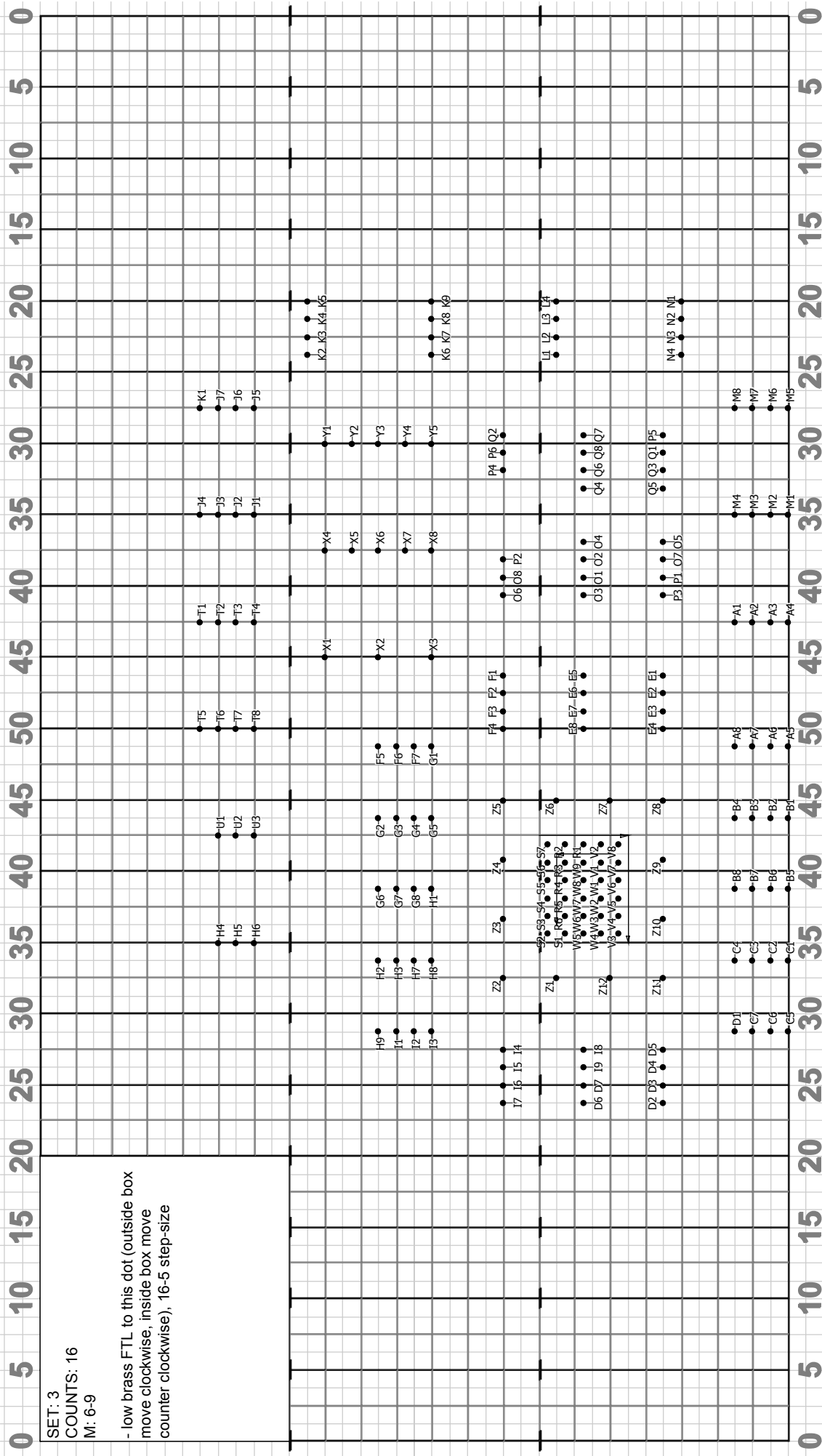


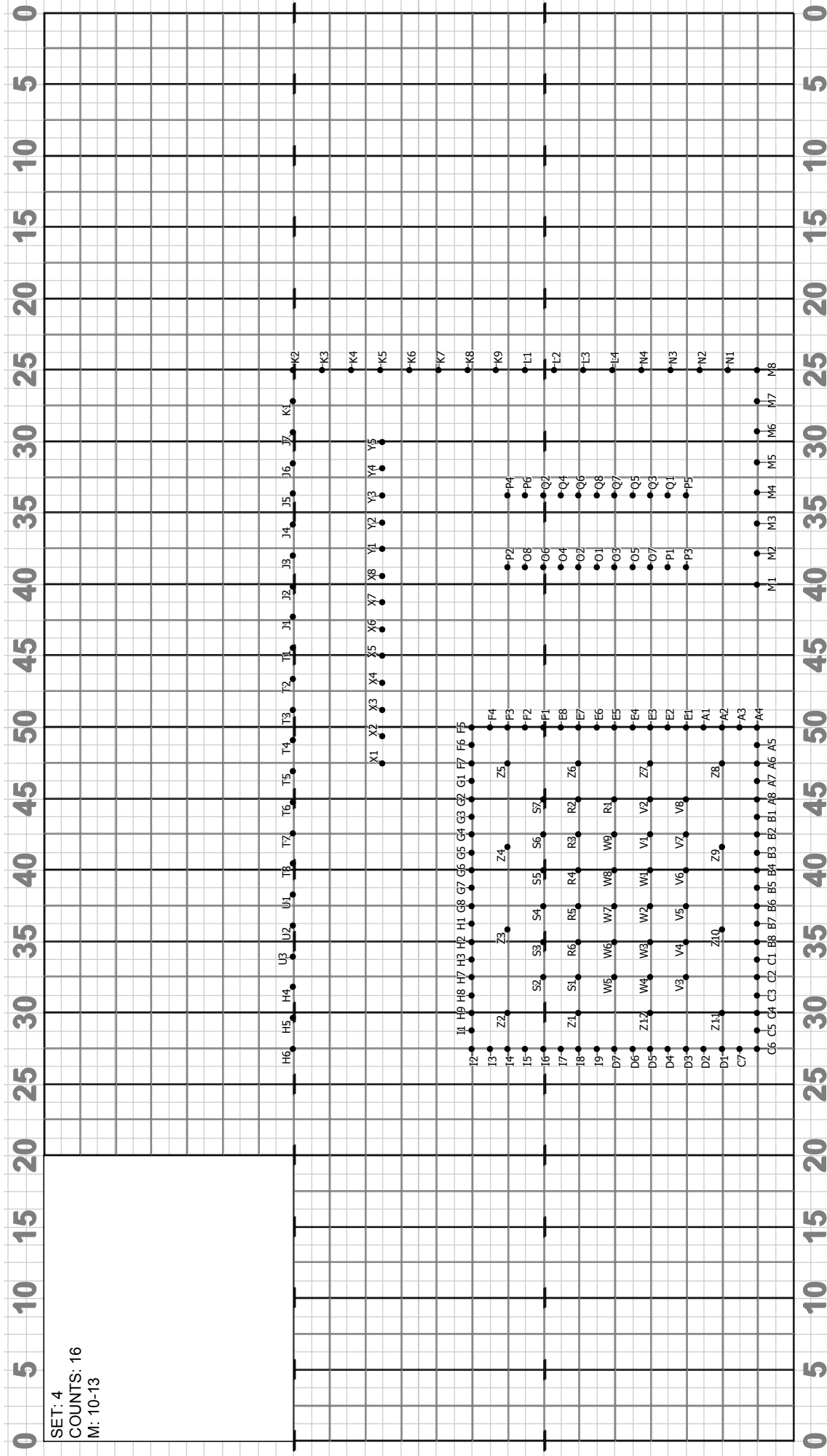
SET: 3
COUNTS: 16
M: 6-9

- low brass FTL to this dot (outside box
move clockwise, inside box move
counter clockwise), 16-5 step-size



Director Viewpoint

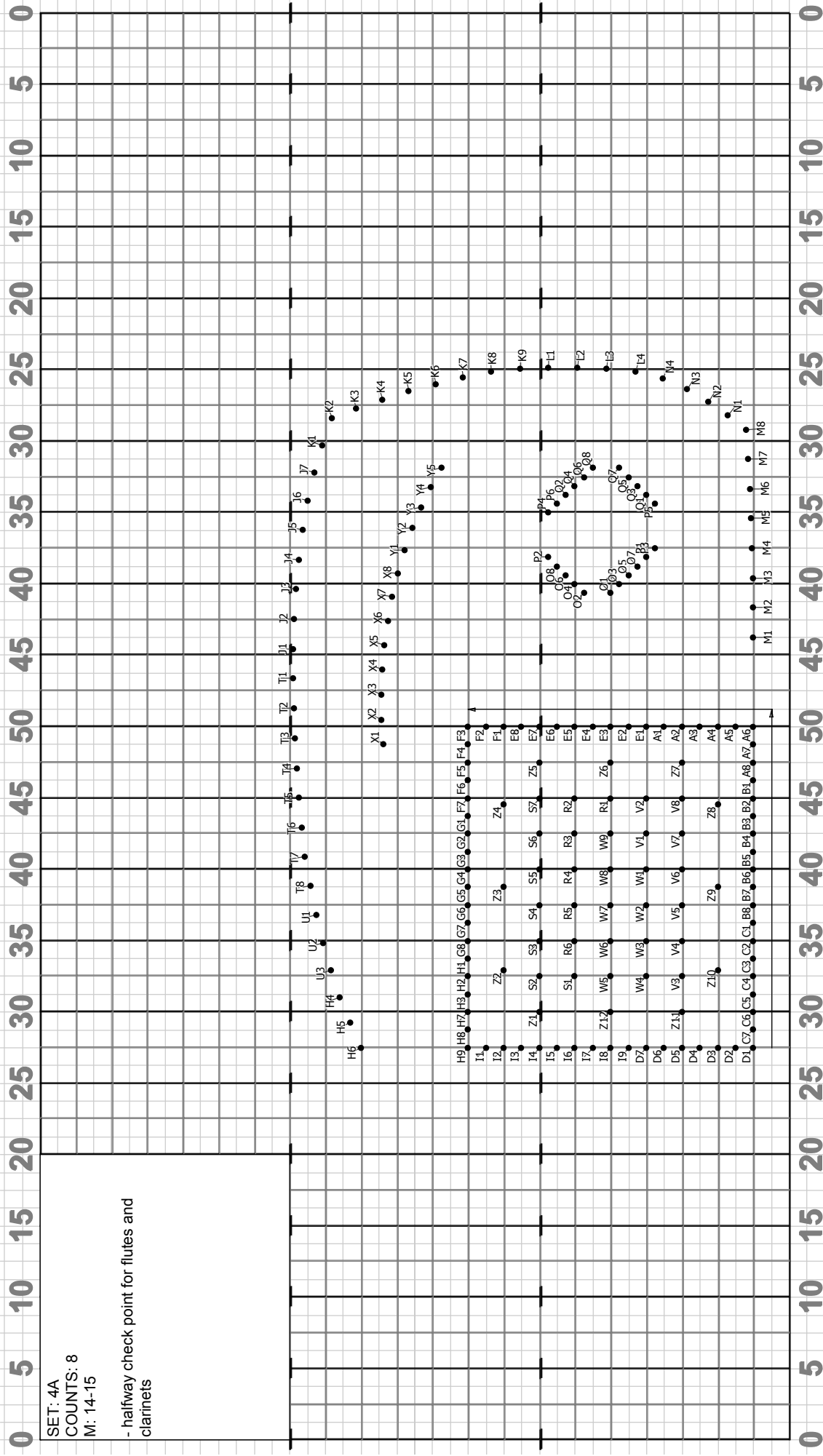
SET: 4
COUNTS: 16
M: 10-13



Director Viewpoint

SET: 4A
COUNTS: 8
M: 14-15

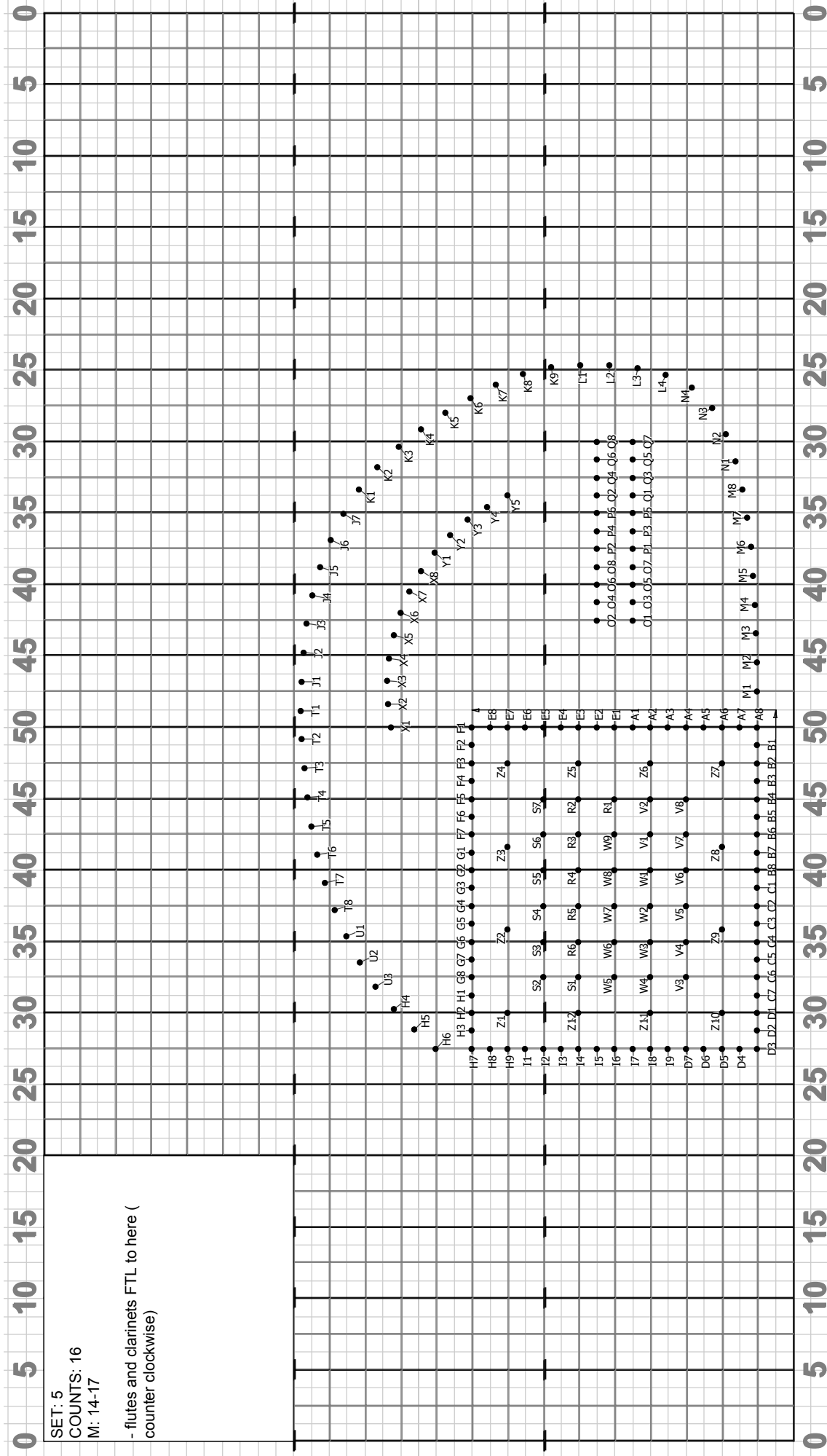
- halfway check point for flutes and
clarinets



Director Viewpoint

SET: 5
COUNTS: 16
M: 14-17

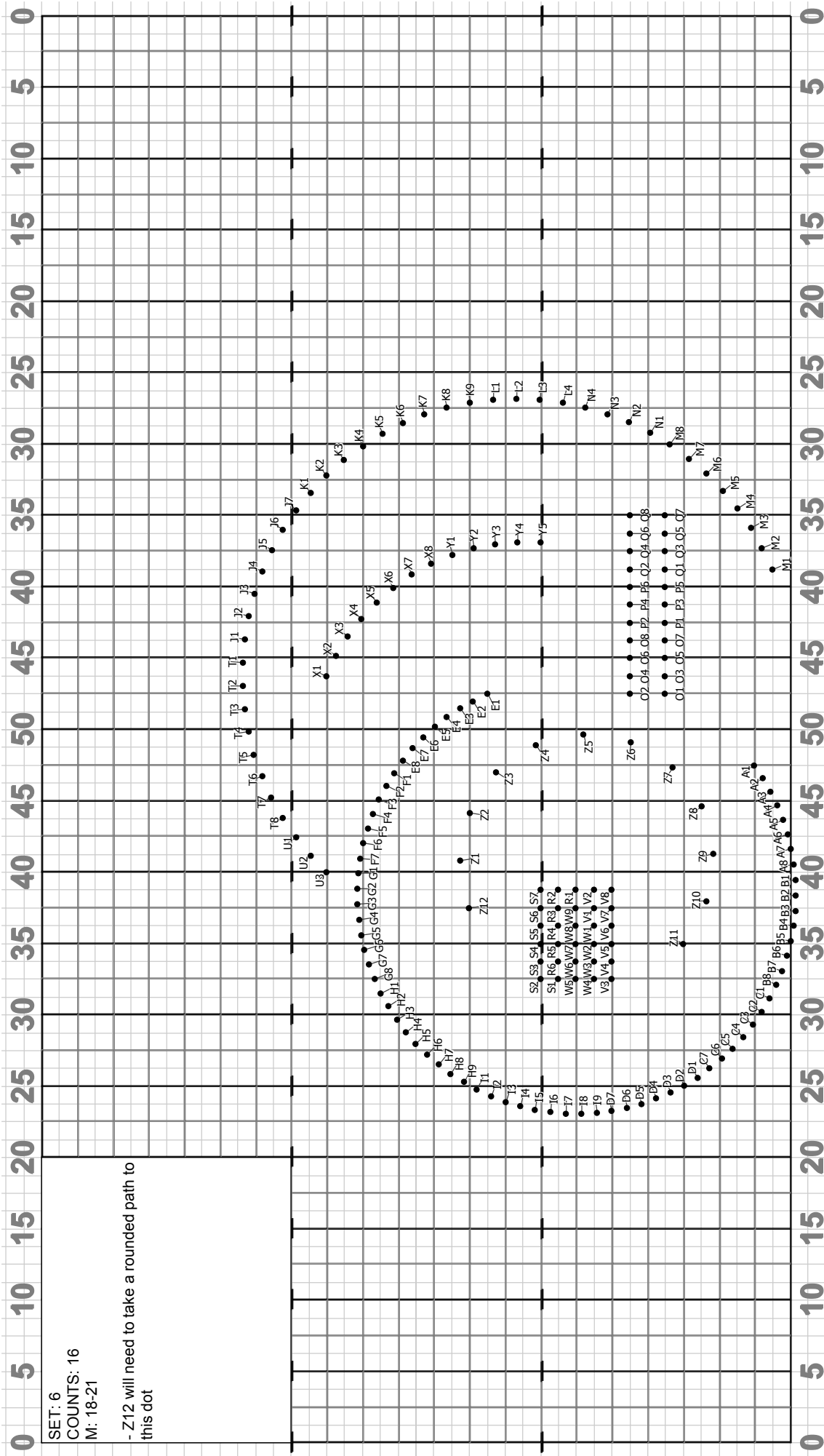
- flutes and clarinets FTL to here (counter clockwise)



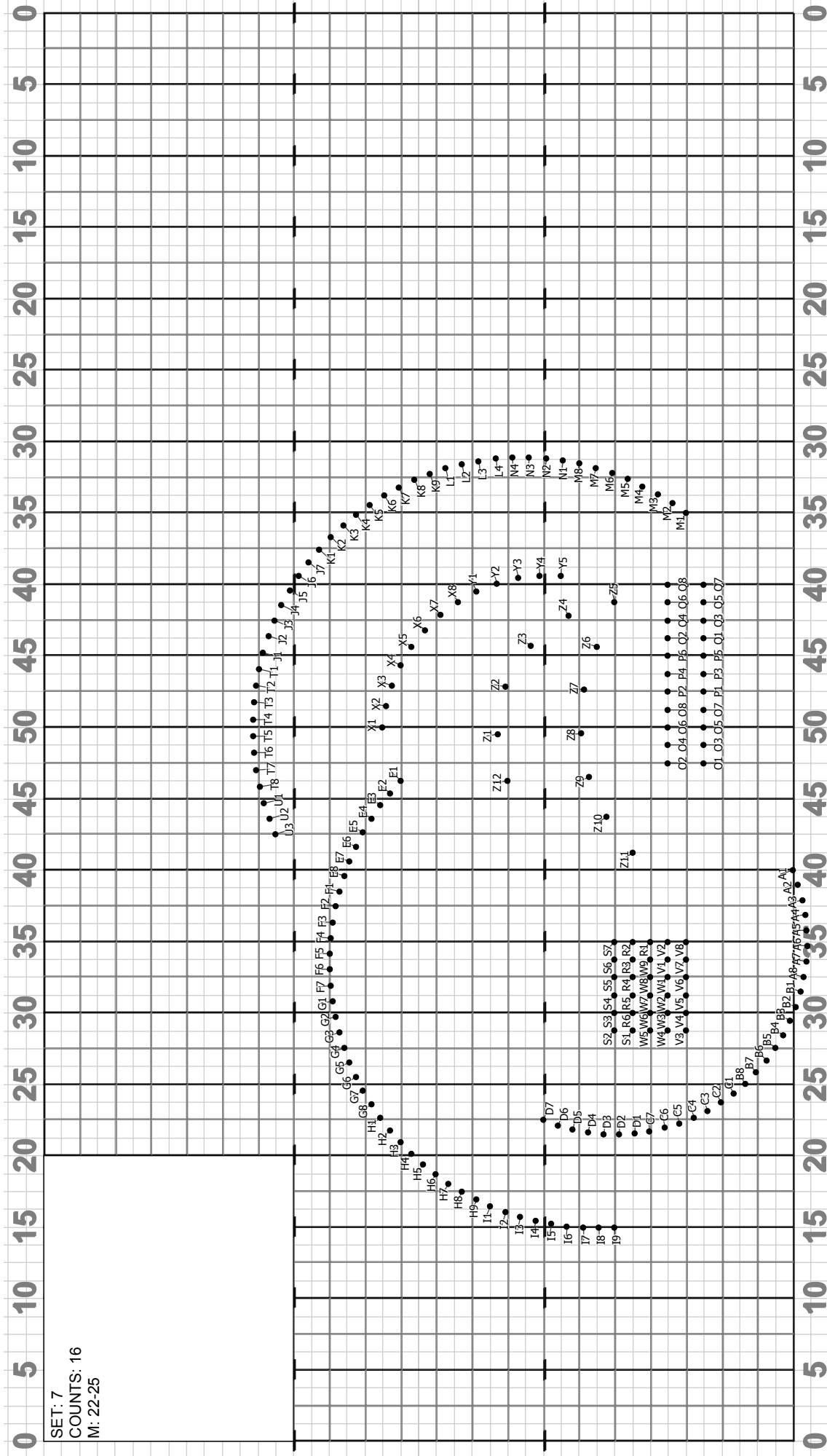
Director Viewpoint

SET: 6
COUNTS: 16
M: 18-21

- Z12 will need to take a rounded path to this dot

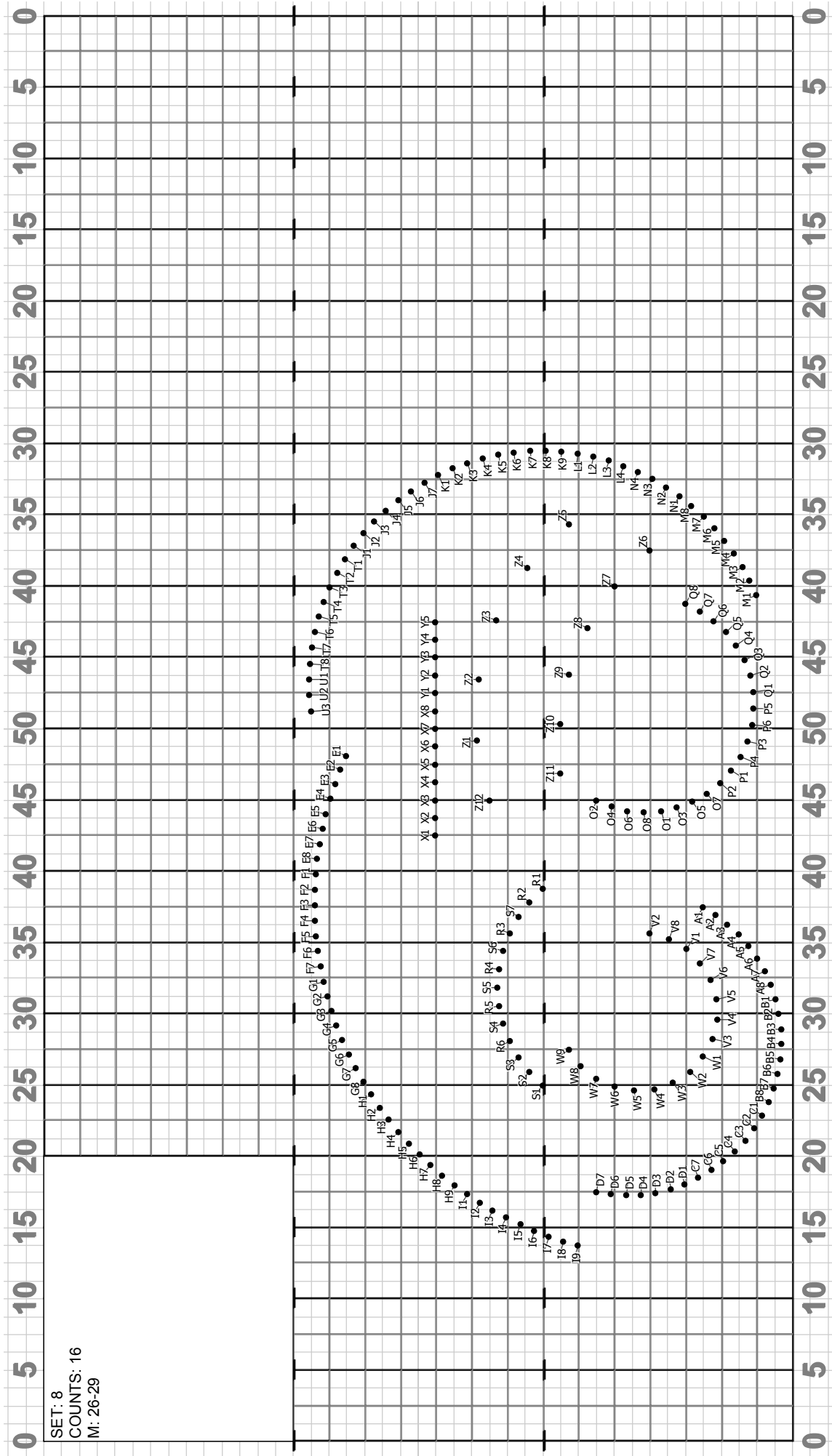


SET: 7
COUNTS: 16
M: 22-25



Director Viewpoint

SET: 8
COUNTS: 16
M: 26-29



Director Viewpoint

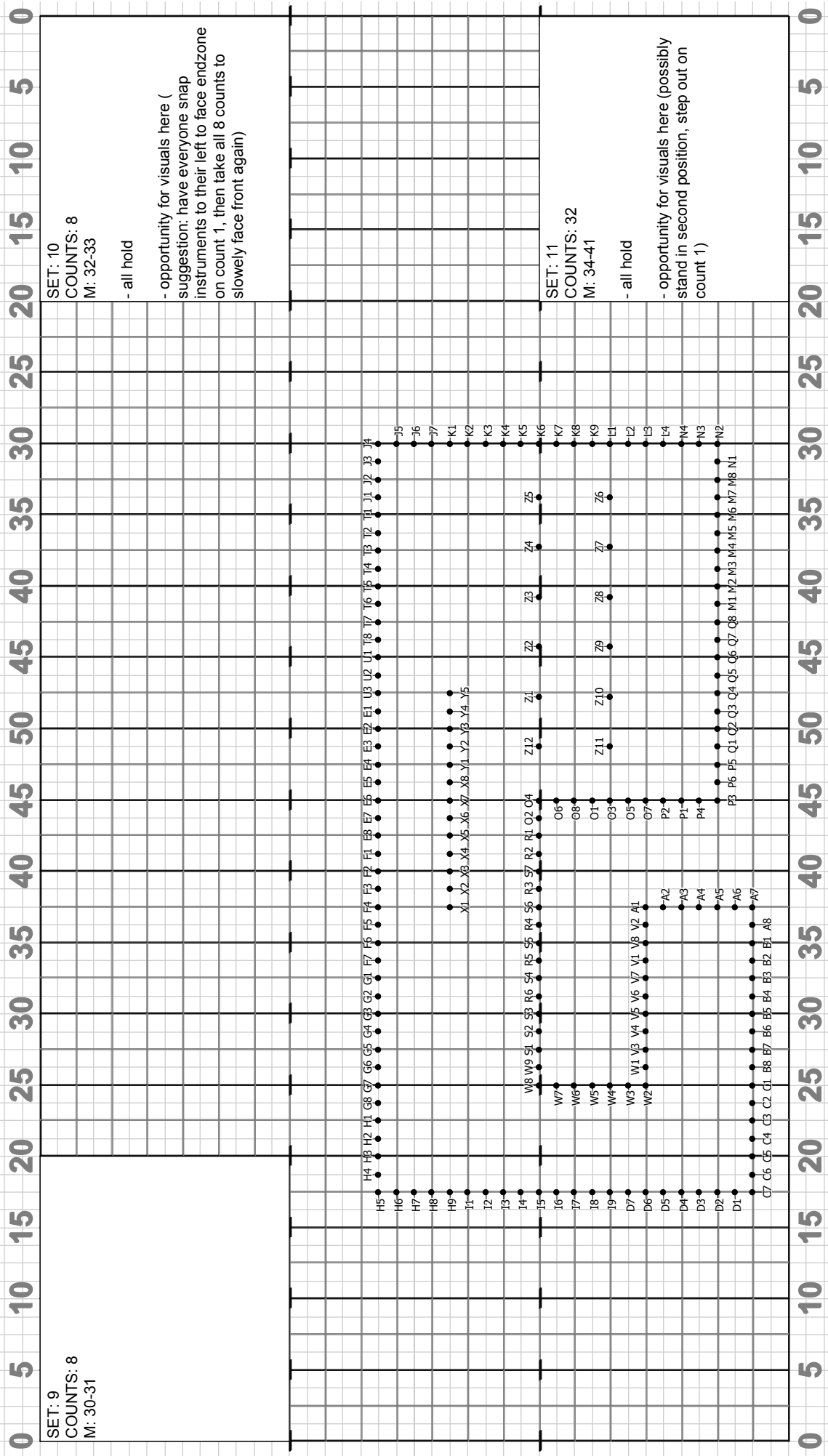
SET: 9
COUNTS: 8
M: 30-31

SET: 10
COUNTS: 8
M: 32-33

- all hold
- opportunity for visuals here (suggestion: have everyone snap instruments to their left to face endzone on count 1, then take all 8 counts to slowly face front again)

SET: 11
COUNTS: 32
M: 34-41

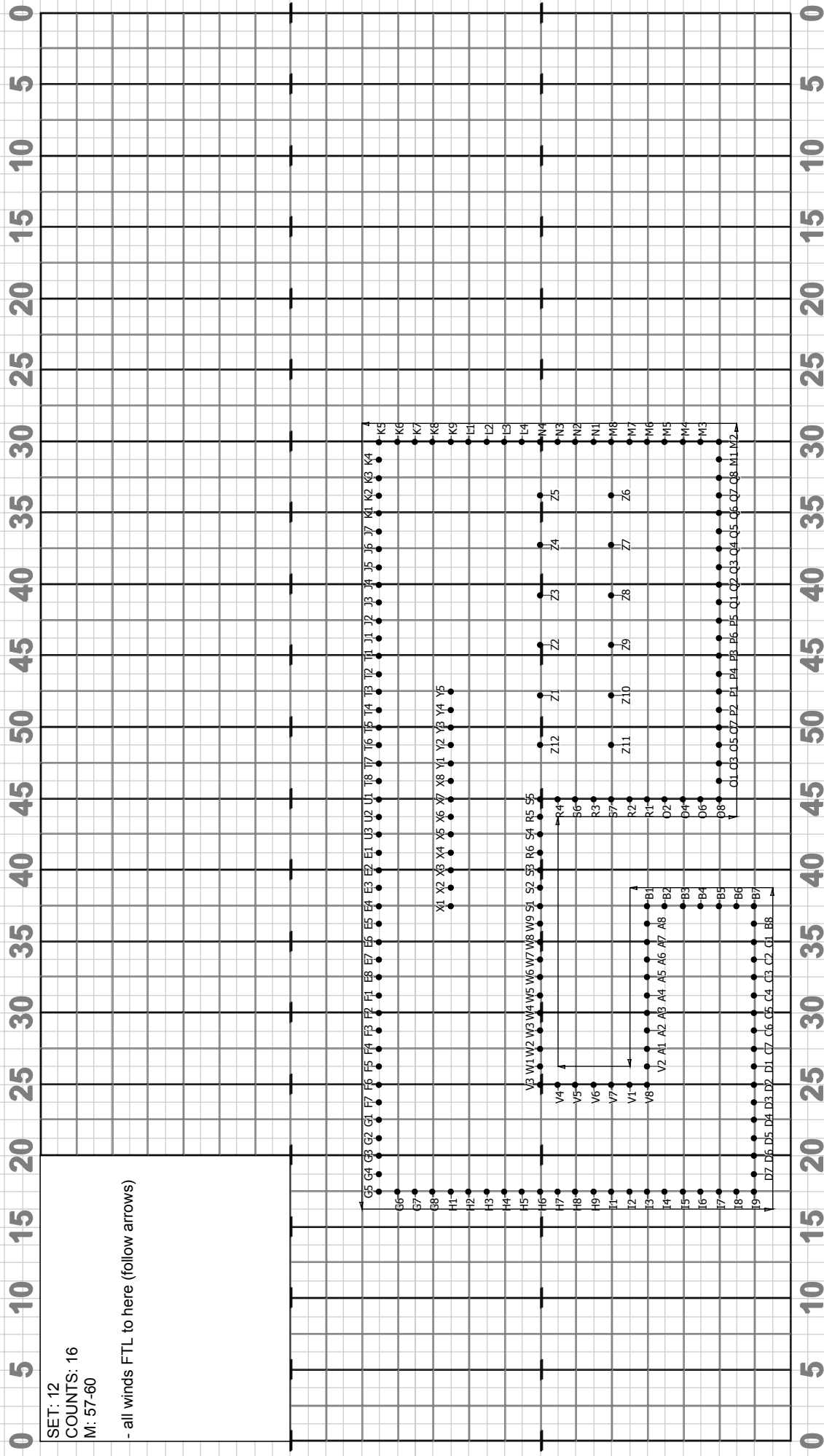
- all hold
- opportunity for visuals here (possibly stand in second position, step out on count 1)



Director Viewpoint

SET: 12
COUNTS: 16
M: 57-60

- all winds FTL to here (follow arrows)



Director Viewpoint

SET: 13
COUNTS: 16
M: 61-64

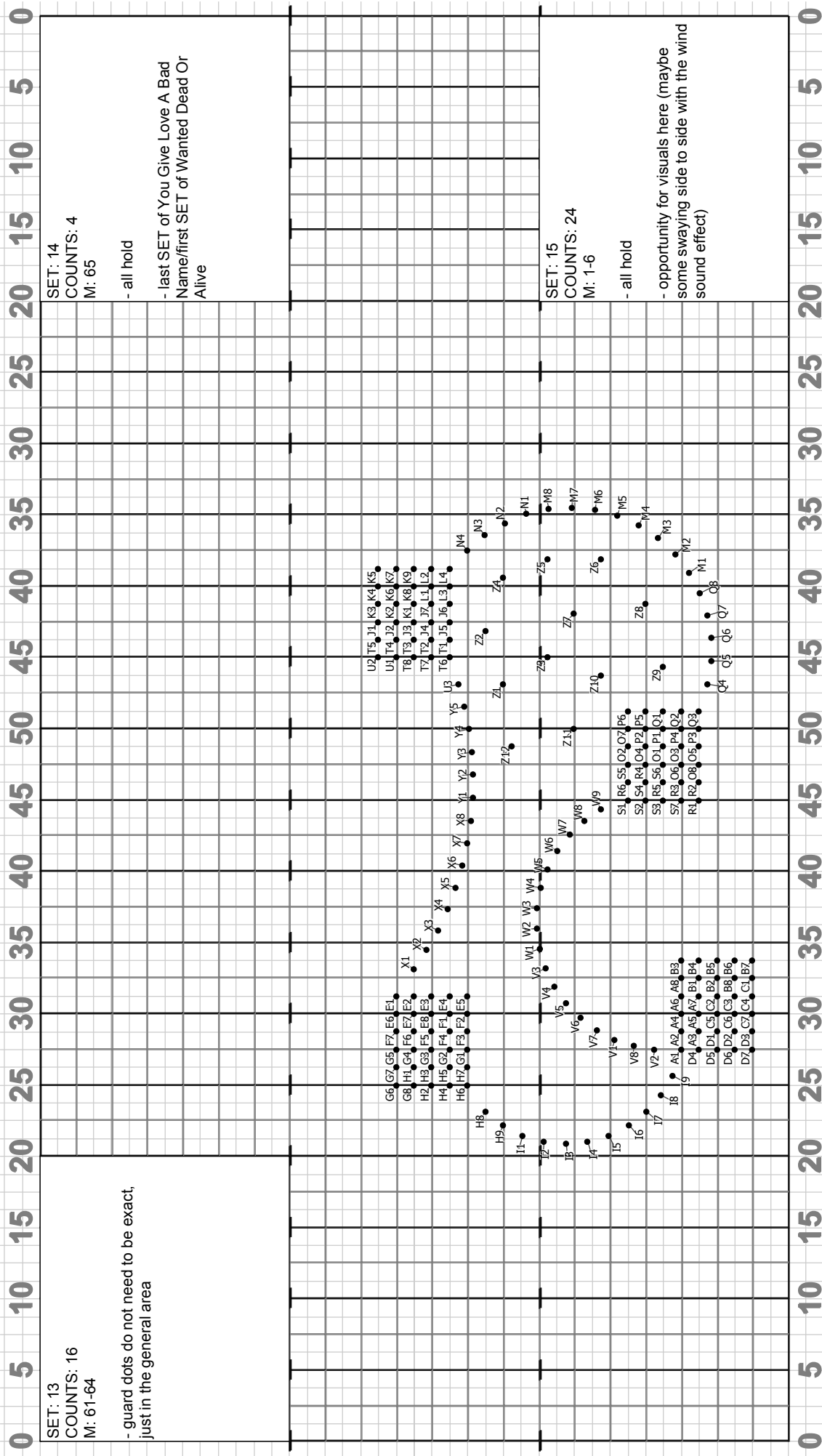
- guard dots do not need to be exact,
just in the general area

SET: 14
COUNTS: 4
M: 65

- all hold
- last SET of You Give Love A Bad
Name/first SET of Wanted Dead Or
Alive

SET: 15
COUNTS: 24
M: 1-6

- all hold
- opportunity for visuals here (maybe
some swaying side to side with the wind
sound effect)



Director Viewpoint