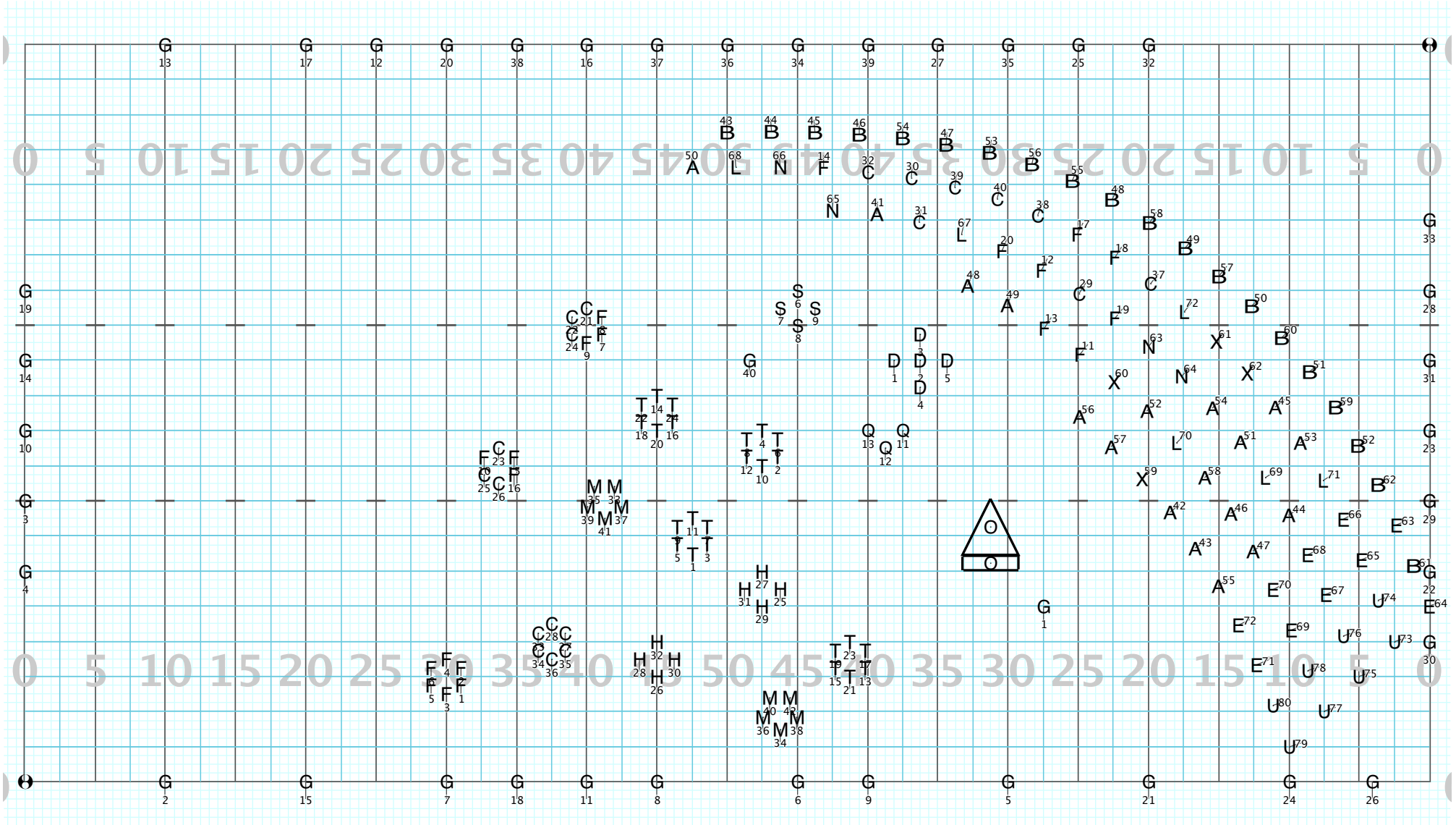


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Director Viewpoint

Set #50A Counts: 0 Measures:

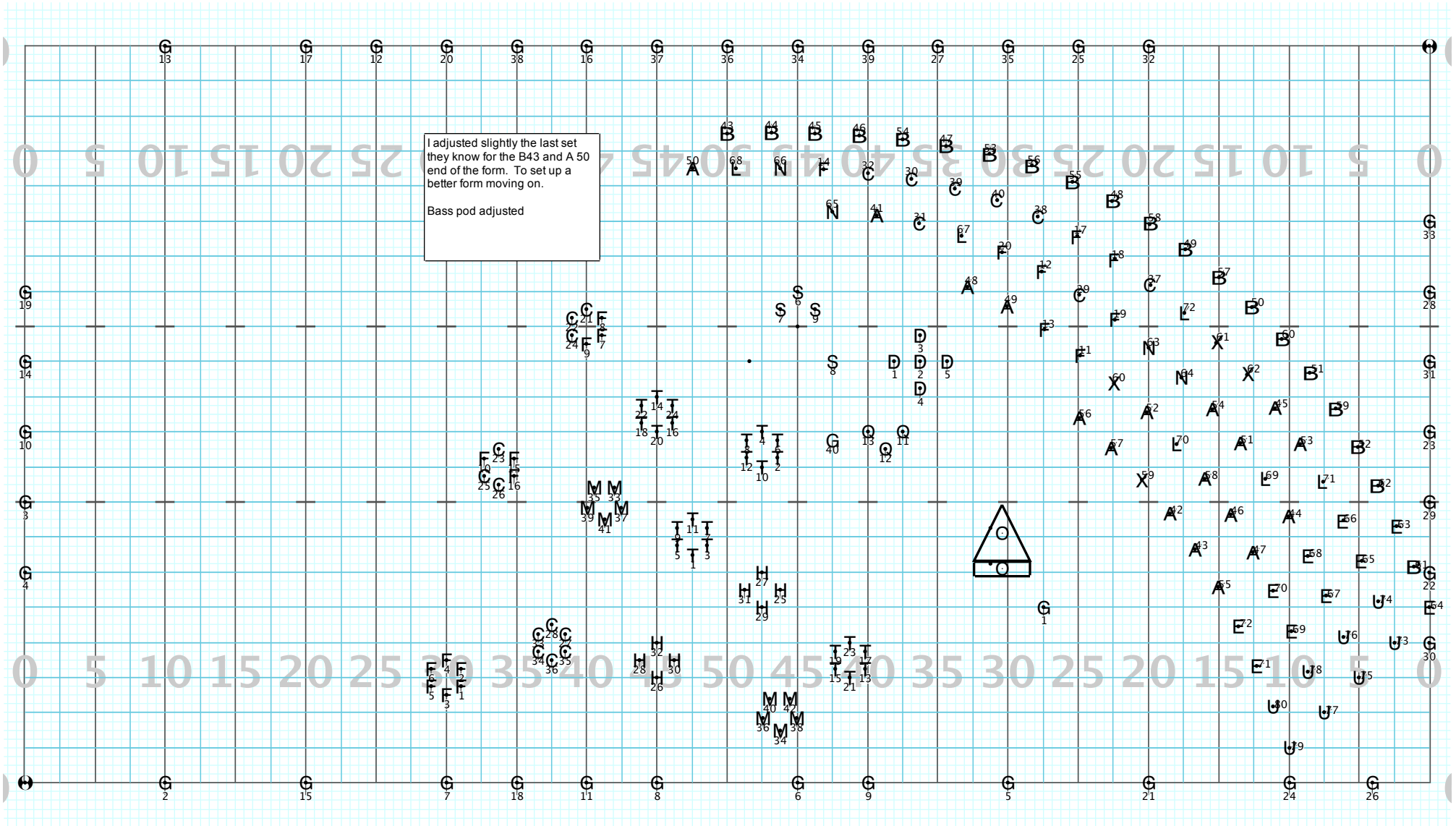
WINDS:

GUARD:

DRUMS:

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Set #51 Counts: 8 Measures:

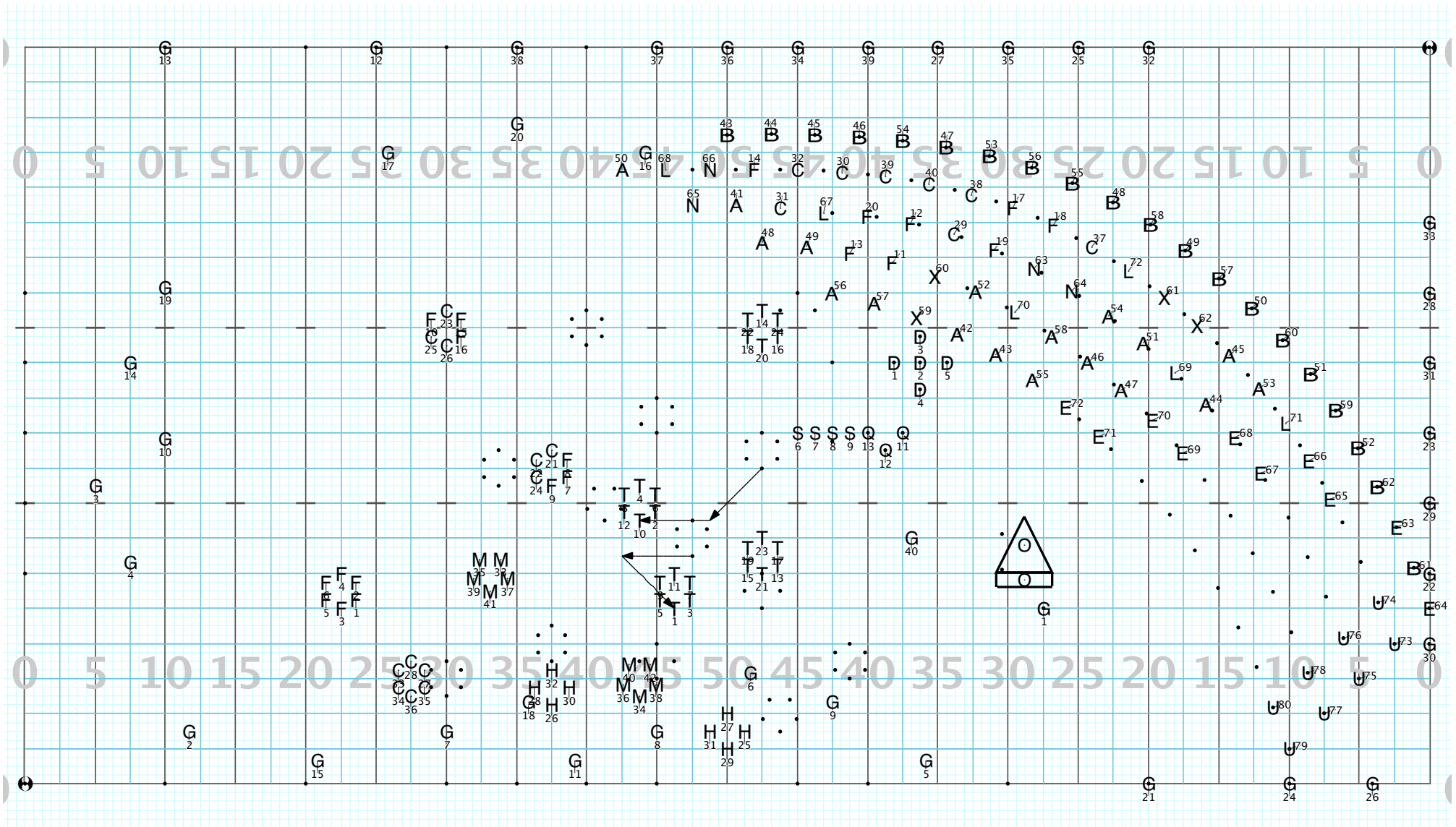
WINDS:

GUARD: G40 should do a thing between productions with the snare solo to draw our eye back there. Don't worry about this specific chart for those 2

DRUMS: Solo snare pick up

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Director Viewpoint

Set #52 Counts: 16 Measures: 1-4

WINDS: The pods don't have to be this exact shape. They could be little blobs. Something to help hide the different numbers in different pods.

Two pods move 8+8 as shown by the arrows.

WW arc in the back should jazz run at 4 to 5, facing direction of travel. Front arc goes on 1, next arc on 5, next arc on 9, etc...

GUARD: There are 17 guard layering in with stripped closer flags. They are all scatter for a couple pages, so feel free to adjust as needed to avoid the brass pods.

DRUMS:

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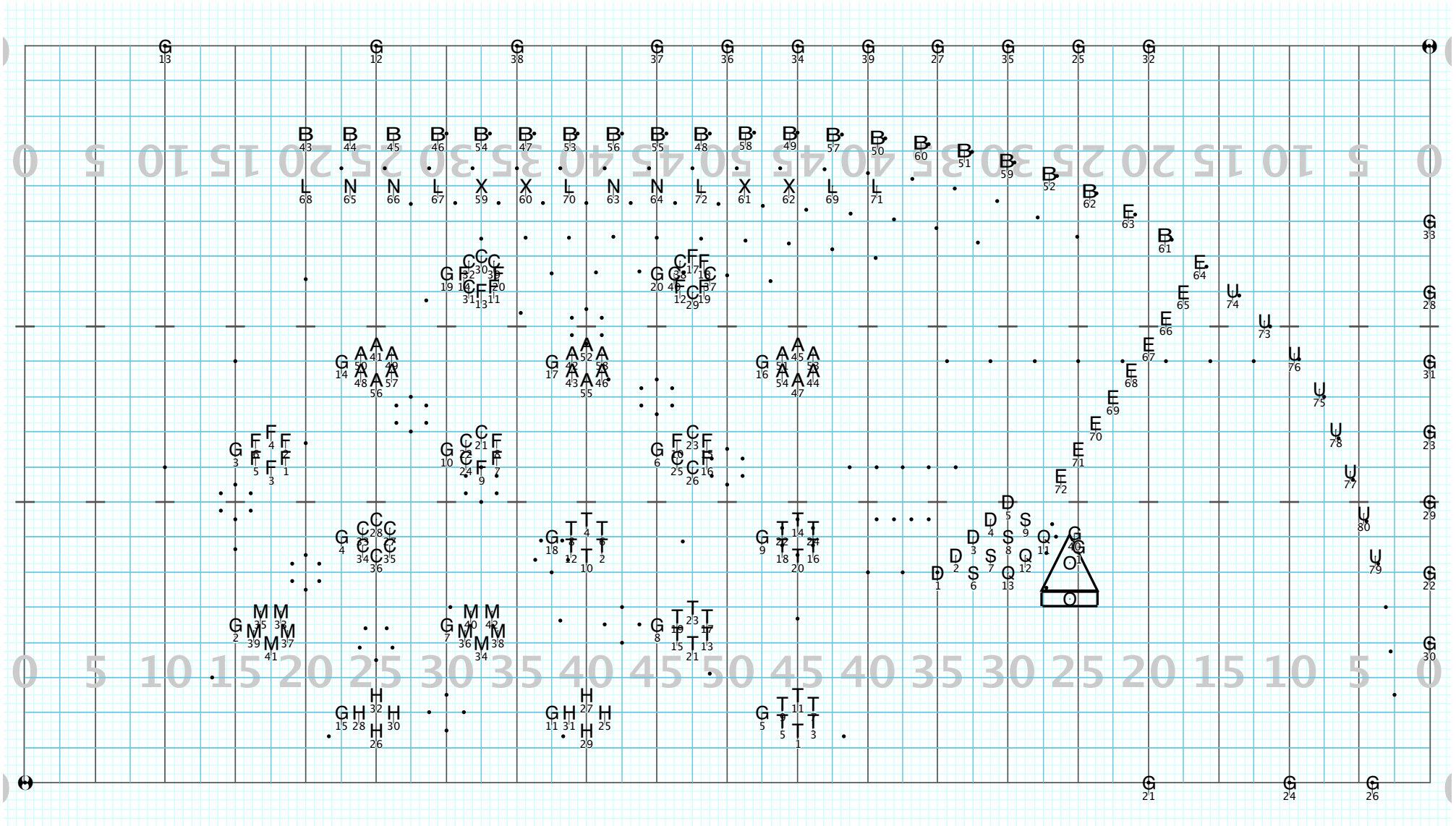


WINDS: Arcs in teh back continue the pattern. The back arc steps of on ct 1
E - stop running and form the line. They will facing back to start, turn front in the last 4

GUARD: adjust as needed to avoid pods. Flags still stripped DRUMS:

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Director Viewpoint

Set #54 Counts: 16 Measures: 9-12

WINDS: WW - break out of the jazz run to form the pods.

You will need to work this to avoid collisions. There are a few runners still to get to the pods, but most slow down. Let the bodies naturally rotate to the front somewhere midmove.

B/U continue to follow, but 8 to 5 now.

E - face front

GUARD:

DRUMS:

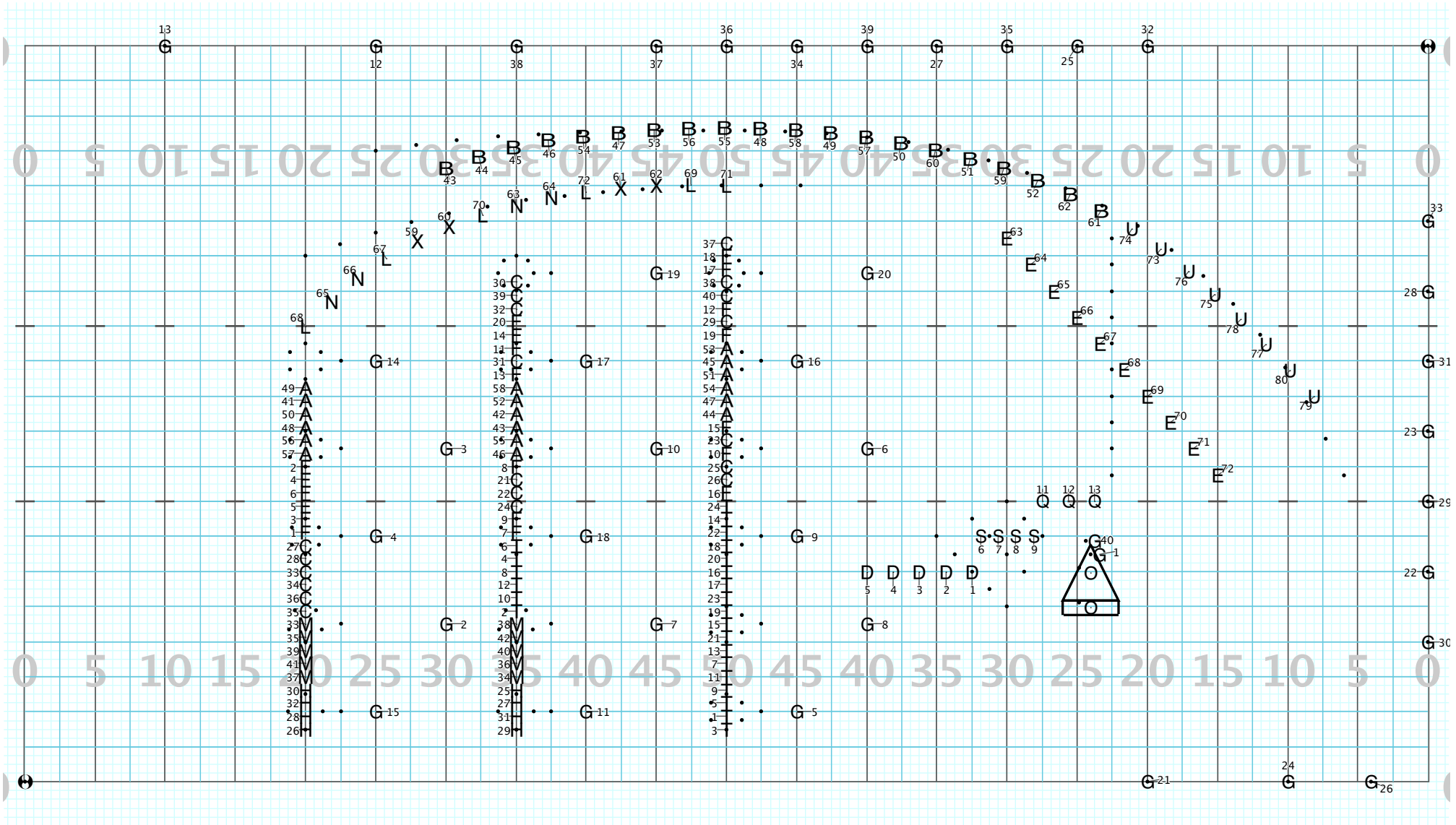
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GUARD: everyone will curve in front of their pod. Half will go forward and right back to here. The other half will need to run to get around their pod. DRUMS:

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Director Viewpoint

Set #56 Counts: 8 Measures: 15-16

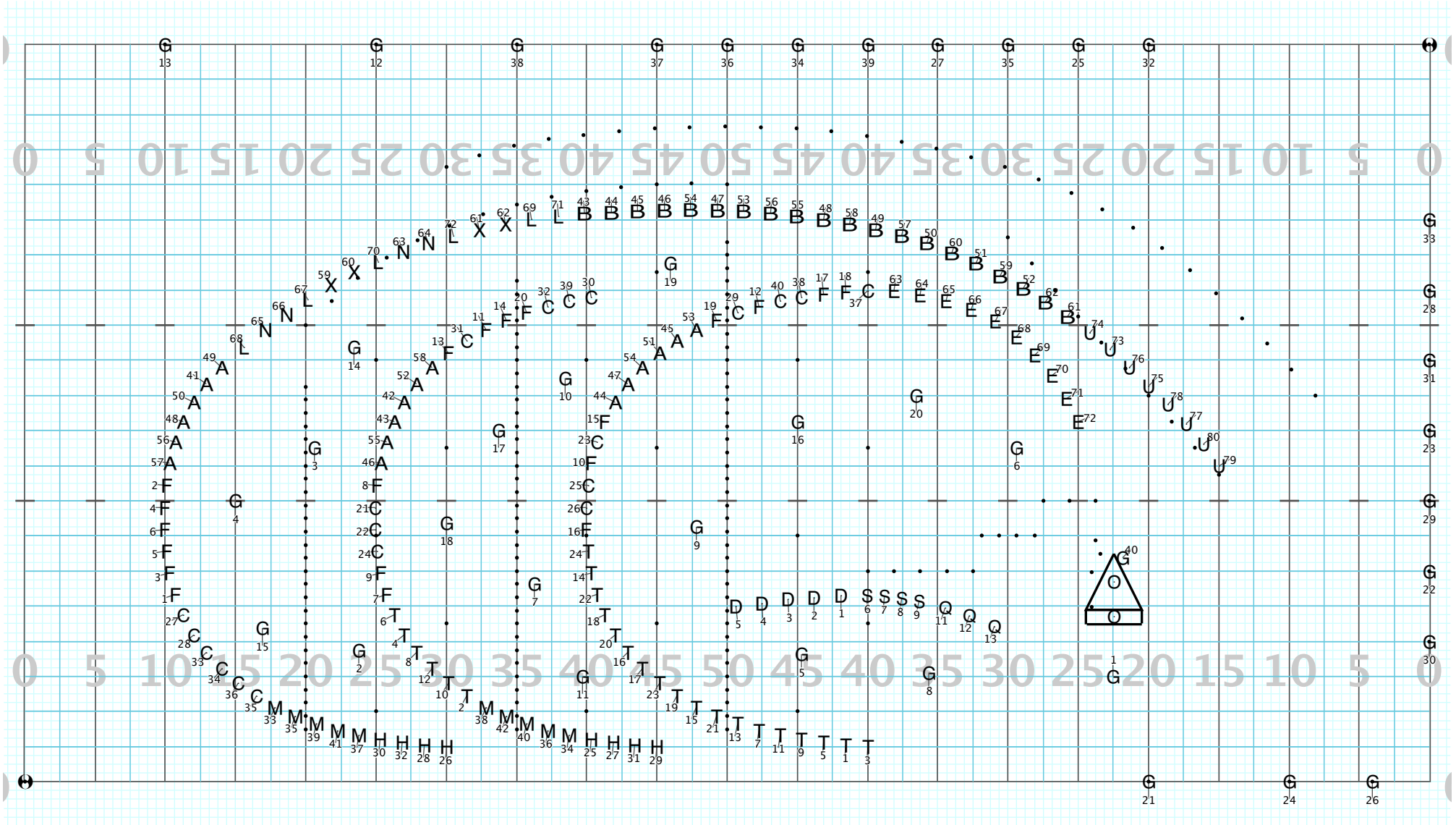
WINDS: files 1.5

GUARD:

DRUMS:

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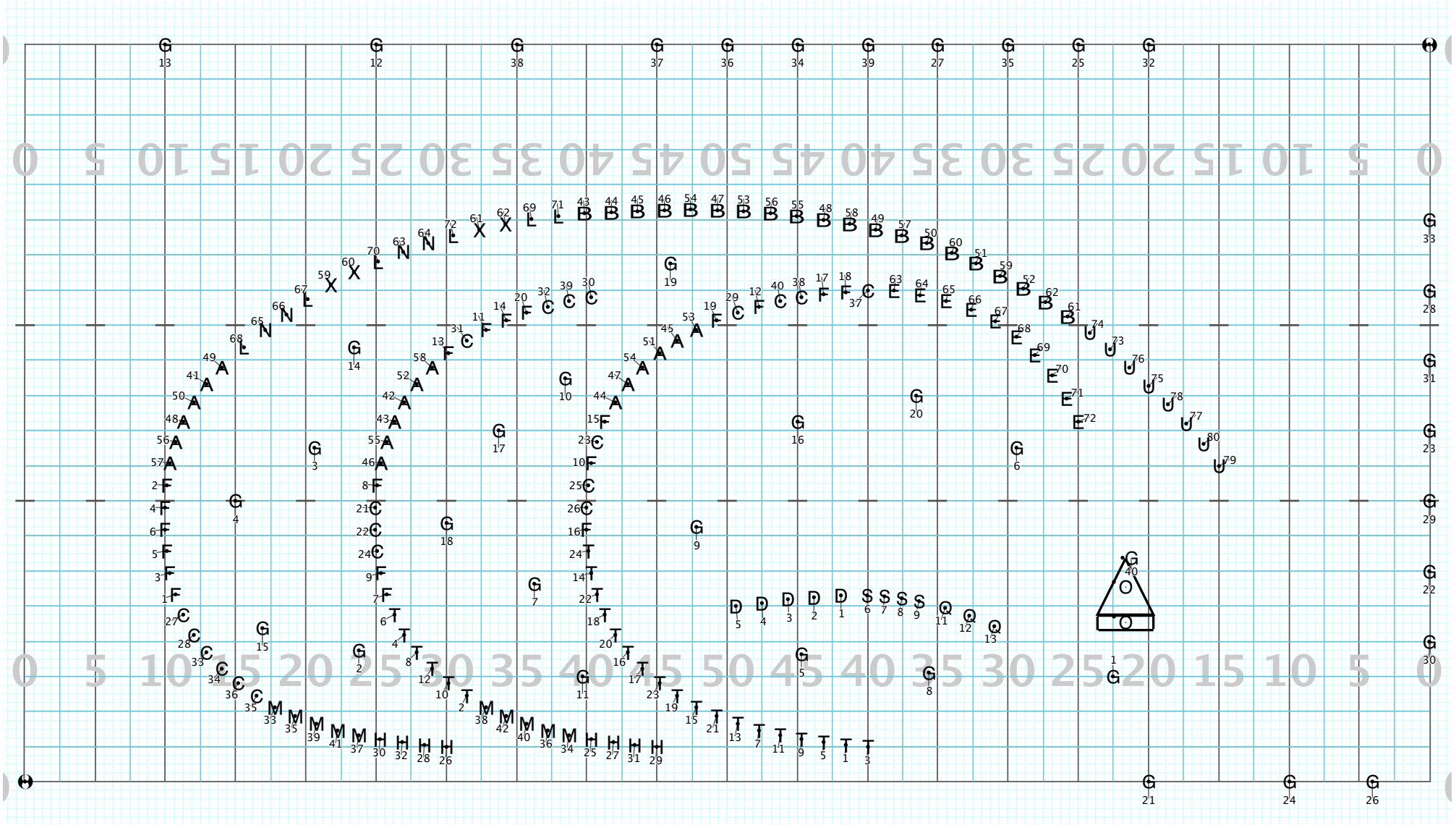
Set #57 Counts: 16 Measures: 17-20

WINDS: WW/T/M - 2's
B/E/U/X/N/L - 3's

GUARD: We can start to see silks here, or we wait to the halt. DRUMS:
Your call.
G1 adds in.

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Director Viewpoint

Set #58 Counts: 8 Measures: 21-22 HALT 8

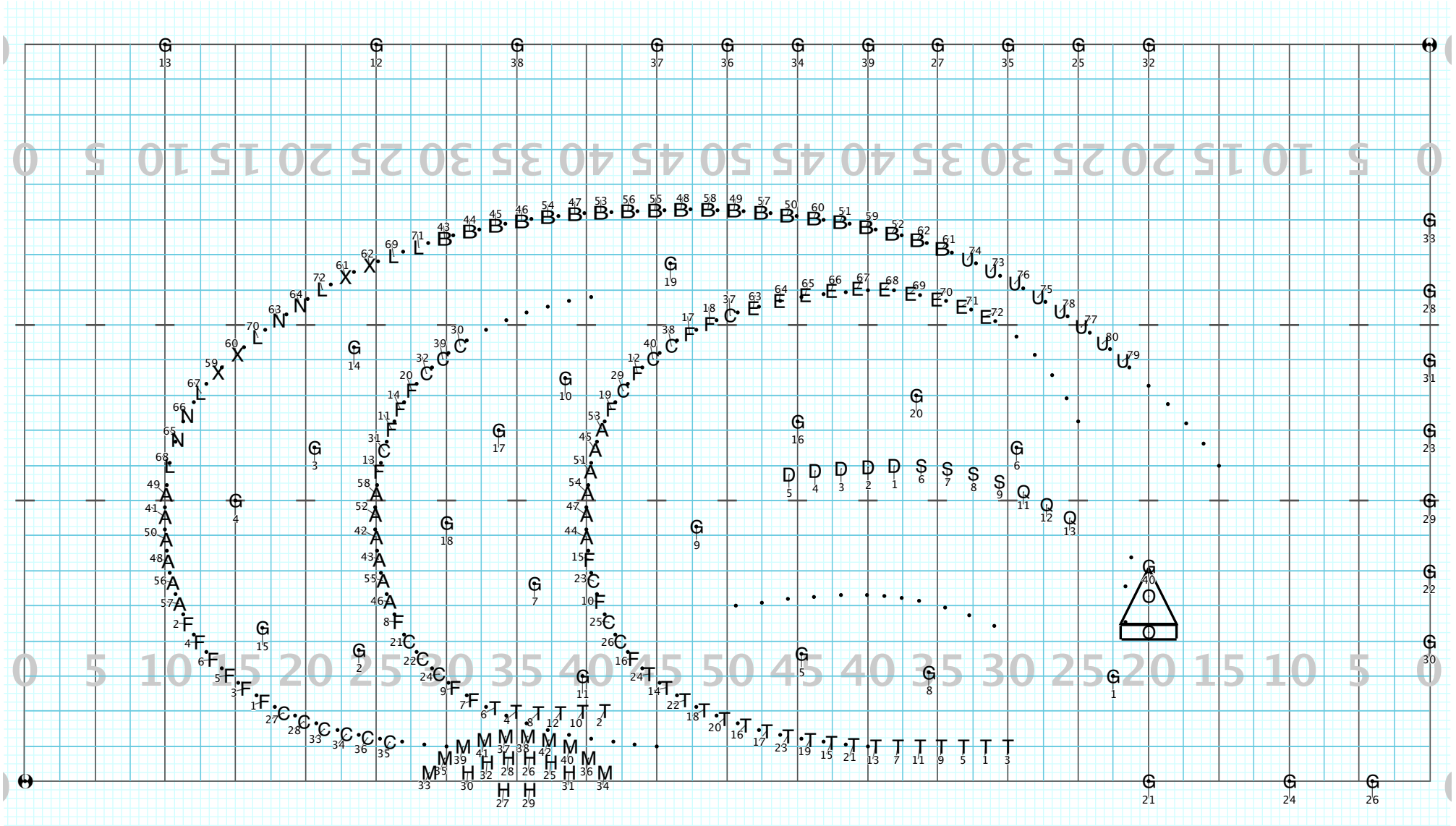
WINDS:

GUARD:

DRUMS:

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Director Viewpoint

Set #59 Counts: 16 Measures: 23-26

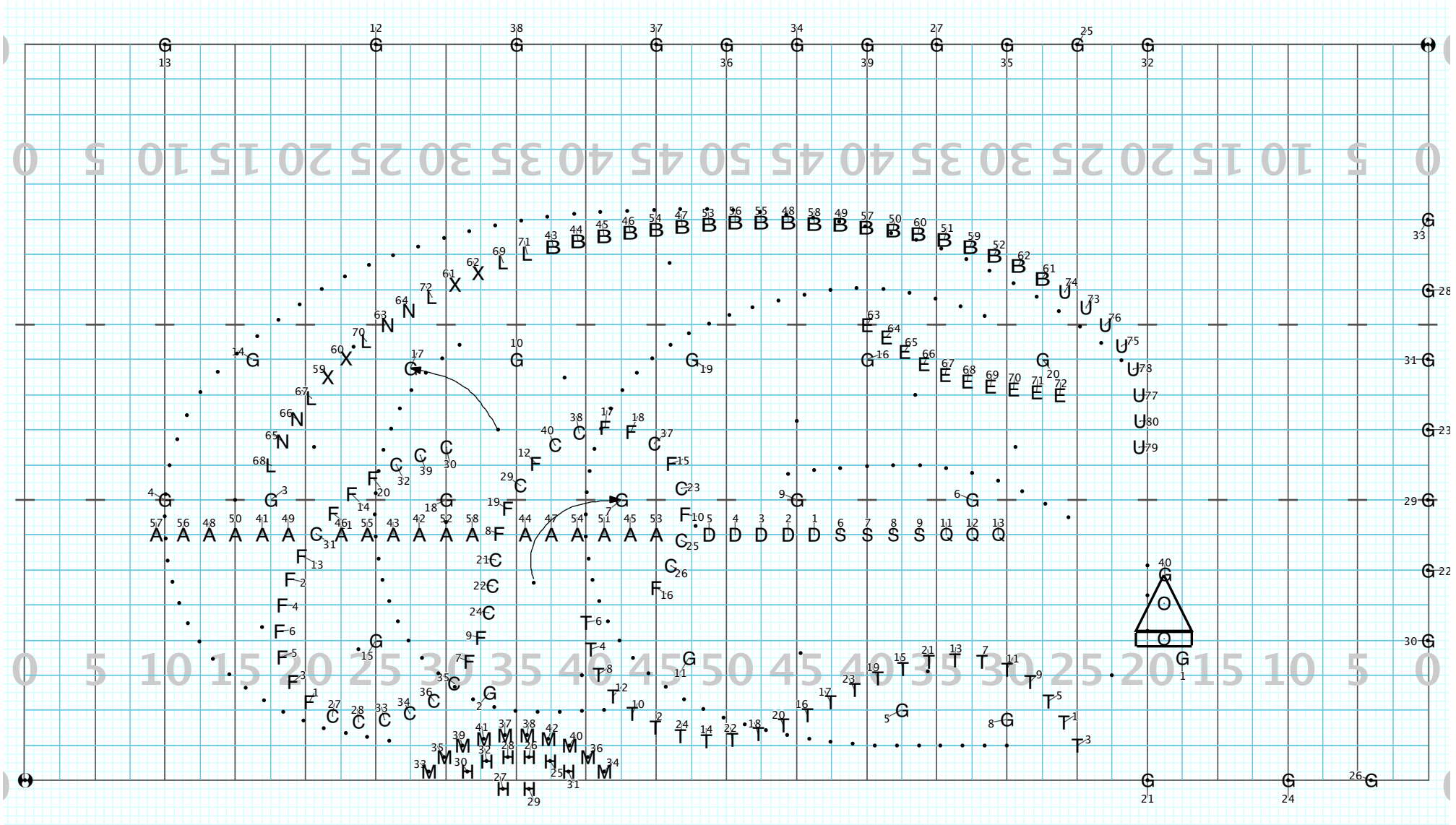
WINDS: Winds follow the leader
M/H - we can adjust this however needed for a good feature set up. I thught we might have H27/29 on teh stage and then the other in cocert arcs behind.

GUARD:

DRUMS:

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Set #59A Counts: 12 Measures: 27-29

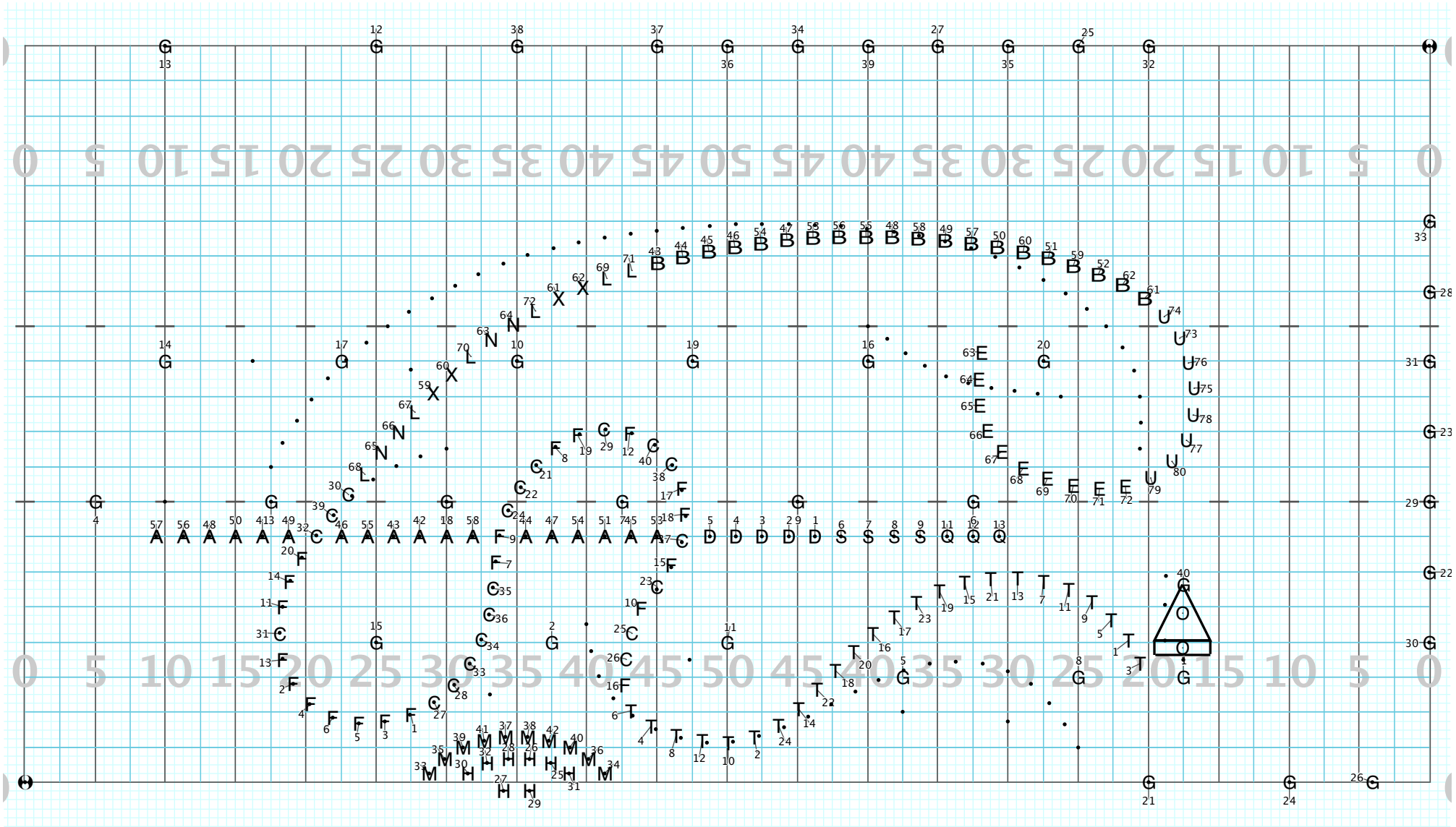
WINDS:

GUARD: Guard has a couple pass thrus. Adjust when they pass as needed to keep them in the work

DRUMS: Drums can face back unless in looks off with the altos

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Director Viewpoint

Set #60 Counts: 12 Measures: 30-32 M hold

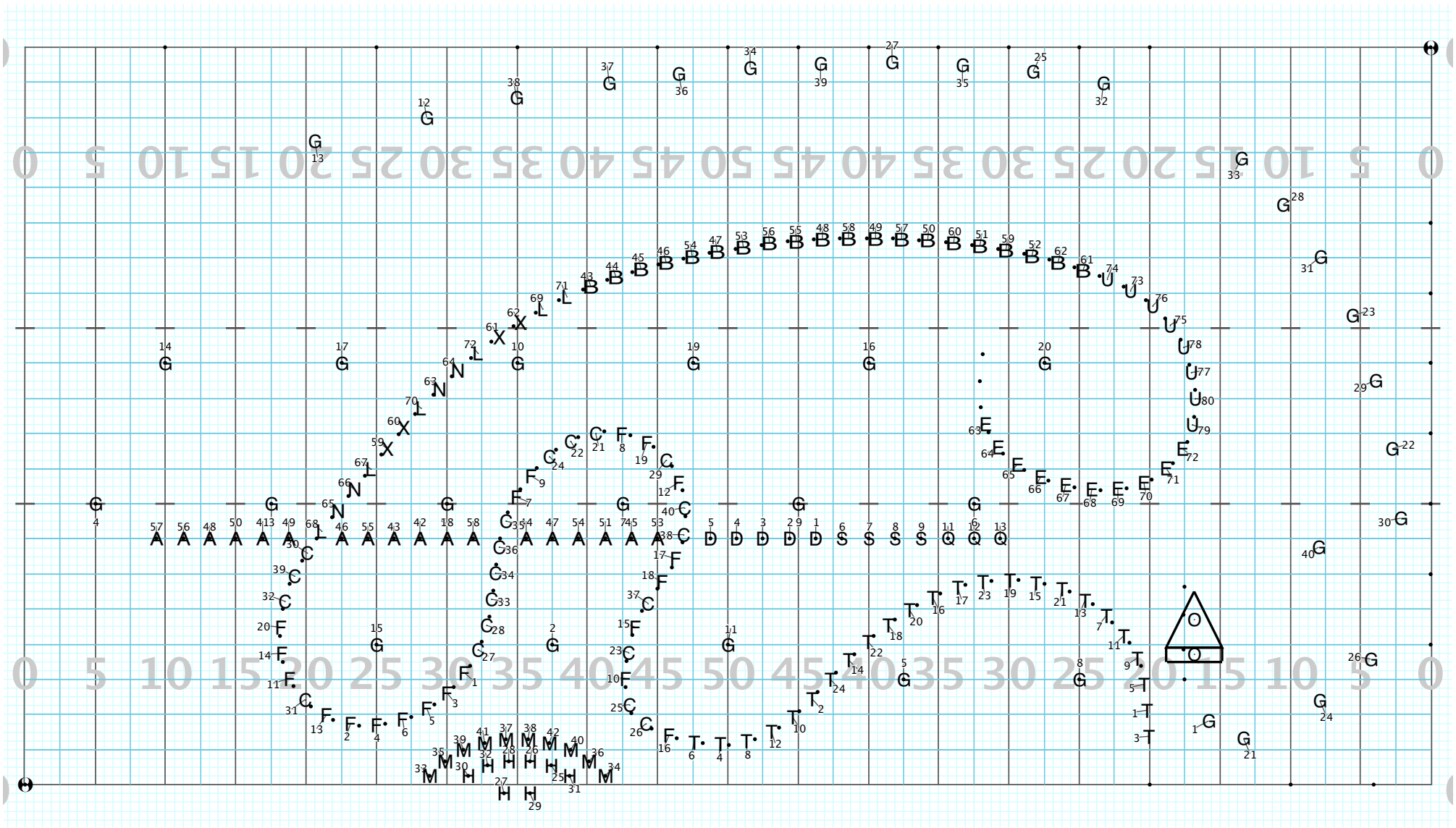
WINDS: F/C - FTL

GUARD:

DRUMS:

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Director Viewpoint

Set #60A Counts: 8 Measures: 33-34

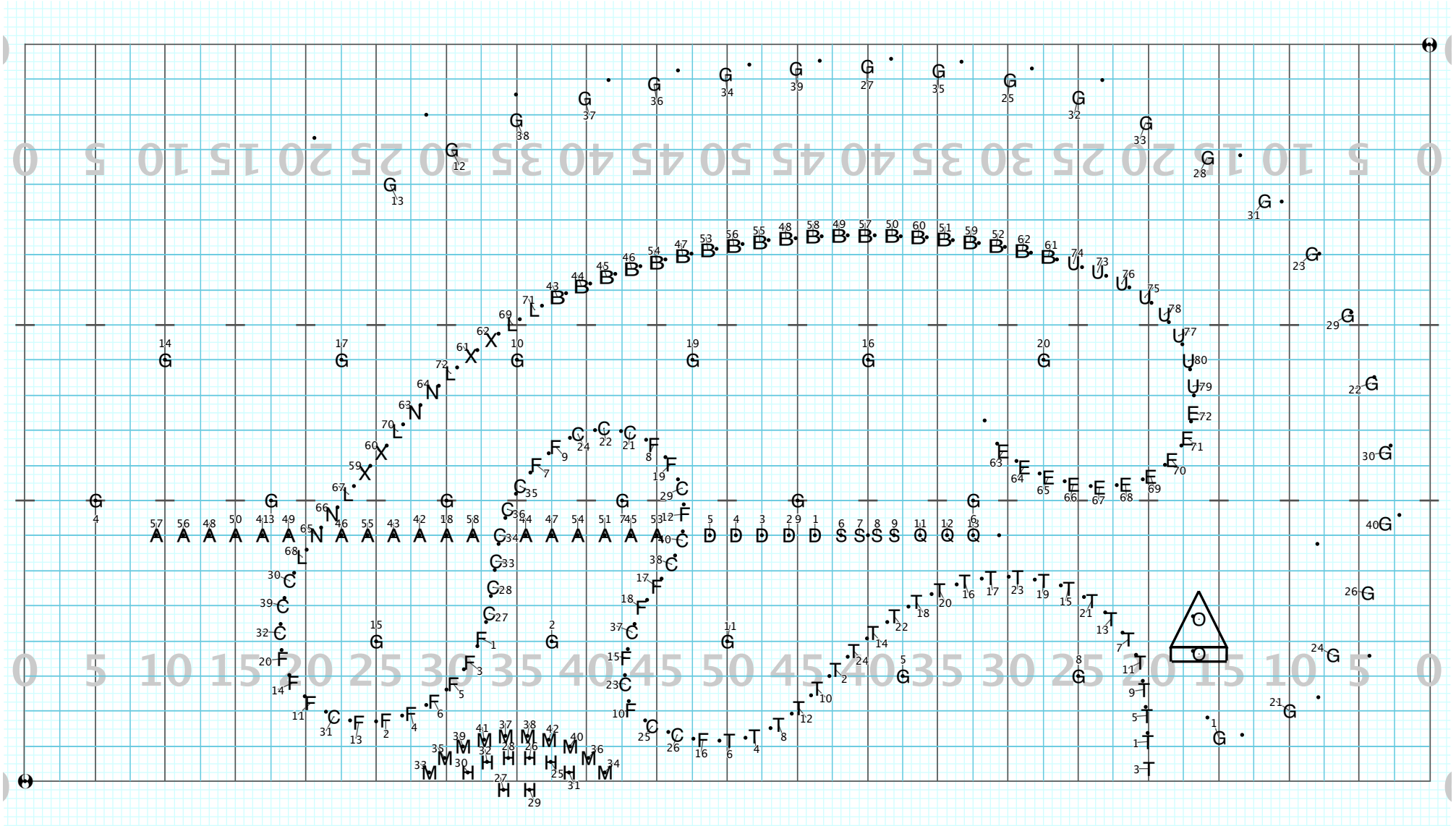
WINDS: All - FTL (no A)

GUARD: The back arc doesn't need to set this. They are on their way to page 61. G13 and G33/28 have big steps to get to the arc, so they can start soon. you can go back 8-12 counts and start layering them in every couple counts to give thos people a head start if needed. The new group should not do work yet.

DRUMS:

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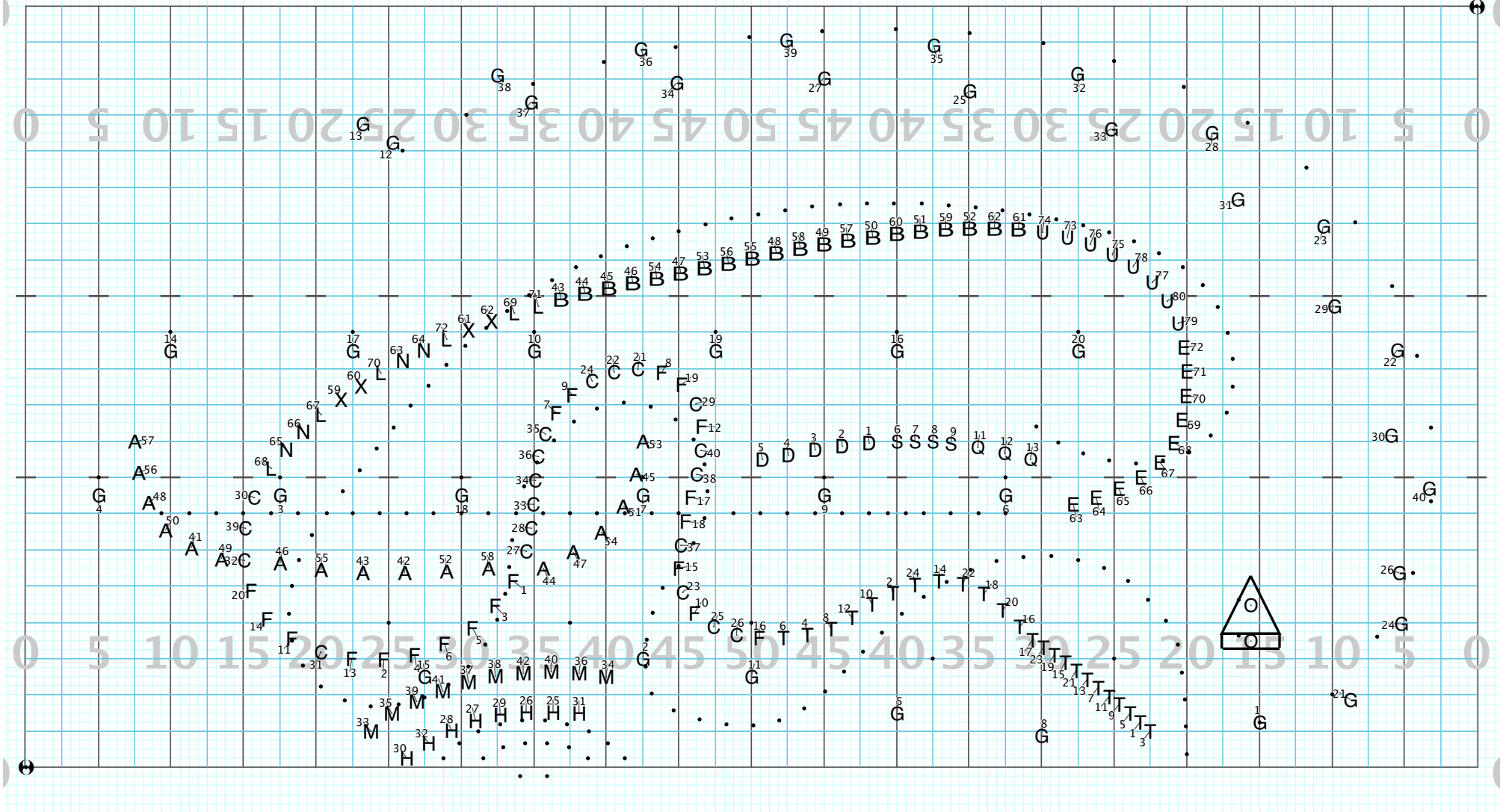
Director Viewpoint

Set #61 Counts: 4 Measures: 35

WINDS: All - continue FTL

GUARD: Again, adjust the starting counts for the back group as needed to get to here.

DRUMS: DRums close snare intervals and turn front



Director Viewpoint

Set #61A Counts: 8 Measures: 36-37

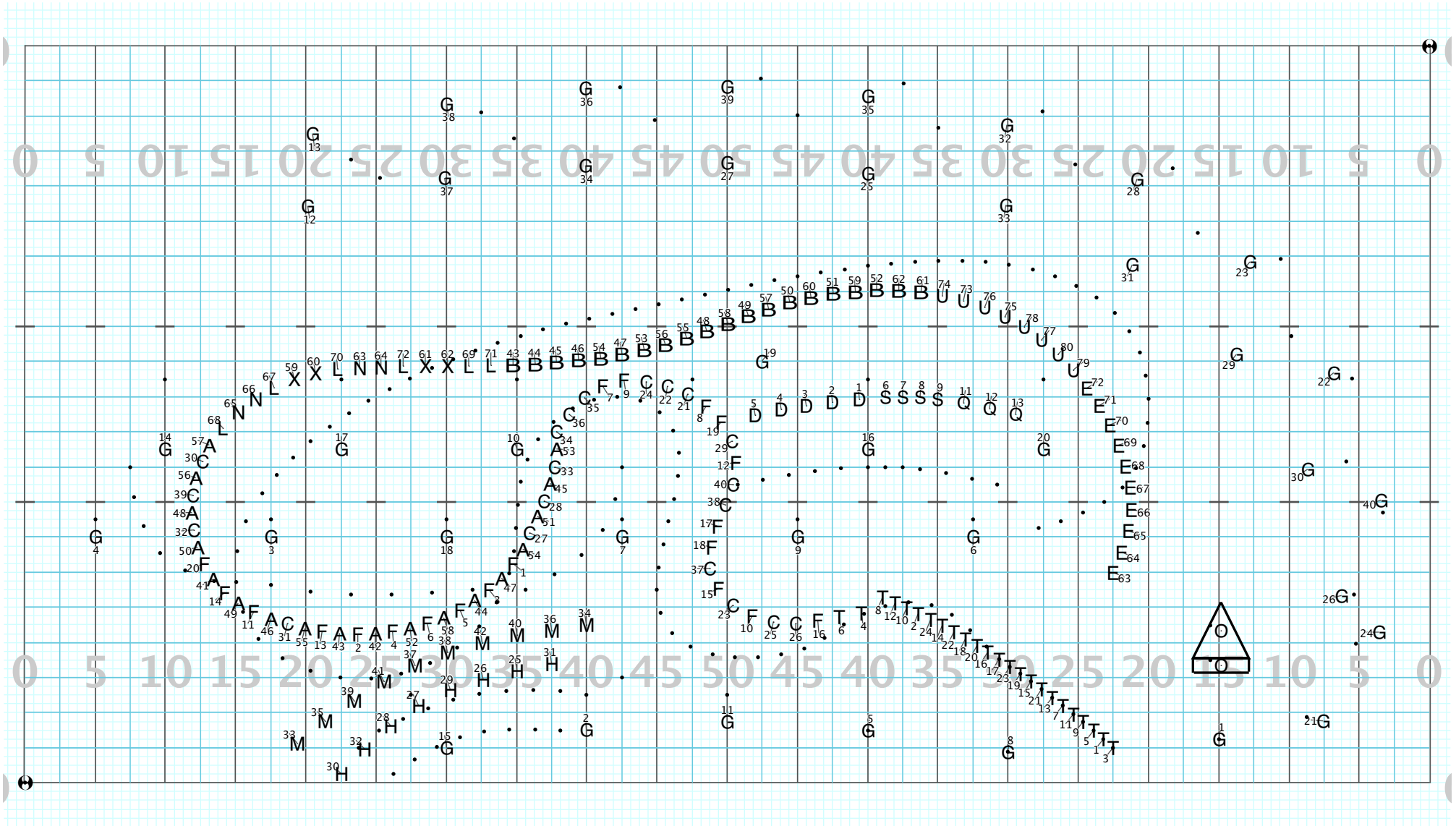
WINDS: T/F/C/A - this is the beginning of an add on halt. the first group of T's halt here and the others will add in. As they get here, do a pose with energy going towards T3. They can be unique poses with some kind of lean, lunge, body extension...the unique poses should help hide dirt.

GUARD: front group - A few pass thrus. Adjust pass as needed to save the work
back group - silks are in. They could be the focus for the next couple phrases.

DRUMS:

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Director Viewpoint

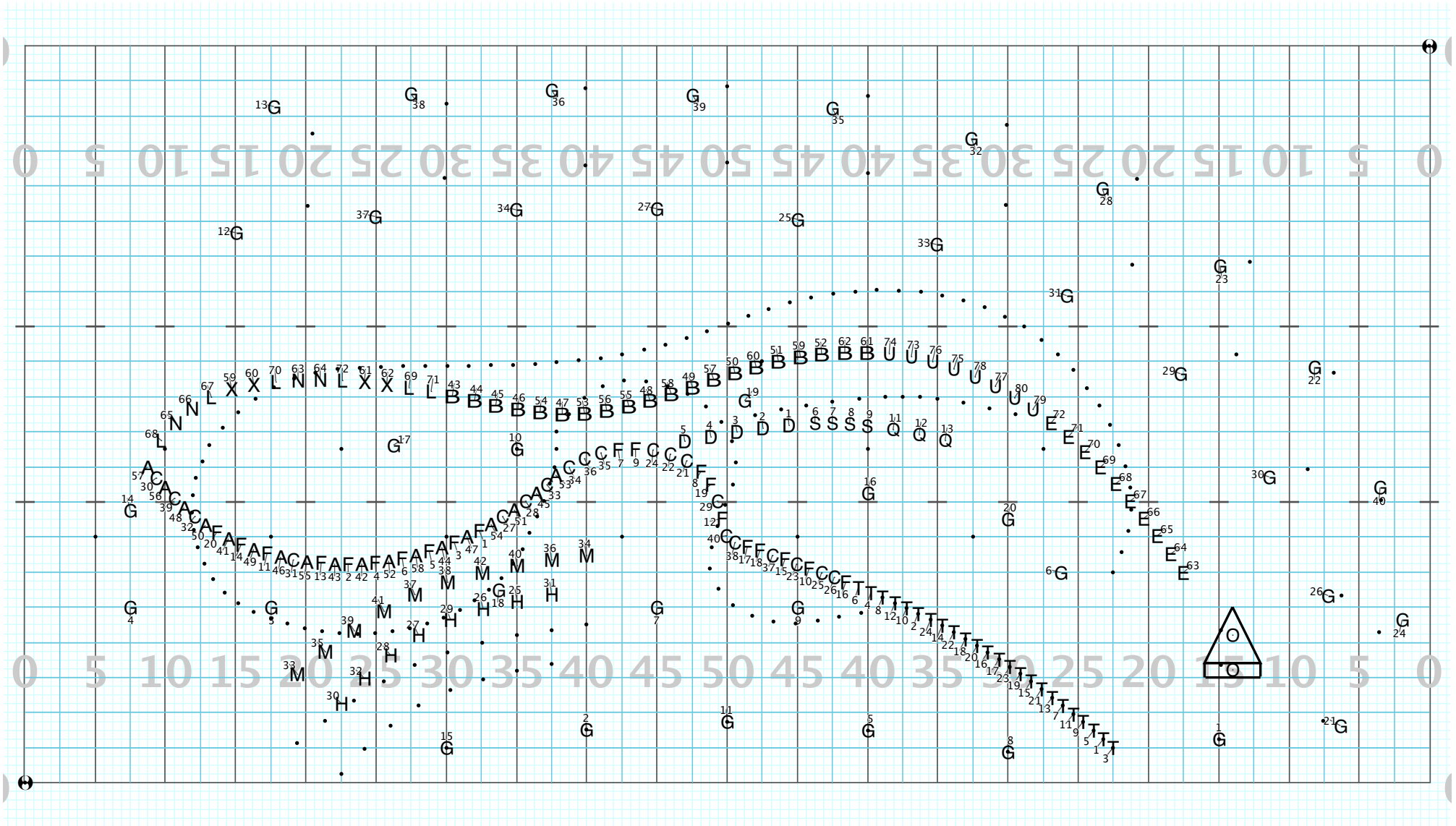
Set #62 Counts: 8 Measures: 38-39

WINDS: T/F/C/A - continue to add into the halt with body leans GUARD: Adjust passes as needed for the work towards T3. If anyone has trouble getting in because of step size, you can shave in the curves at the end of the follow.

DRUMS:

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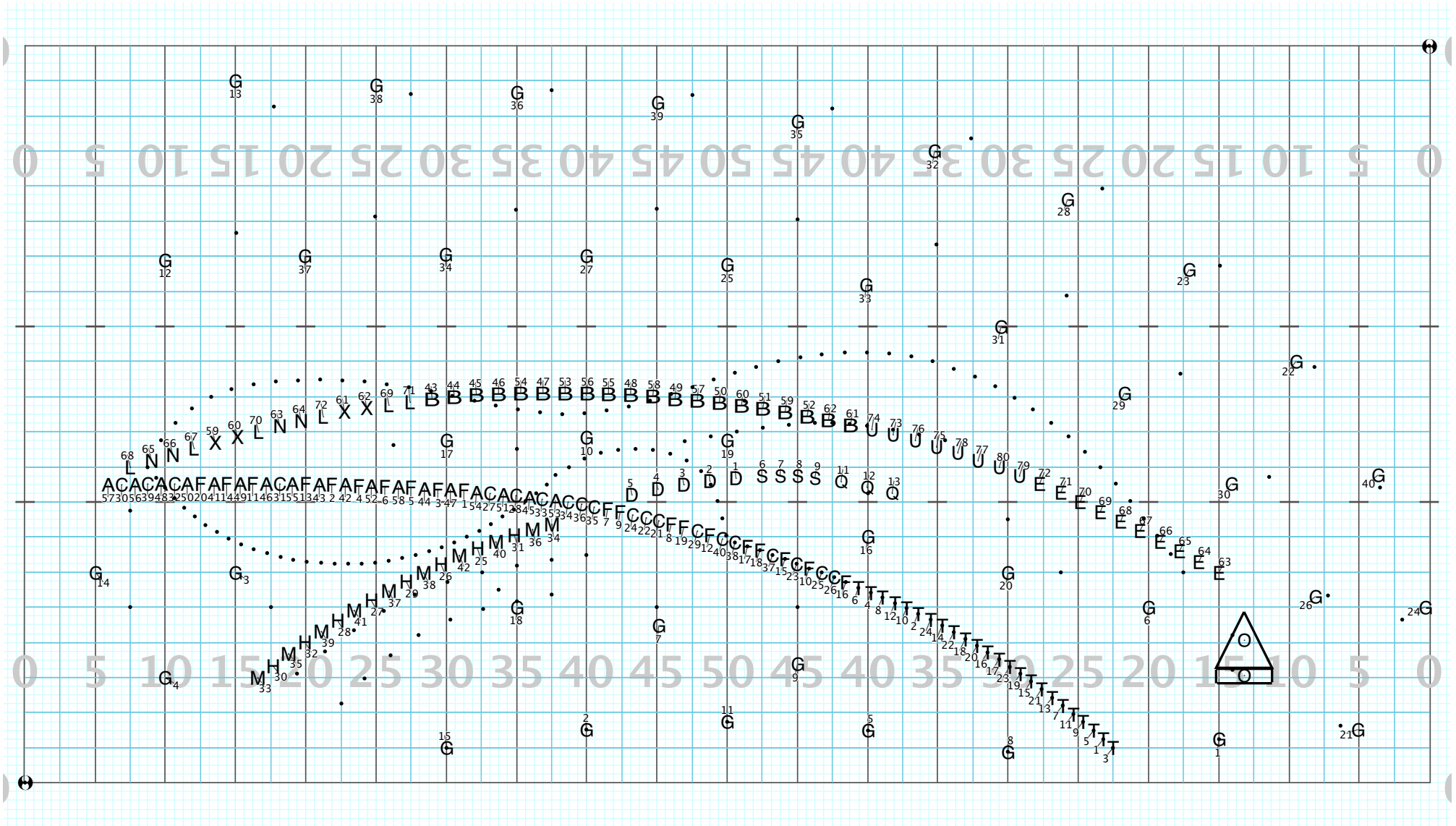
Director Viewpoint

Set #62A Counts: 8 Measures: 40-41

WINDS: T/F/C/A - continue

GUARD:

DRUMS:



Director Viewpoint

Set #63 Counts: 8 Measures: 42-43

WINDS: T/F/C/A - finish getting and pose

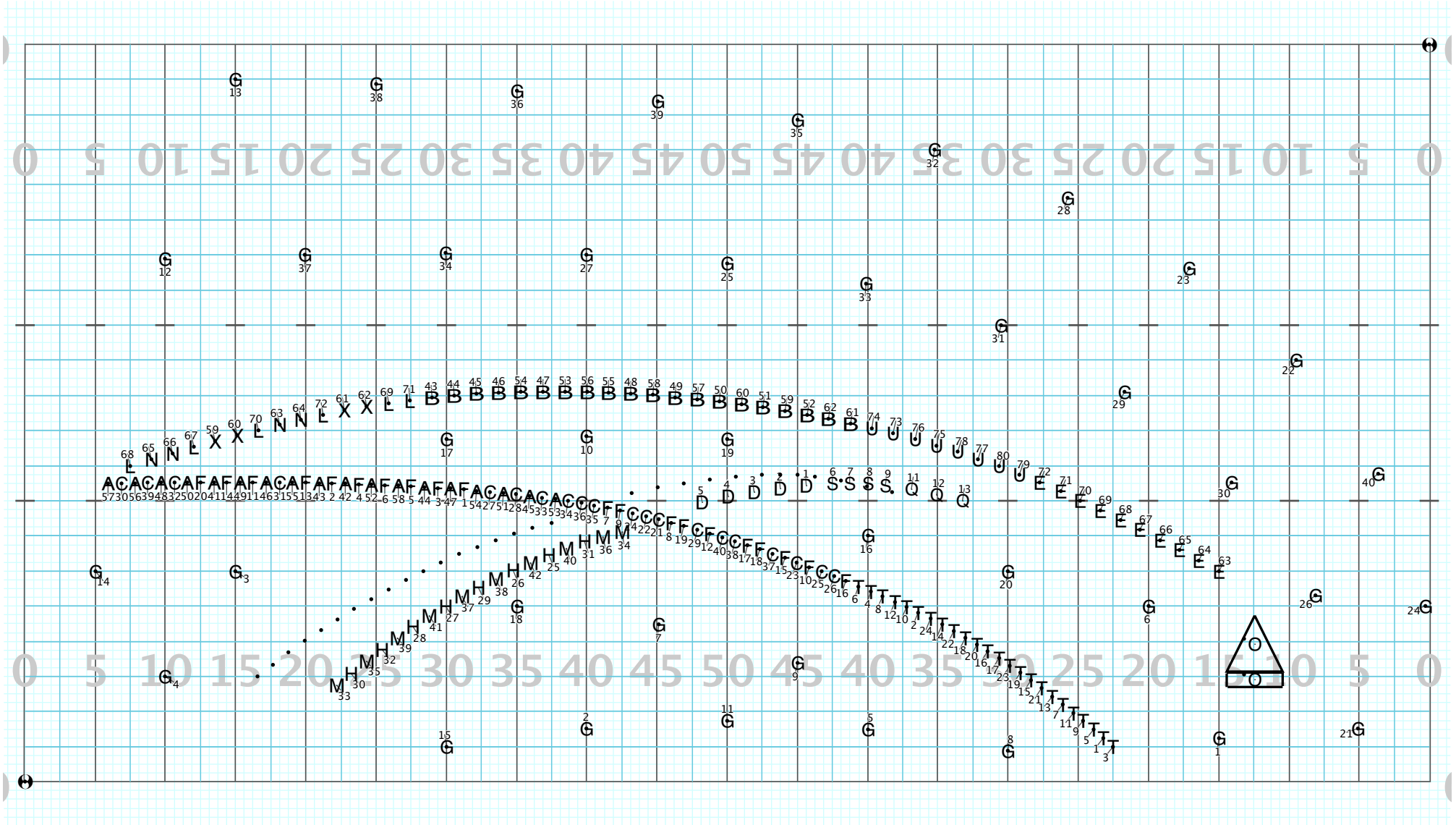
M/H - you might want to adjust these guys to field 2's. It will help on the next set if we have good crossing counts.

GUARD:

DRUMS:

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Director Viewpoint

Set #64 Counts: 8 Measures: 44-45

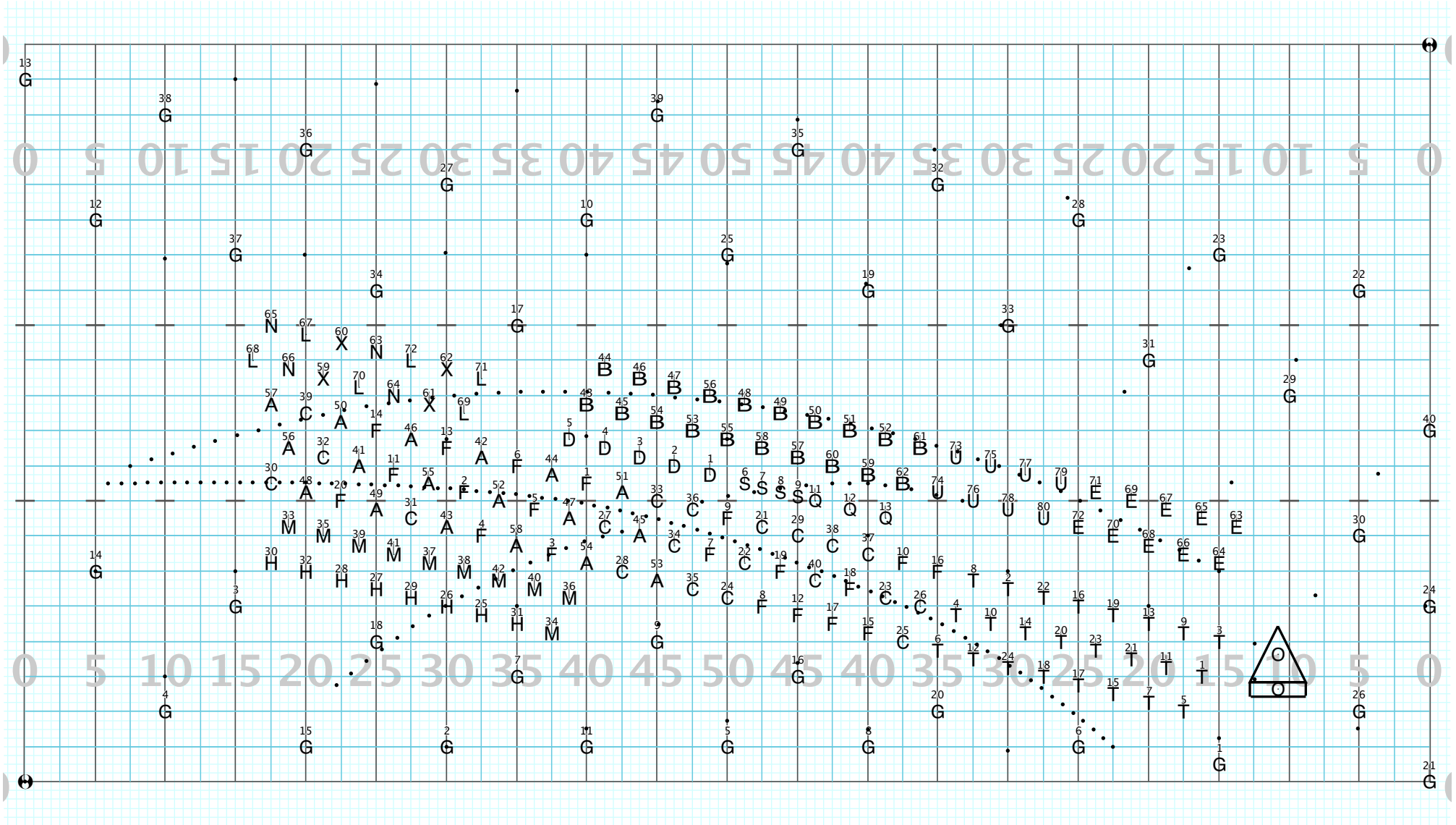
WINDS:

GUARD:

DRUMS:

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Director Viewpoint

Set #65 Counts: 16 Measures: 46-49

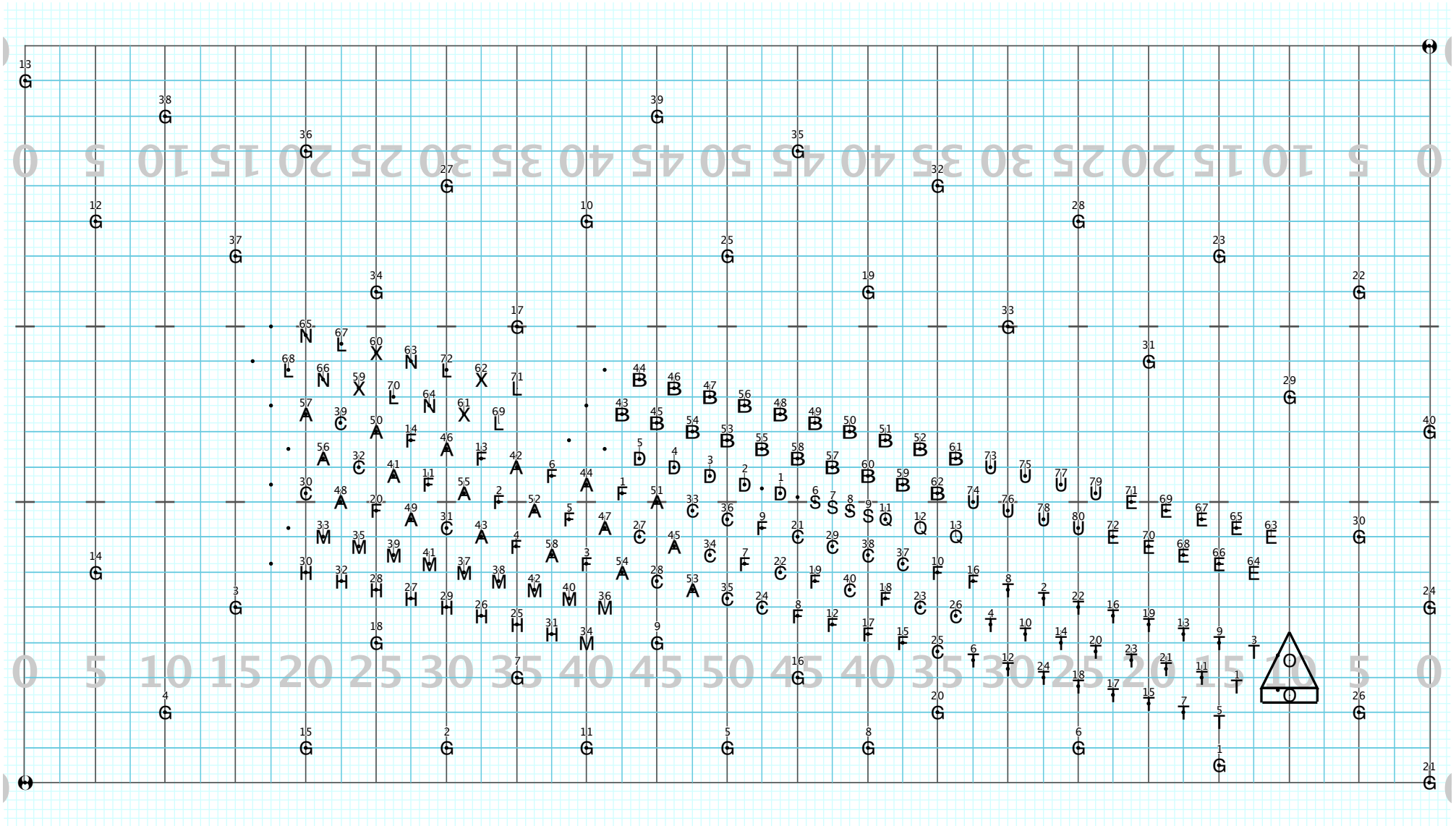
WINDS:

GUARD:

DRUMS:

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Director Viewpoint

Set #66 Counts: 8 Measures: 50-51

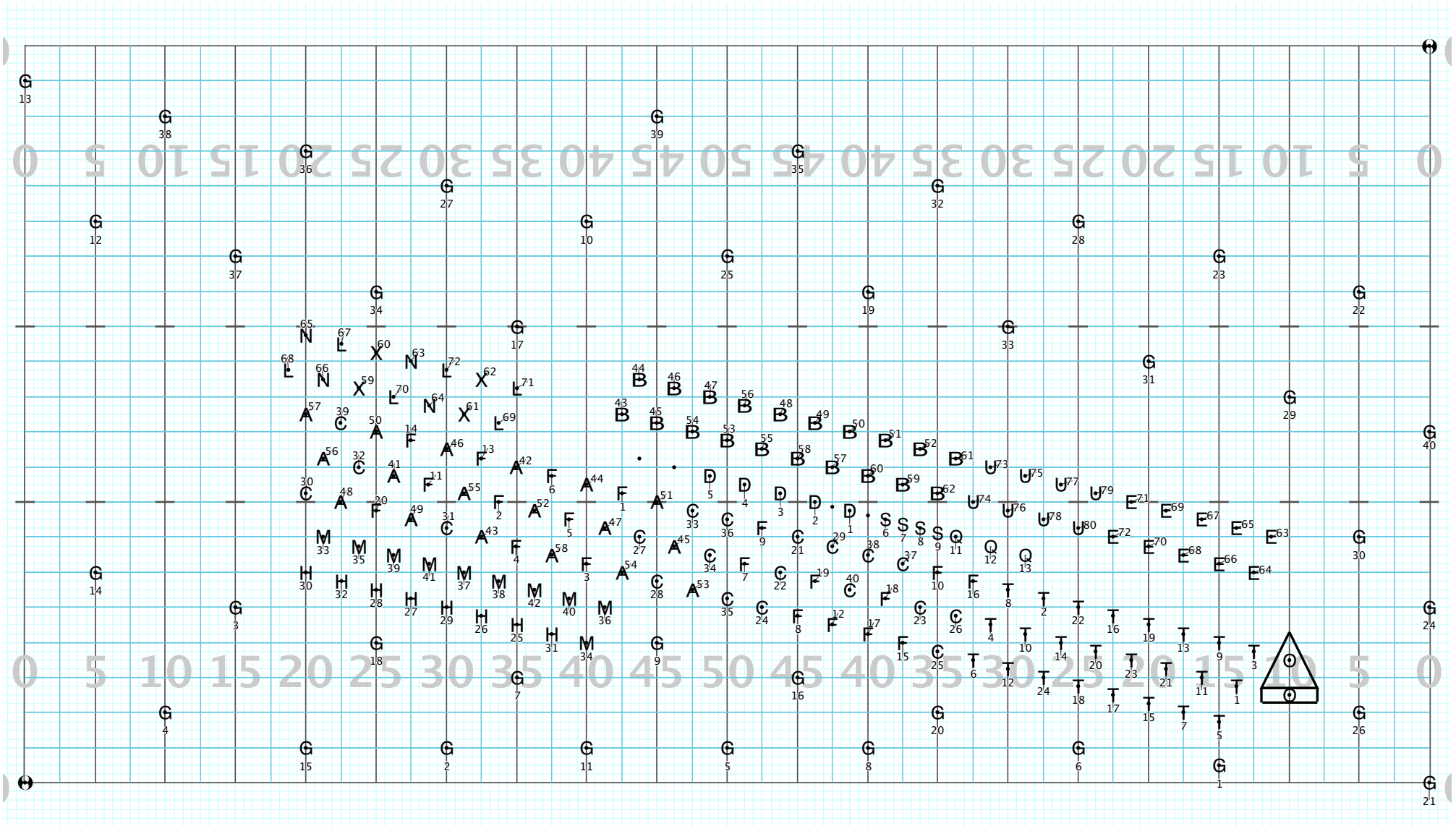
WINDS: 4 halftime steps.

GUARD:

DRUMS: stay fast feet

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Director Viewpoint

Set #67 Counts: 8 Measures: 52-23 HALT 8

WINDS:

GUARD:

DRUMS: kepp moving