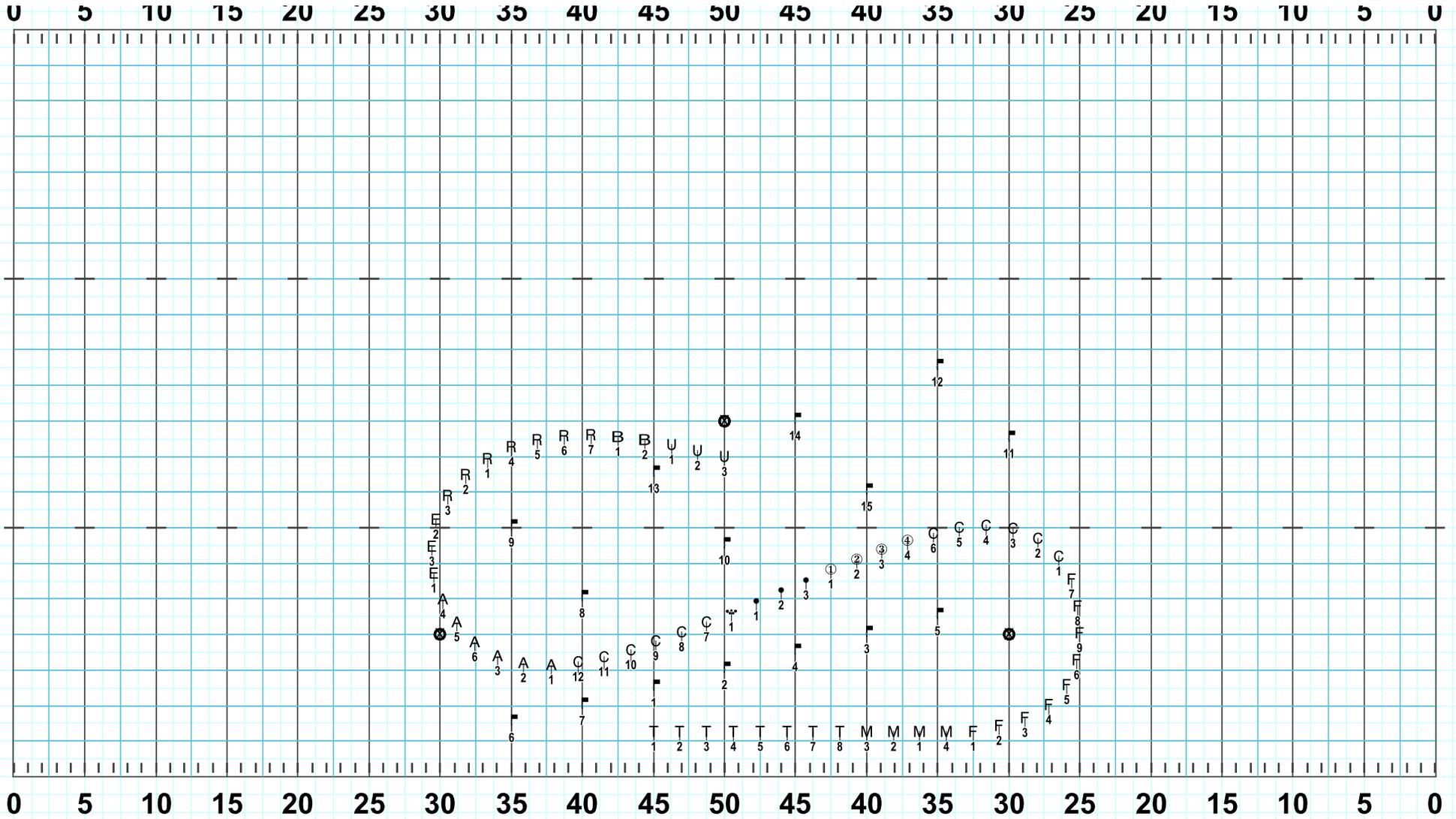
Set #15 Counts: 16+32 Measures: 68-71, 72-80 Part 1

All - Float 16  
Flags - body only to set up hit ,

All - Hold 32  
Flags - Show Color  
END - Part 1

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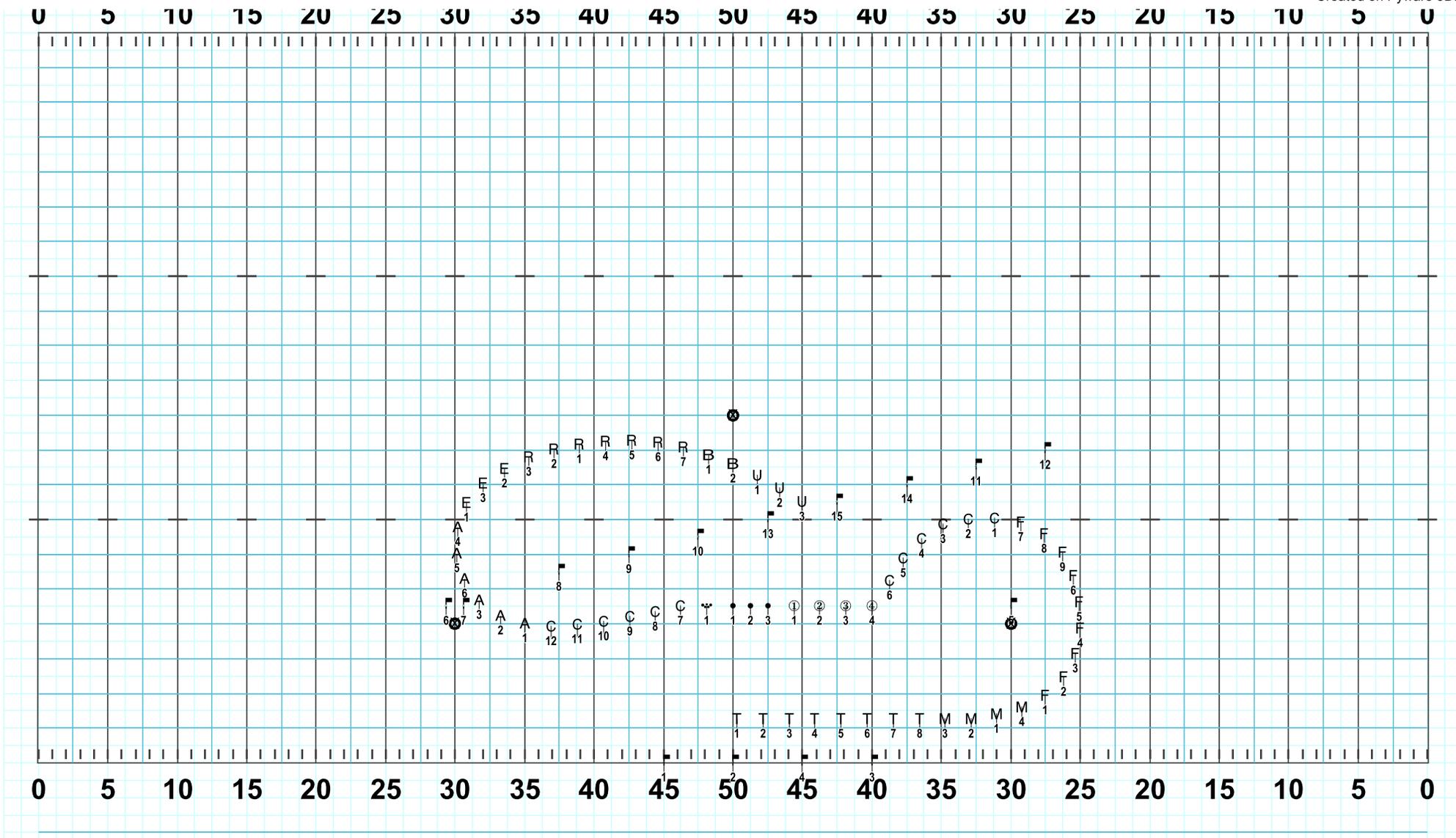


Director Viewpoint

Set #16 Counts: 20 Measures: 81-85 CUT MEASURES

THESE MEASURES ARE CUT

Show Title



Director Viewpoint

Set #17 Counts: 8+8 Measures: 1-2, 3-4 Part 2

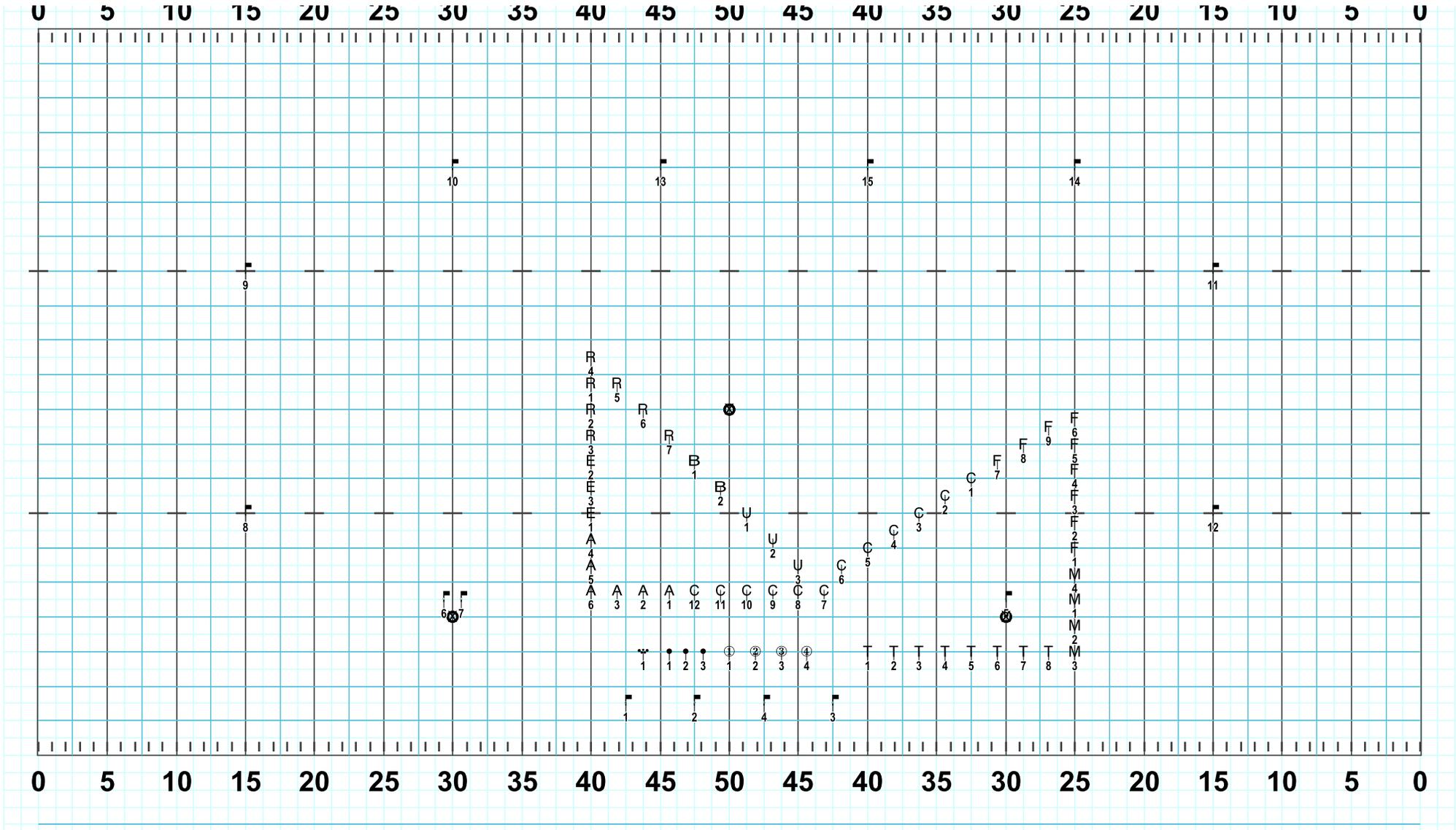
Winds / DL - Float 8  
 Guard - Flutter 8 ,

All - Hold 8

G 1-4 - change to saber  
 G 5-7 - hide behind props, off-stage  
 G 8-15 - pop color - still use opener flag to accentuate the wind hit

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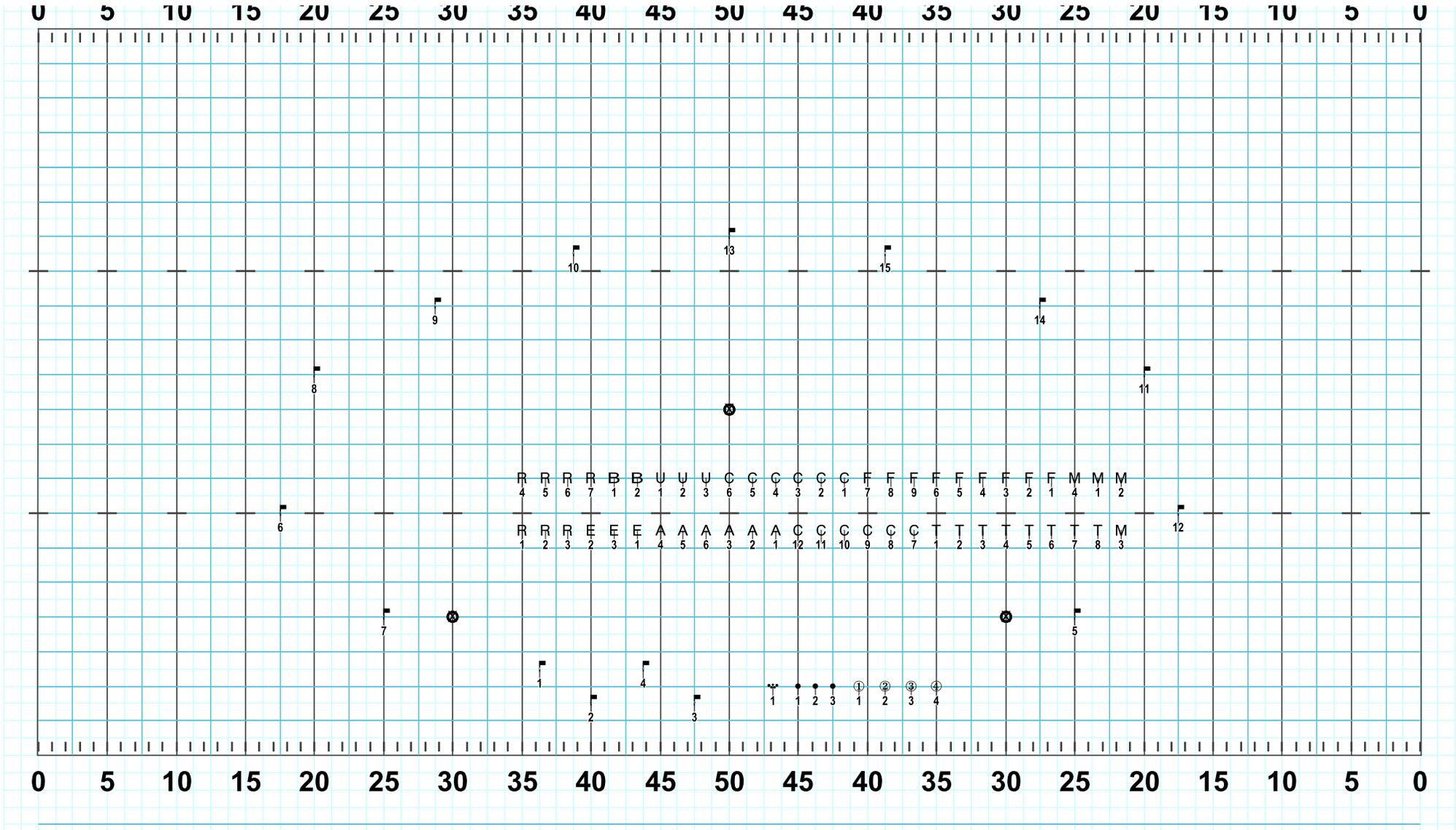
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**Set #18 Counts: 16 Measures: 5-8 Part 2**

Winds - Float 16 (face direction of travel)  
 DL - Float 8, Hold 8  
 G1-4 (sabers) - Move 16 (leave sequentially every 2 counts starting with G1 to allow trumpets to get out of the way)  
 G 5-7 - Hold 16 (hidden)  
 G 8-15 - Flutter 16 or less (to equipment change)

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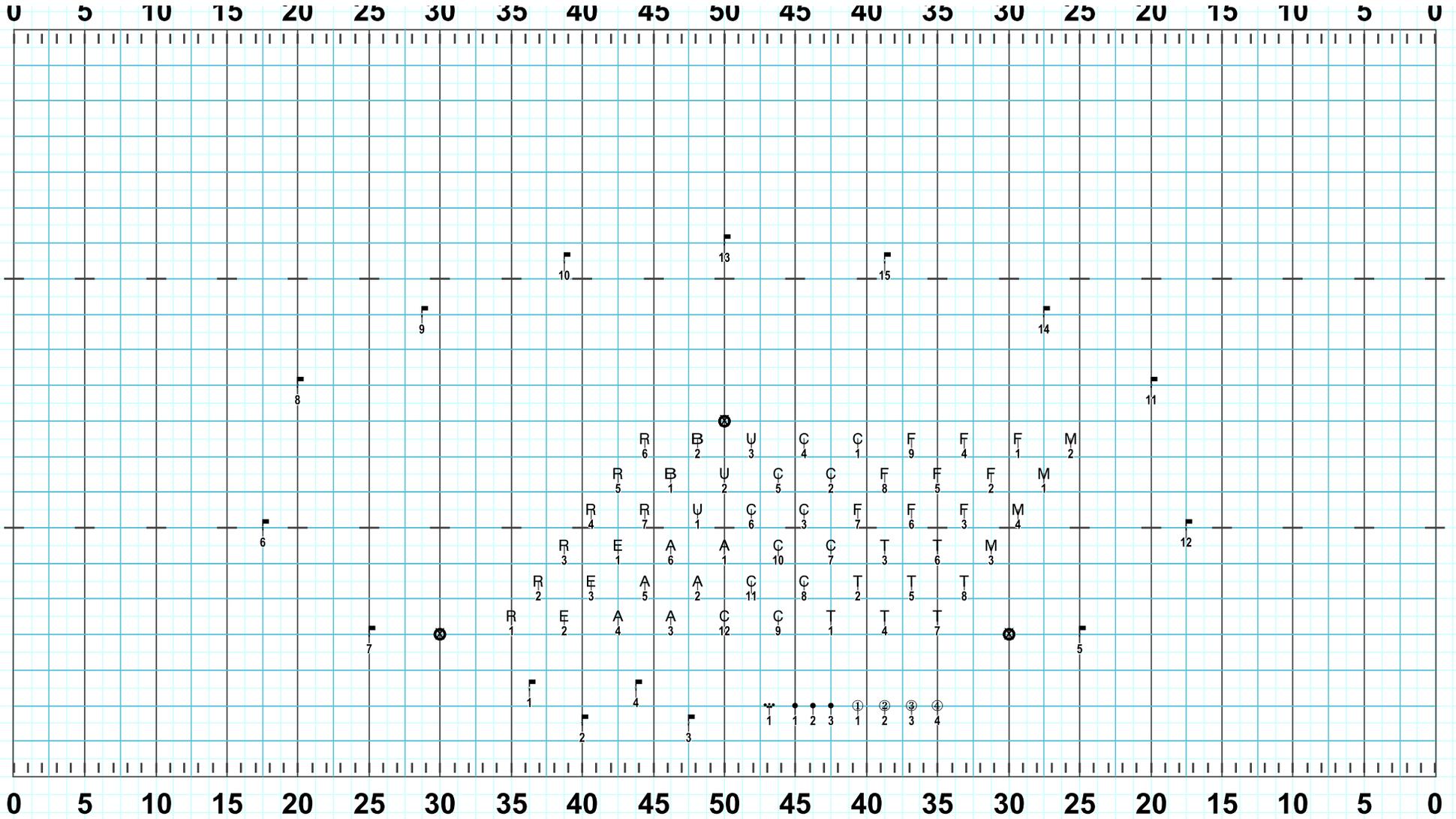
Director Viewpoint

Set #19 Counts: 16 Measures: 9-12 Part 2

Winds - Jazz Run 8, Turn to Front 4, Horns Up 4  
DL - Float 16  
Sabers - Move 16  
Flags - Hold 4, Flutter 12 (no color)  
  
Wind Option: Float 16

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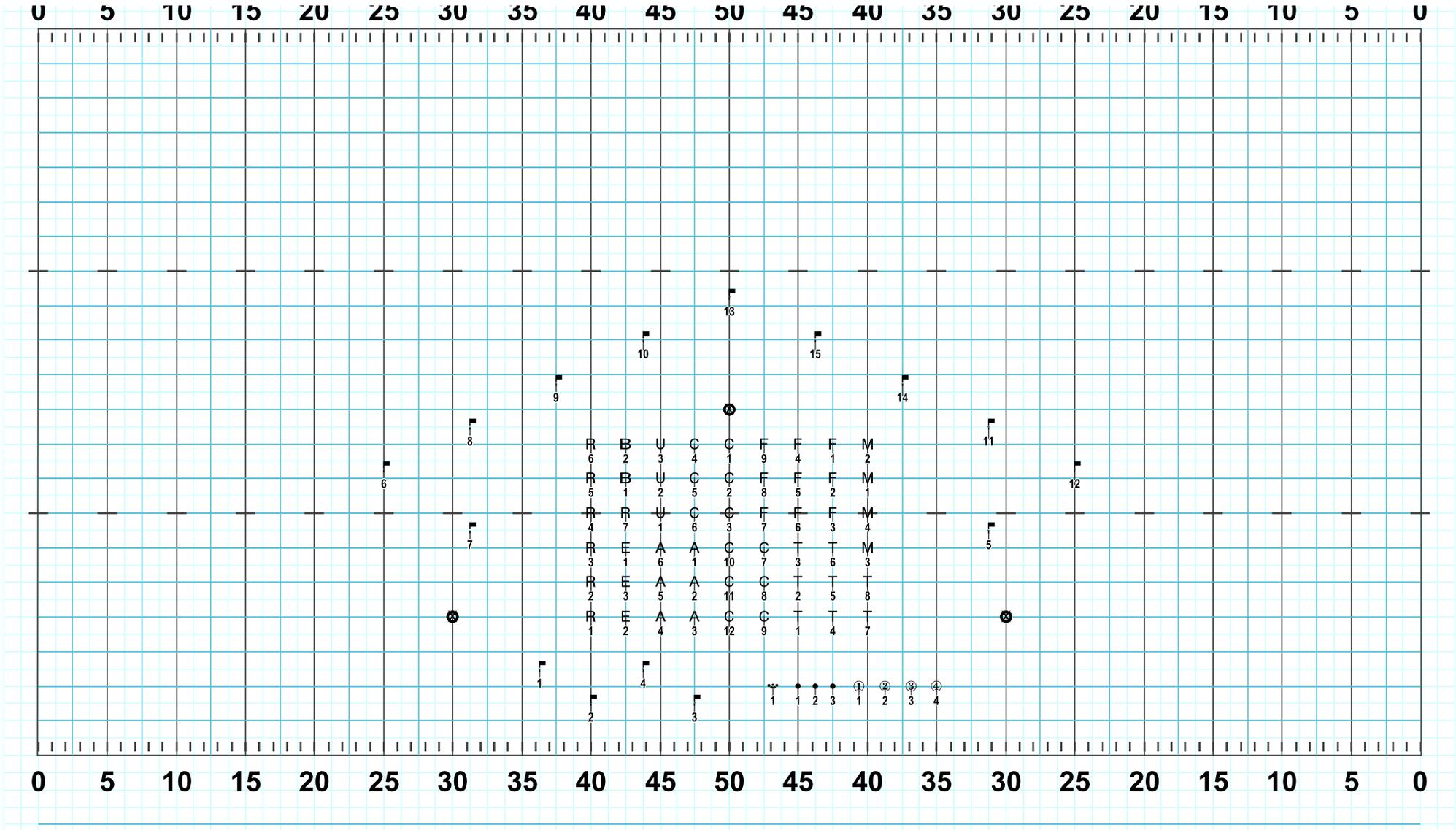
Set #20 Counts: 16 Measures: 13-16 Part 2

Winds - Float 16  
DL / Guard - Hold 16

DL / Sabers - "micro-drill in space as desired"  
Flags - show color

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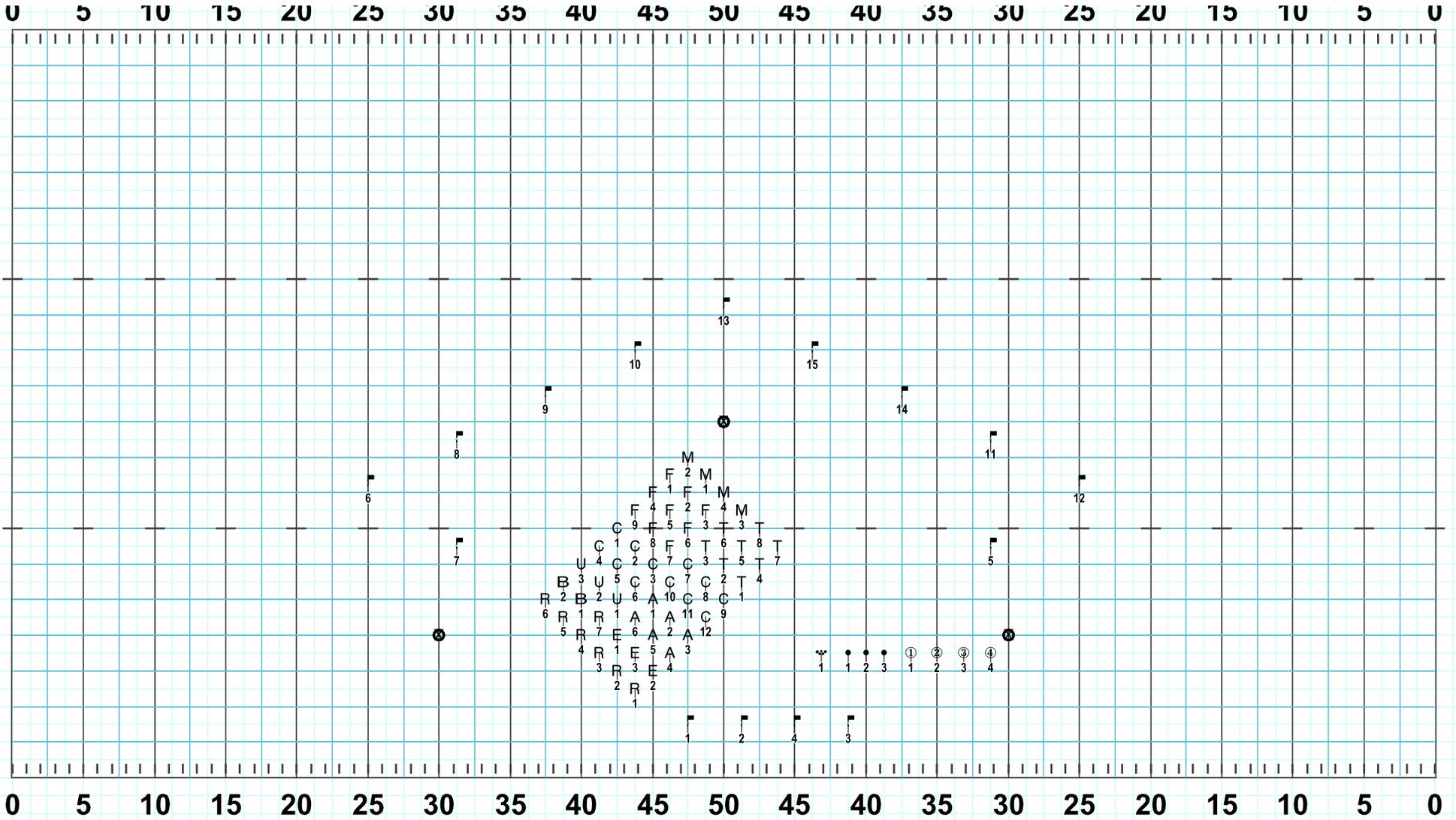


Director Viewpoint

Set #21 Counts: 16+40 Measures: 17-20, 21-30 Part 2

<p>Winds - Float 16 DL - Hold 16 (micro-drill) Sabers - Hold 16 (micro-drill) Flags - Move 16 ,</p>	<p>Hold / Visual / Dance 40</p>
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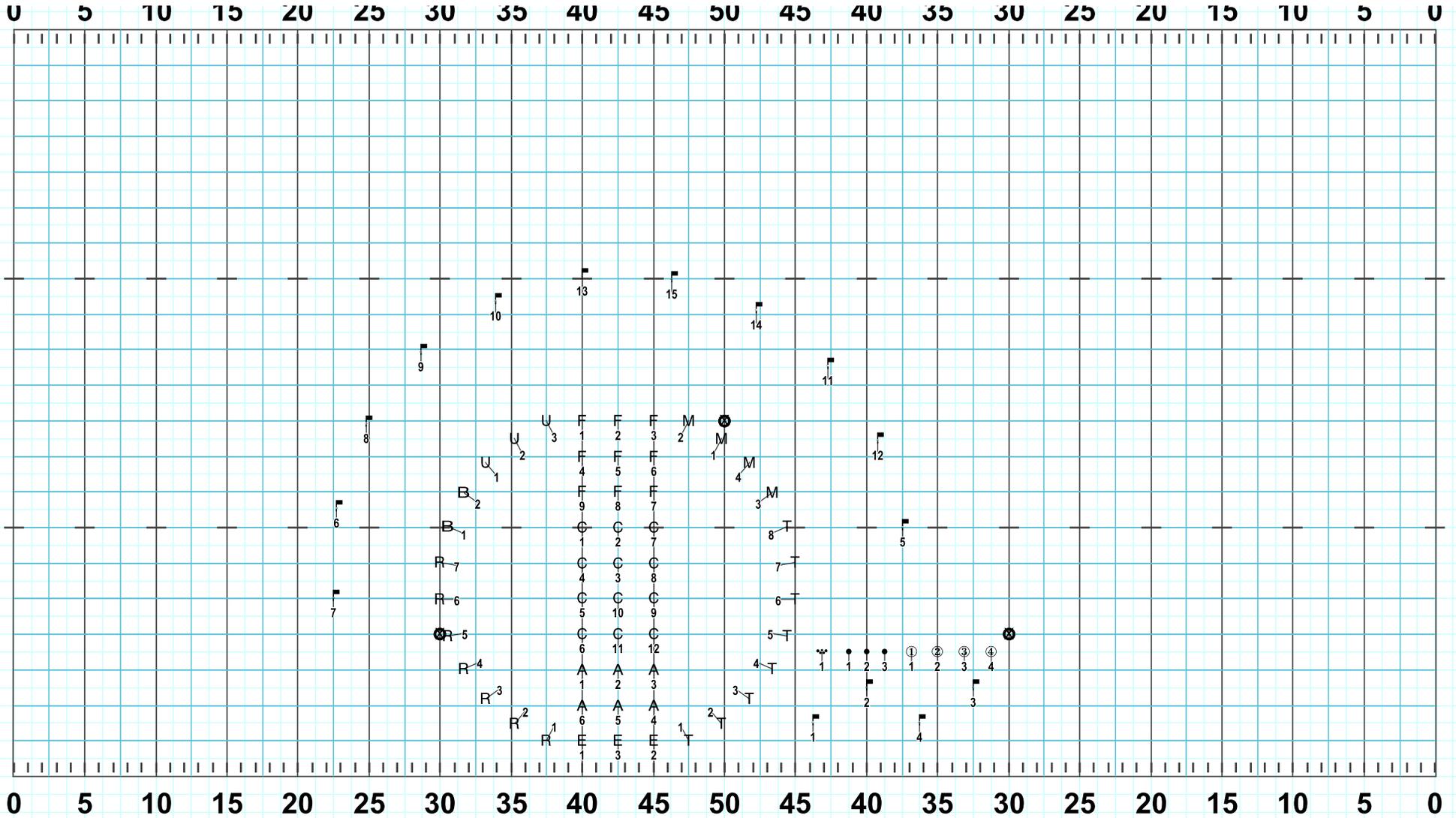
Director Viewpoint

Set #22 Counts: 16 Measures: 31-34 Part 2

Winds - Move 16  
 DL - Float 8, Hold 8  
 Sabers - Move 16  
 Flags - Hold 16

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Set #23 Counts: 16+8 Measures: 35-38, 39-40 Part 2

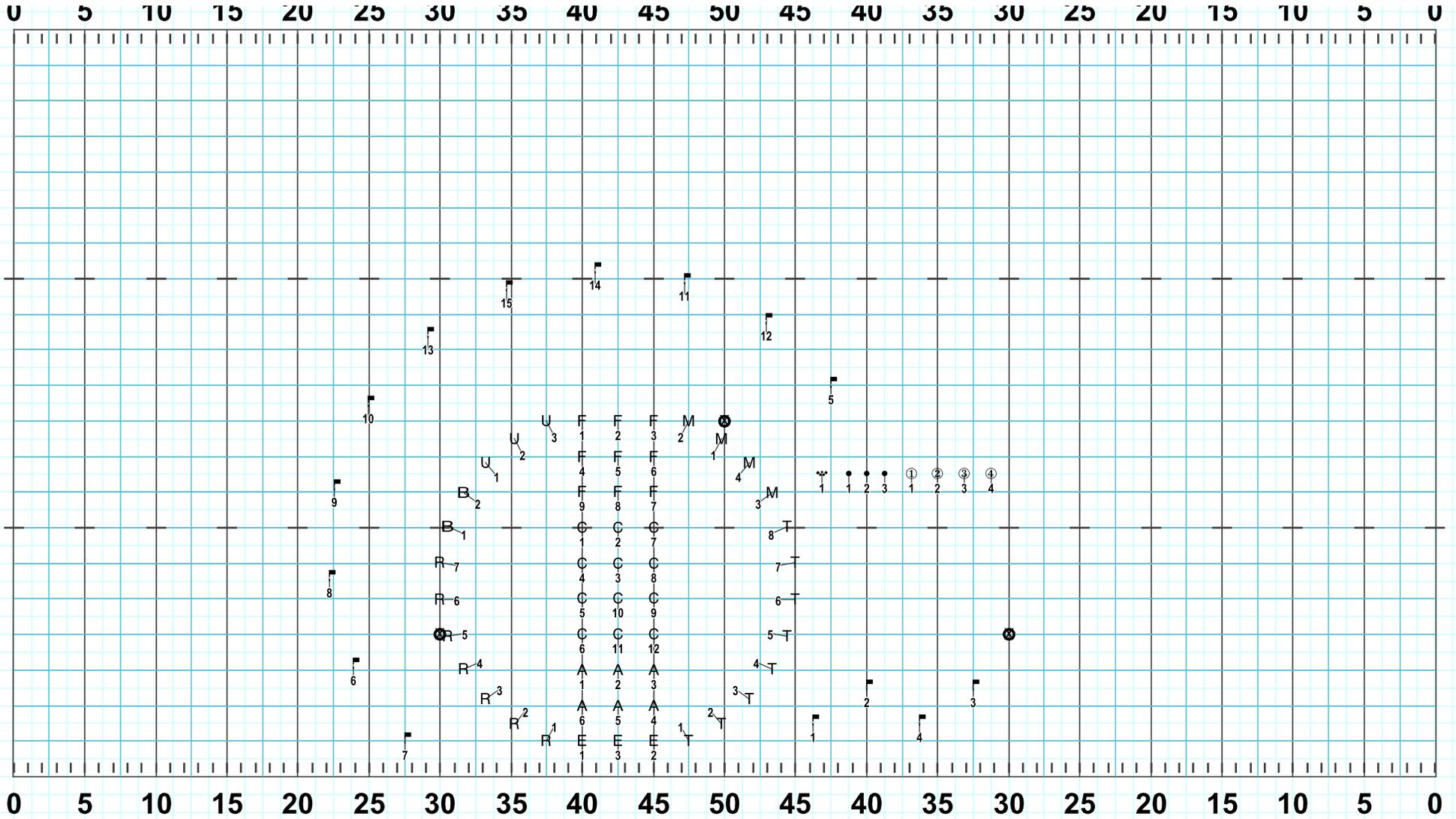
Winds - Move 16 (can be out of tempo, face direction of travel)  
DL - Hold 16  
Sabers / Flags - Move 16 ,

All - Hold 8

Winds - turn to concert, prep for WW feature

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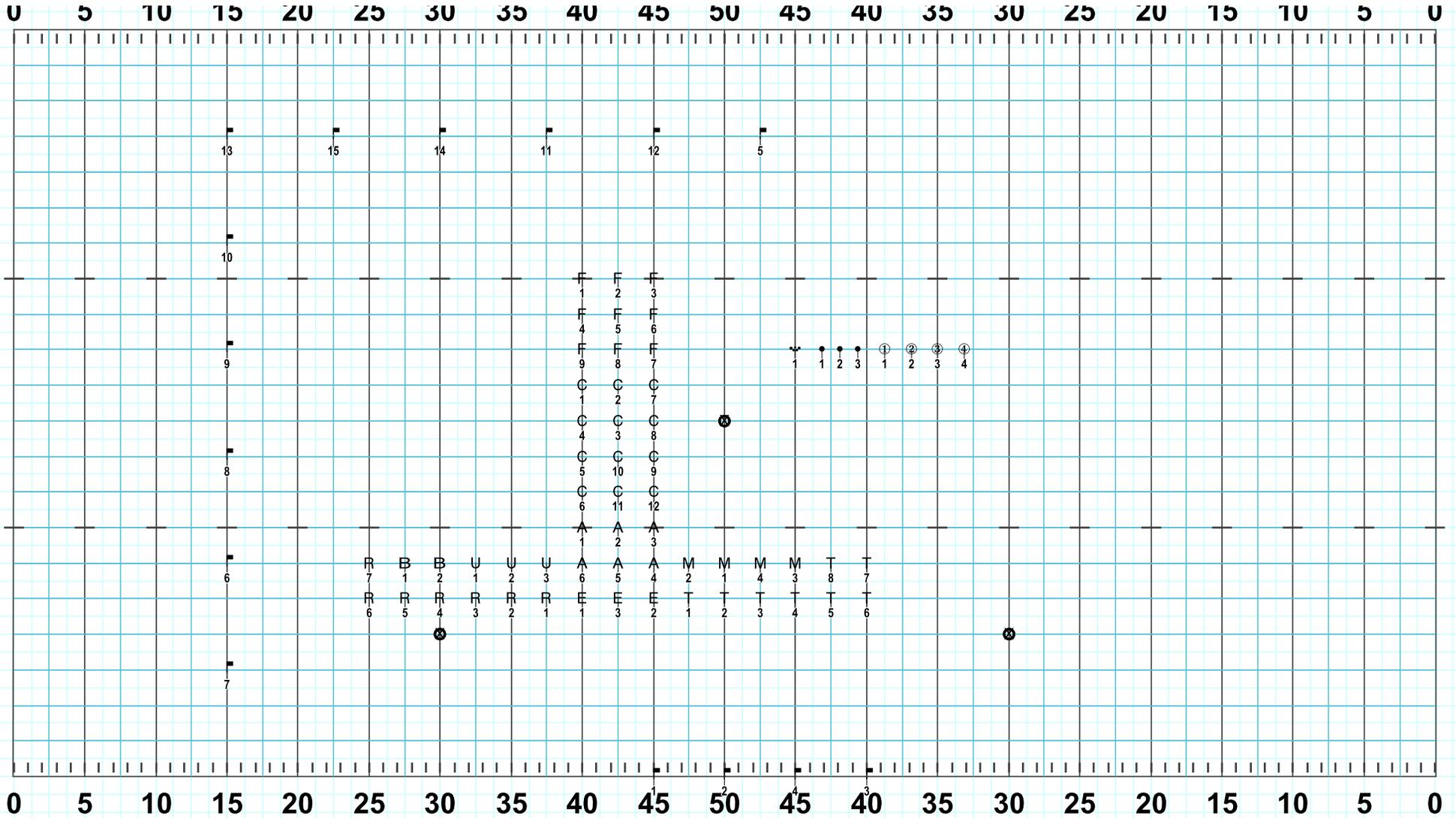
Set #24 Counts: 24+8 Measures: 41-46, 47-48 End of Part 2

Winds - Hold / Visual 24  
DL - Move 24  
Sabers - Hold 24 (featured with winds)  
Flags - Move / Body 24,

All - Hold 8  
END - Part 2

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Director Viewpoint

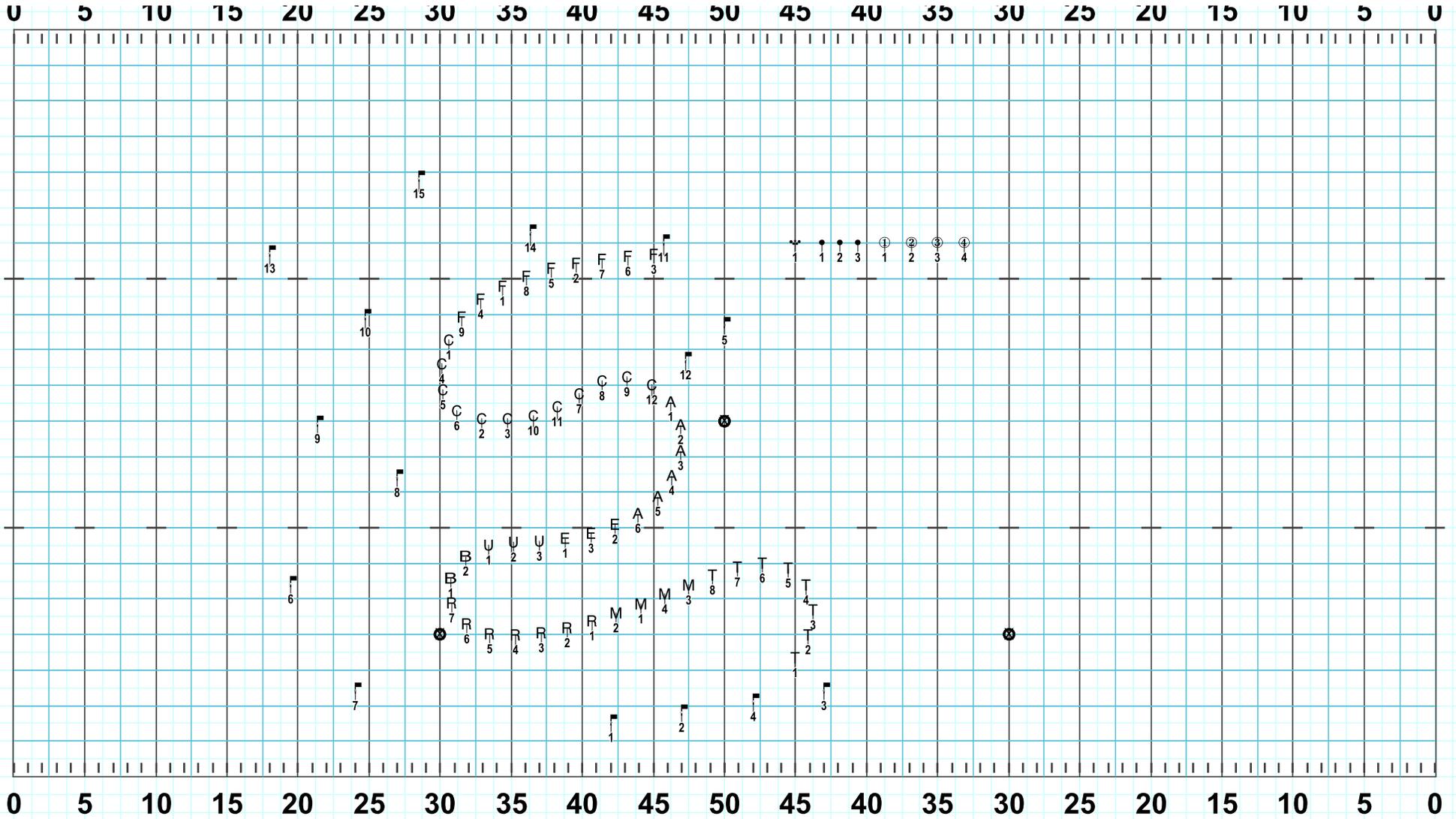
Set #25 Counts: 16 Measures: 1-4 Part 3

All - Float 16

Winds can face direction of travel

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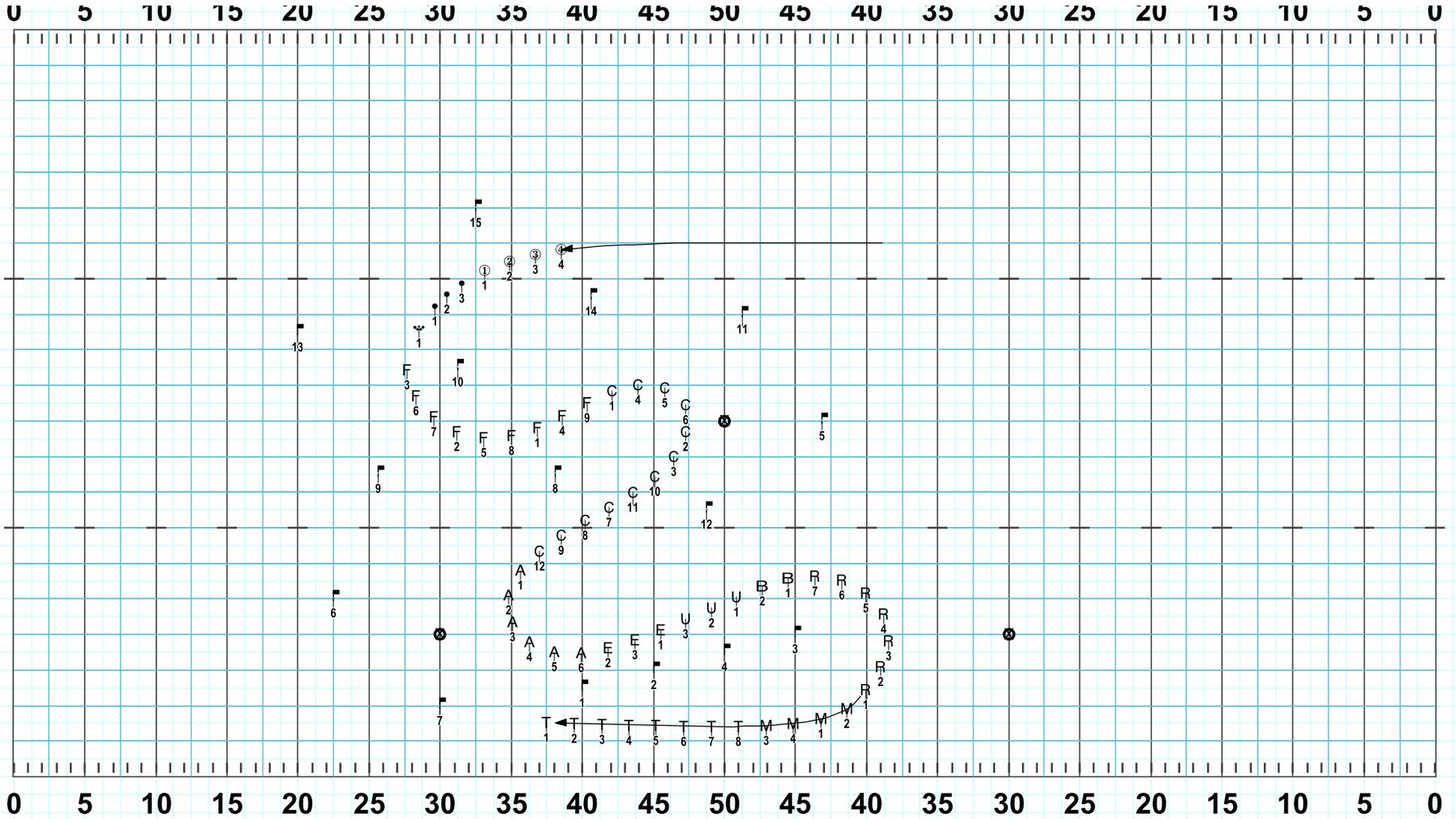
Set #26 Counts: 16 Measures: 5-8 Part 3

Winds / DL - Float 16  
Guard - Hold 4 (equipment change), Flutter / Scatter 12 (in transition to next set, no need to learn)



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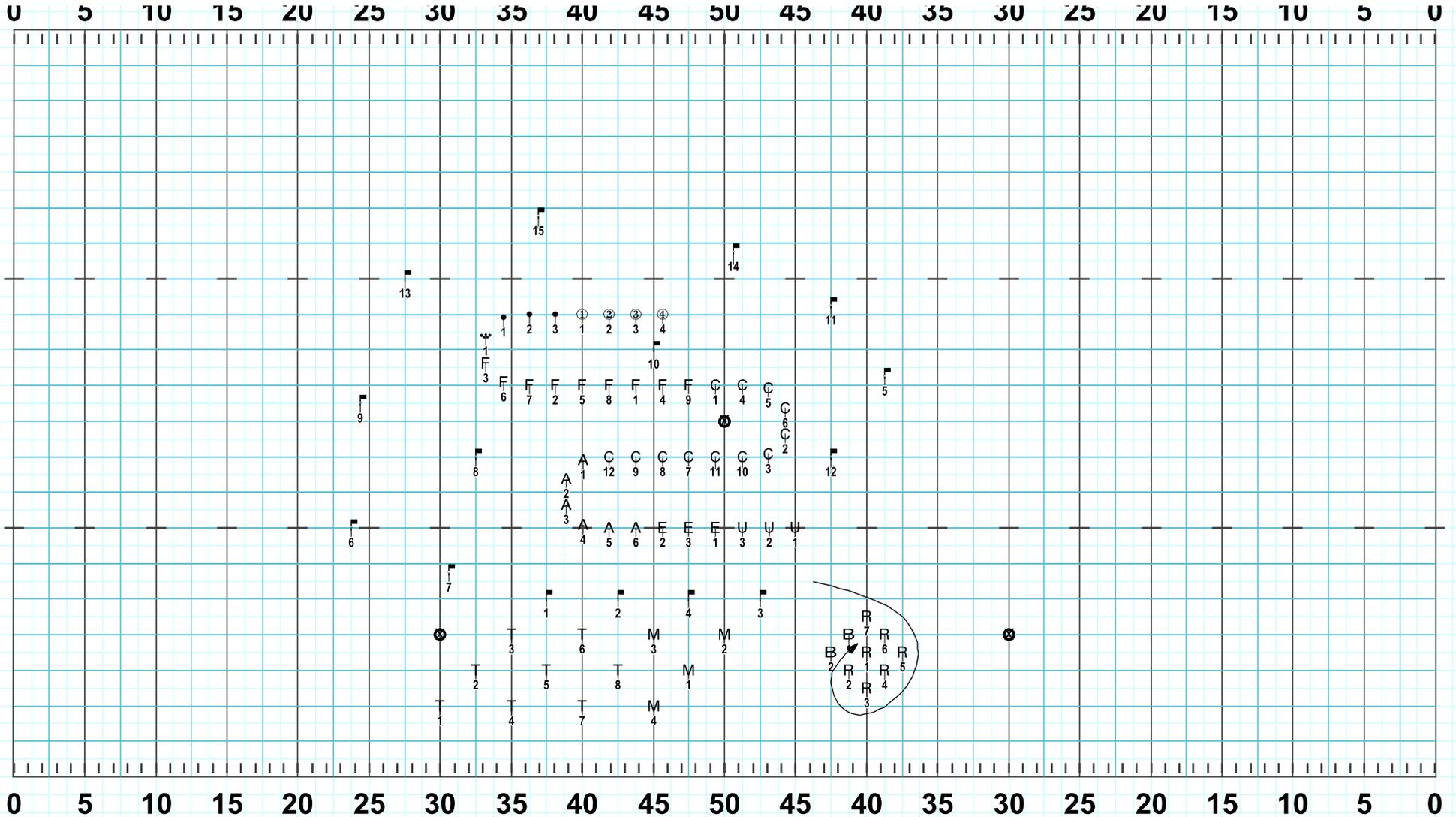
Set #28 Counts: 32+16 Measures: 11-18, 19-22 Part 3

Winds / DL - Follow the Leader 32  
Guard - Hold 32 ,

All - Hold 16

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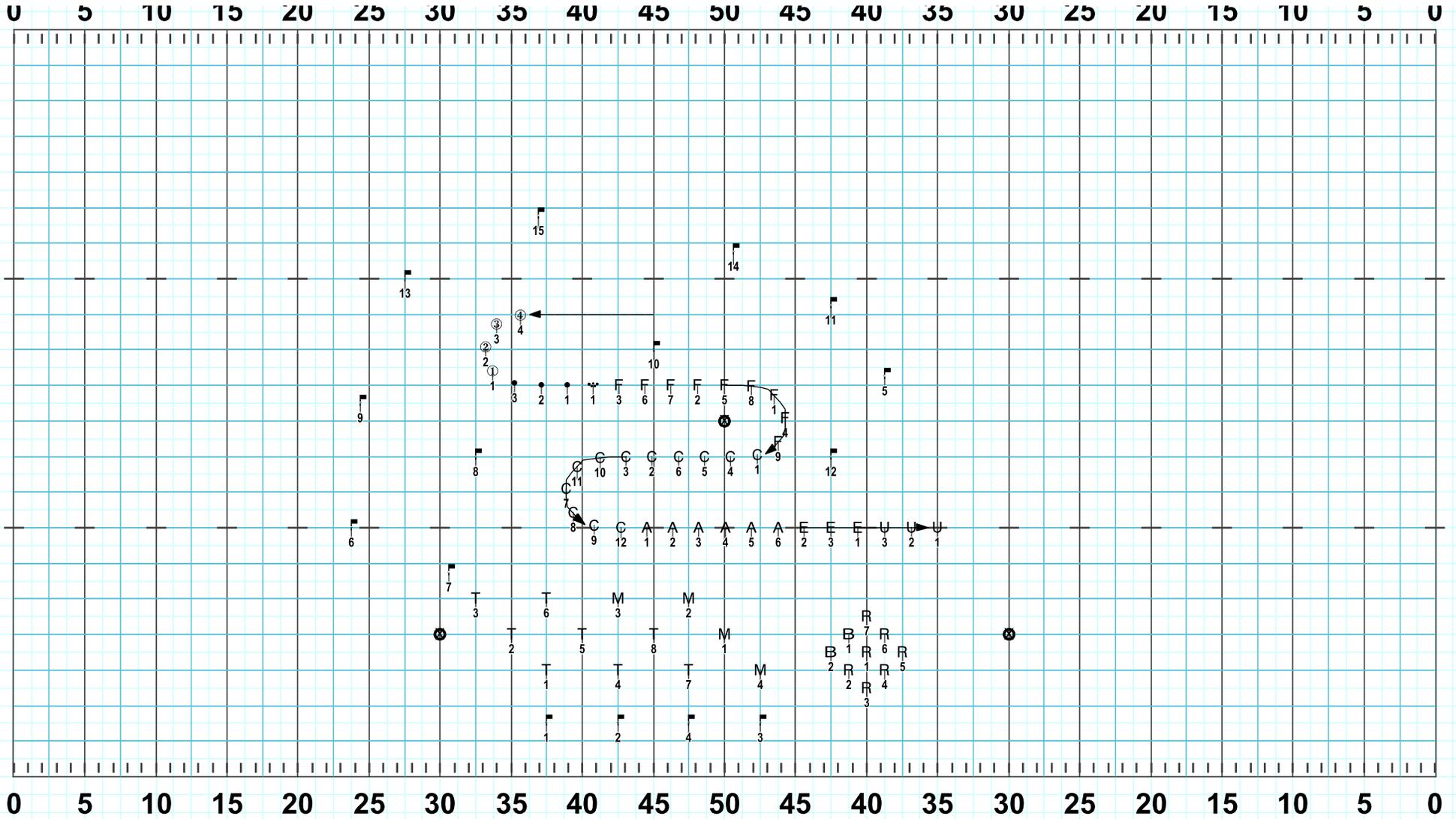
Set #29 Counts: 16 Measures: 23-26 Part 3

R / B - Follow the Leader / Float 16  
All Others - Float 16

R/B should use a continuation of the FTL movement from the previous set to "wind" into this form.

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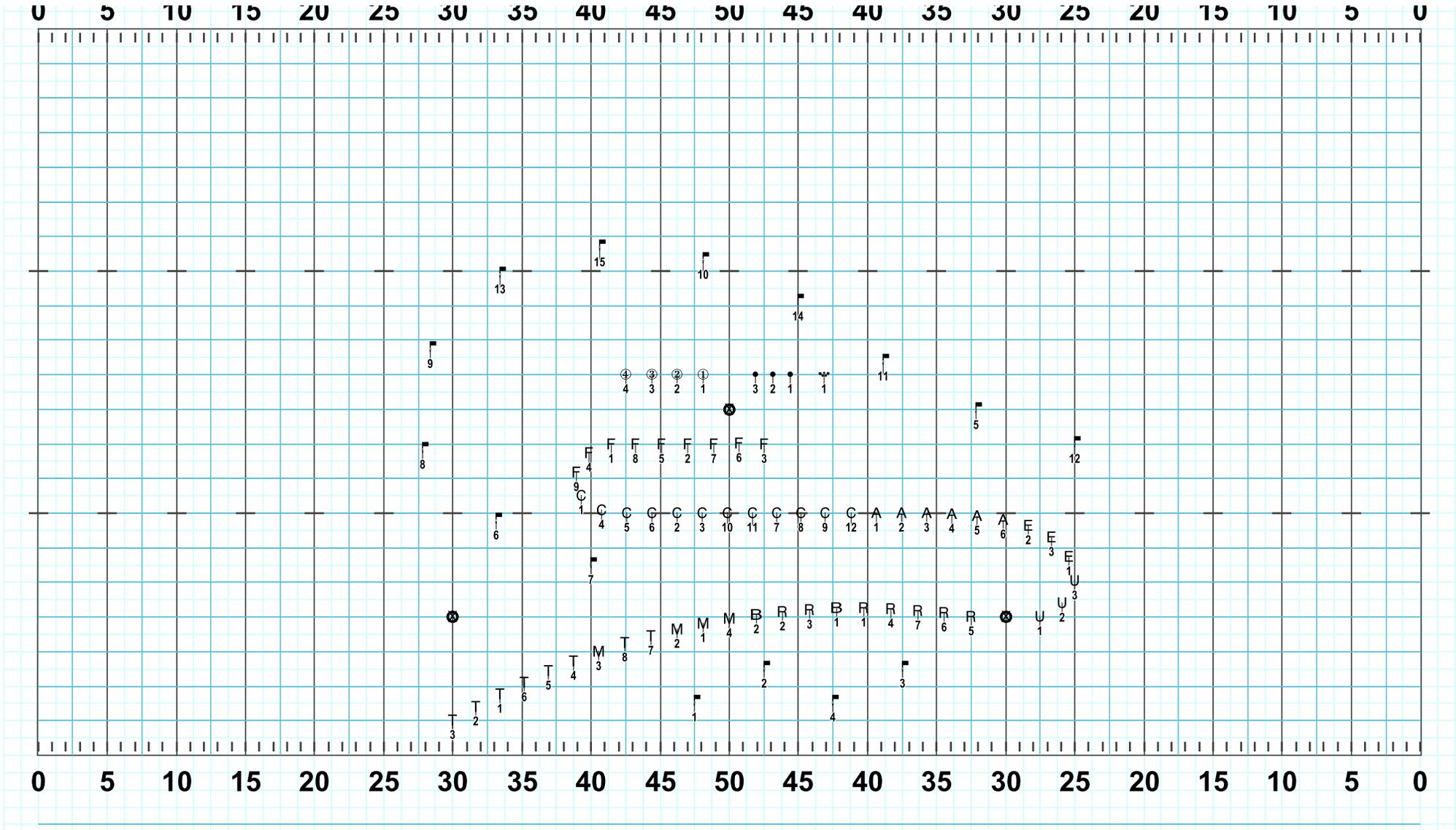
Director Viewpoint

Set #30 Counts: 16 Measures: 27-30 Part 3

Woodwinds / U / DL - Follow the Leader 16  
T / M - Float 16  
R / B - Hold 16 (featured)  
Rifles - Move 16 (through lanes in T/M)  
Flags - Hold 16

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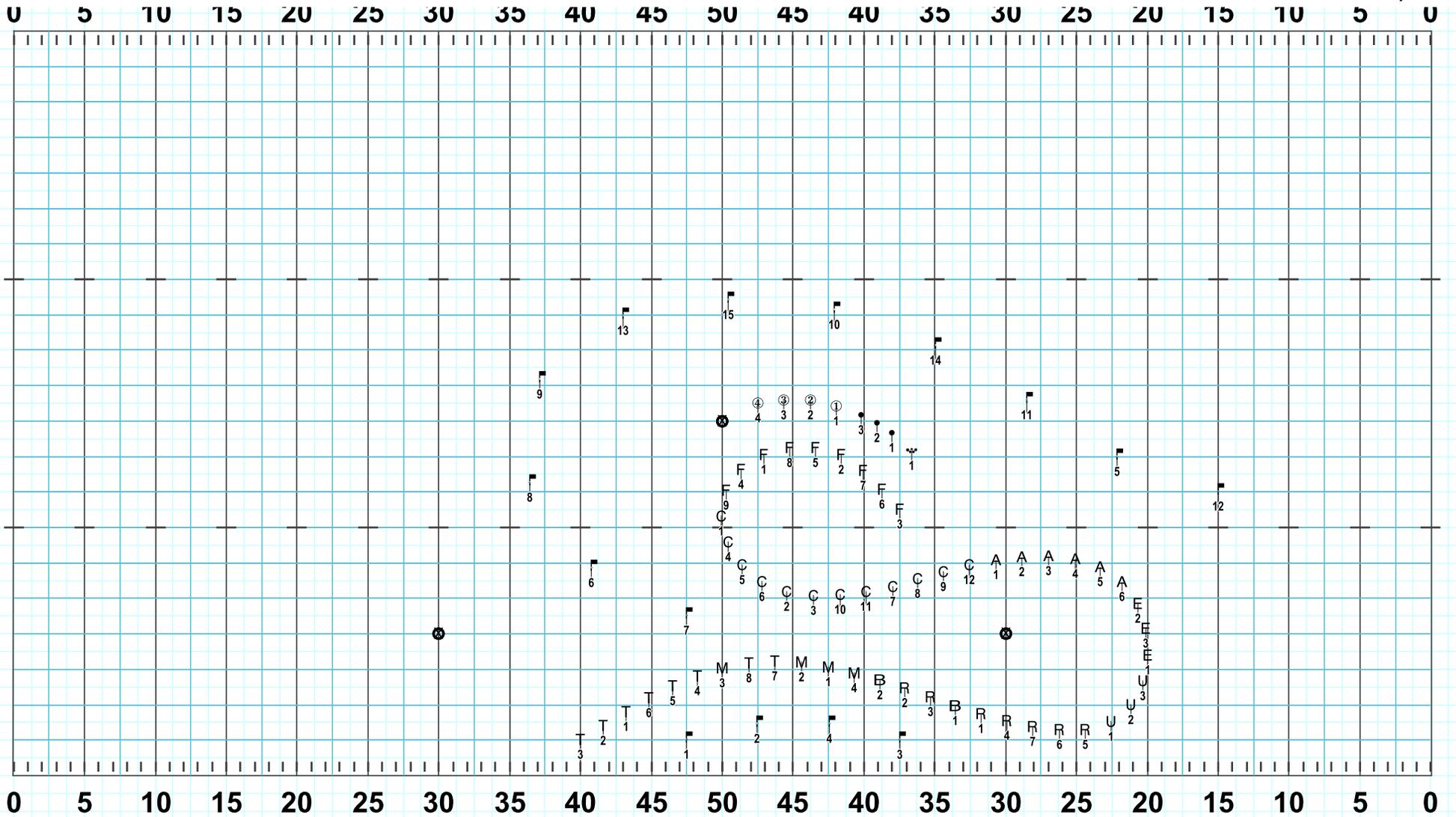
Director Viewpoint

Set #31 Counts: 24+24 Measures: 31-36, 37-42 Part 3

Woodwinds / U / DL - Continue Follow the Leader 24  
Other Brass - Float 12 in half-time (24 counts)  
Guard - Move 24 ,

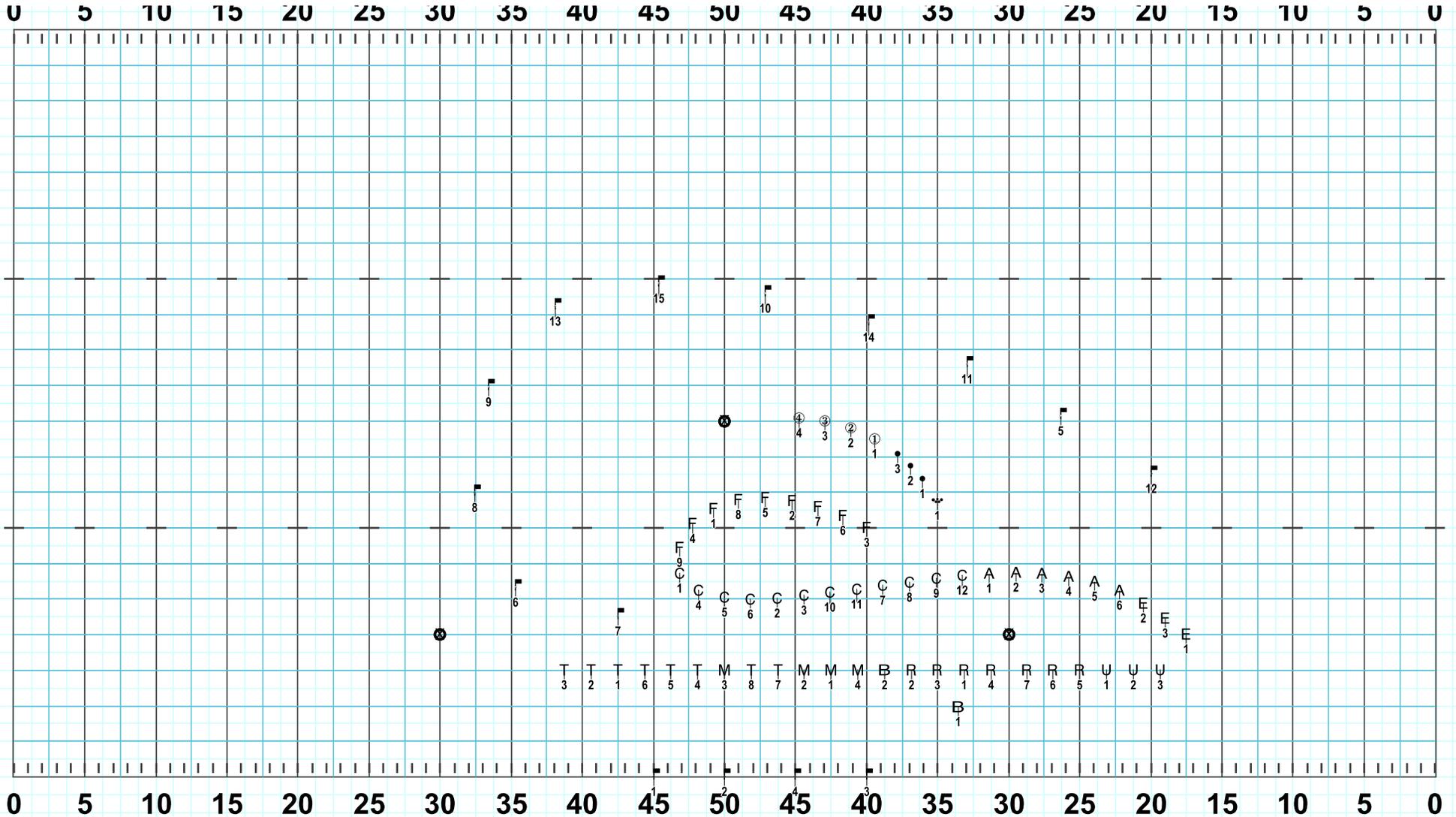
All - Hold 24

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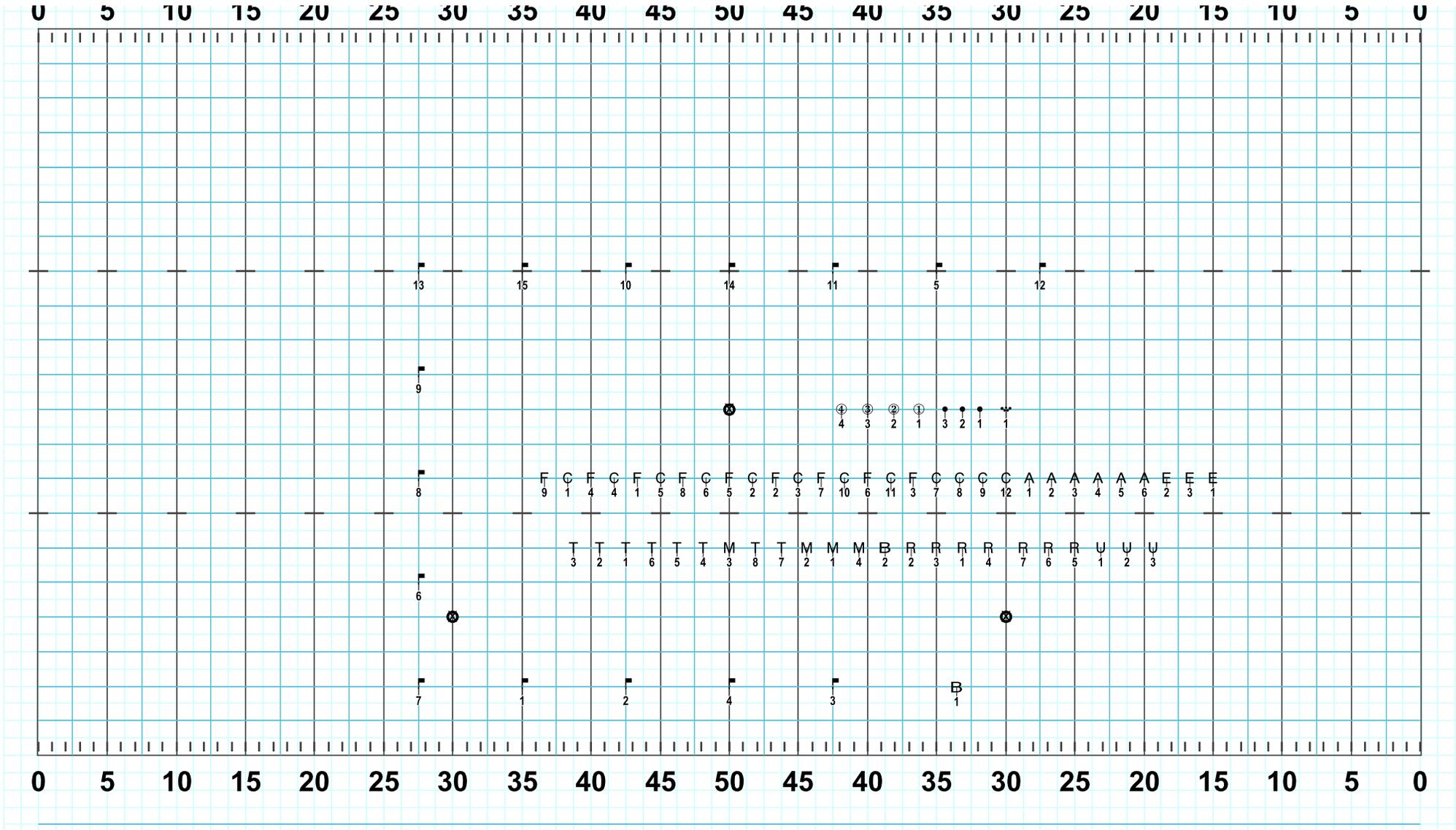
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Set #33 Counts: 8 Measures: 57-58 Part 3

B1 - Hold 8  
All Others - Float 8

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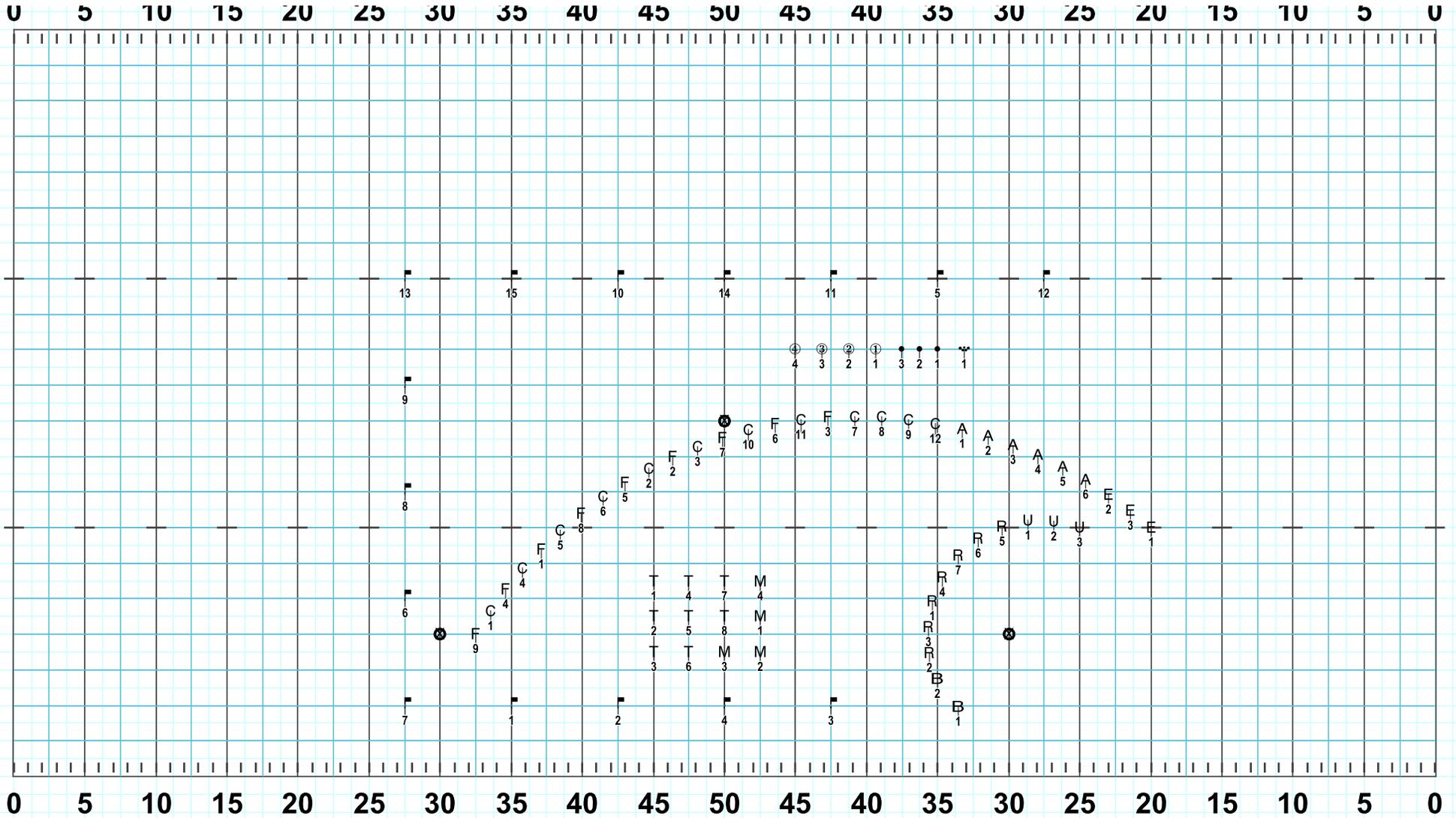
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**Set #34 Counts: 16 Measures: 59-62 Part 3**

B1 (soloist) - Hold 16  
 Other Winds / DL - Float 16 (winds can face direction of travel)  
 G 1-4 - Hold 4 (equipment change), Move 12  
 Other Guard - Move 16

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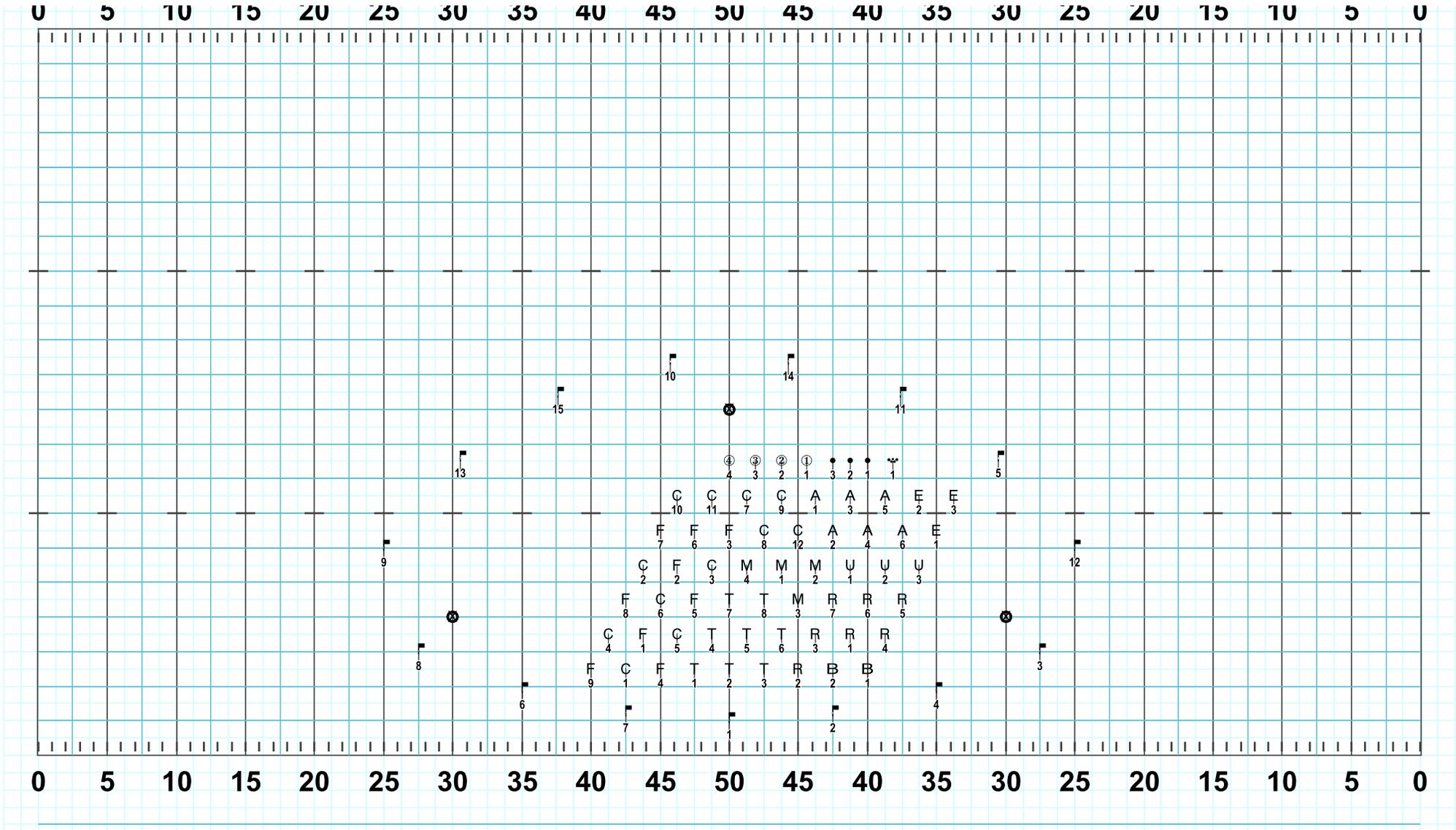
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Set #35 Counts: 16 Measures: 63-66 Part 3

<p>B1 (soloist) - Hold 16          Other Winds / DL - Float 16          Guard - Hold 16</p>
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Set #36 Counts: 32+40 Measures: 67-74, 75-84 Part 3

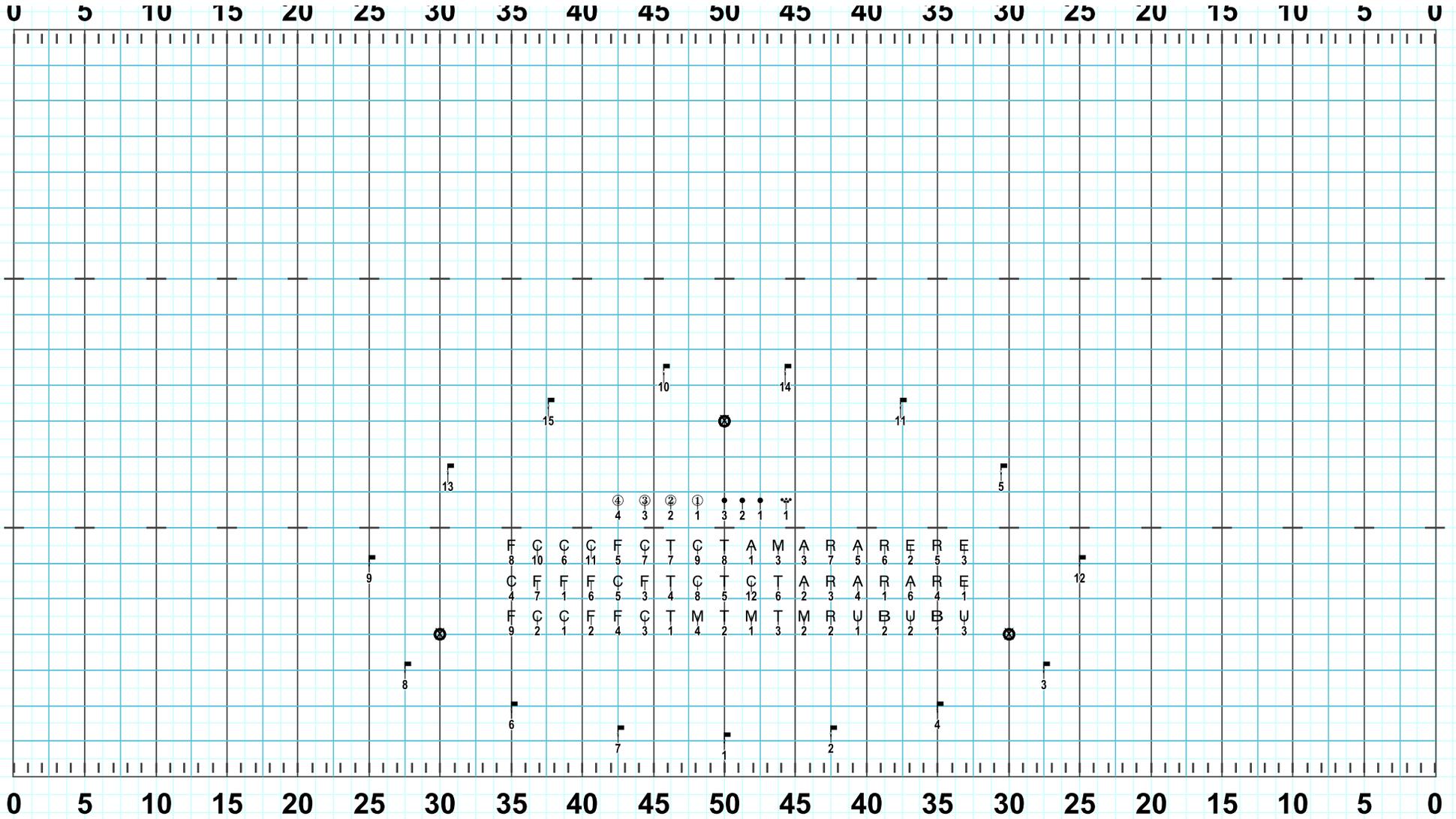
Winds / DL - Move casually and out of tempo 32  
Guard - Move 32

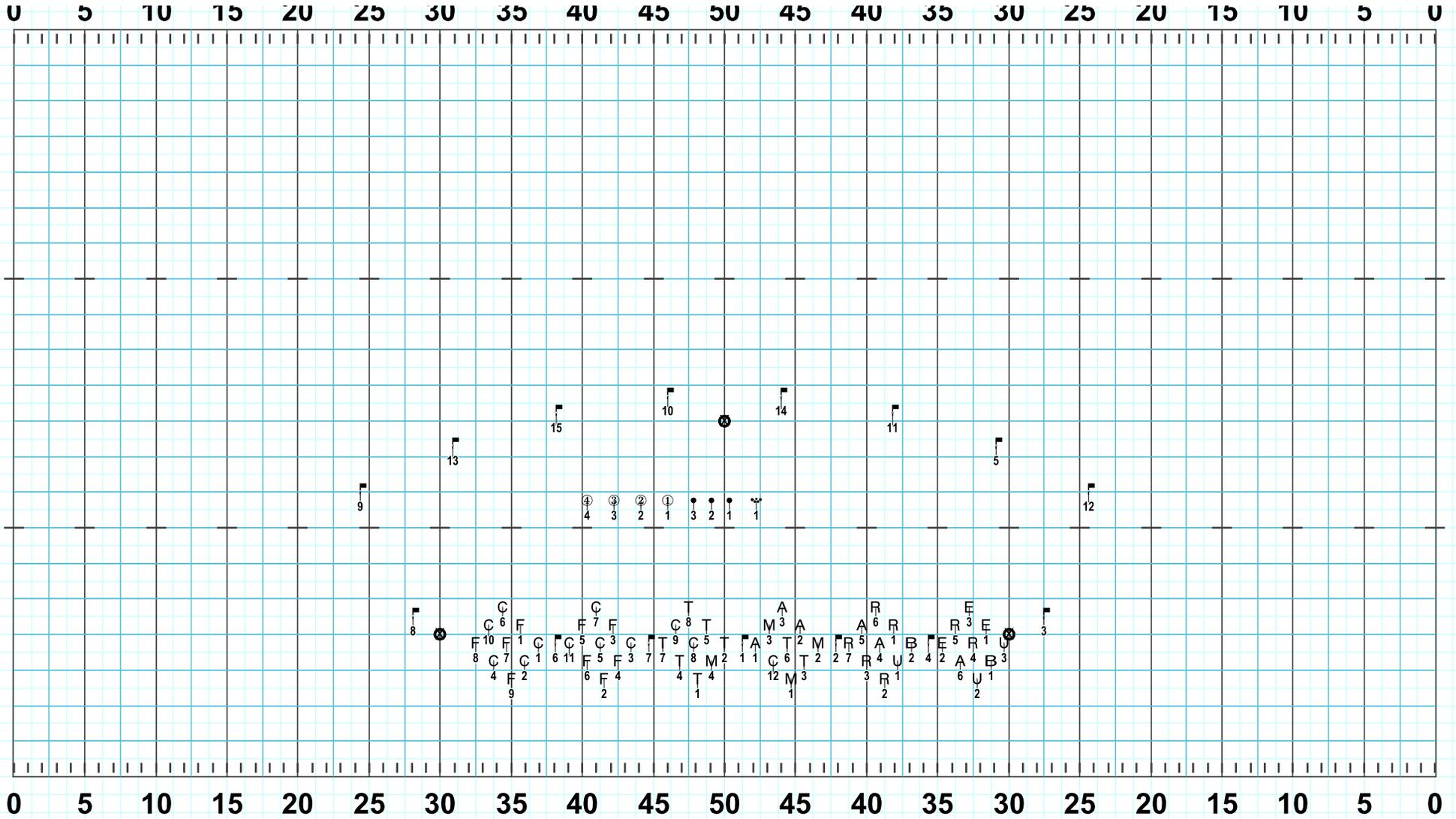
All - Hold 40

Winds and DL should focus more on the half-beat pulse with the foot tempo.  
Or completely out of tempo. Performers can arrive early.  
Do not try to hold form through the transition. Allow performers to get there early with only a few people arriving on the last counts.  
The idea is that it looks scattered then the grid form pops into focus at the last count.

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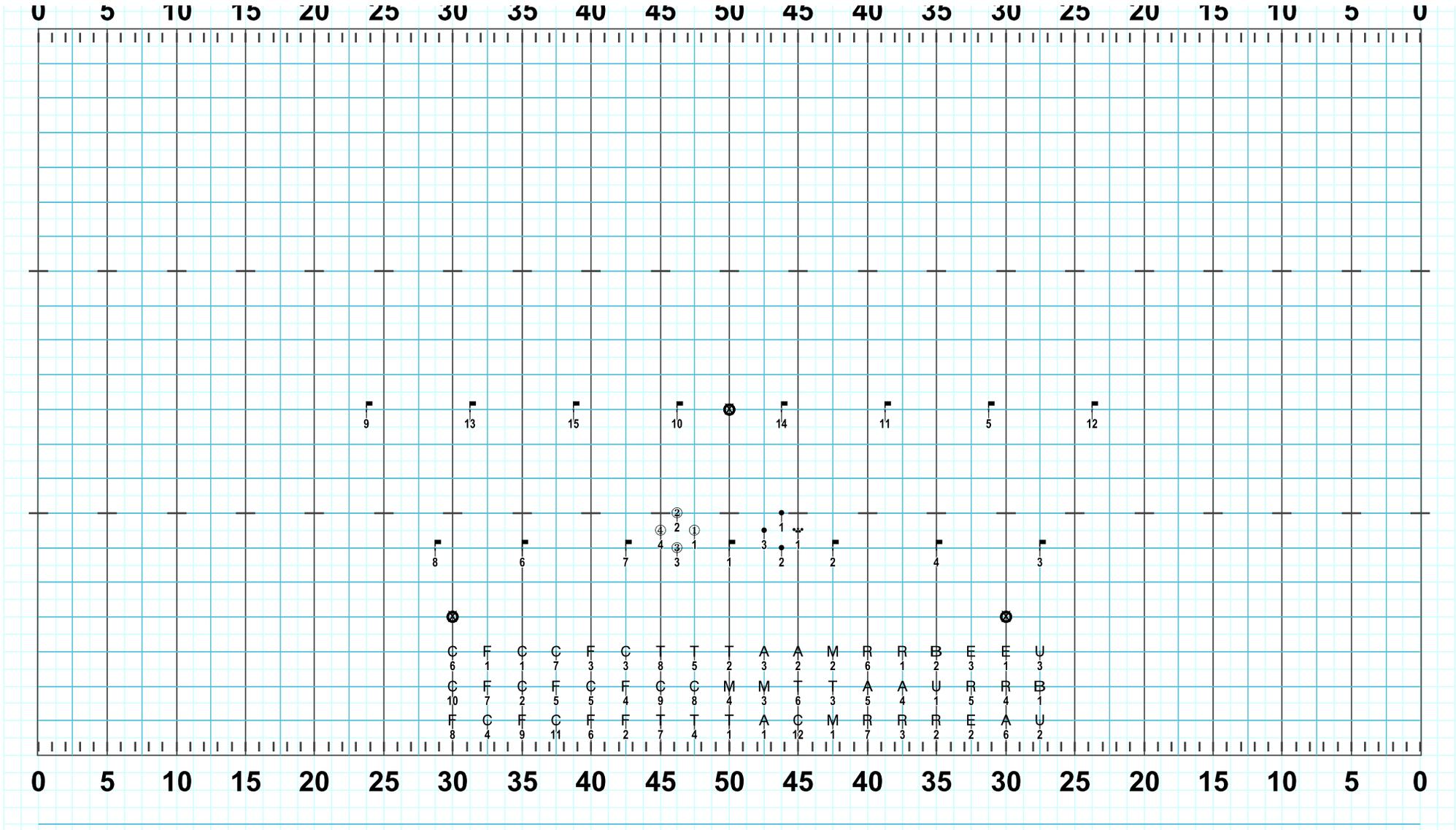




Director Viewpoint

Set #37A Counts: 12 Measures: SUBSET FOR GUARD Part 3

G1, 2, 4, 6, 7 - Pass through winds at Count 12 of transition, then continue 12 to position



Director Viewpoint

Set #38 Counts: 12+8 Measures: 89-94, 95-96 Part 3

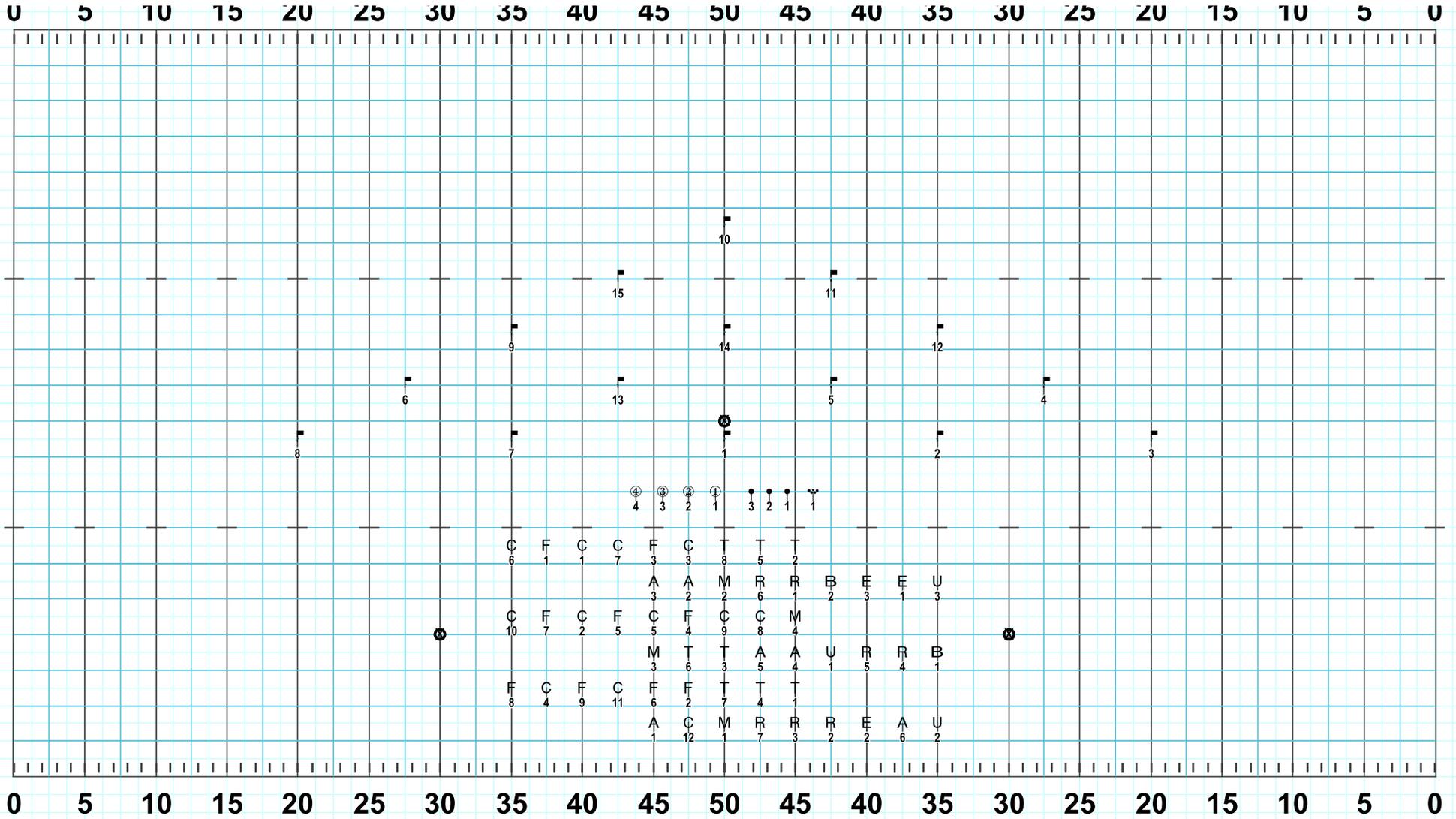
Winds - Float 24  
DL - Move Right 8, Move Left 8 (back to original position), Move 8 to position  
Guard - Move 24

G 1, 2, 4, 6, 7 - See SUBSET 37A for pass-through position  
DL Option: Hold 16, Float 8 ,

All - Hold 8

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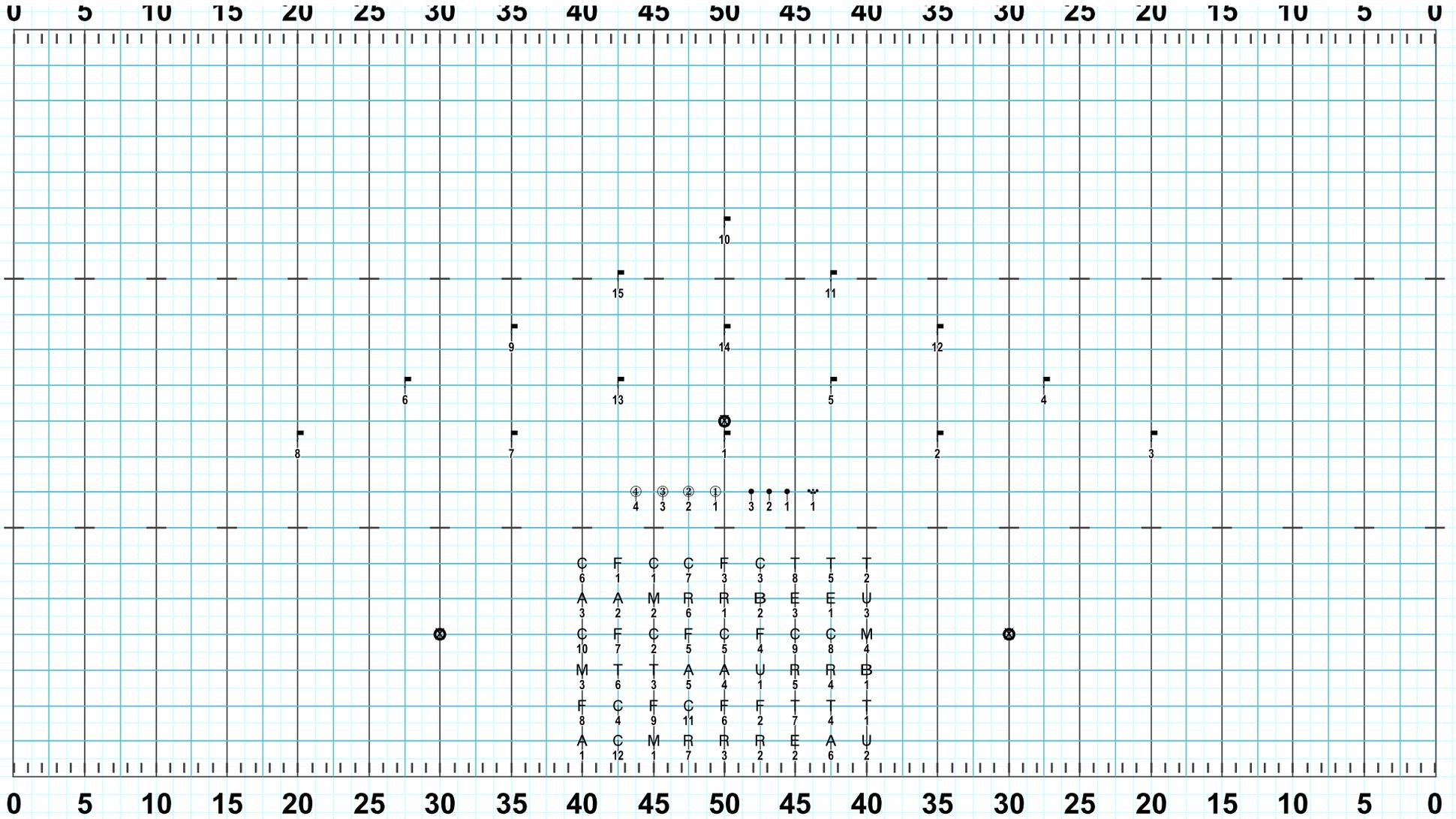
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Set #39 Counts: 16 Measures: 97-100 Part 3

All - Float 16

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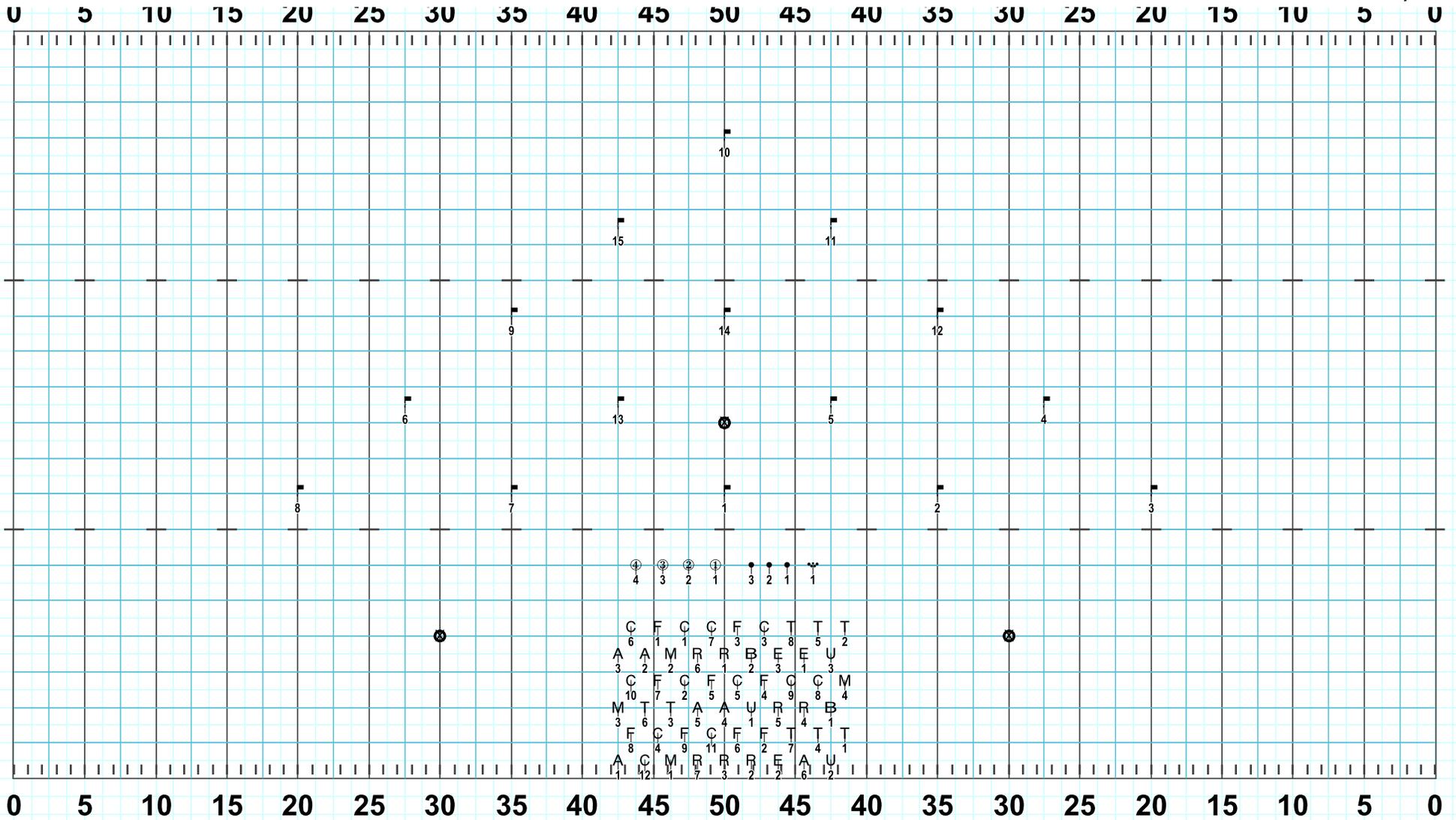
Set #40 Counts: 8+8 Measures: 101-102, 103-104 Part 3

Winds - Float 8  
DL / Guard - Hold 8 ,

All - Hold 8

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Set #41 Counts: 8+20 Measures: 105-106, 107-111 End of Show

All - Float 8 ,

All - Hold to End

END - Part 3

THE END