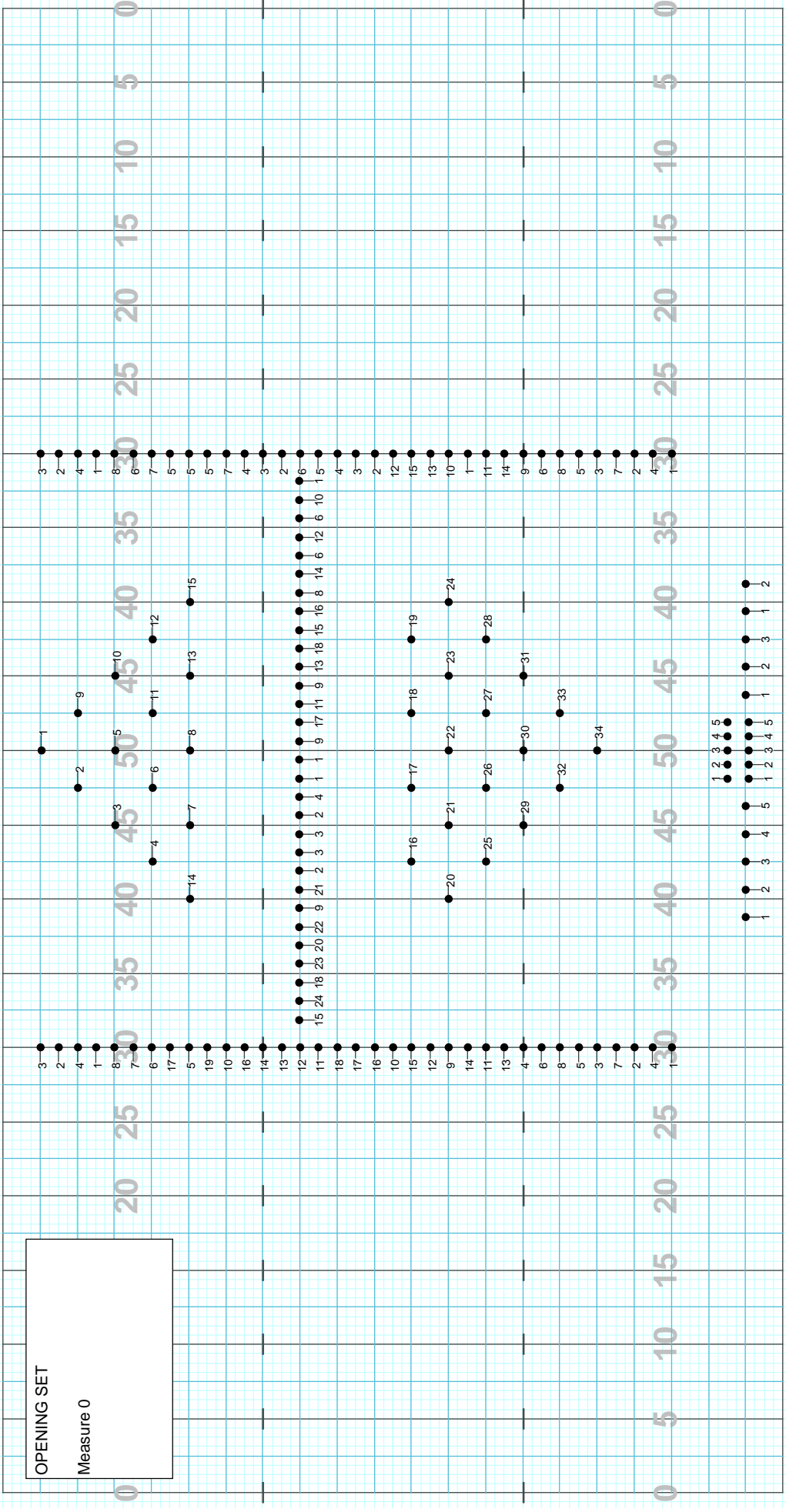
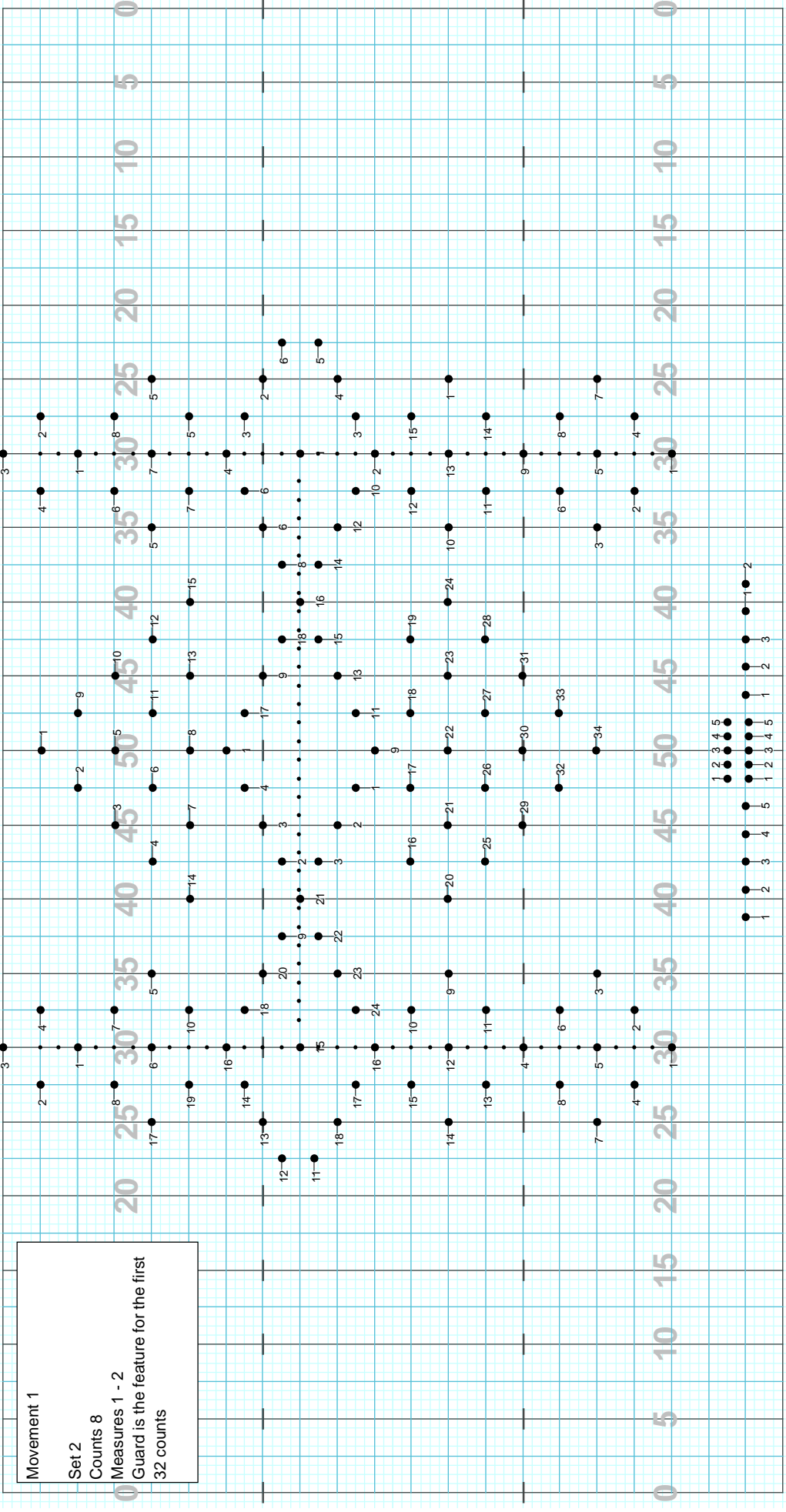


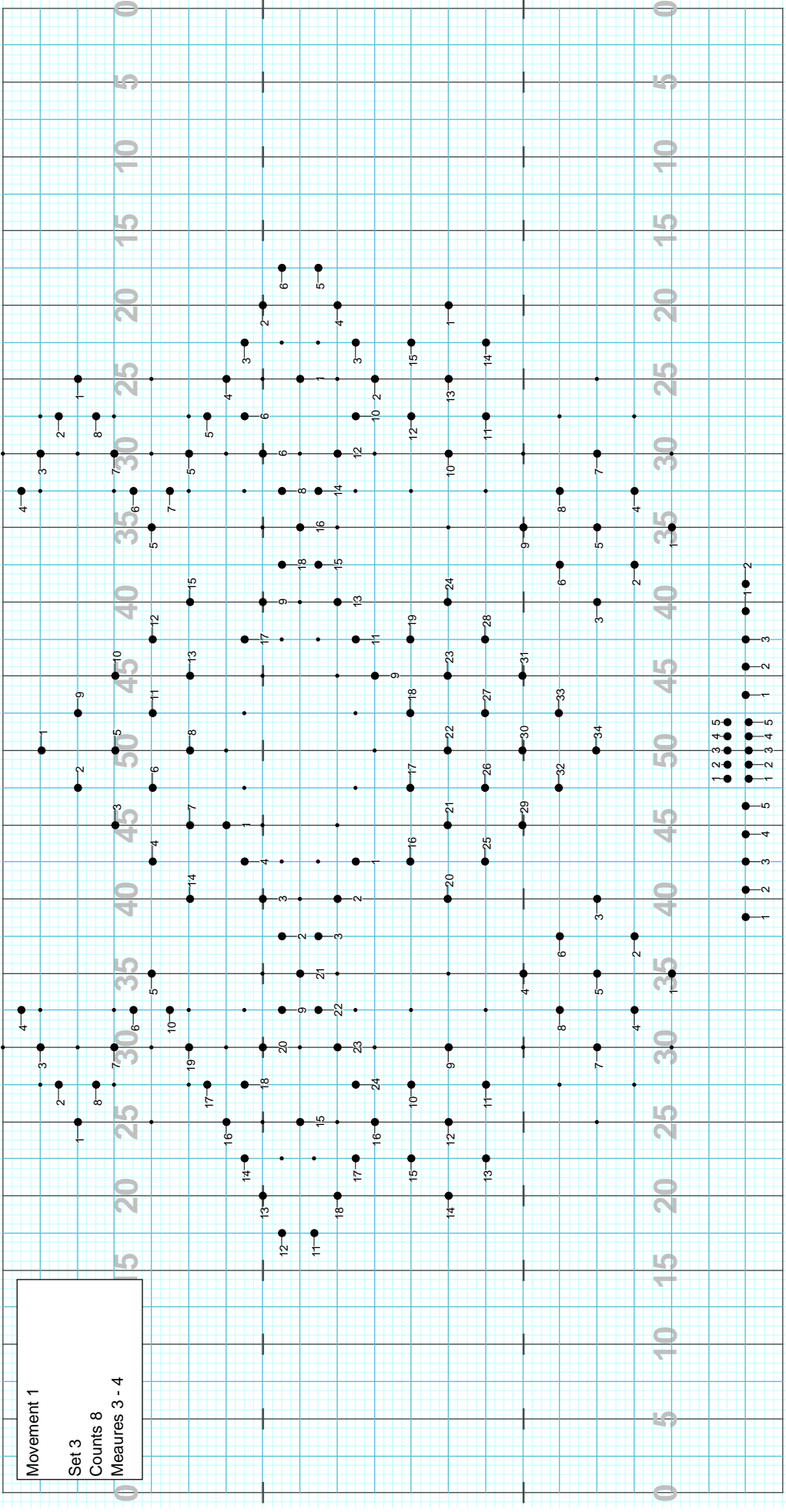
OPENING SET  
Measure 0

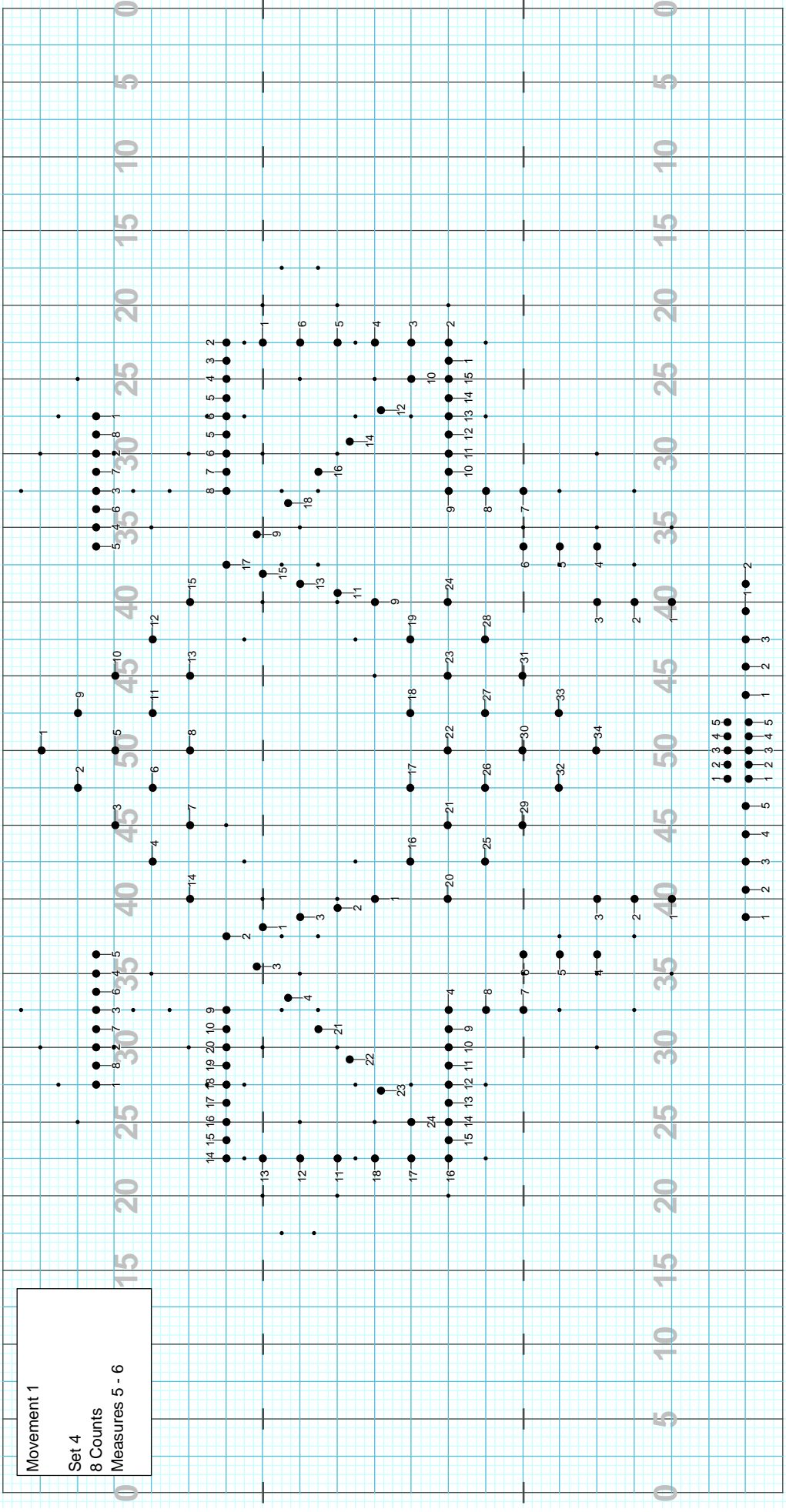


Director Viewpoint

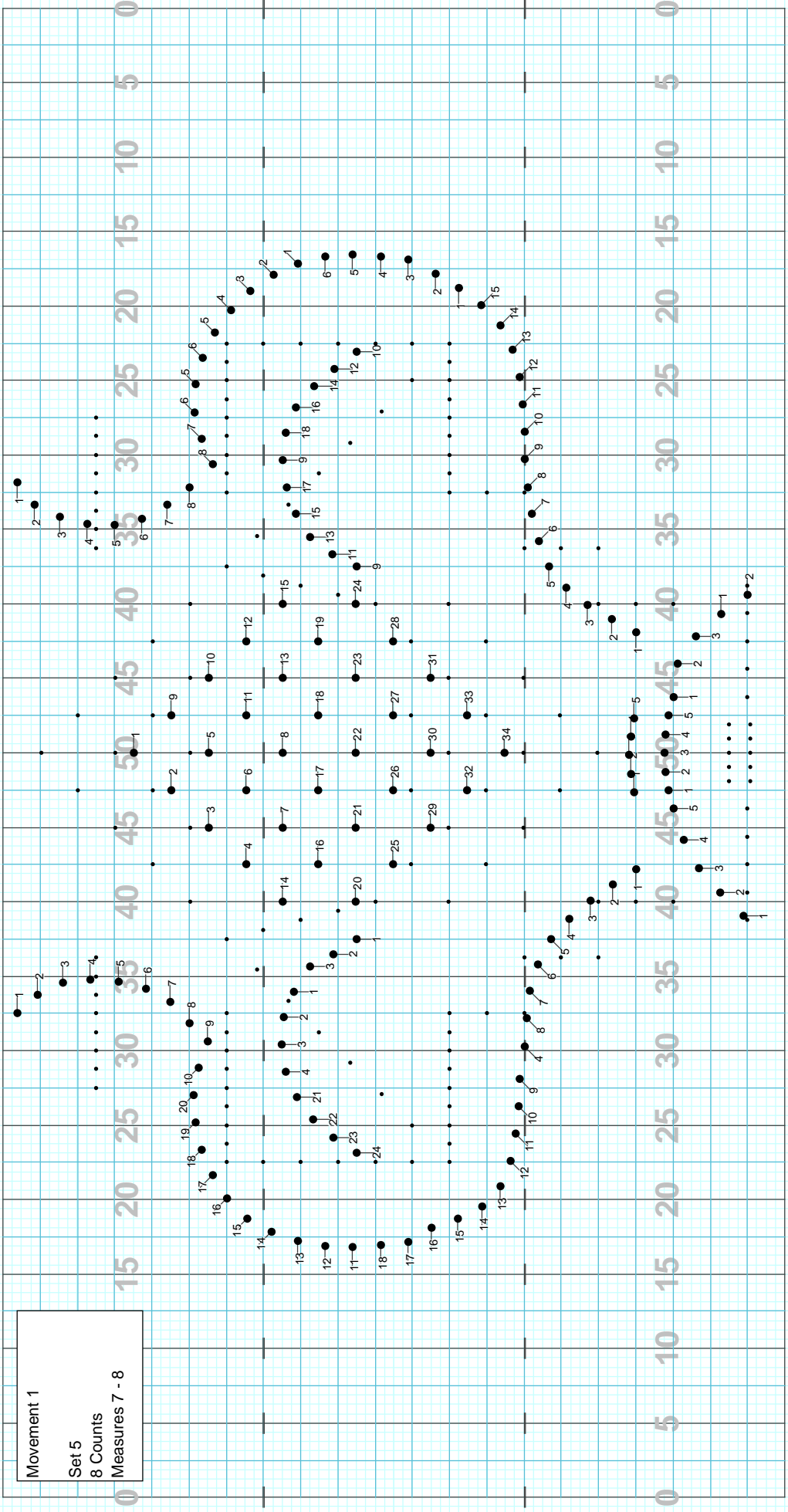


Director Viewpoint

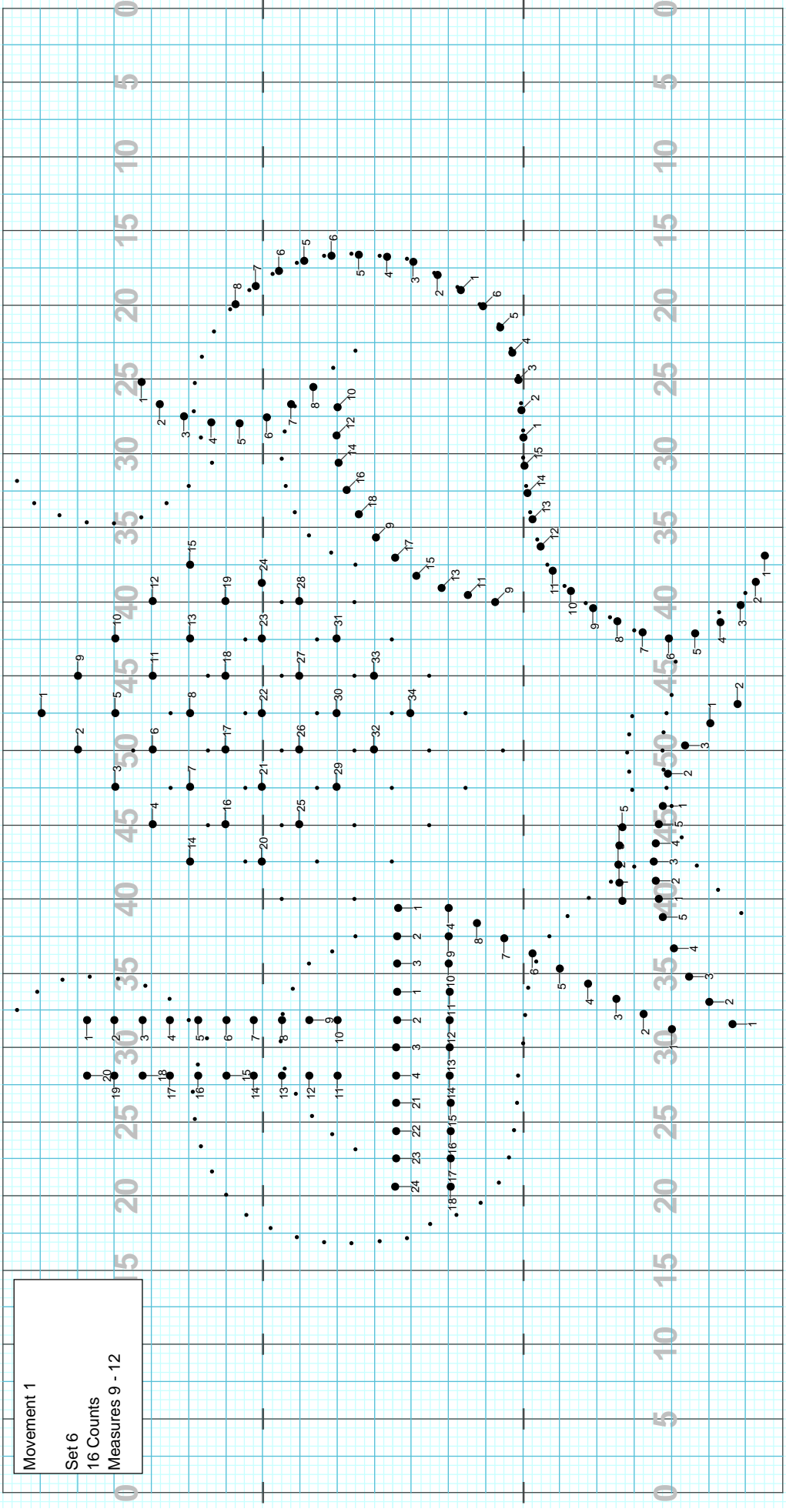




Director Viewpoint

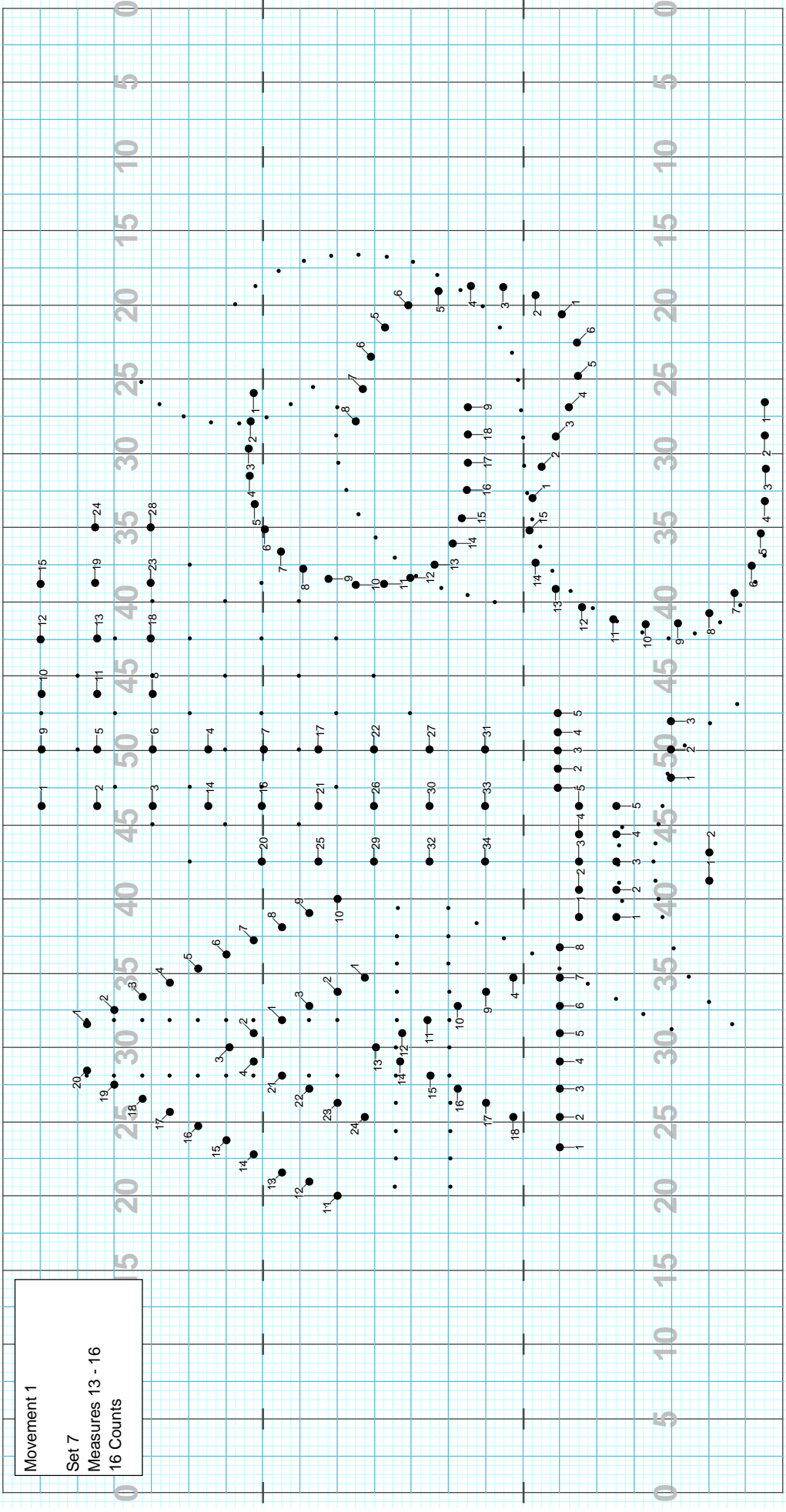


Director Viewpoint

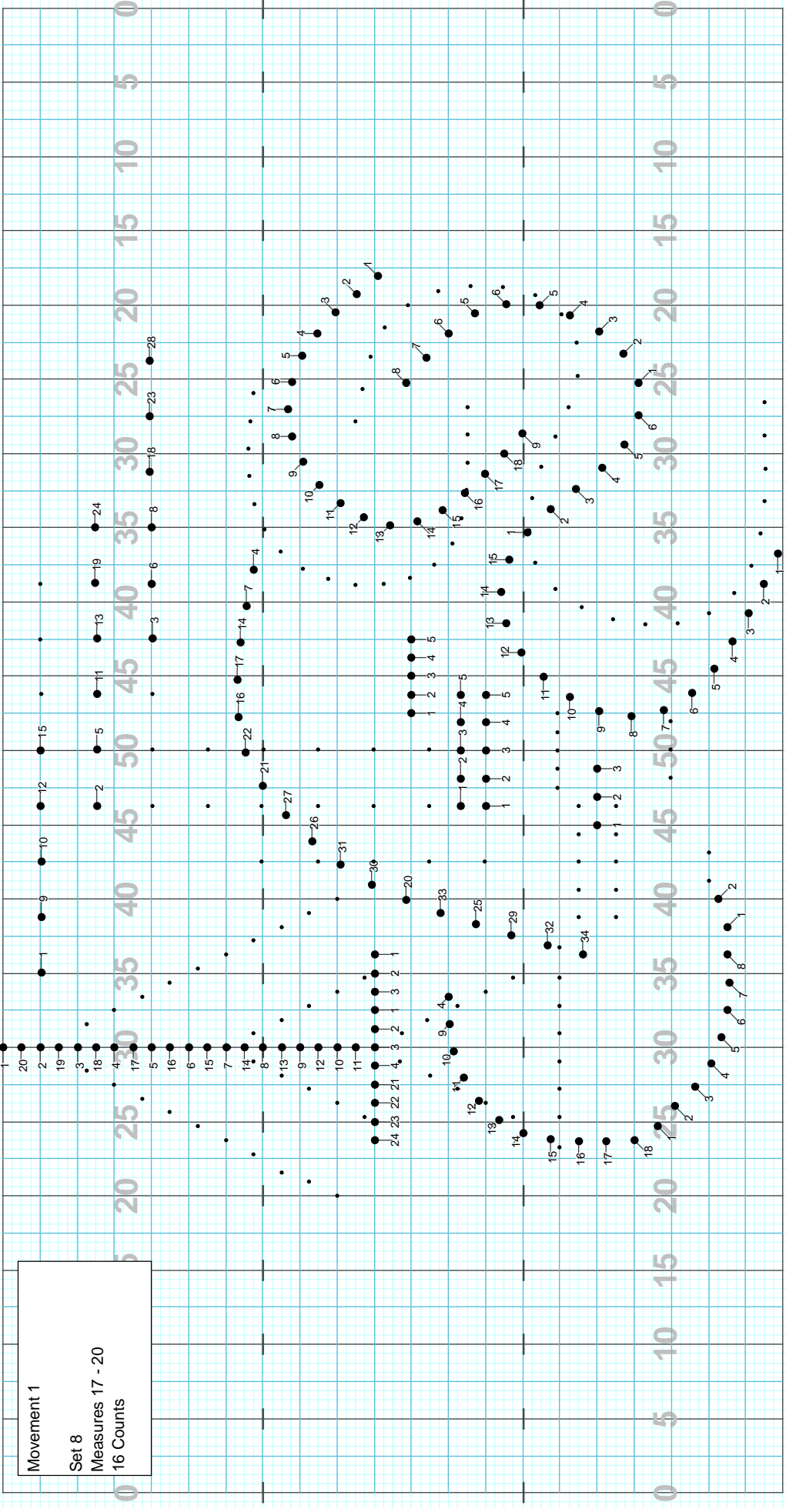


Movement 1  
 Set 6  
 16 Counts  
 Measures 9 - 12

Director Viewpoint

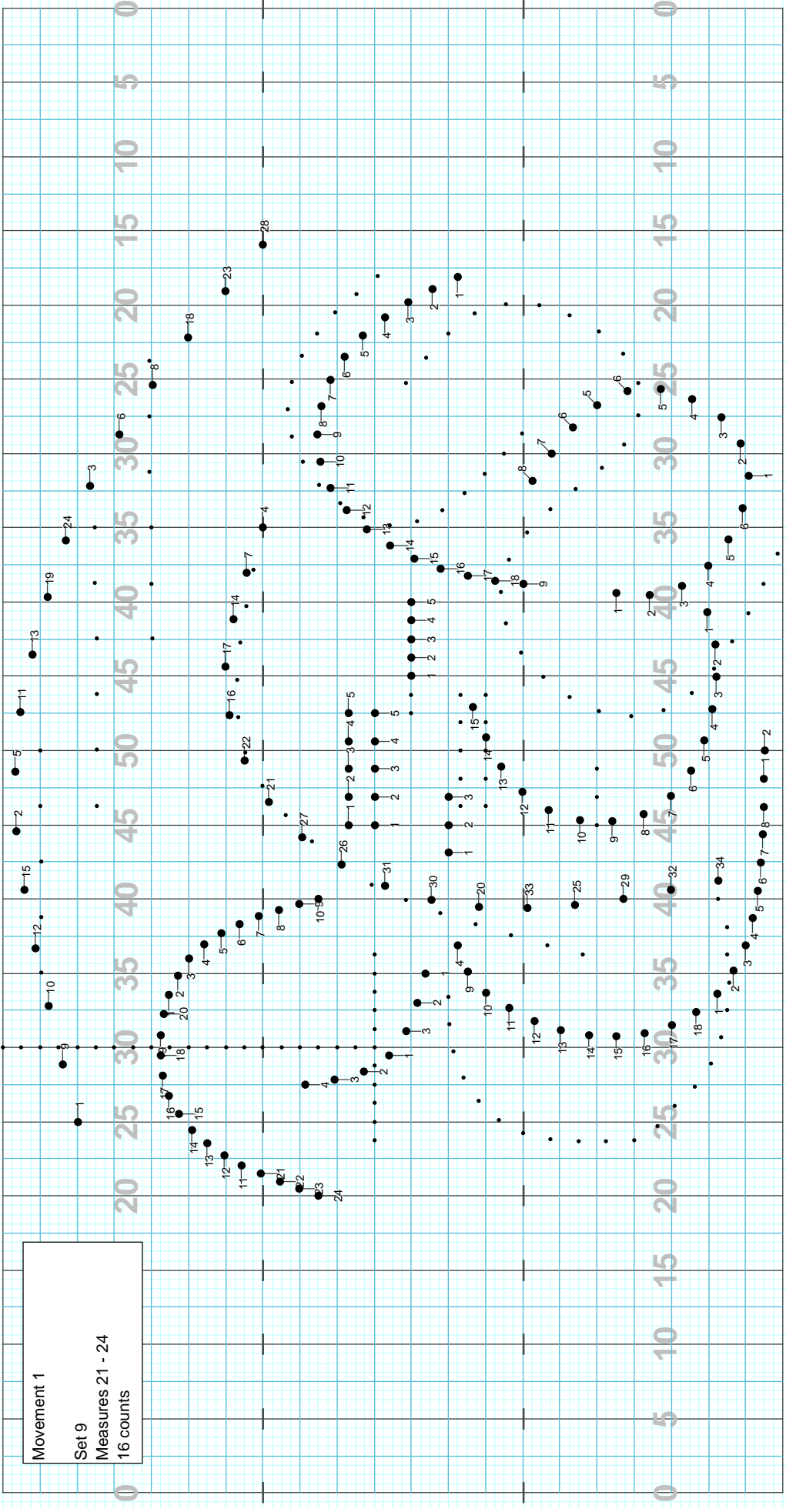


Director Viewpoint

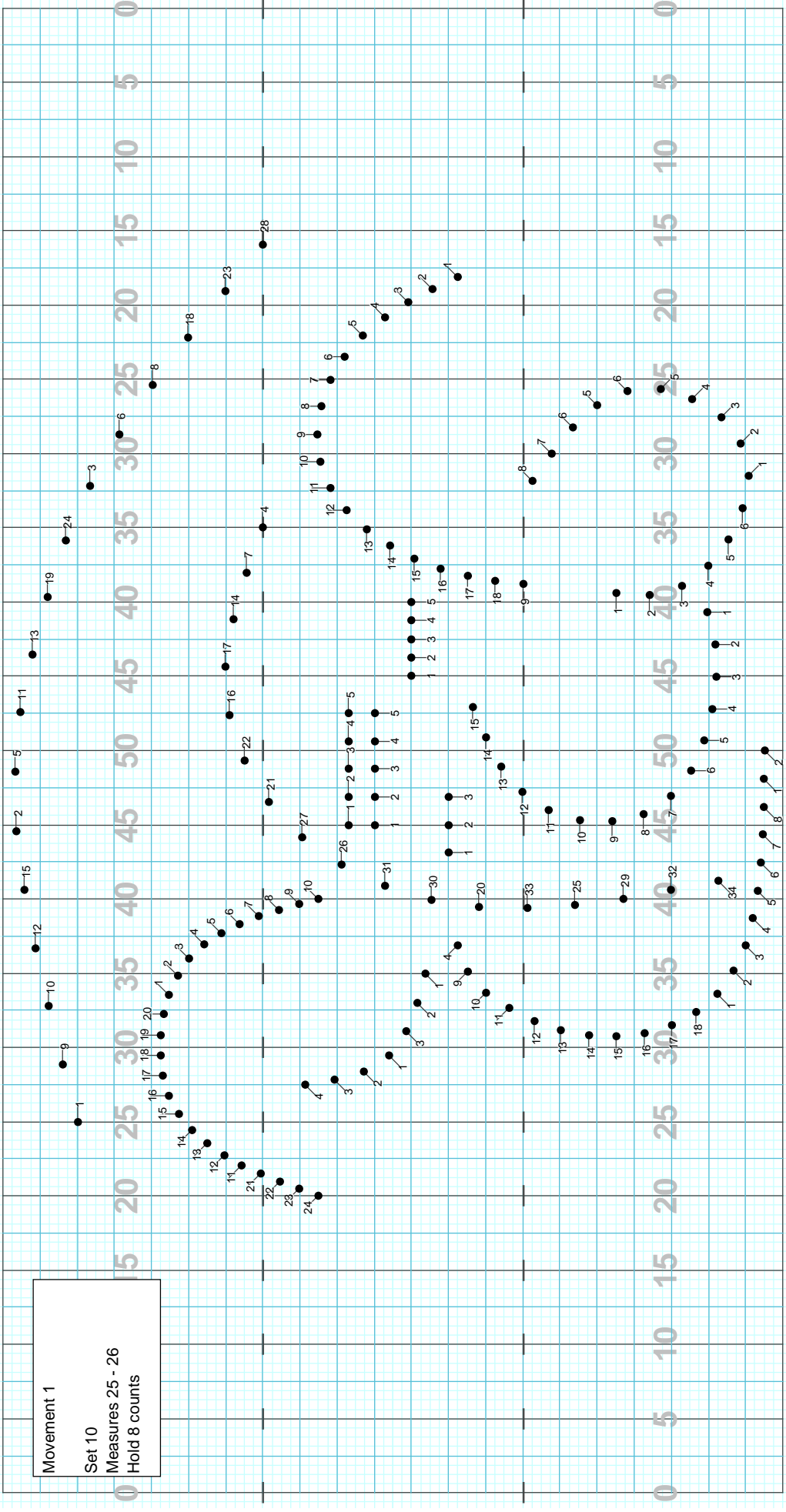


Movement 1  
 Set 8  
 Measures 17 - 20  
 16 Counts

Director Viewpoint

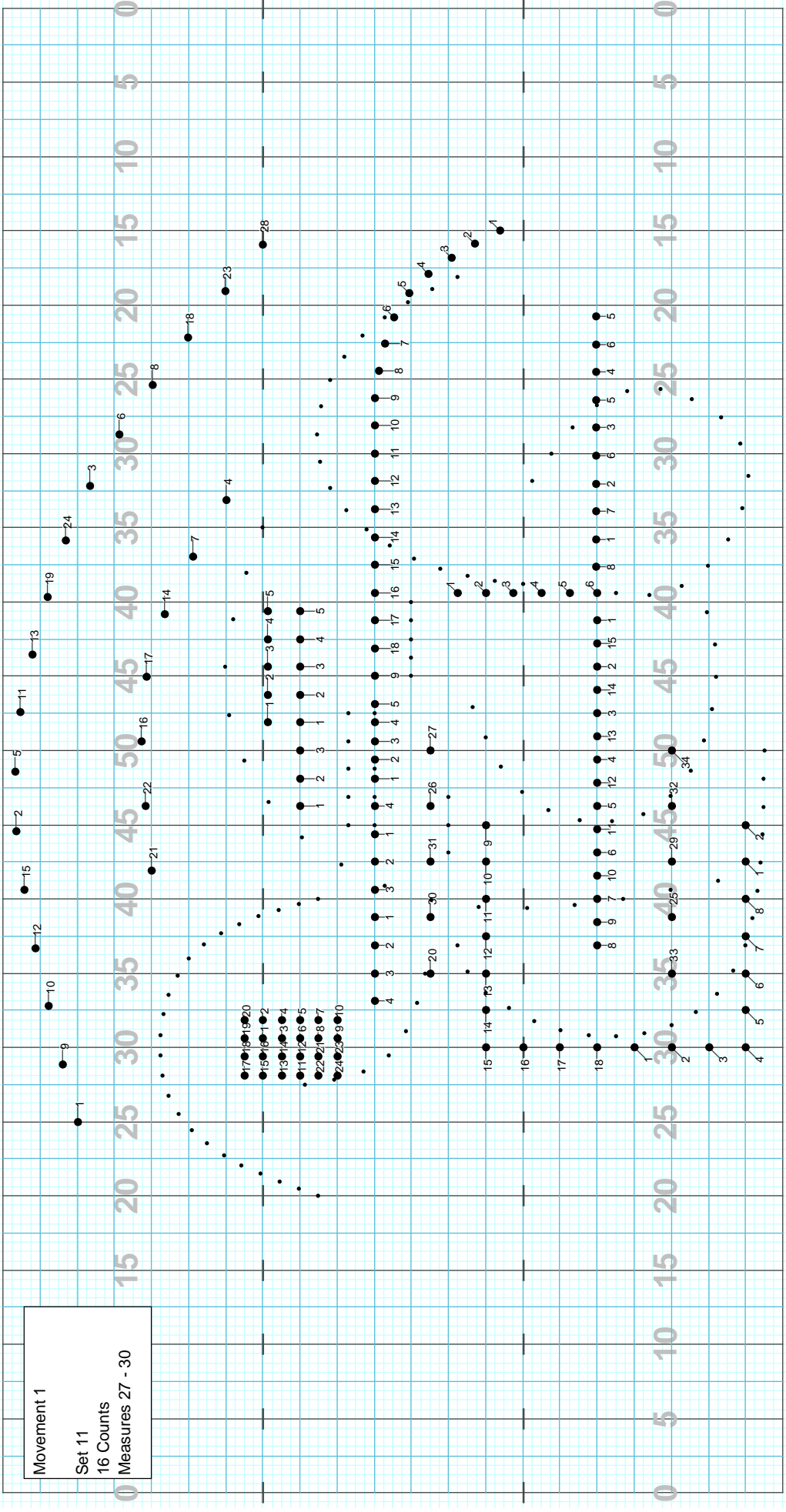


Director Viewpoint



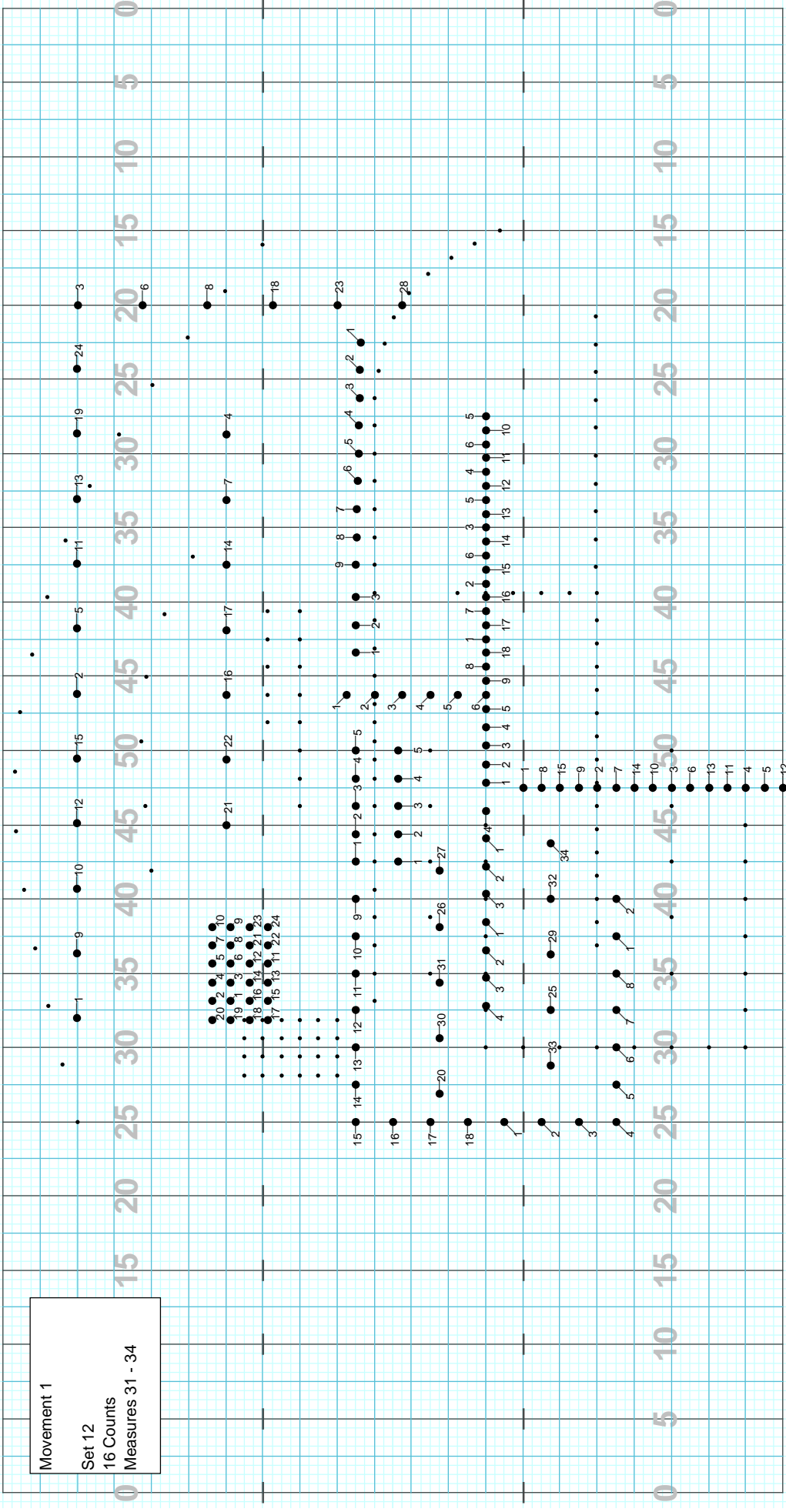
Movement 1  
 Set 10  
 Measures 25 - 26  
 Hold 8 counts

Director Viewpoint

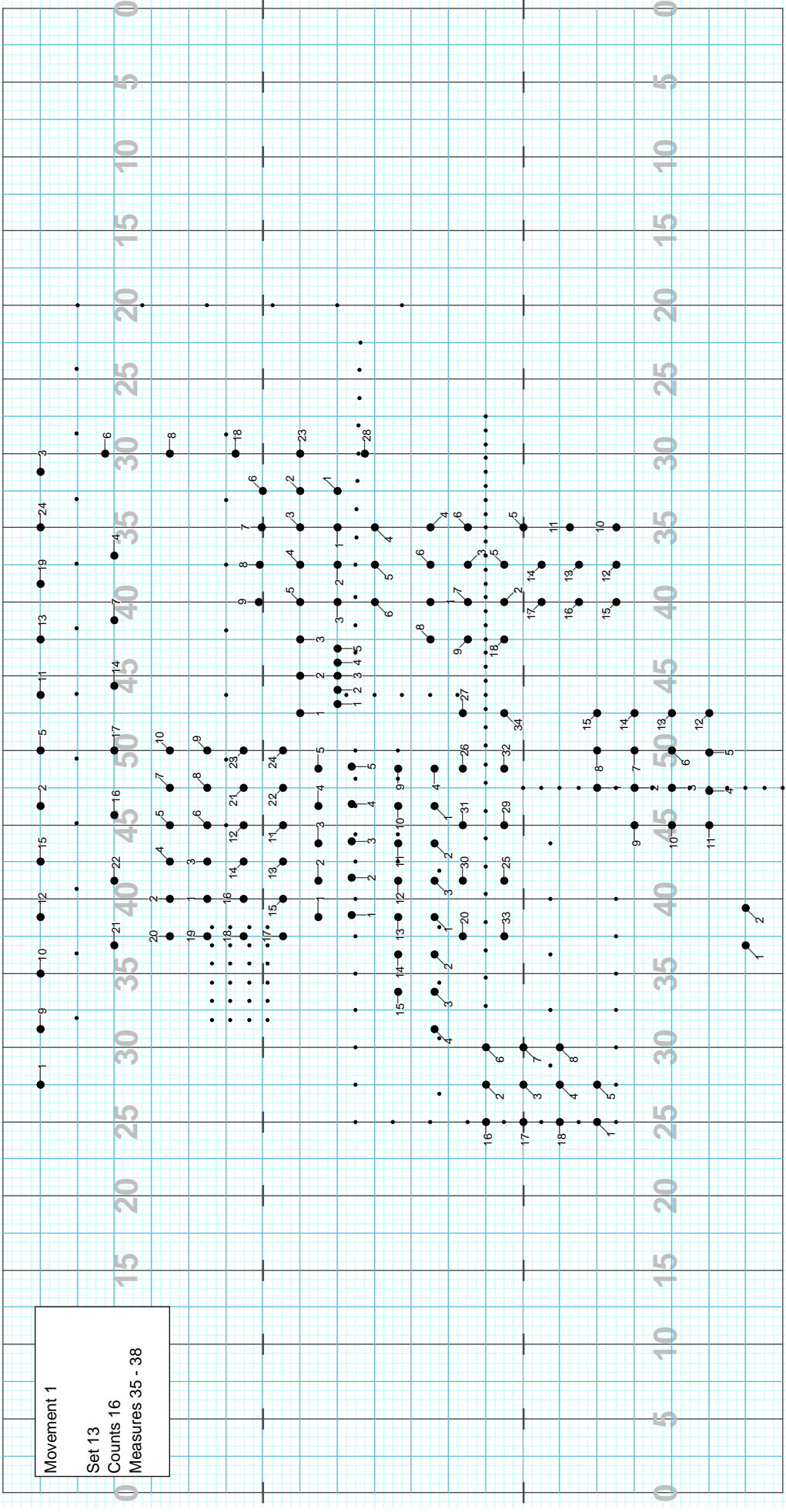


Director Viewpoint

Movement 1  
 Set 12  
 16 Counts  
 Measures 31 - 34

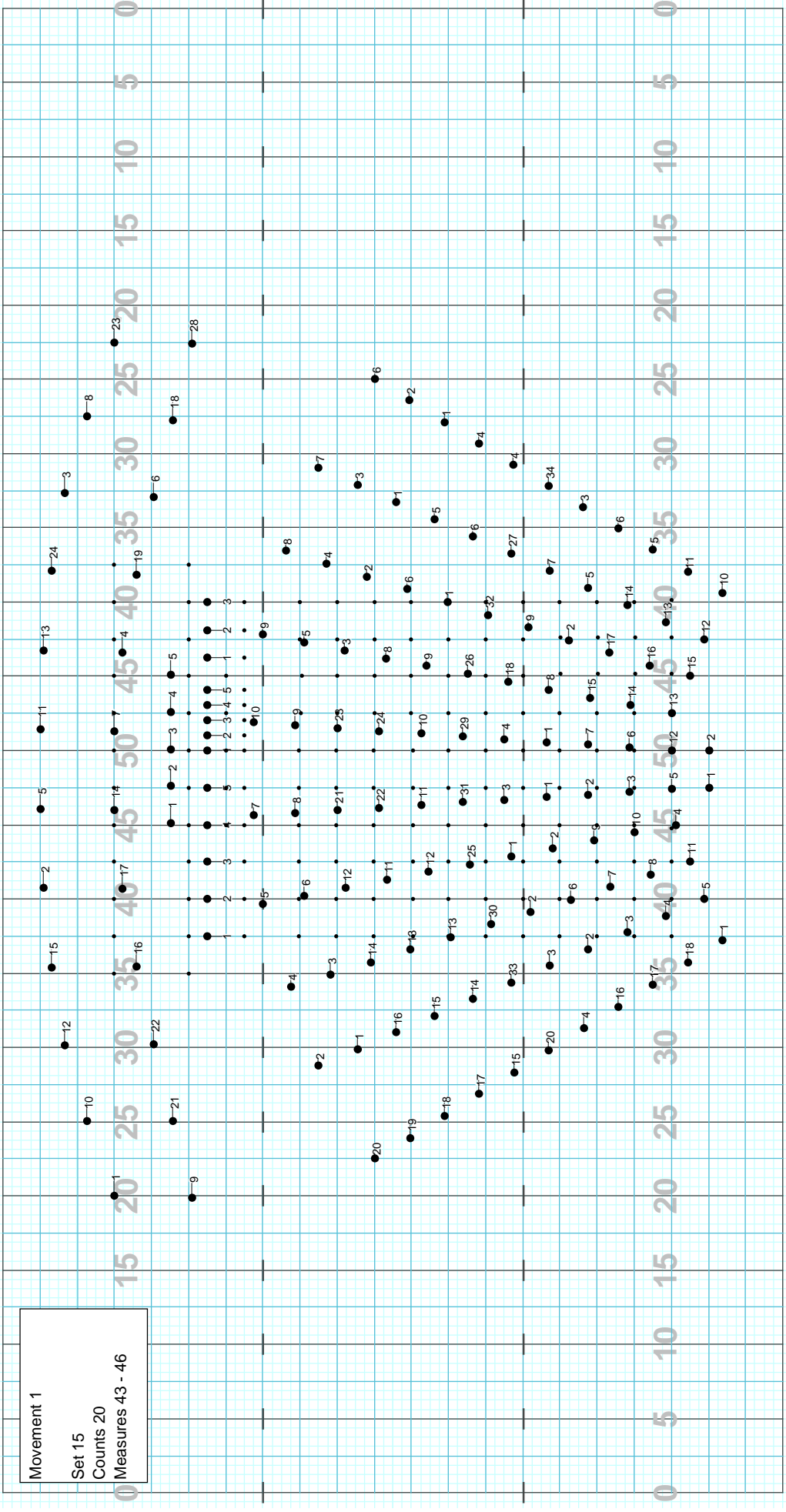


Movement 1  
 Set 13  
 Counts 16  
 Measures 35 - 38

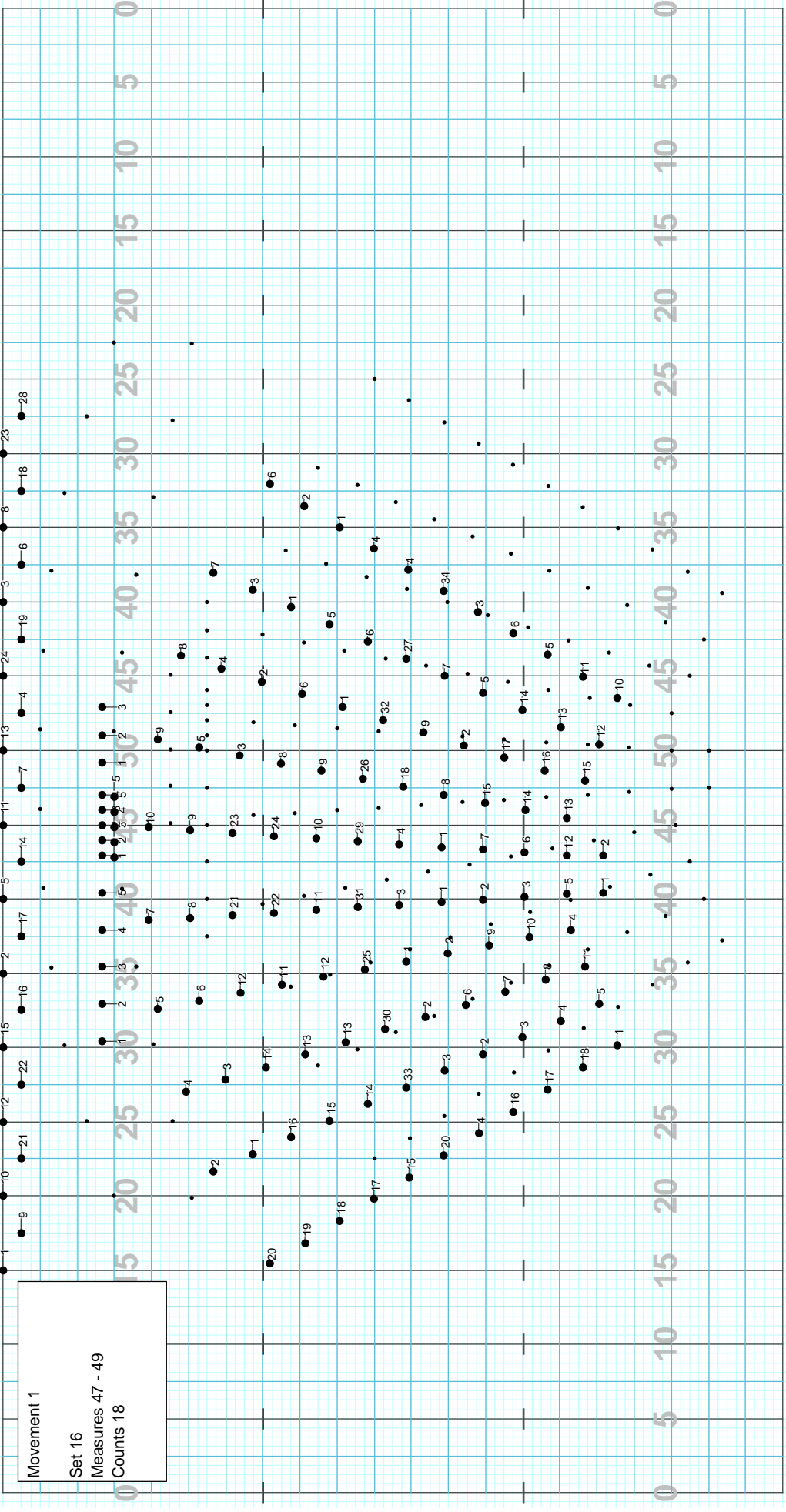


Director Viewpoint

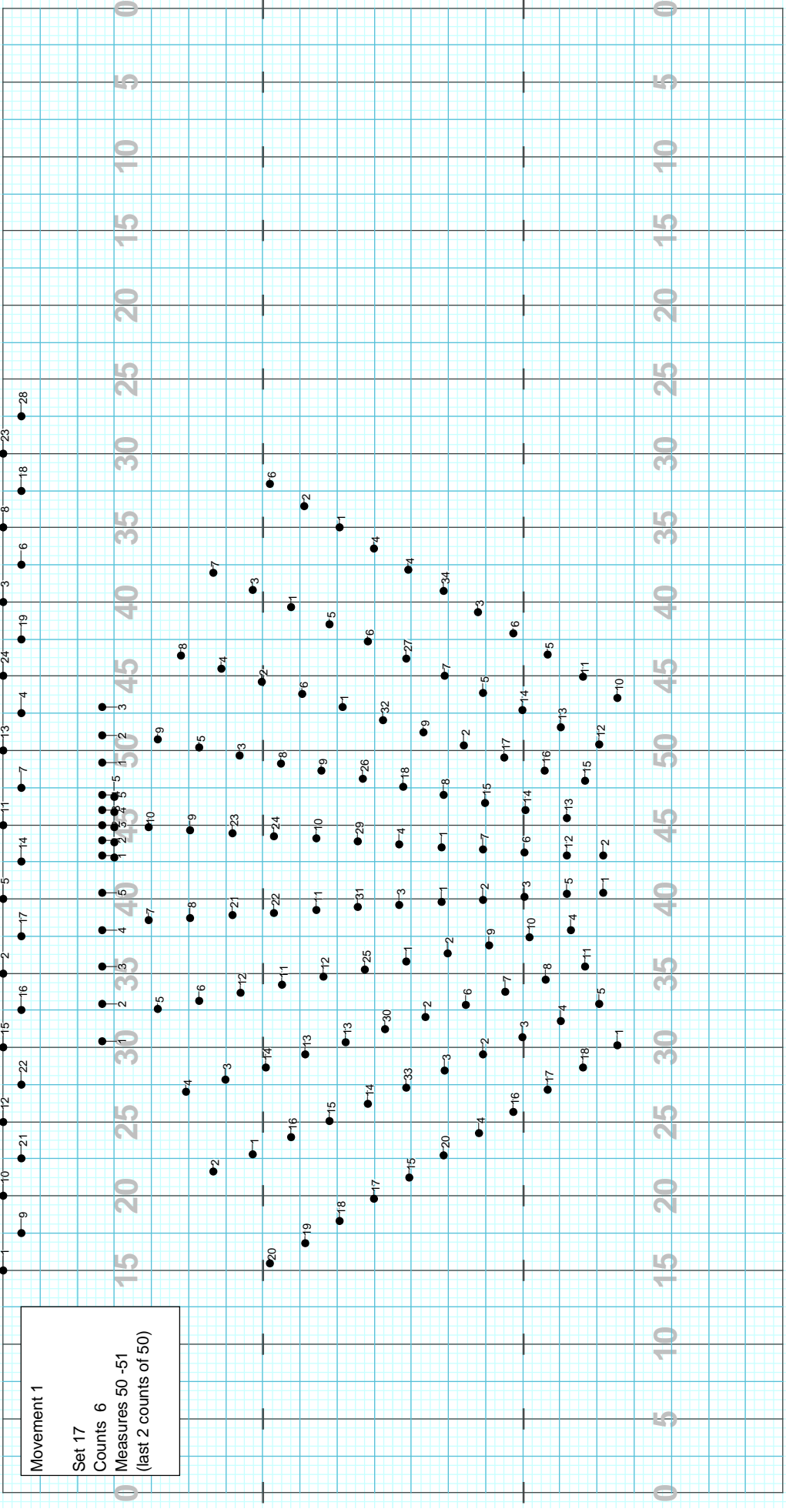




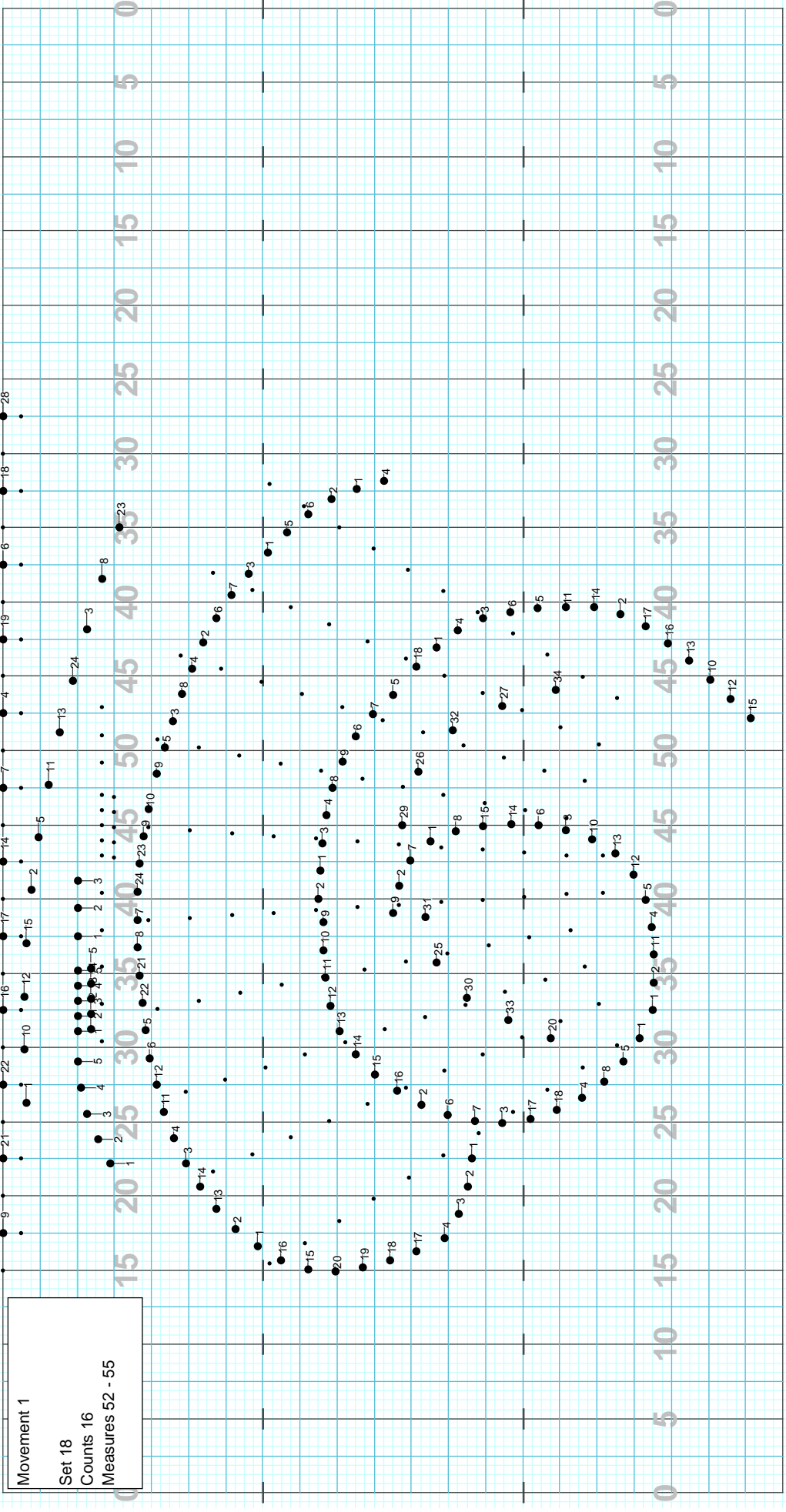
Director Viewpoint



Director Viewpoint

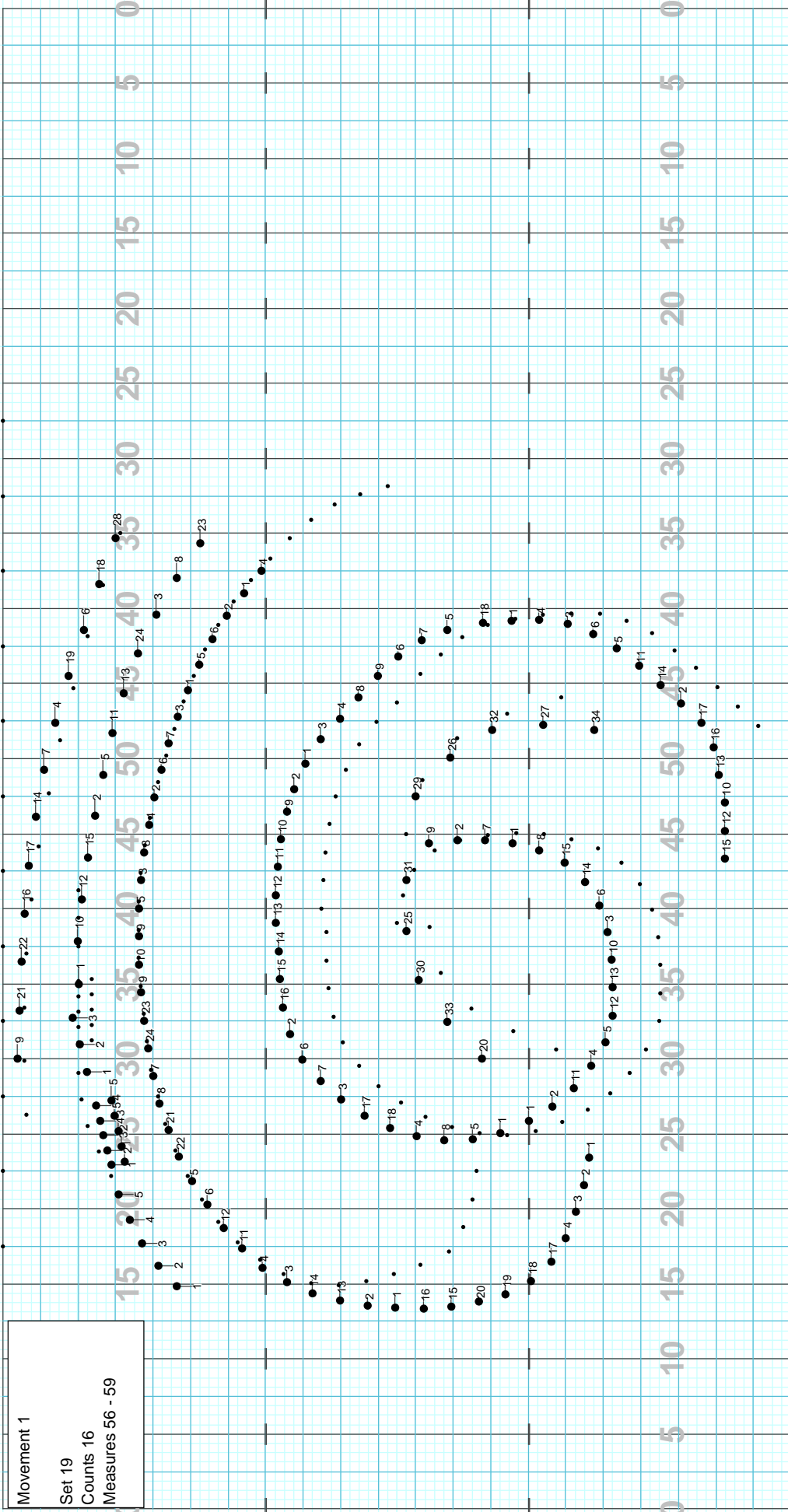


Movement 1  
 Set 18  
 Counts 16  
 Measures 52 - 55



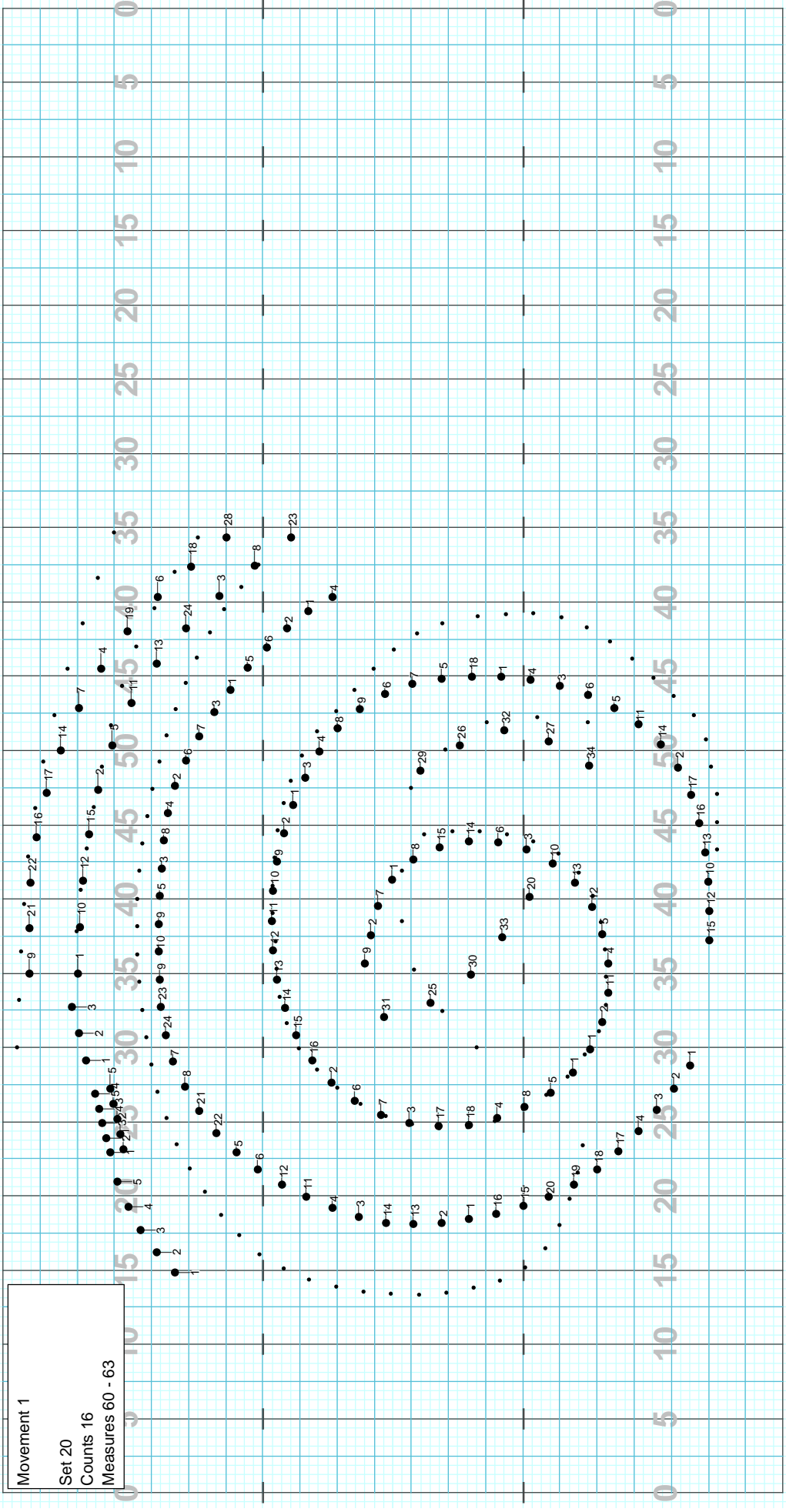
Director Viewpoint

Movement 1  
Set 19  
Counts 16  
Measures 56 - 59



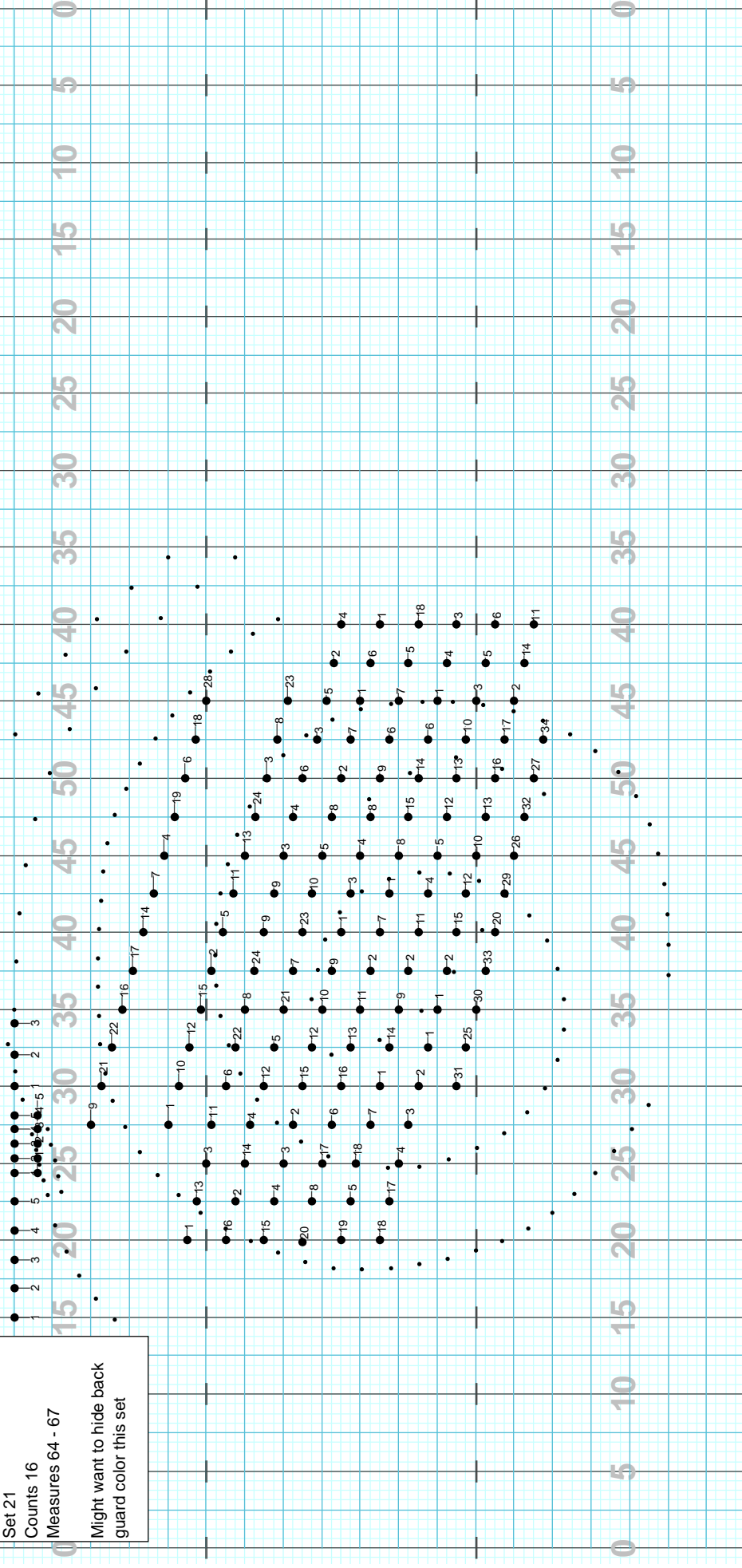
Director Viewpoint

Movement 1  
 Set 20  
 Counts 16  
 Measures 60 - 63



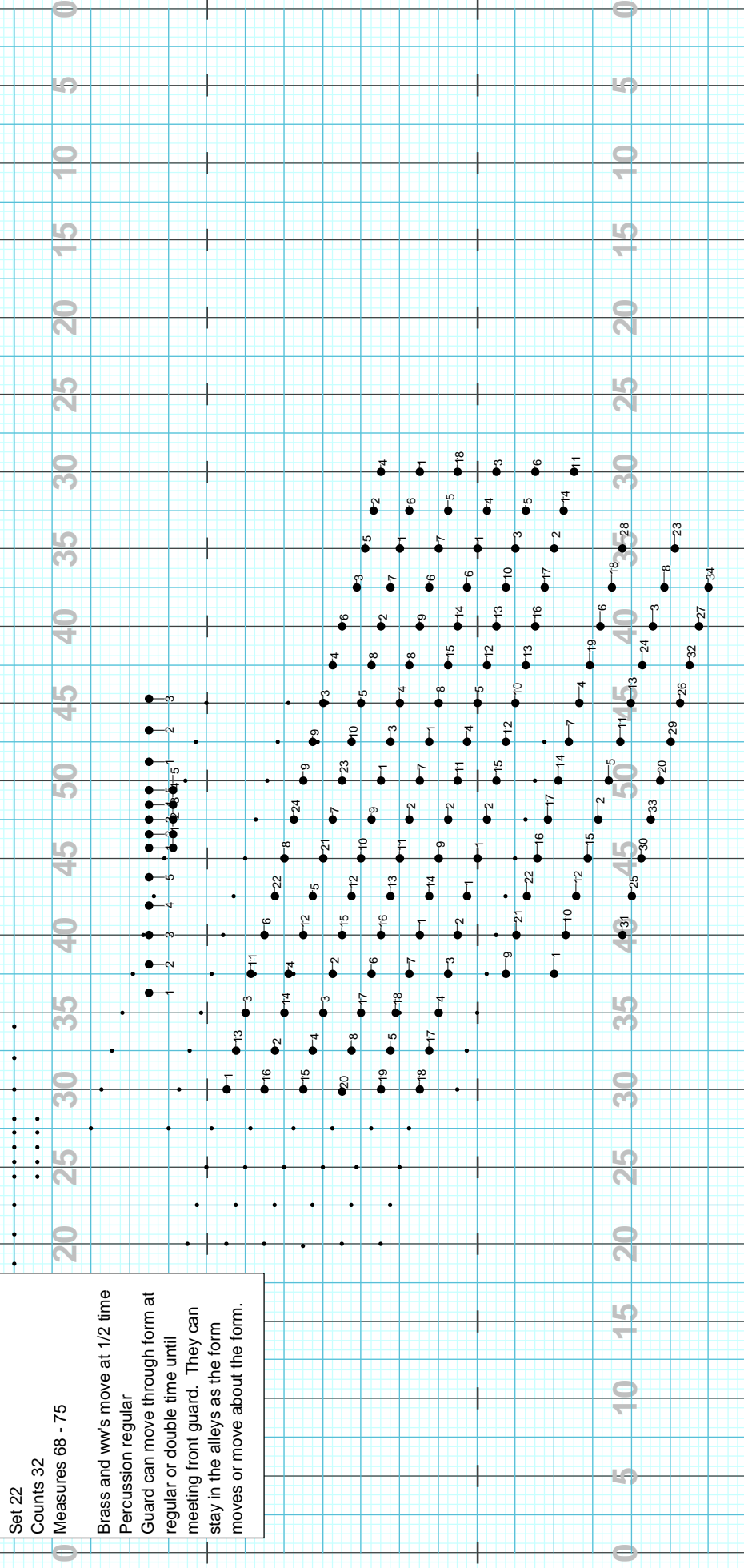
Director Viewpoint

Movement 1  
 Set 21  
 Counts 16  
 Measures 64 - 67  
 Might want to hide back guard color this set



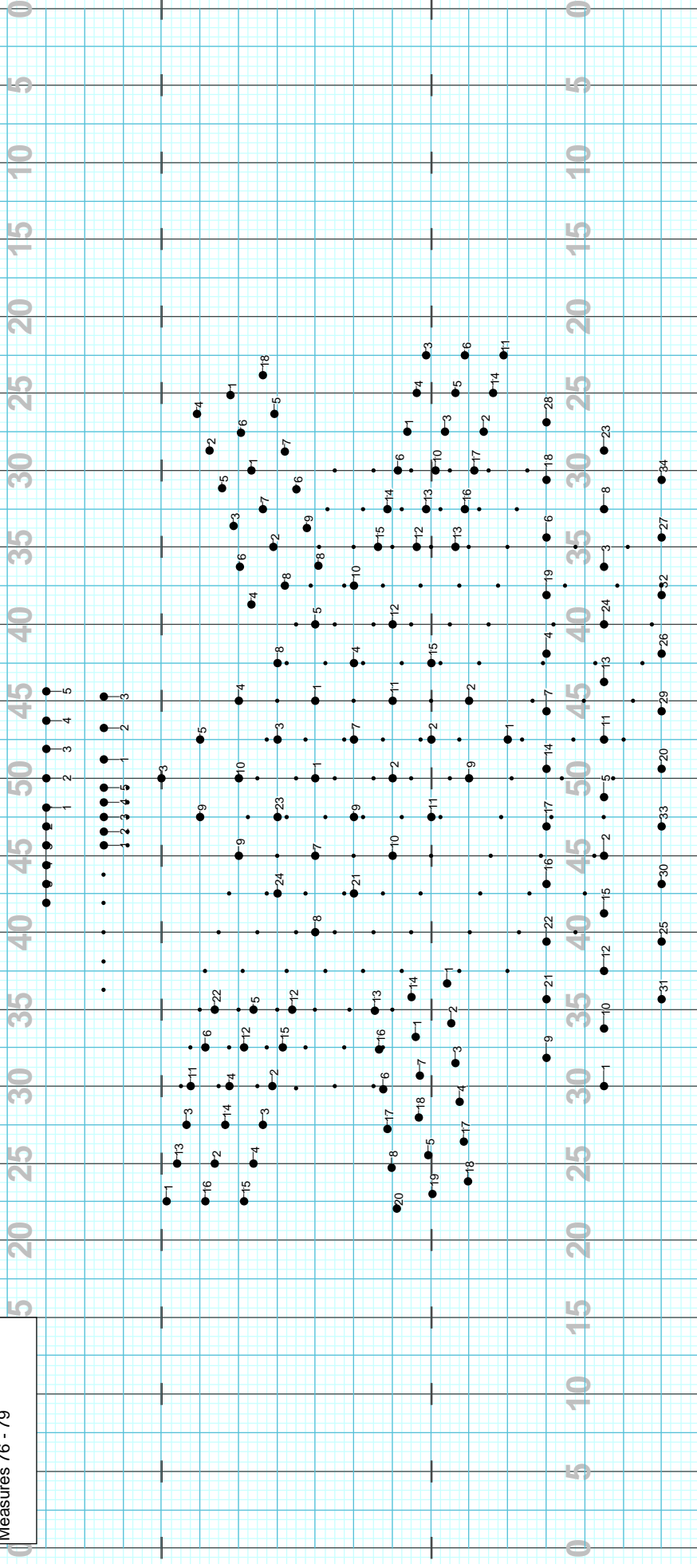
Director Viewpoint

Movement 1  
 Set 22  
 Counts 32  
 Measures 68 - 75  
 Brass and ww's move at 1/2 time  
 Percussion regular  
 Guard can move through form at  
 regular or double time until  
 meeting front guard. They can  
 stay in the alleys as the form  
 moves or move about the form.

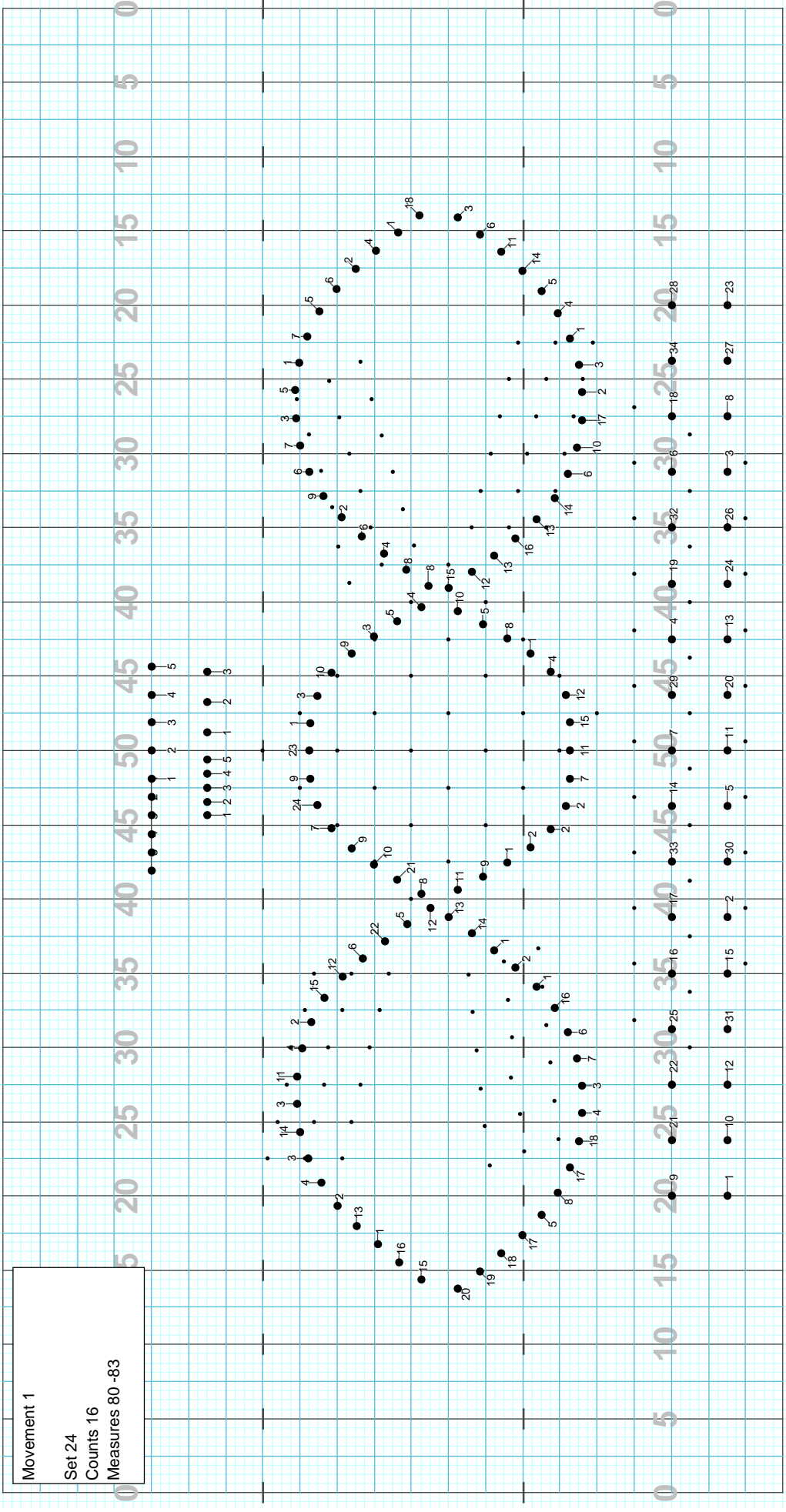


Director Viewpoint

Movement 1  
 Set 23  
 Counts 16  
 Measures 76 - 79

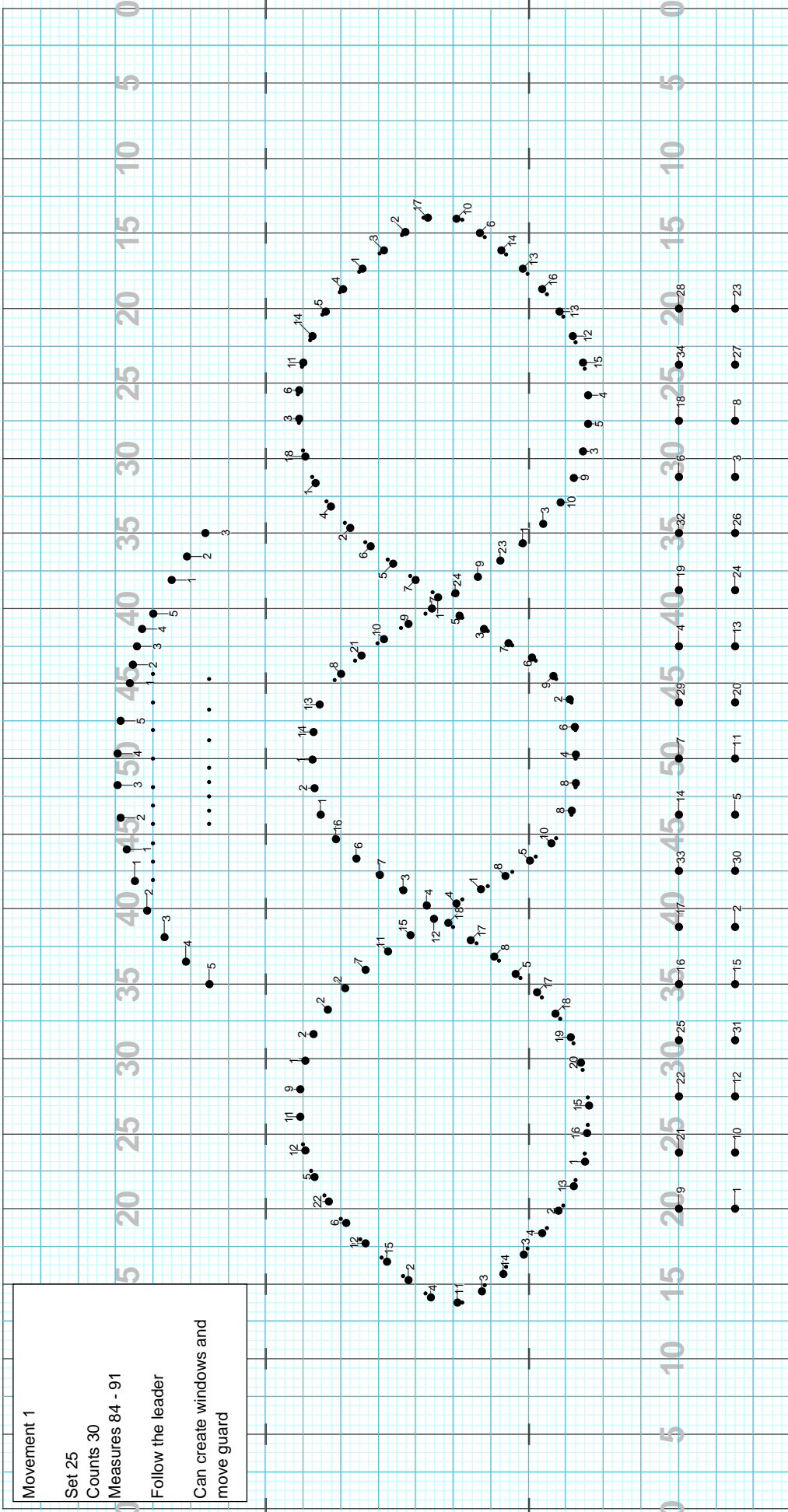


Director Viewpoint

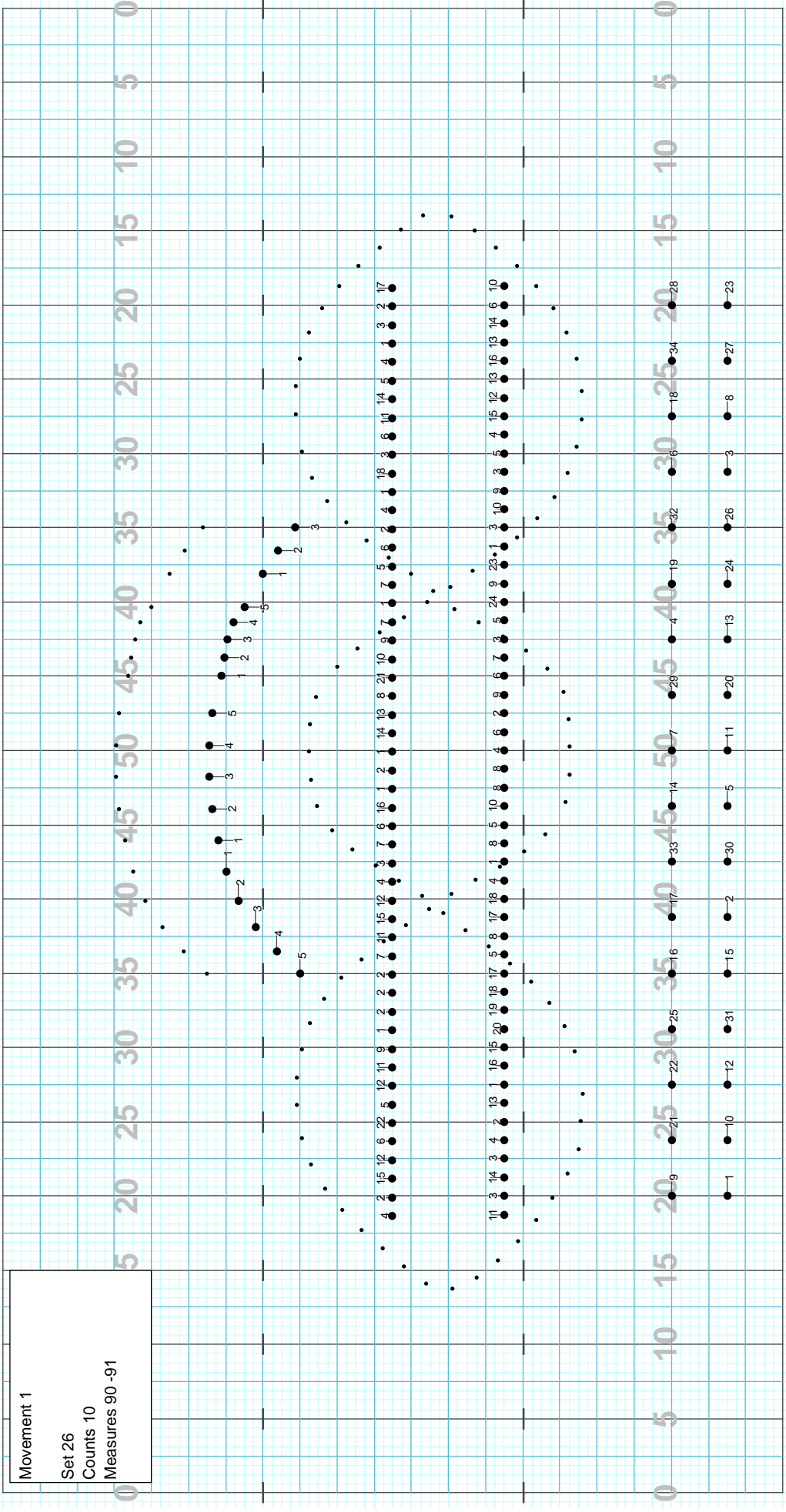


Director Viewpoint

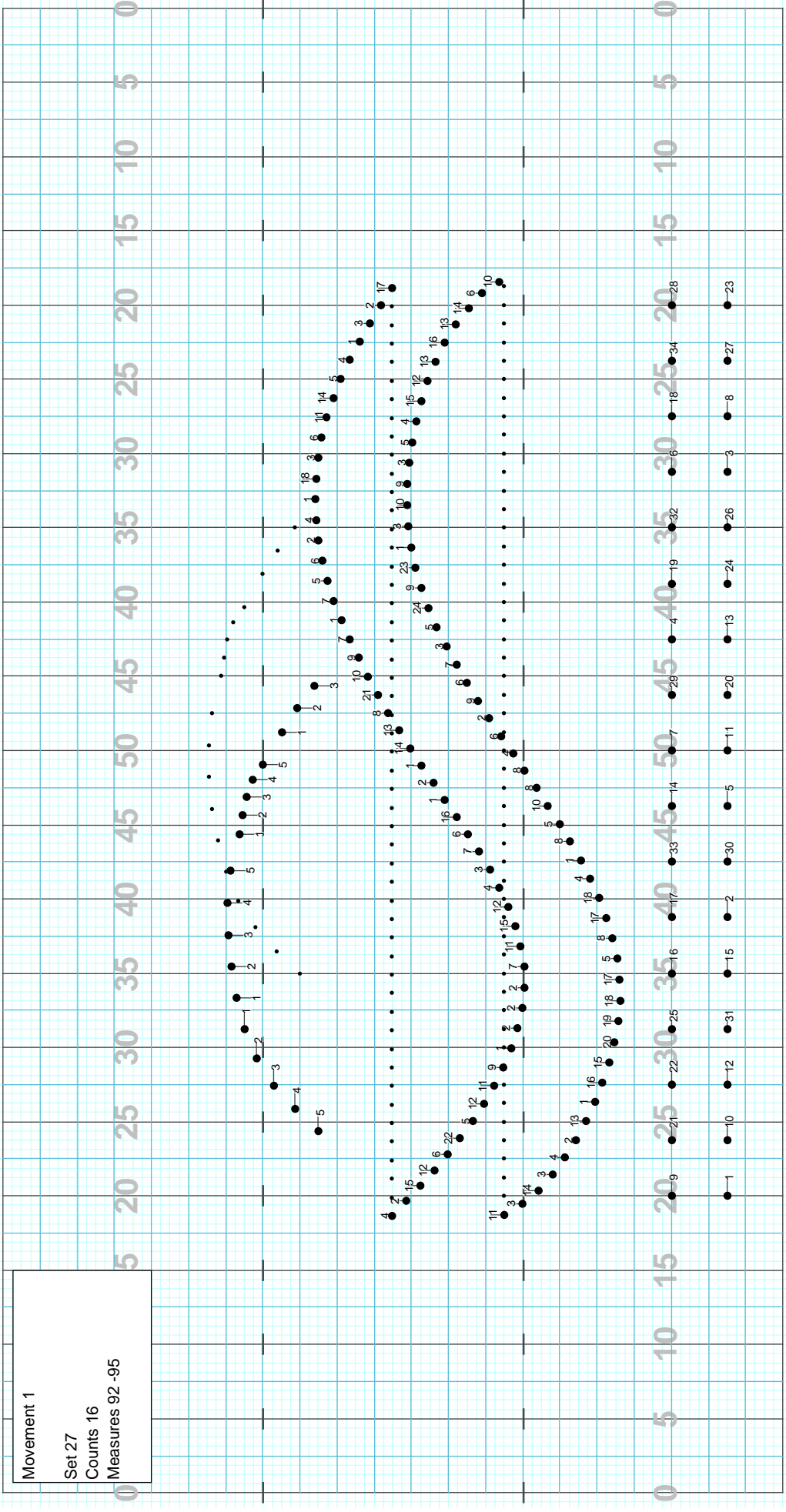
Movement 1  
 Set 25  
 Counts 30  
 Measures 84 - 91  
 Follow the leader  
 Can create windows and  
 move guard



Director Viewpoint

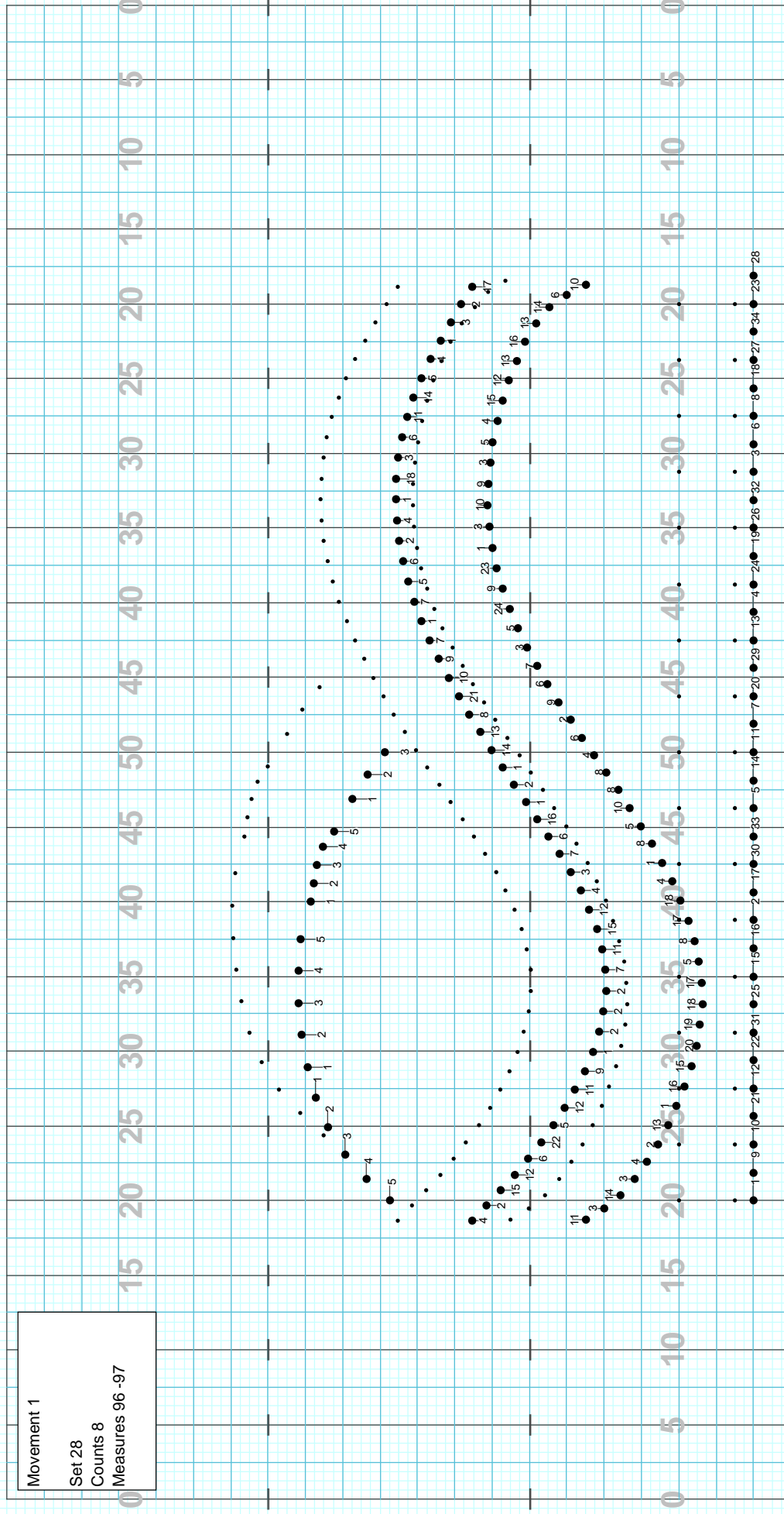


Director Viewpoint



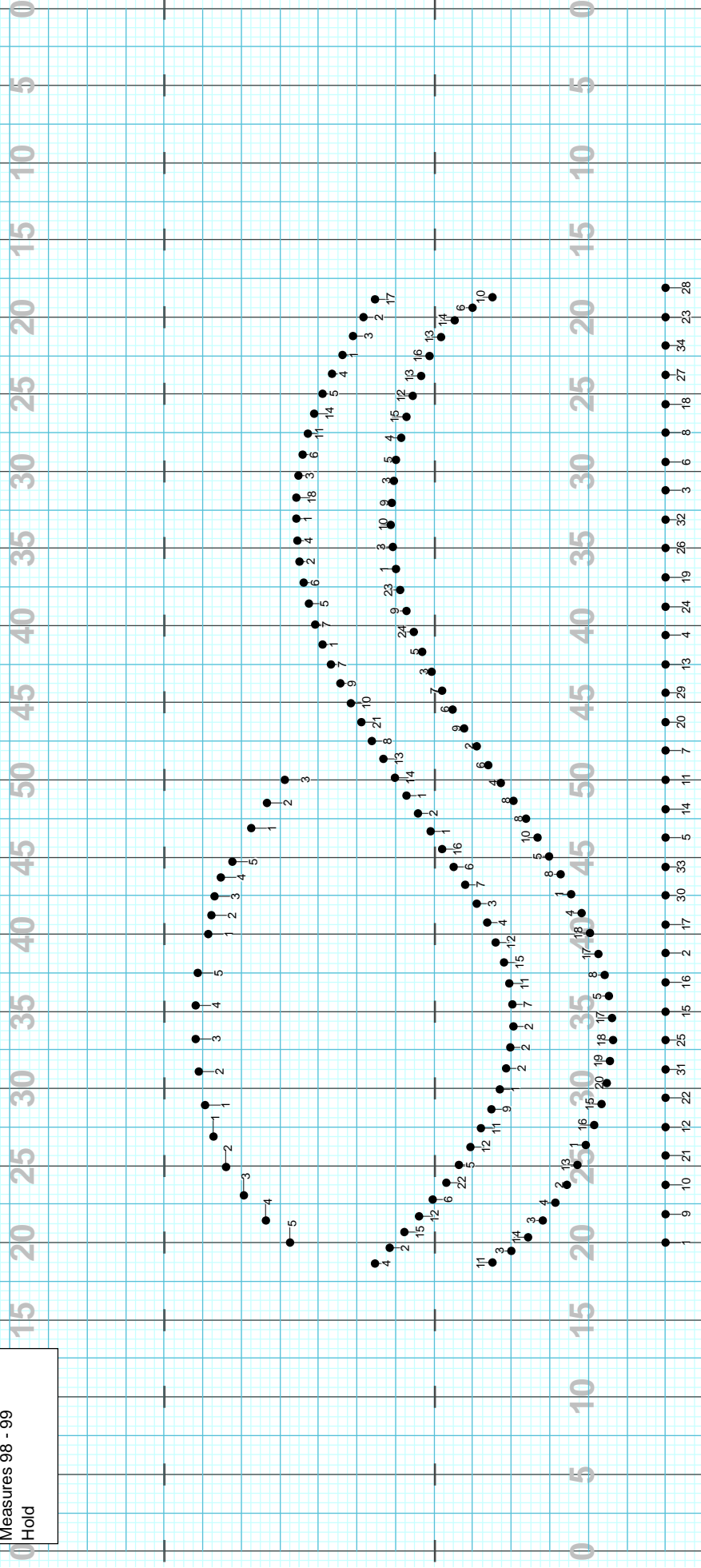
Movement 1  
 Set 27  
 Counts 16  
 Measures 92-95

Director Viewpoint



Director Viewpoint

Movement 1  
Set 29  
Counts 8  
Measures 98 - 99  
Hold



Director Viewpoint