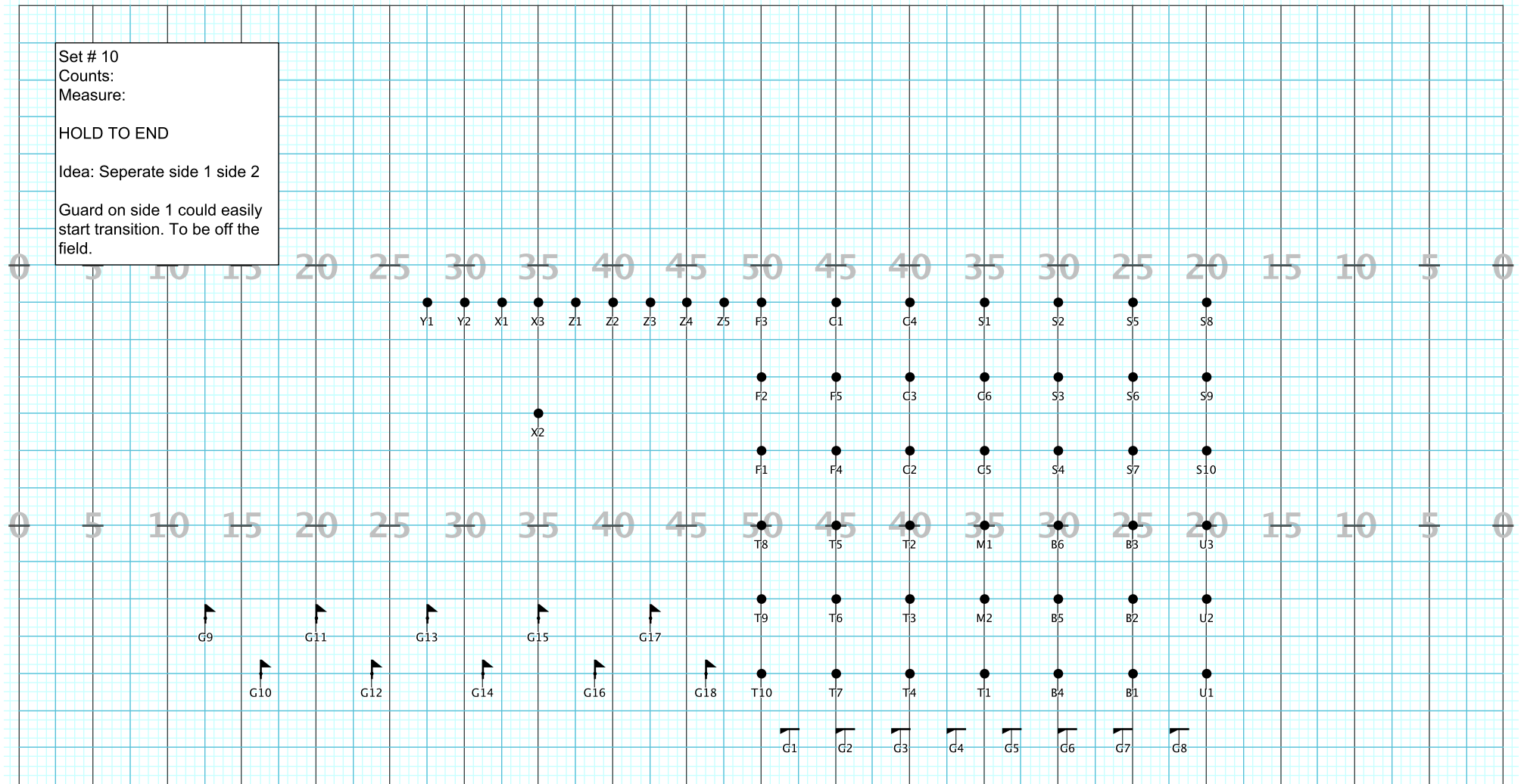
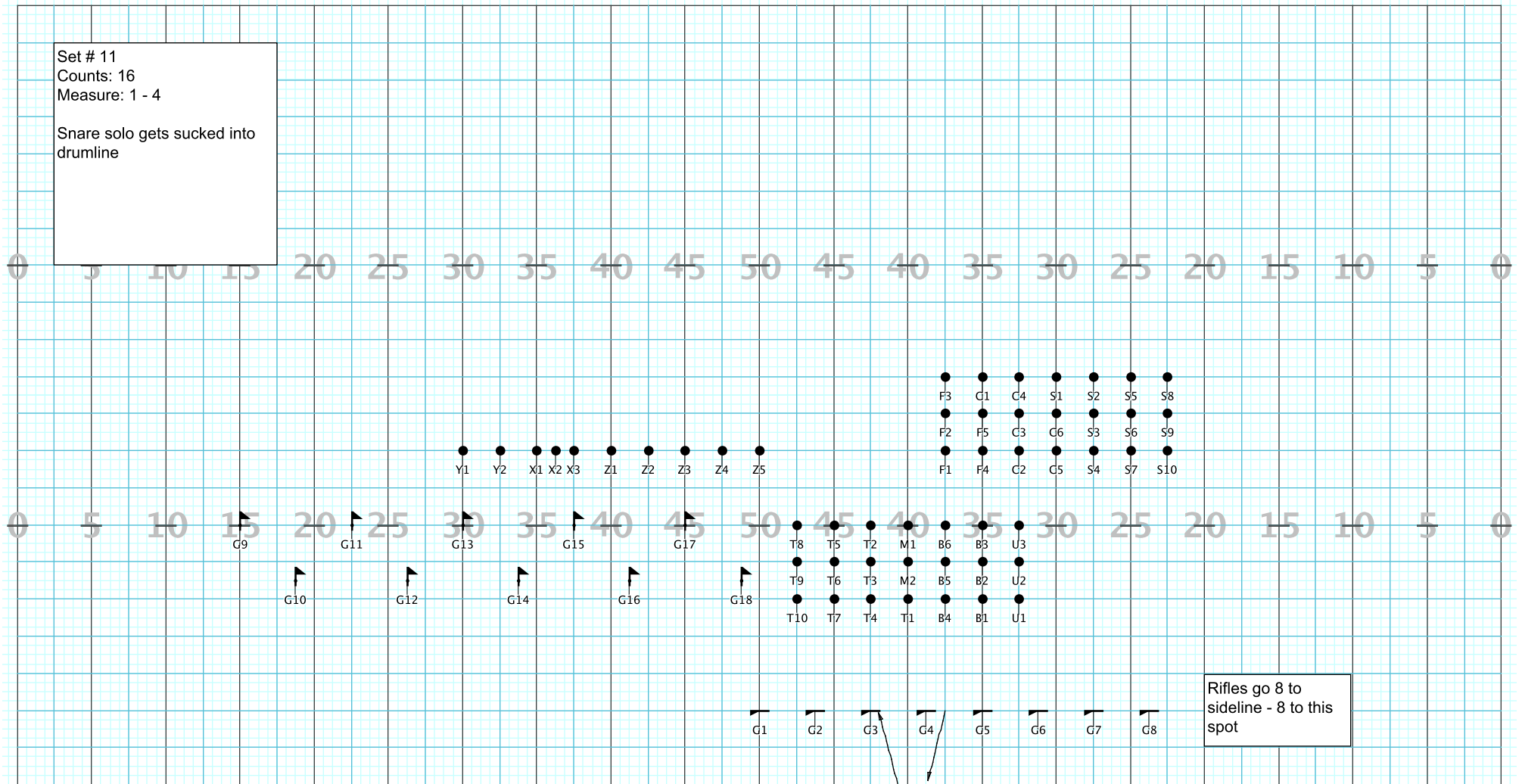


Set # 10  
Counts:  
Measure:  
  
HOLD TO END  
  
Idea: Seperate side 1 side 2  
  
Guard on side 1 could easily start transition. To be off the field.



Director Viewpoint

Set # 11  
Counts: 16  
Measure: 1 - 4  
  
Snare solo gets sucked into  
drumline

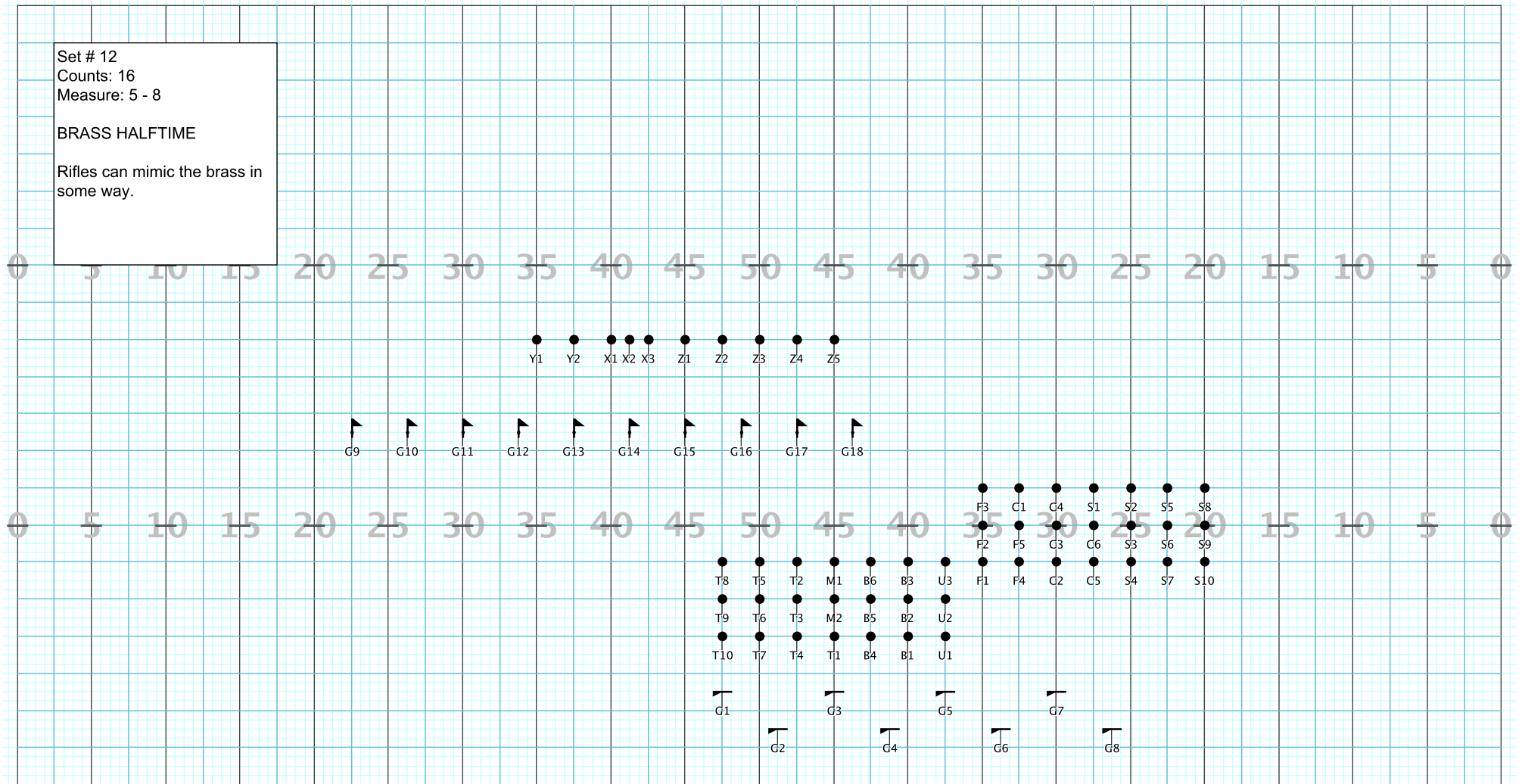


Director Viewpoint

Set # 12  
Counts: 16  
Measure: 5 - 8

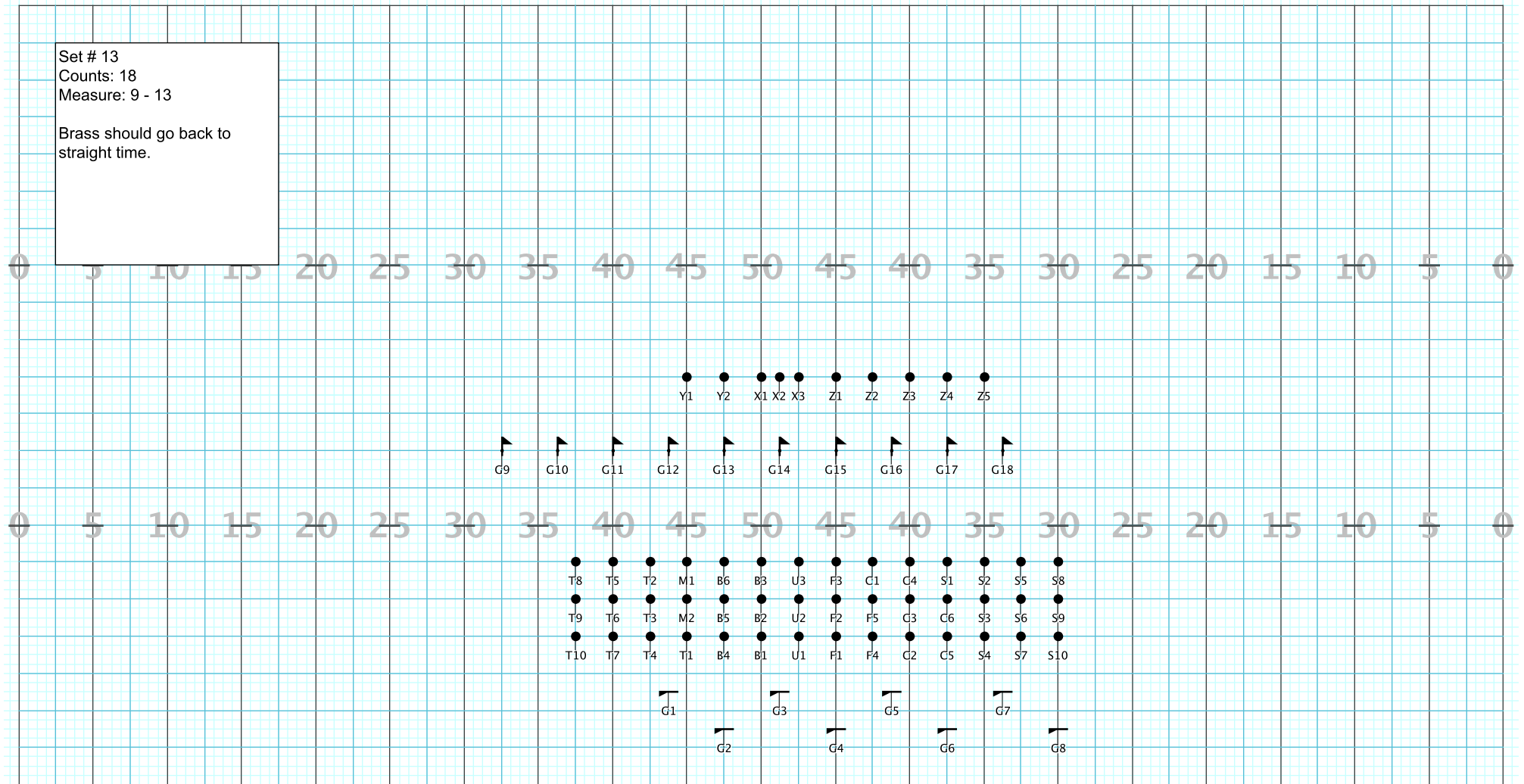
**BRASS HALFTIME**

Rifles can mimic the brass in some way.



Director Viewpoint

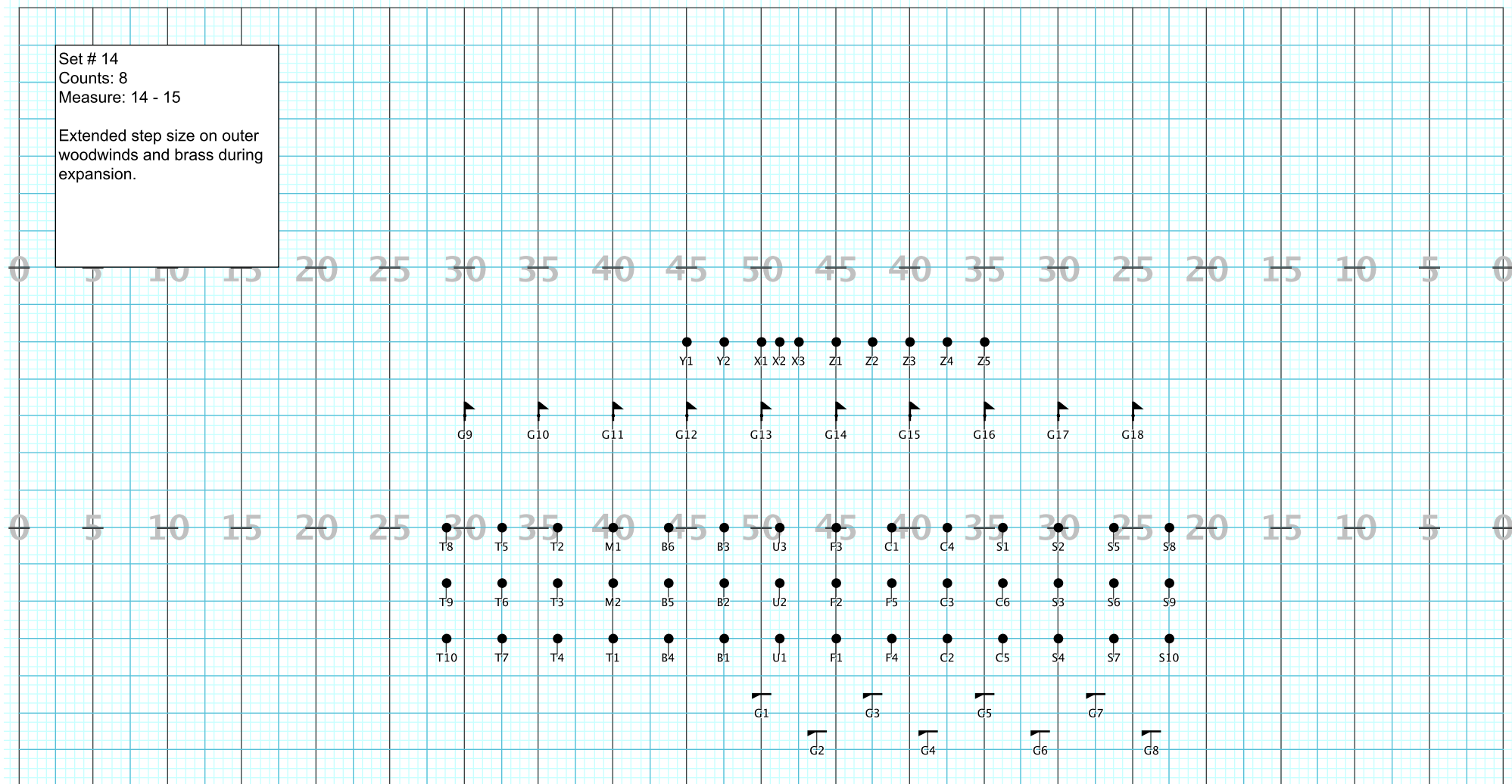
Set # 13  
Counts: 18  
Measure: 9 - 13  
  
Brass should go back to  
straight time.



Director Viewpoint

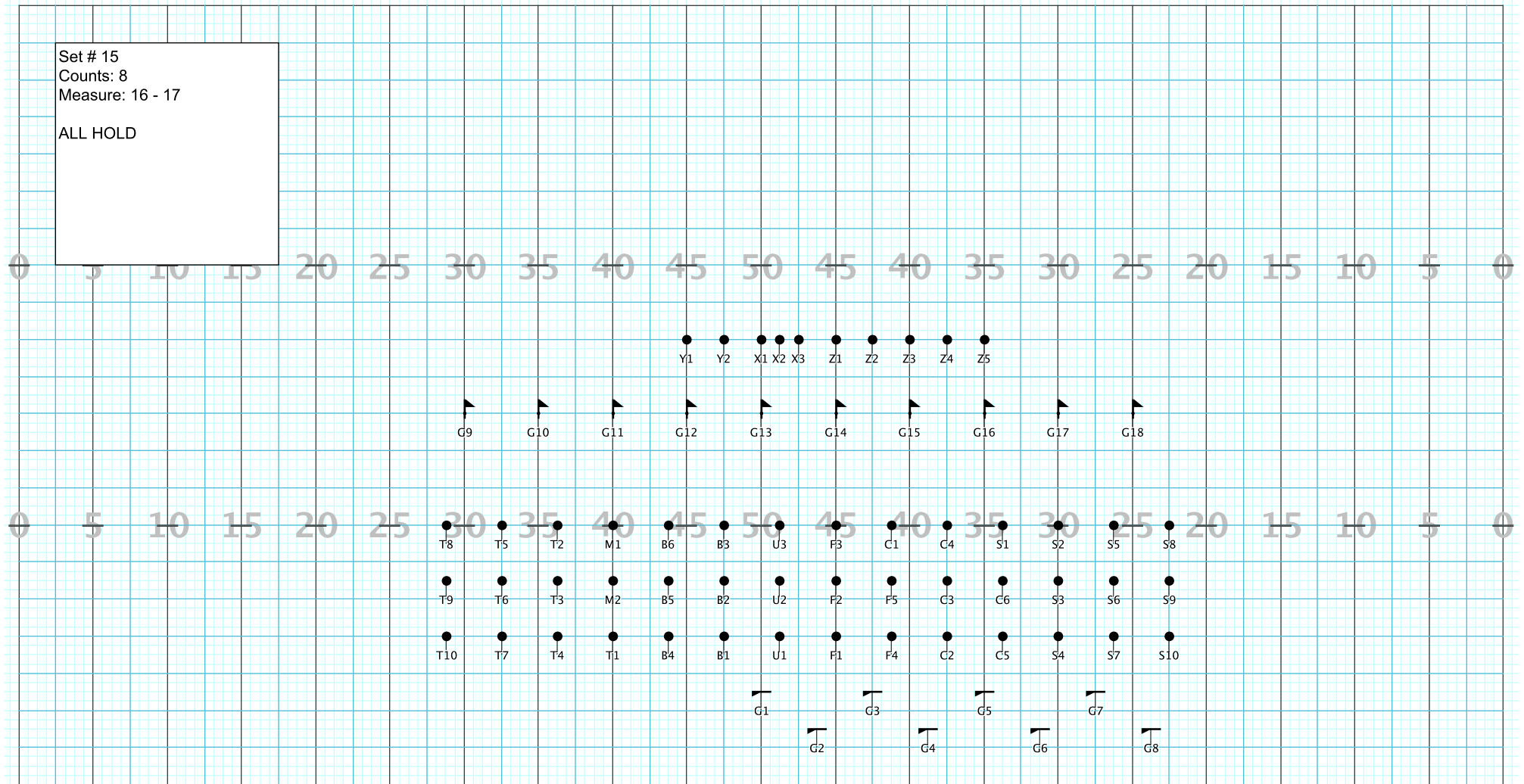
Set # 14  
 Counts: 8  
 Measure: 14 - 15

Extended step size on outer woodwinds and brass during expansion.



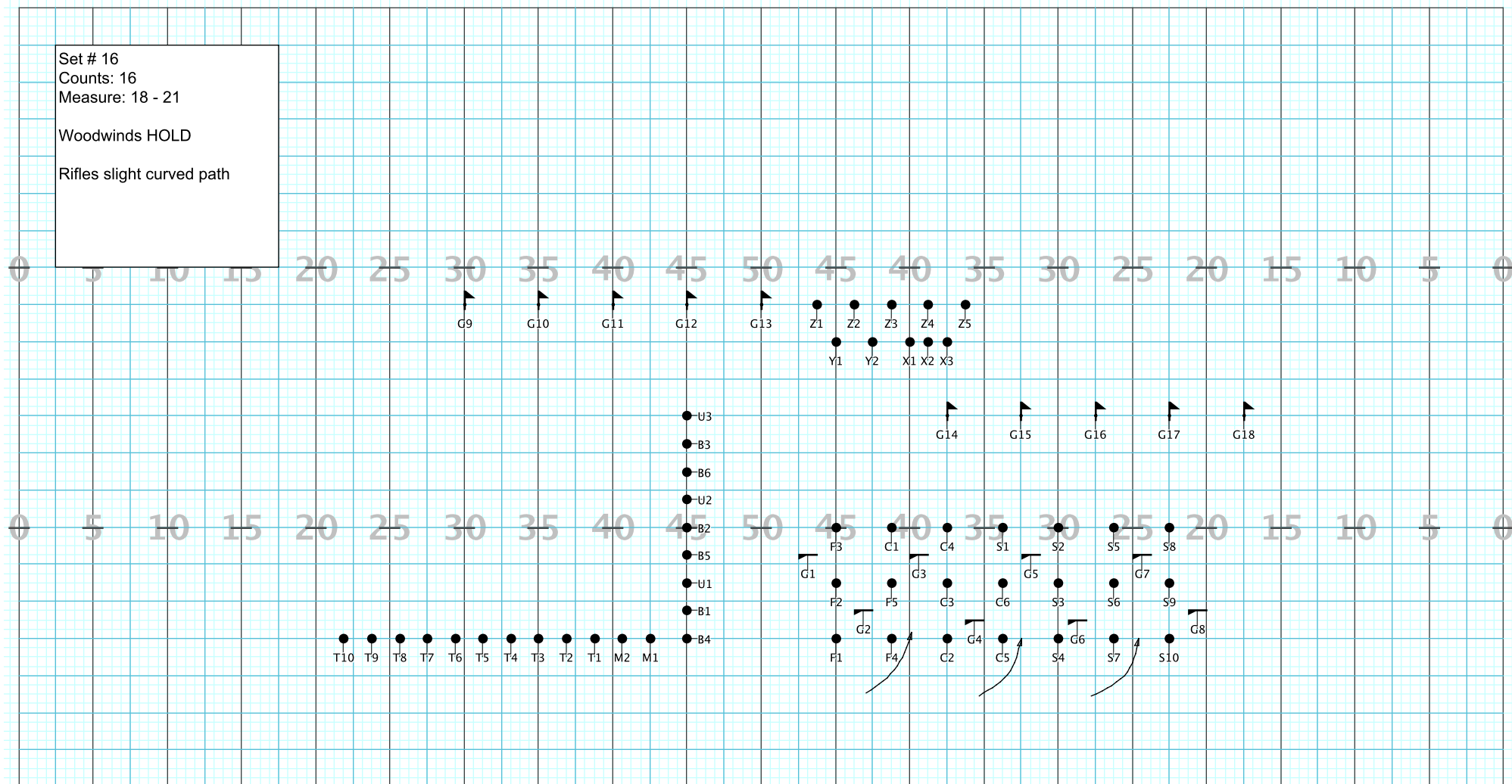
Director Viewpoint

Set # 15  
Counts: 8  
Measure: 16 - 17  
  
ALL HOLD



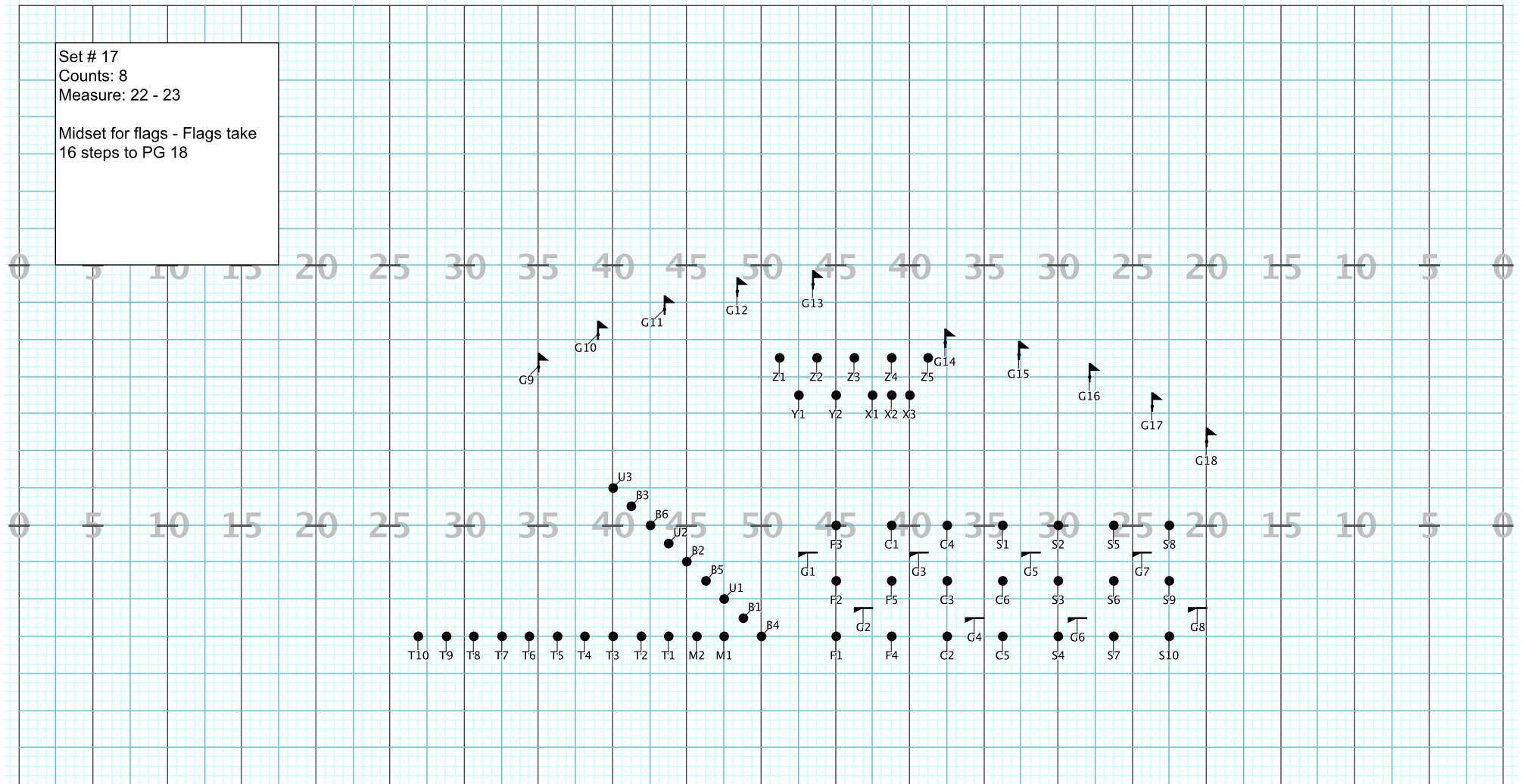
Director Viewpoint

Set # 16  
Counts: 16  
Measure: 18 - 21  
  
Woodwinds HOLD  
Rifles slight curved path



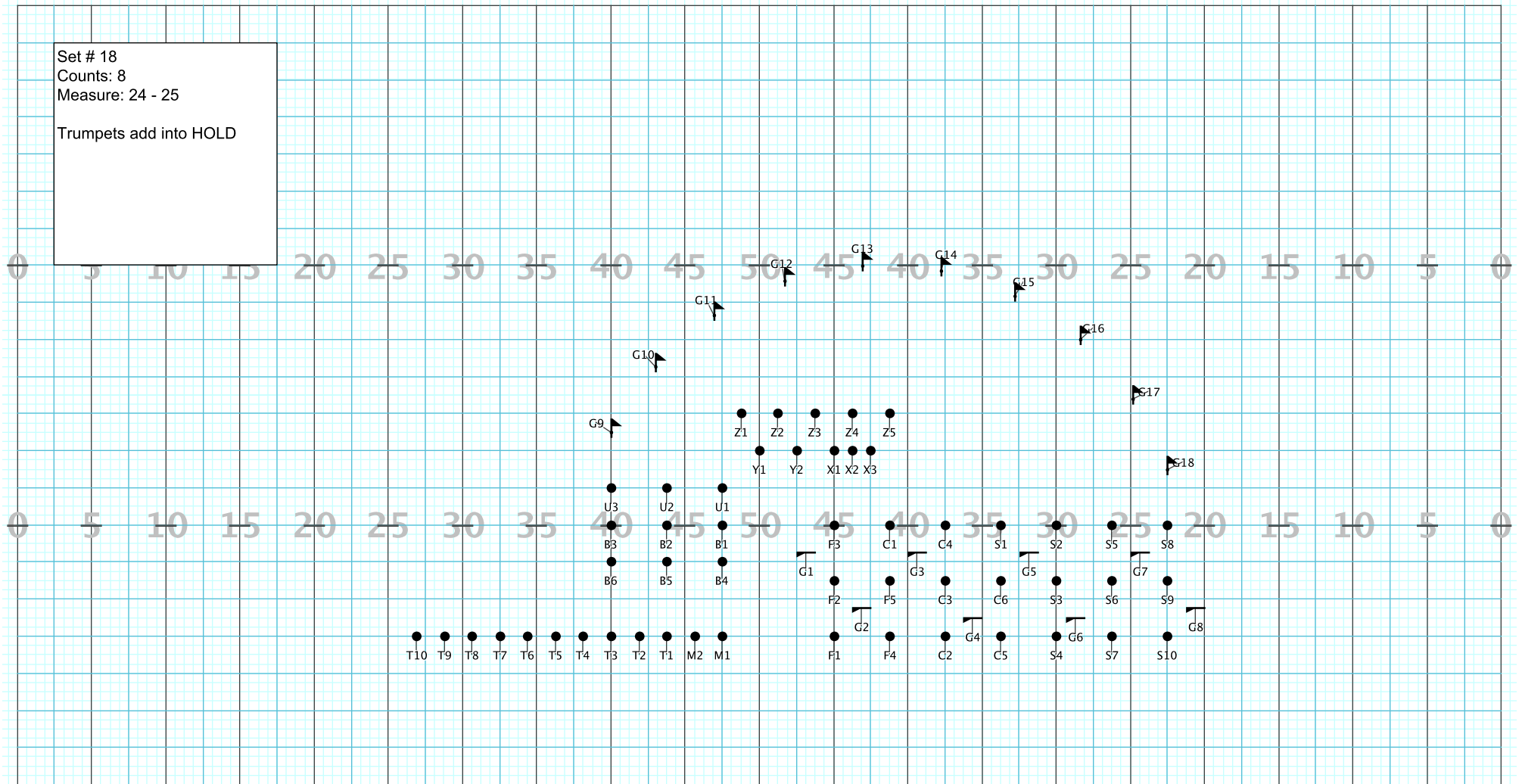
Director Viewpoint

Set # 17  
Counts: 8  
Measure: 22 - 23  
  
Midset for flags - Flags take  
16 steps to PG 18



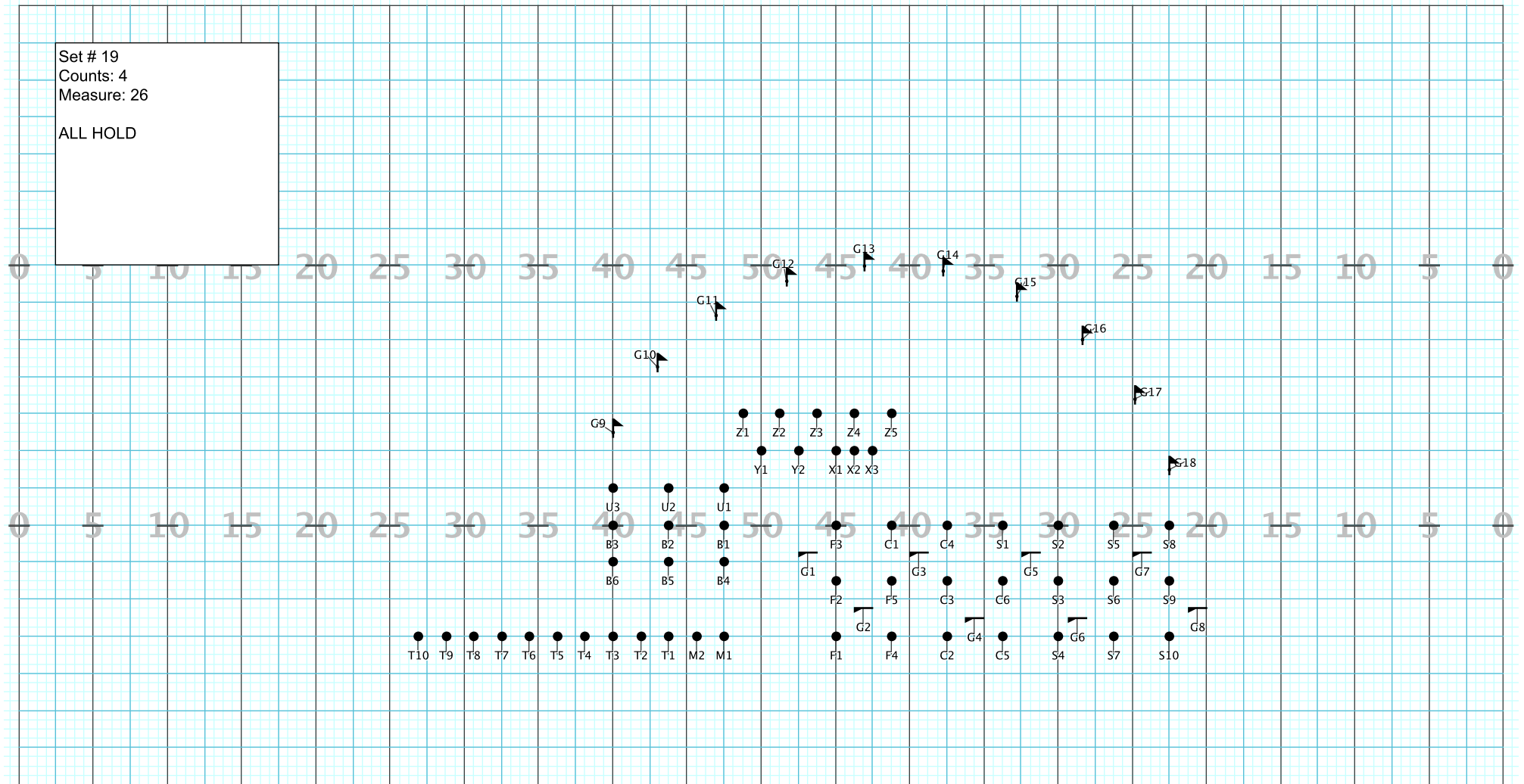
Director Viewpoint

Set # 18  
Counts: 8  
Measure: 24 - 25  
Trumpets add into HOLD



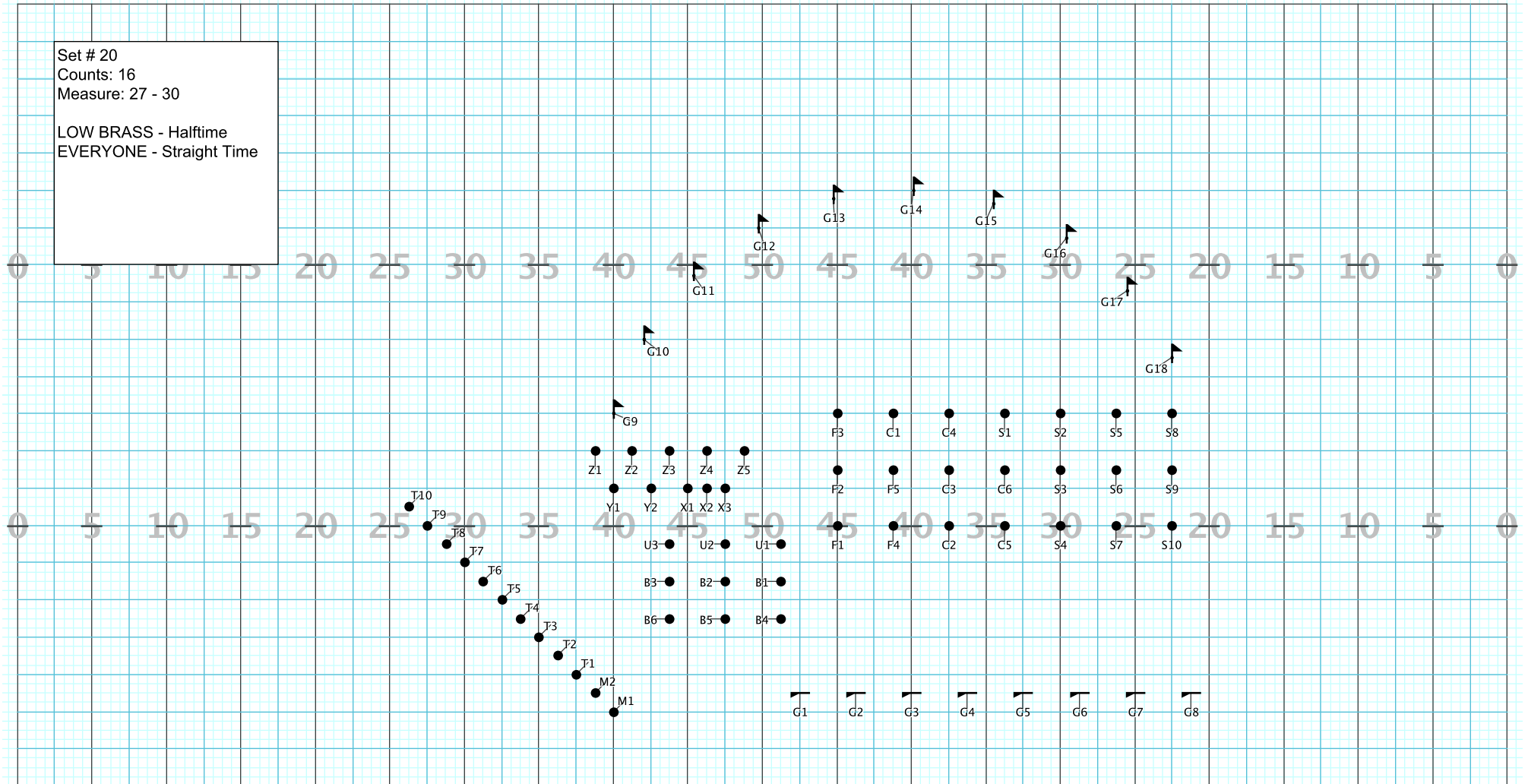
Director Viewpoint

Set # 19  
Counts: 4  
Measure: 26  
  
ALL HOLD



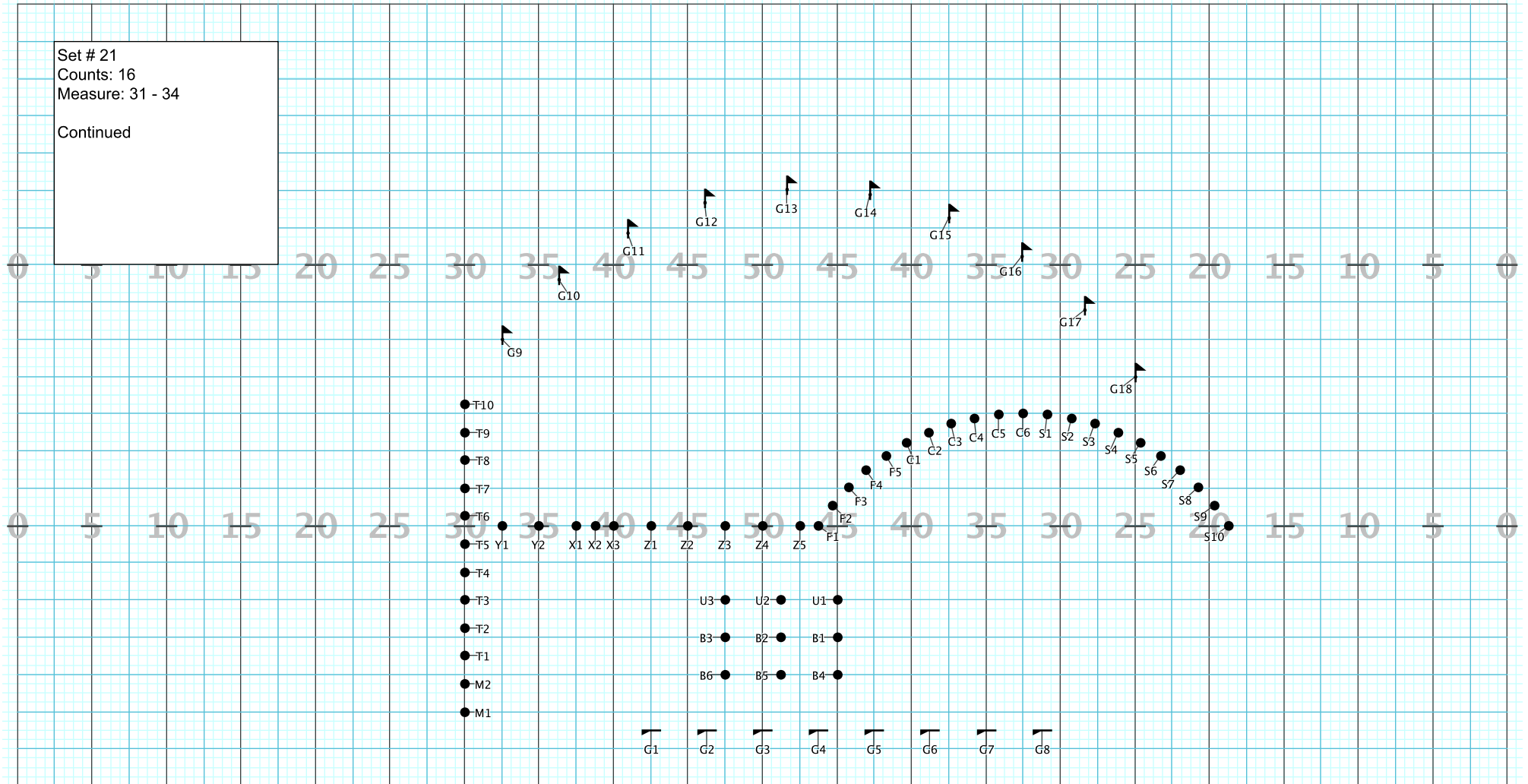
Director Viewpoint

Set # 20  
Counts: 16  
Measure: 27 - 30  
  
LOW BRASS - Halftime  
EVERYONE - Straight Time



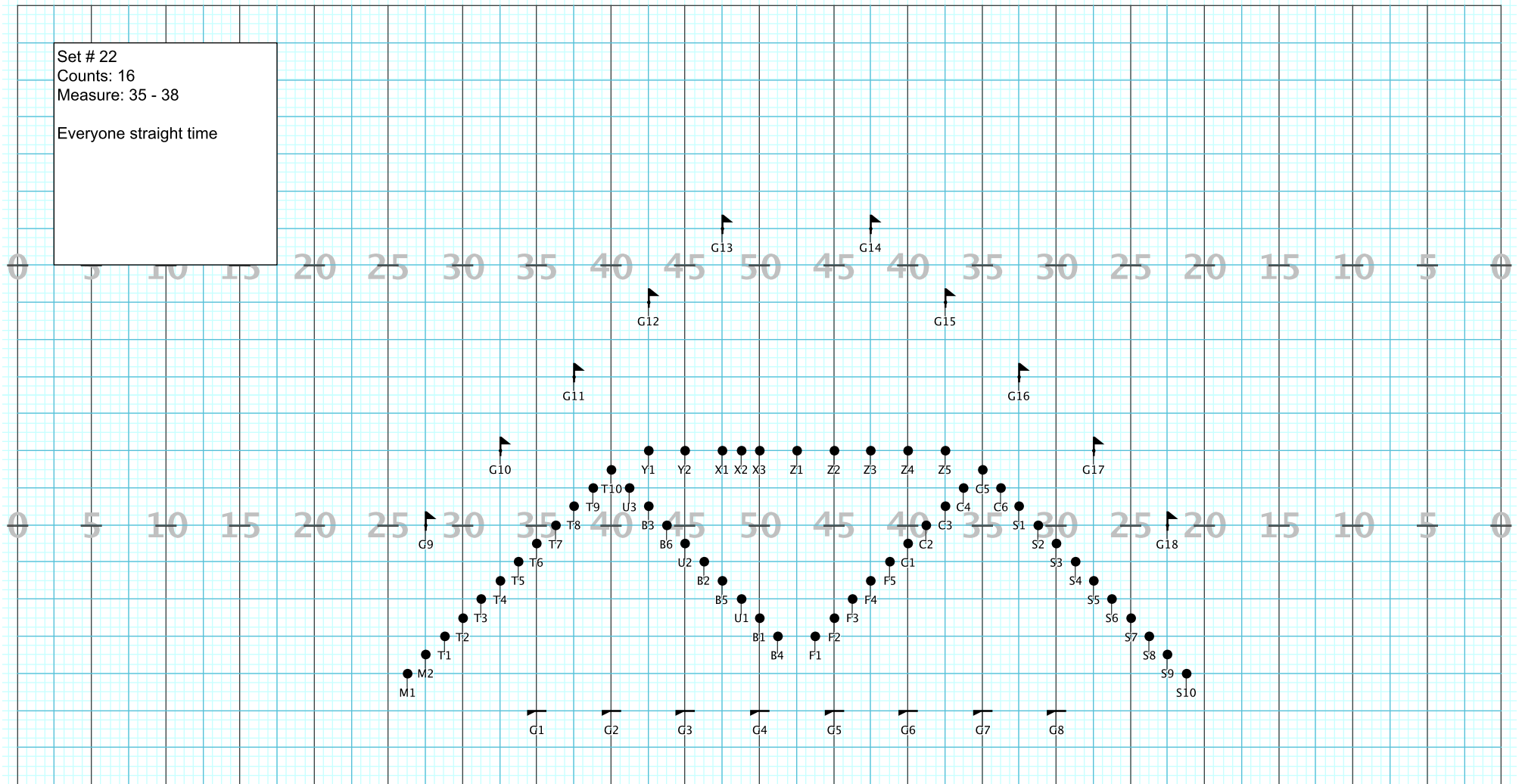
Director Viewpoint

Set # 21  
Counts: 16  
Measure: 31 - 34  
Continued



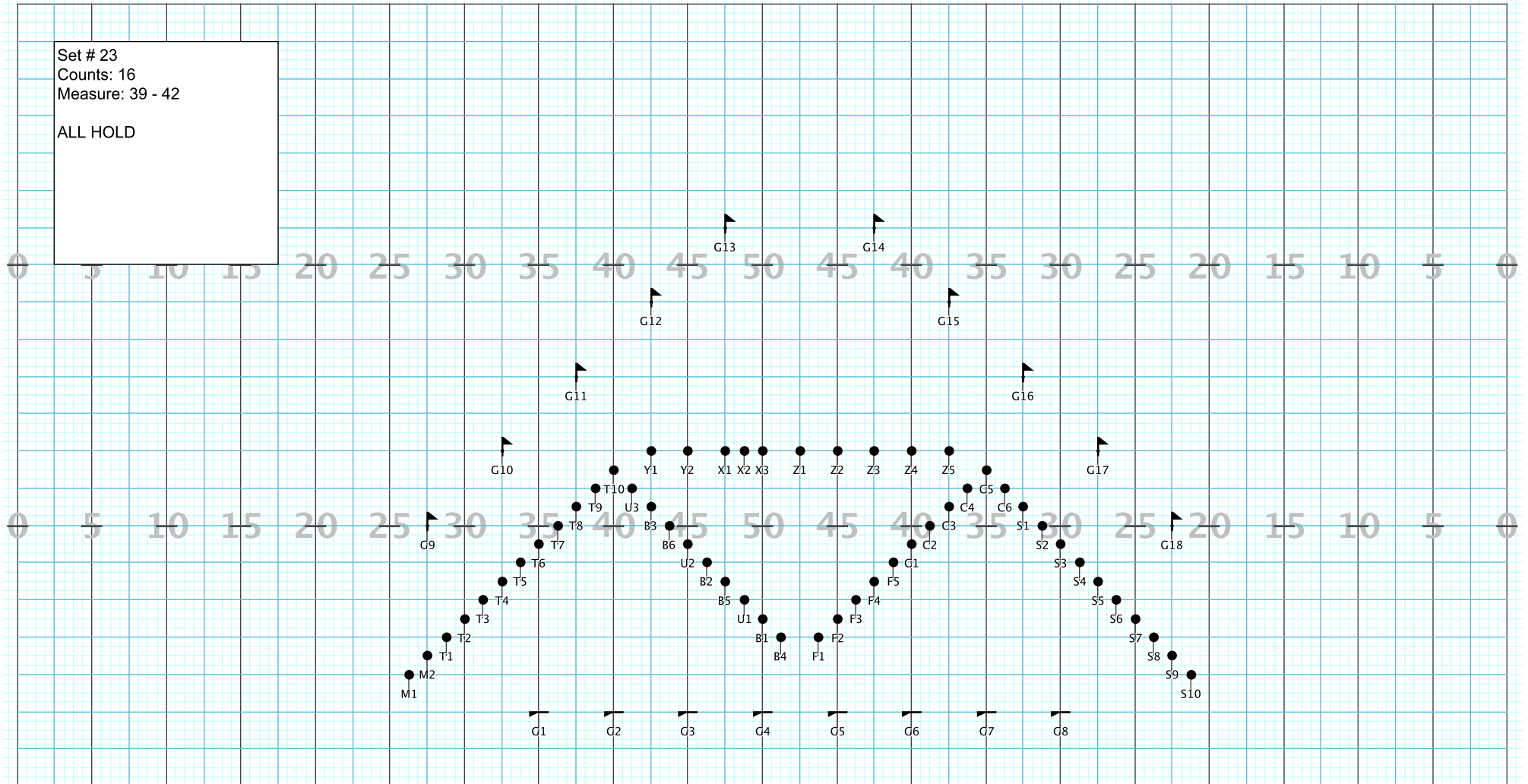
Director Viewpoint

Set # 22  
Counts: 16  
Measure: 35 - 38  
Everyone straight time



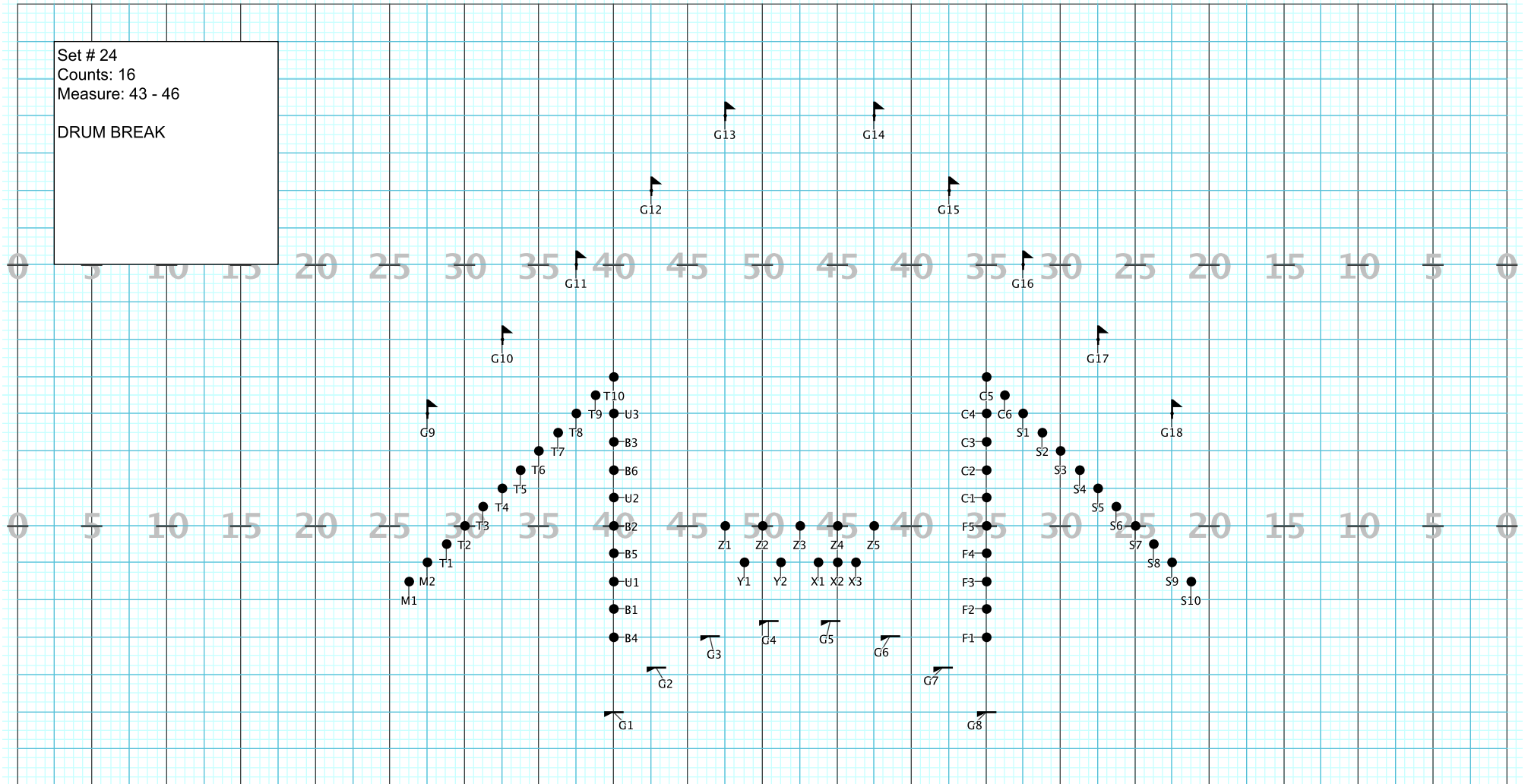
Director Viewpoint

Set # 23  
Counts: 16  
Measure: 39 - 42  
ALL HOLD



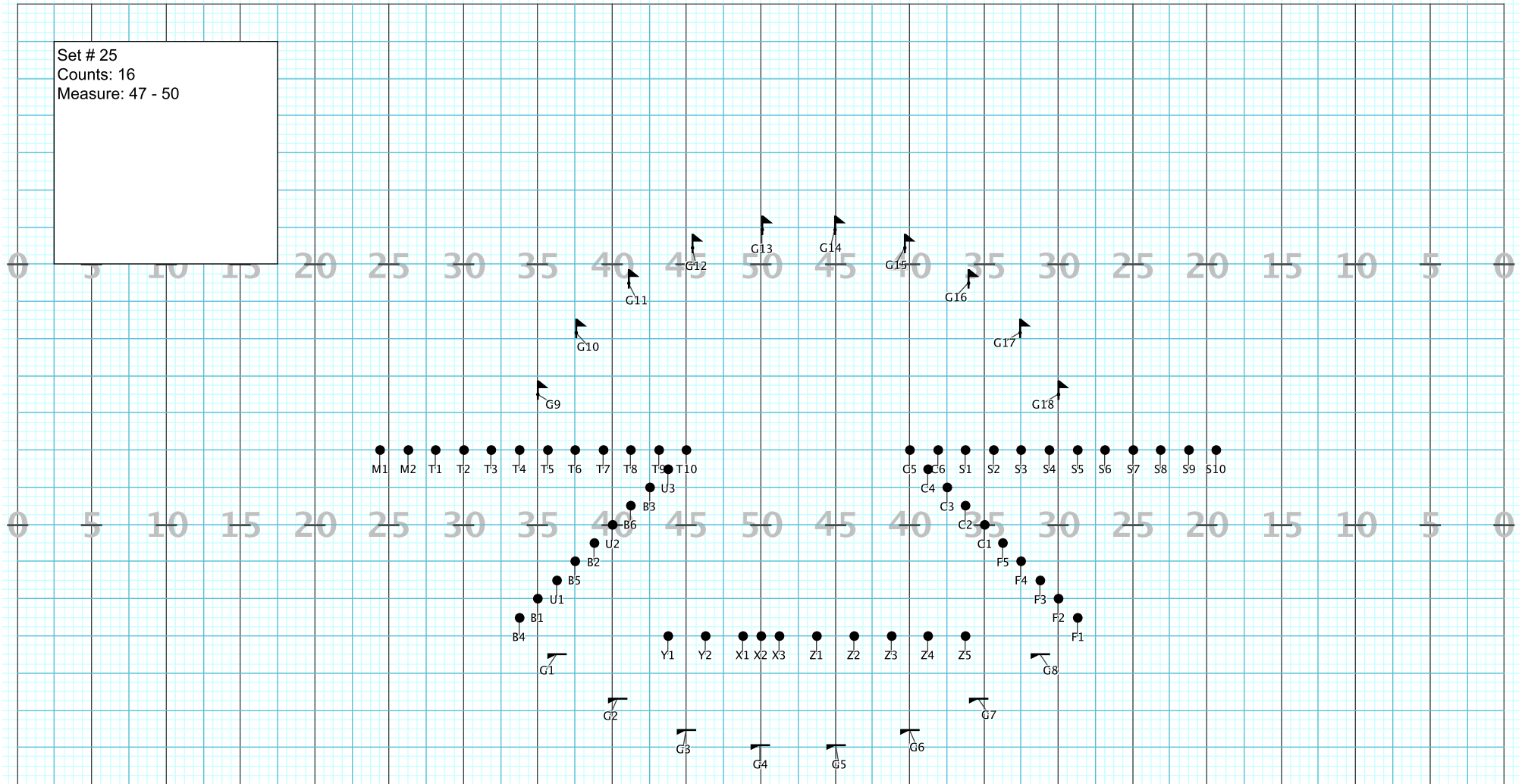
Director Viewpoint

Set # 24  
Counts: 16  
Measure: 43 - 46  
DRUM BREAK



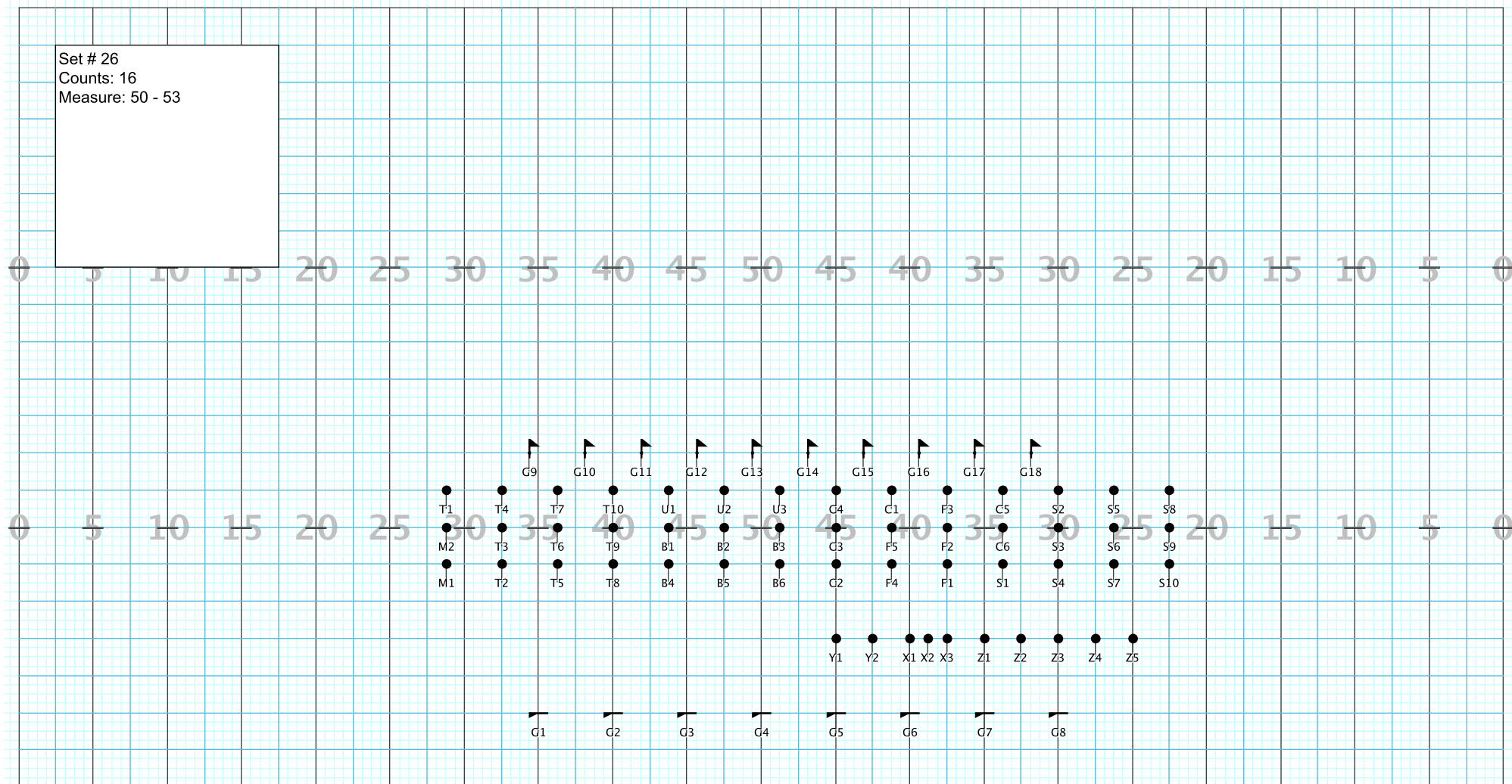
Director Viewpoint

Set # 25  
Counts: 16  
Measure: 47 - 50



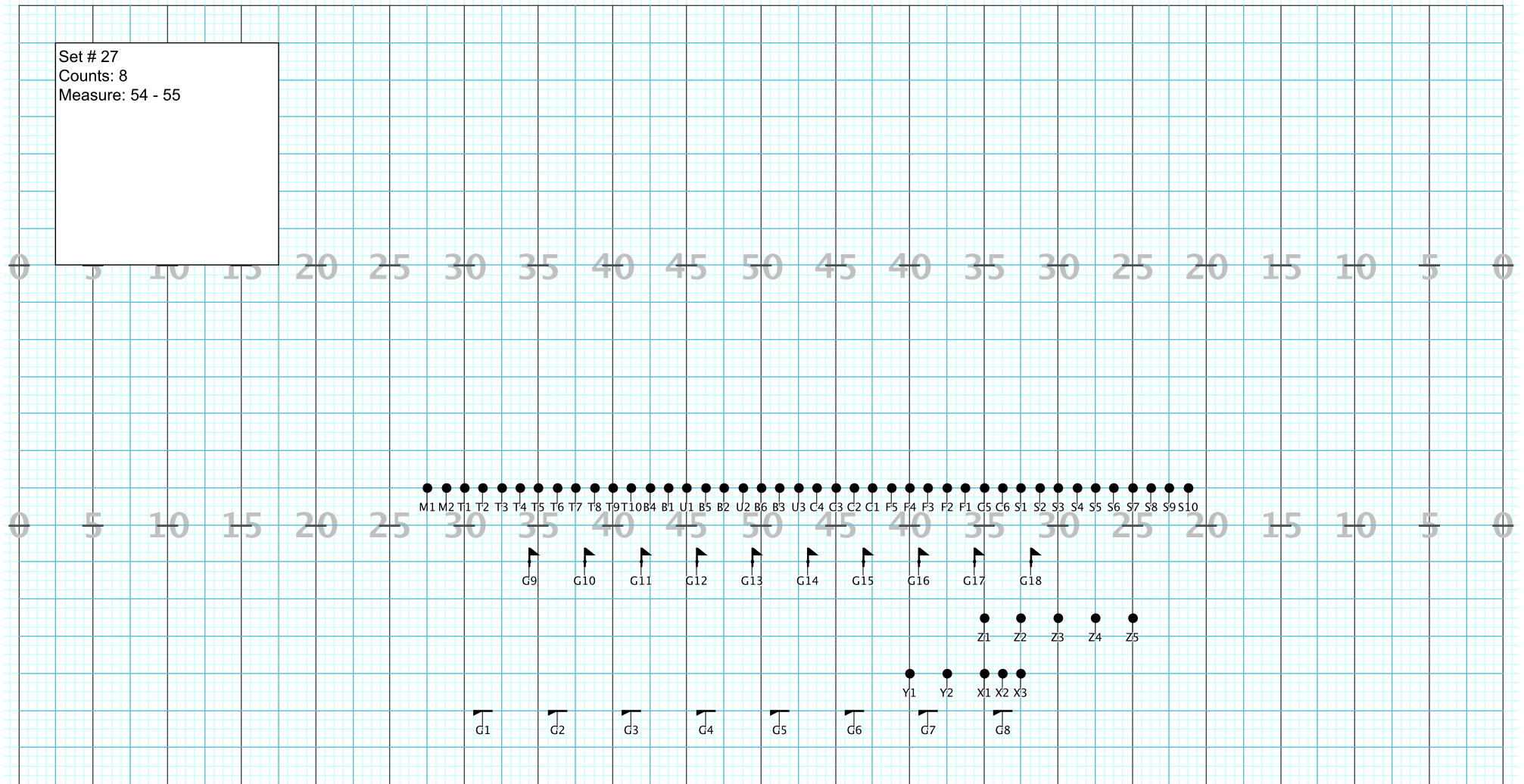
Director Viewpoint

Set # 26  
Counts: 16  
Measure: 50 - 53



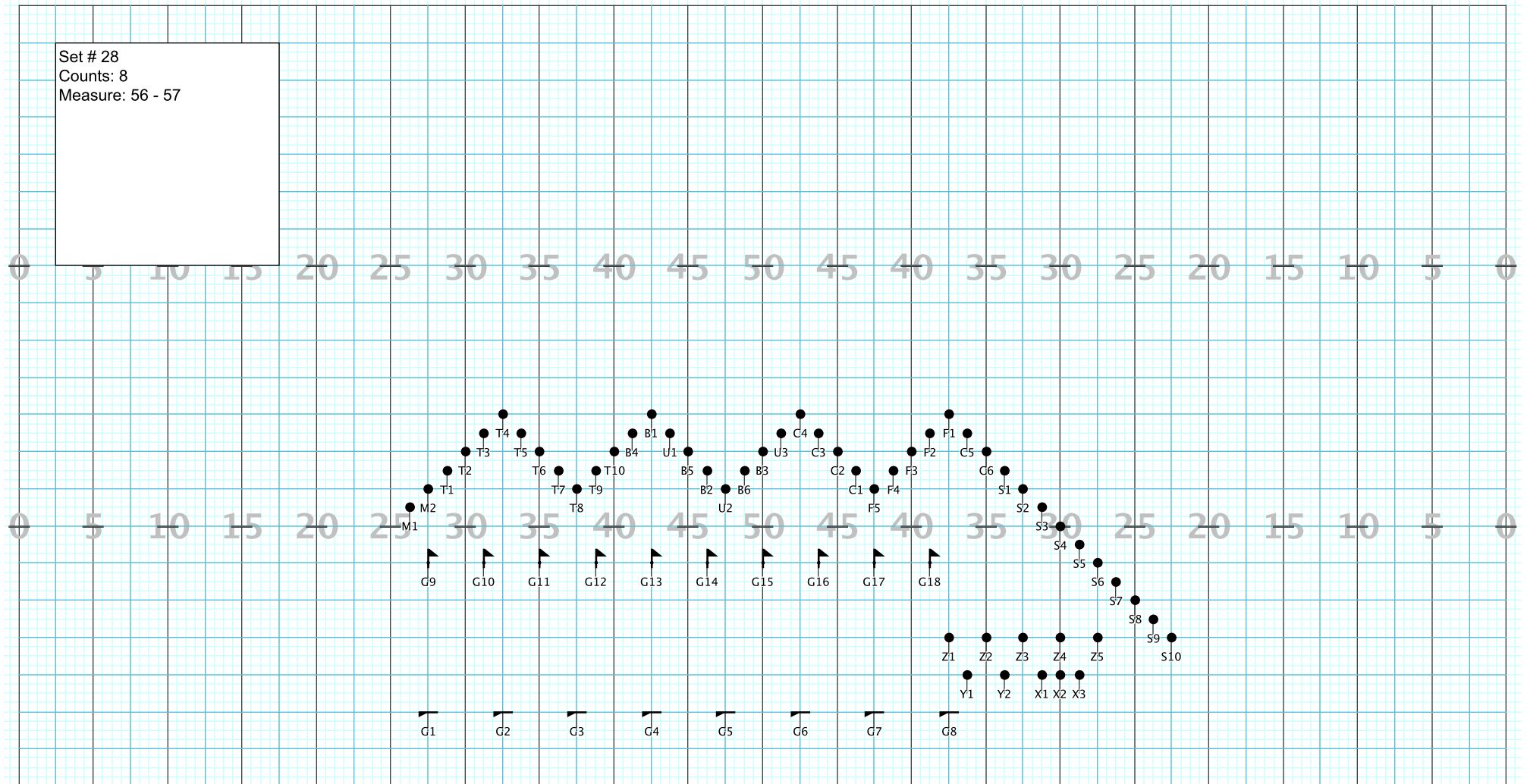
Director Viewpoint

Set # 27  
Counts: 8  
Measure: 54 - 55



Director Viewpoint

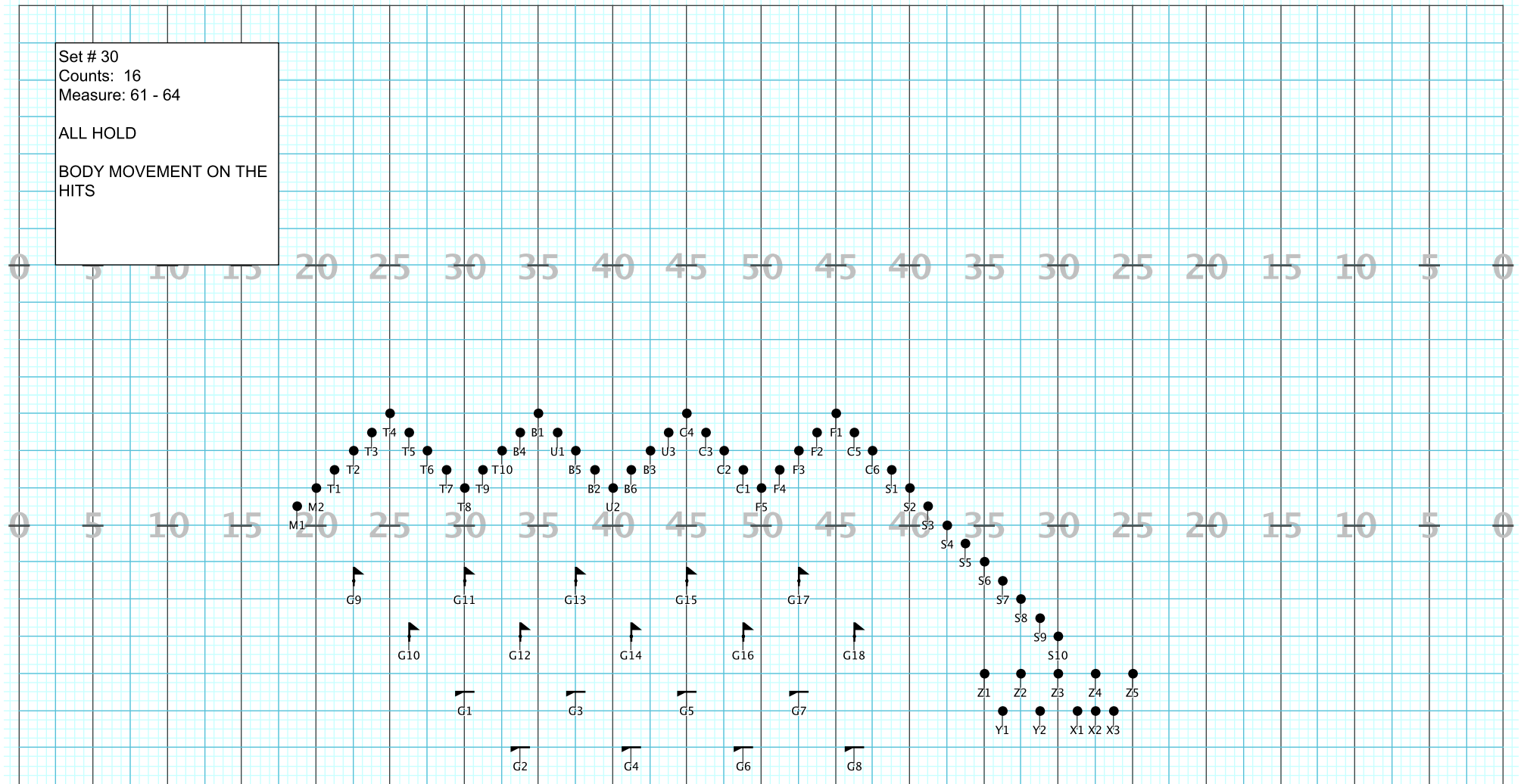
Set # 28  
Counts: 8  
Measure: 56 - 57



Director Viewpoint



Set # 30  
Counts: 16  
Measure: 61 - 64  
  
ALL HOLD  
BODY MOVEMENT ON THE  
HITS



Director Viewpoint