

PAGE: 1

- opening PAGE of Getaway/Boogie  
Wonderland

PAGE: 2

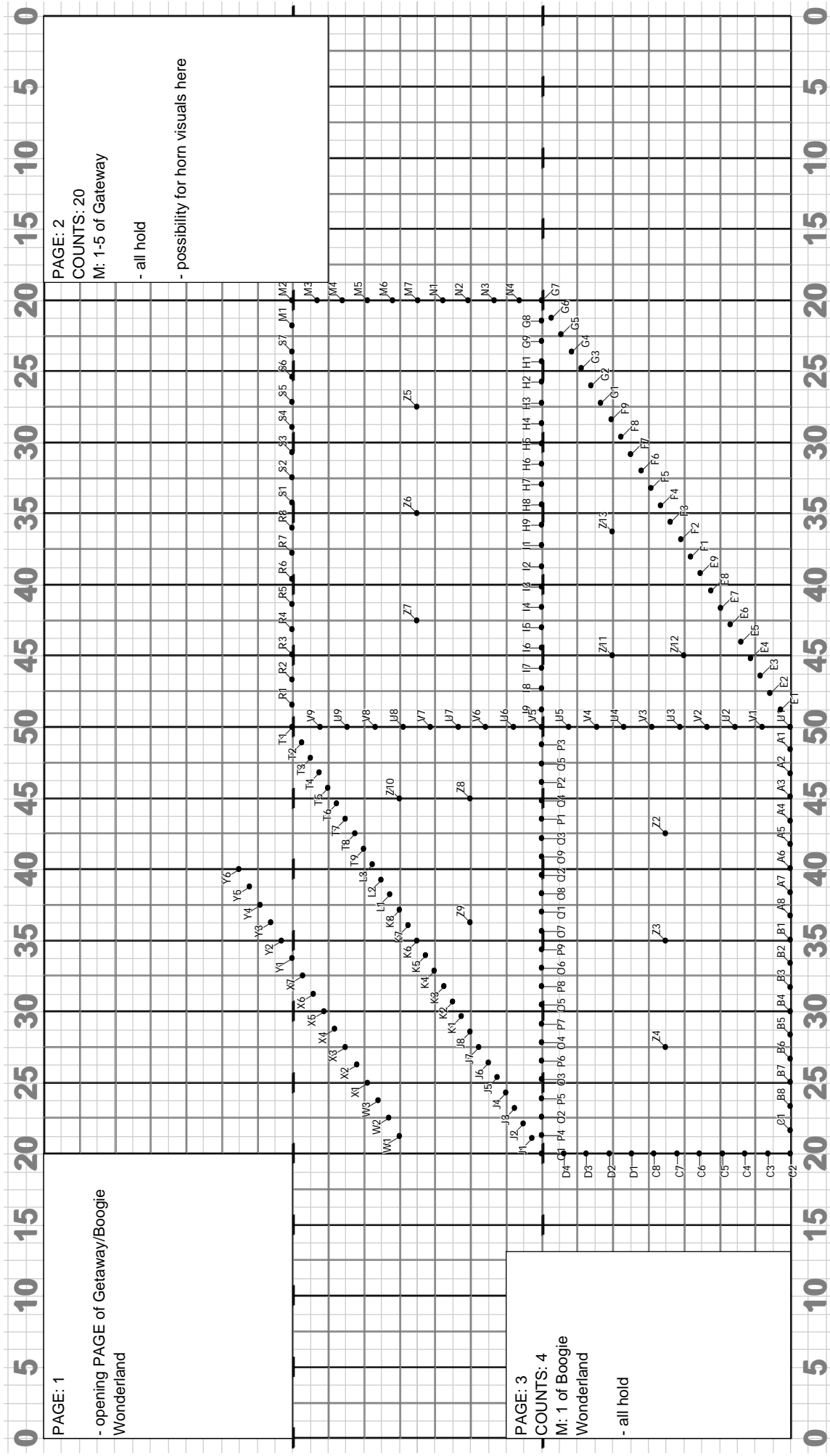
COUNTS: 20  
M: 1-5 of Gateway

- all hold  
- possibility for horn visuals here

PAGE: 3

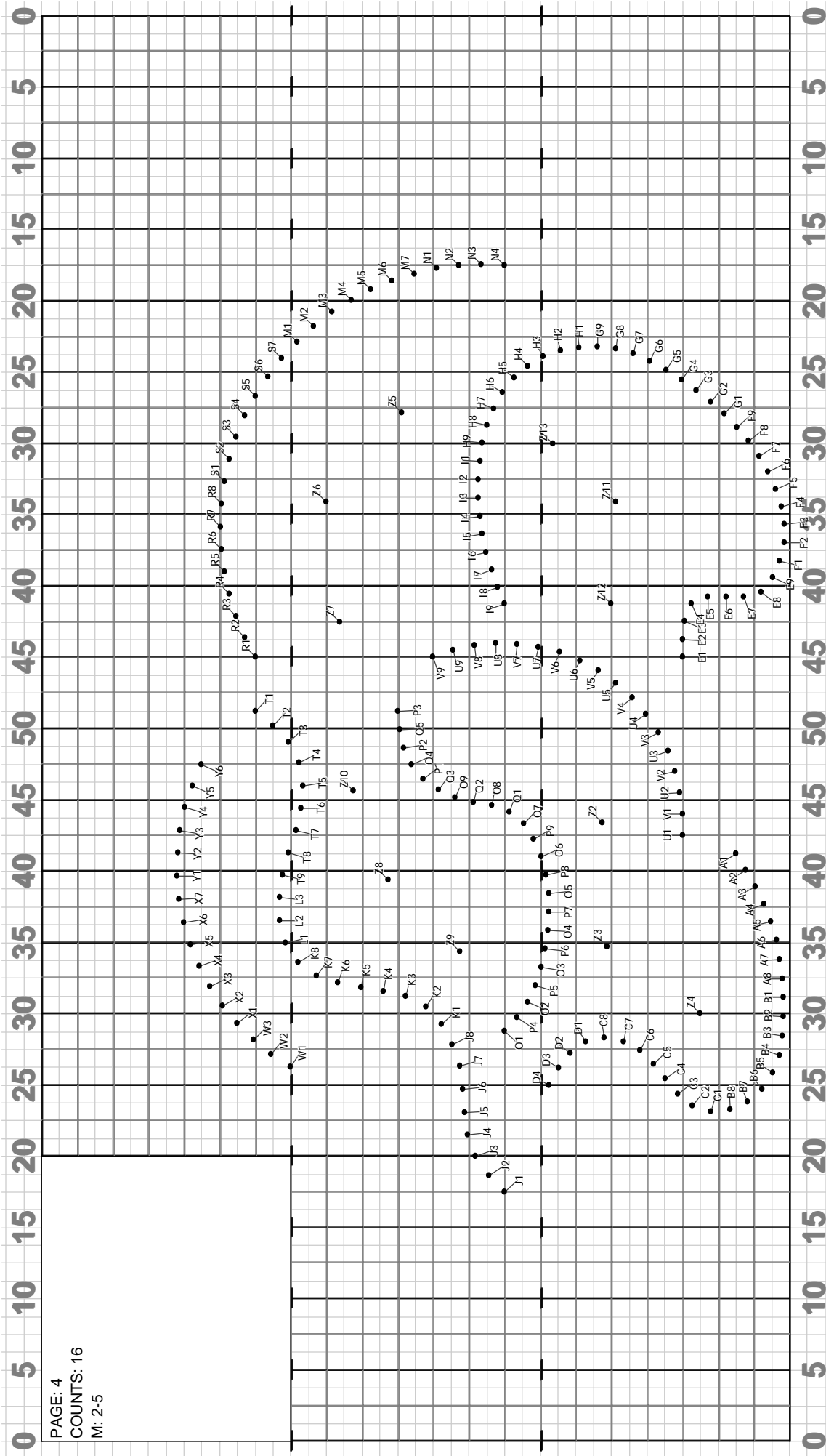
COUNTS: 4  
M: 1 of Boogie  
Wonderland

- all hold



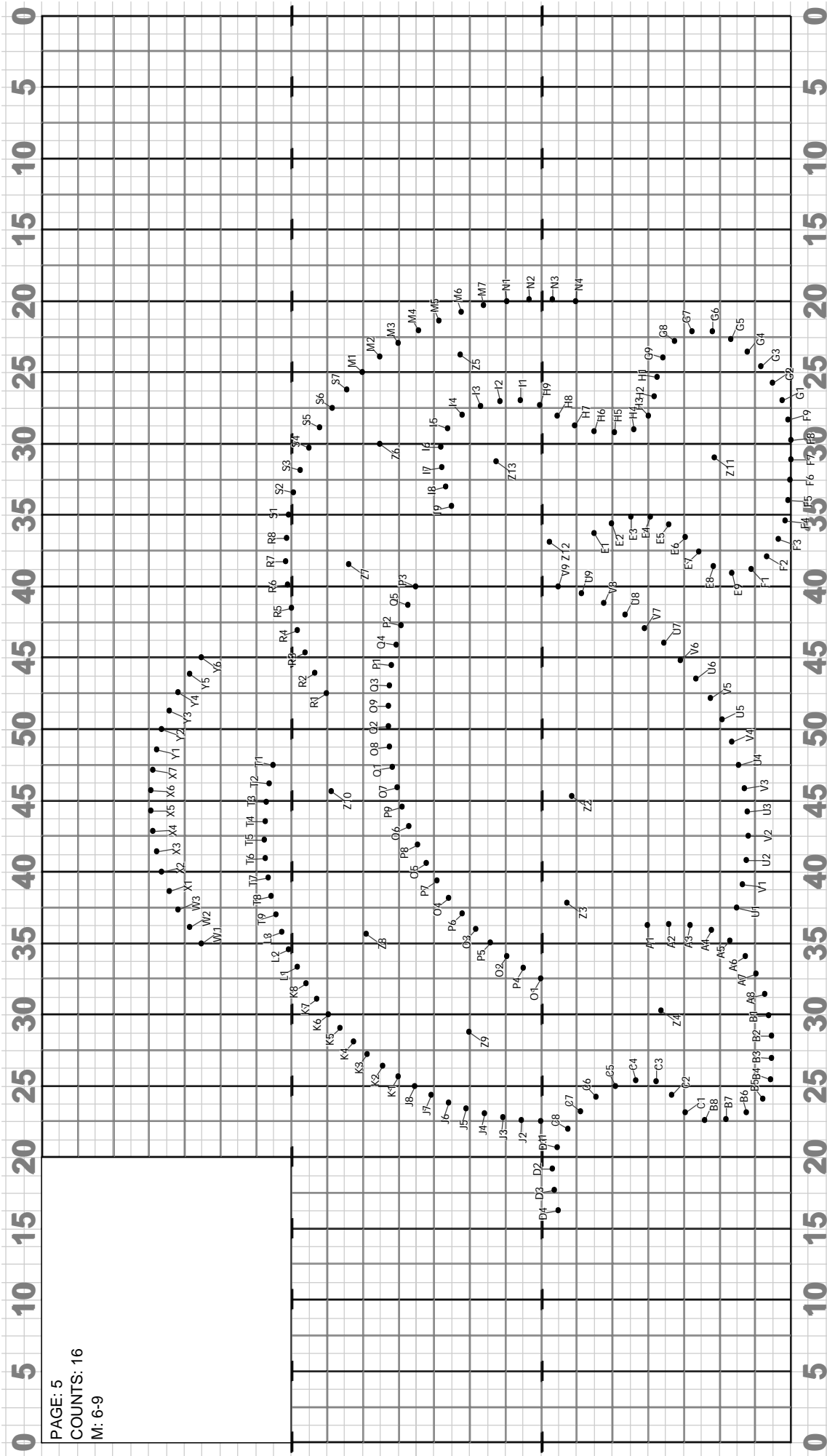
Director Viewpoint

PAGE: 4  
COUNTS: 16  
M: 2-5



Director Viewpoint

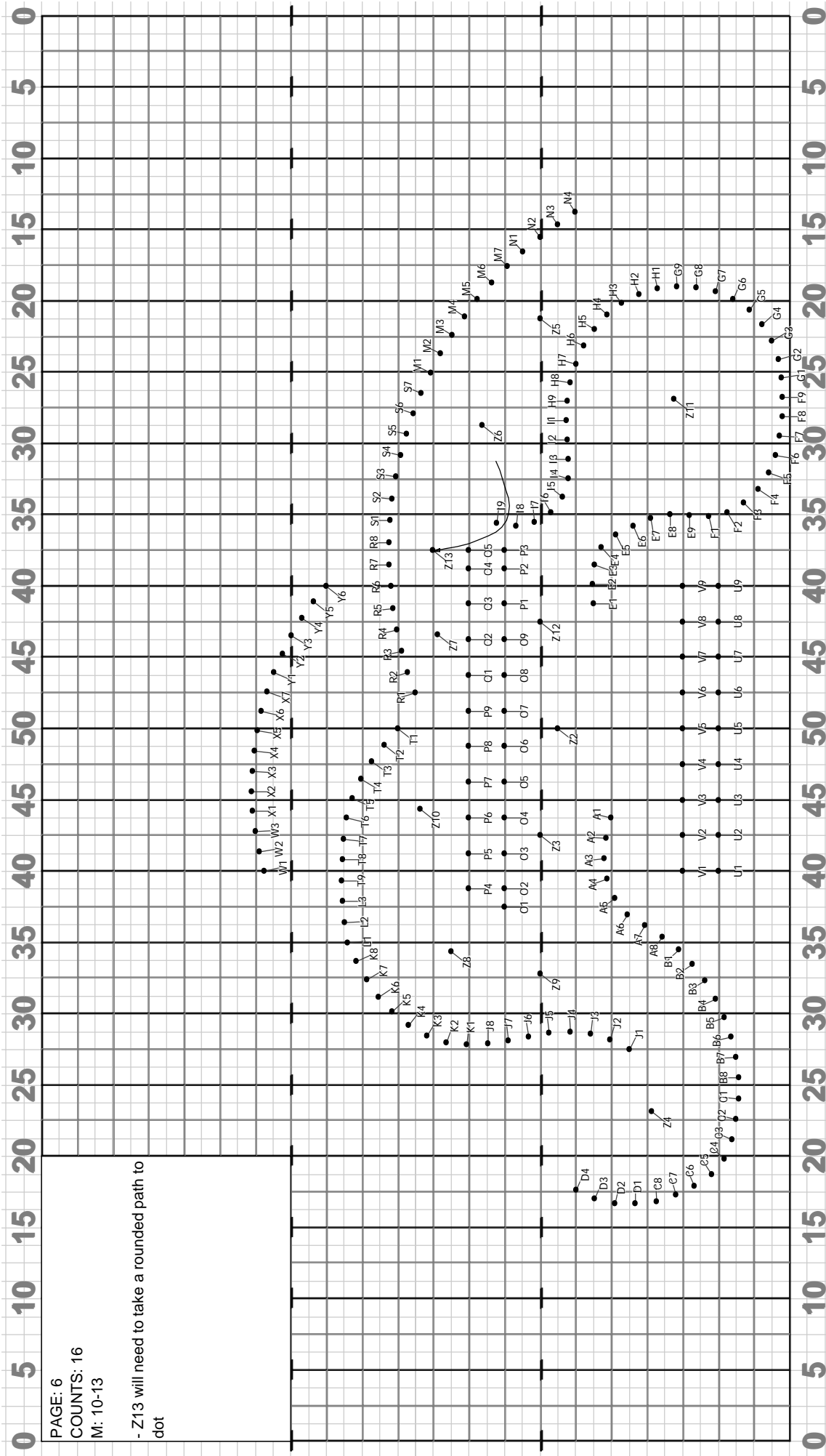
PAGE: 5  
COUNTS: 16  
M: 6-9



Director Viewpoint

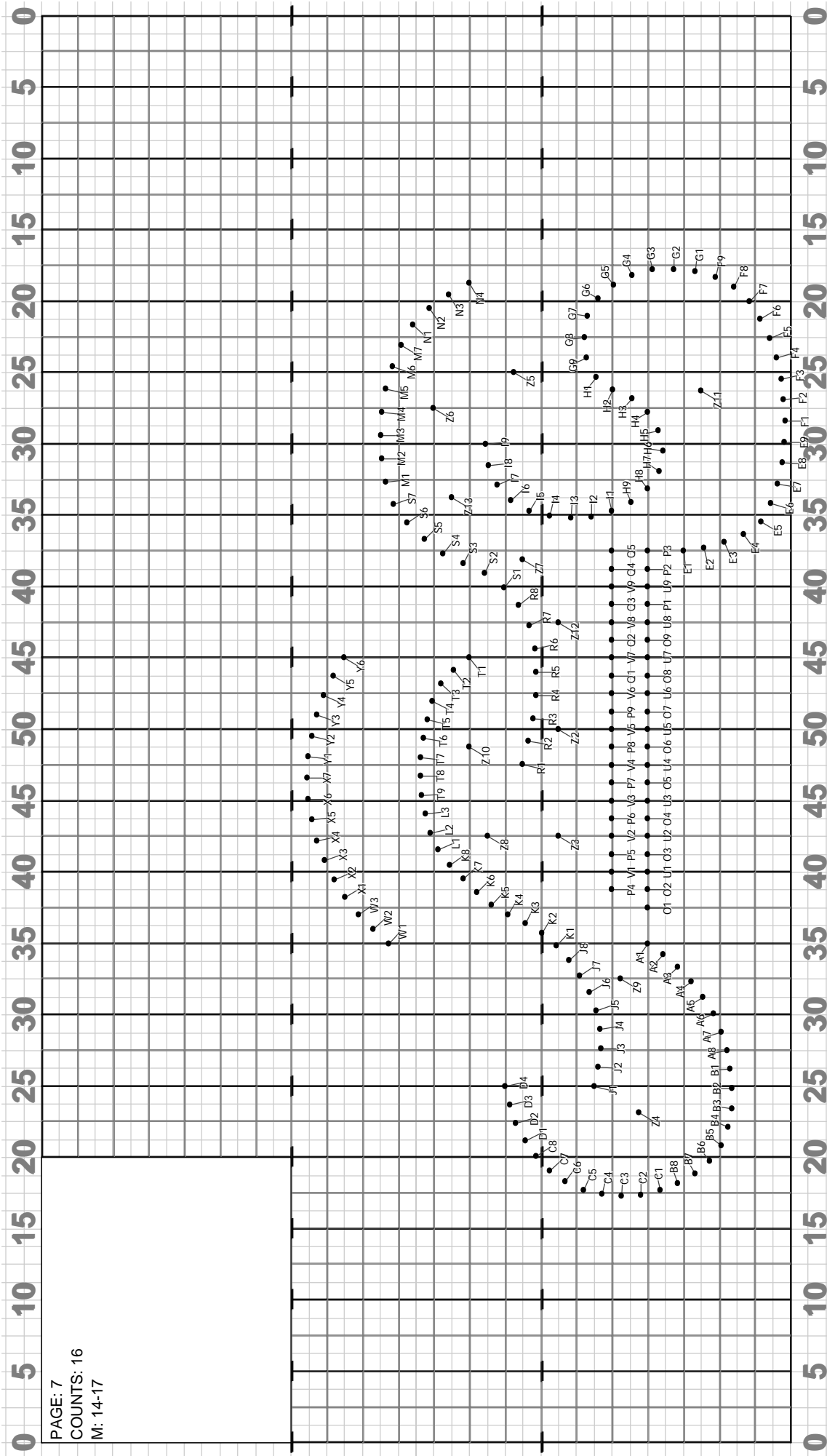
PAGE: 6  
COUNTS: 16  
M: 10-13

- Z13 will need to take a rounded path to dot



Director Viewpoint

PAGE: 7  
COUNTS: 16  
M: 14-17



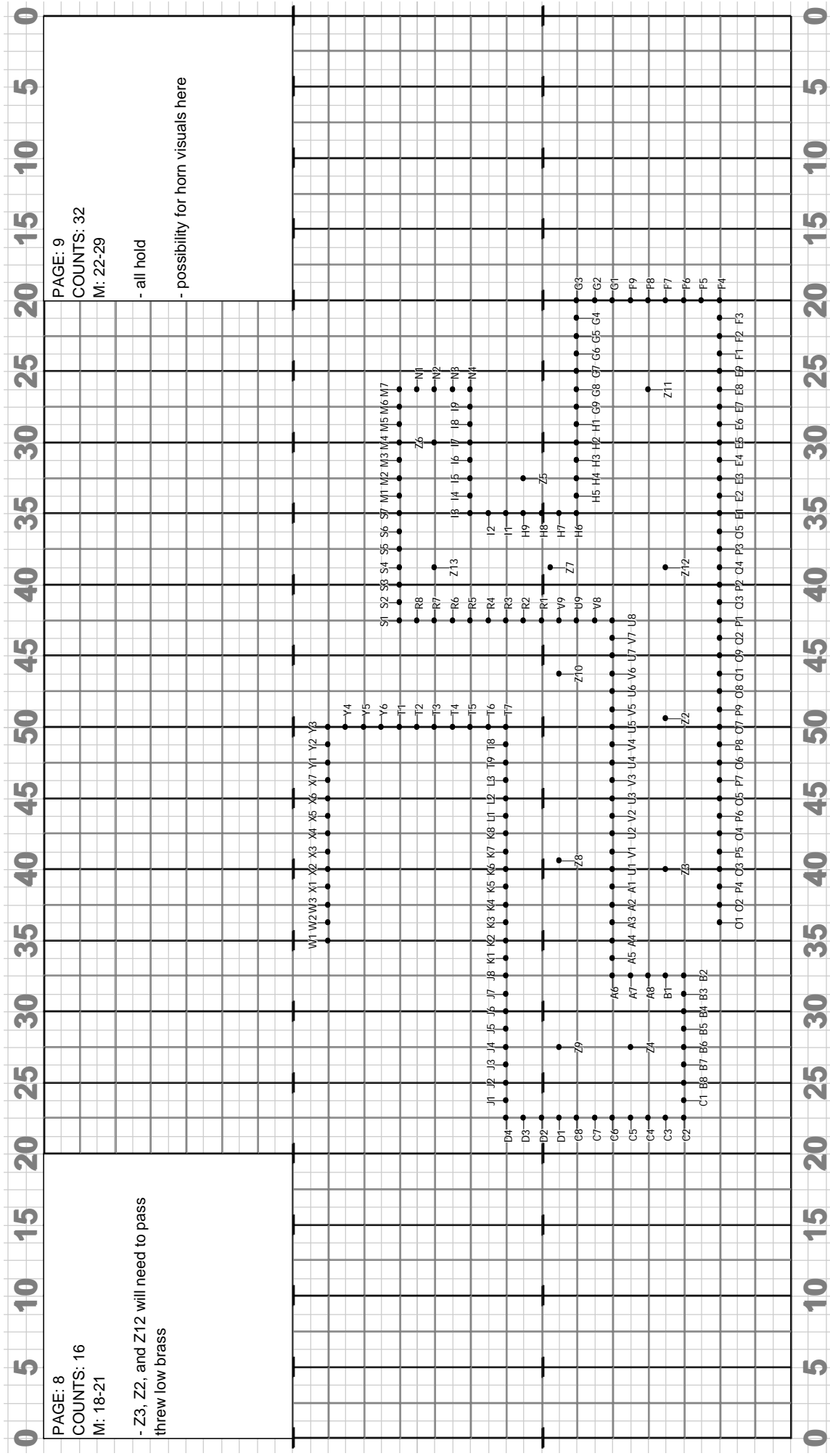
Director Viewpoint

PAGE: 8  
COUNTS: 16  
M: 18-21

- Z3, Z2, and Z12 will need to pass  
throw low brass

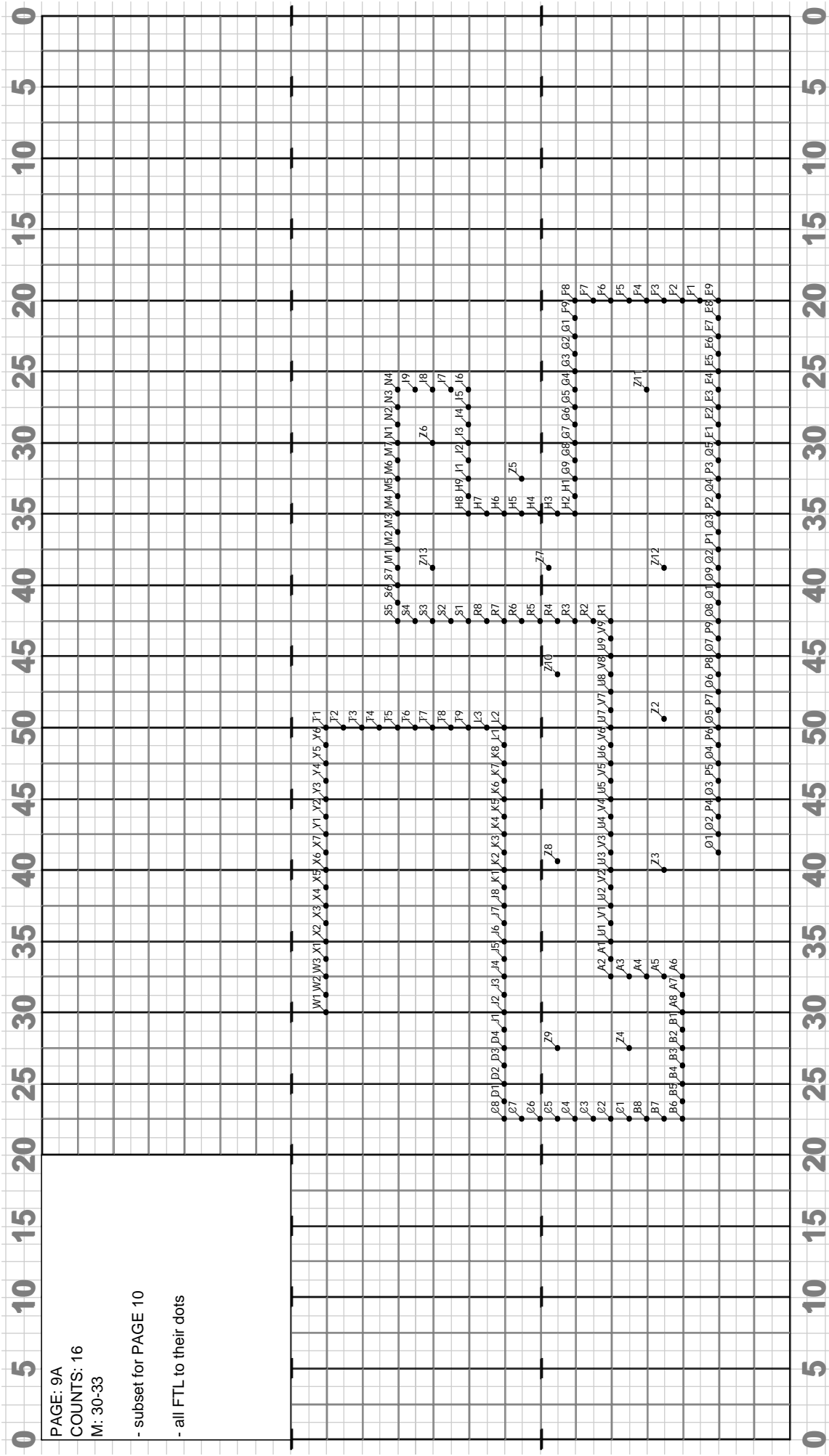
PAGE: 9  
COUNTS: 32  
M: 22-29

- all hold  
- possibility for horn visuals here



Director Viewpoint

PAGE: 9A  
COUNTS: 16  
M: 30-33  
- subset for PAGE 10  
- all FTL to their dots



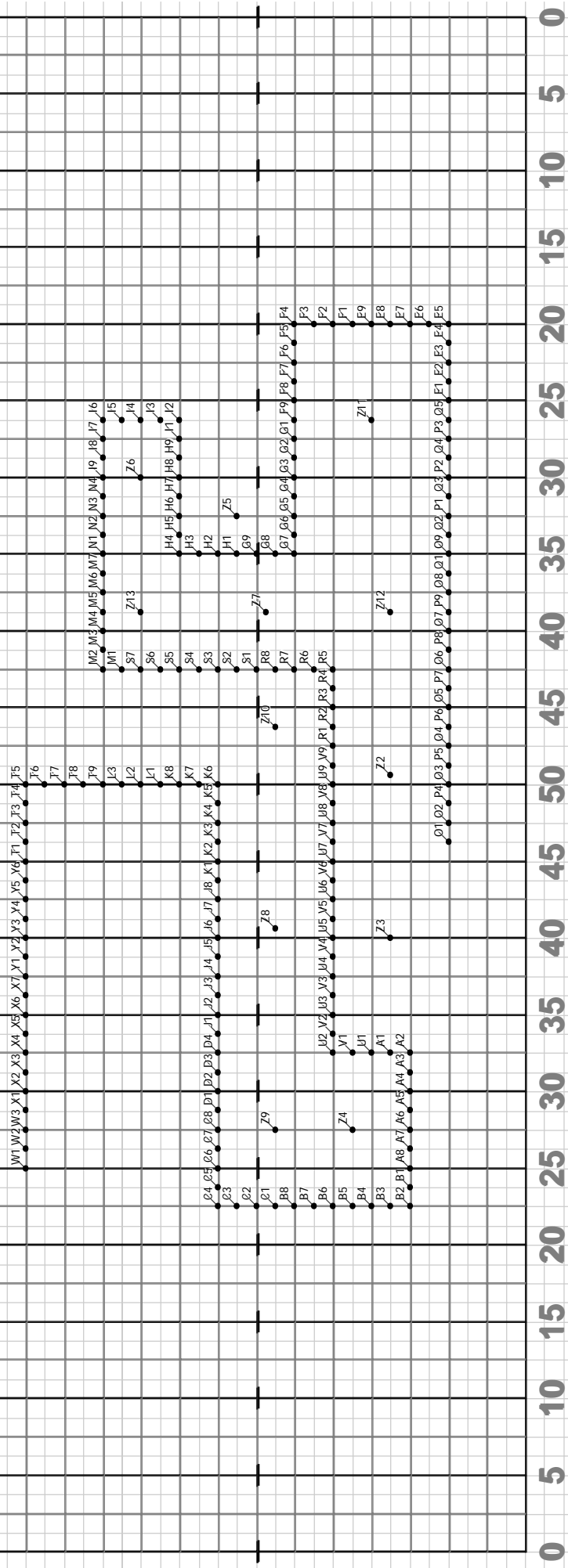
Director Viewpoint

PAGE: 10  
COUNTS: 32  
M: 30-37

- all FTI to their dots

PAGE: 11  
COUNTS: 8  
M: 38-39

- all hold



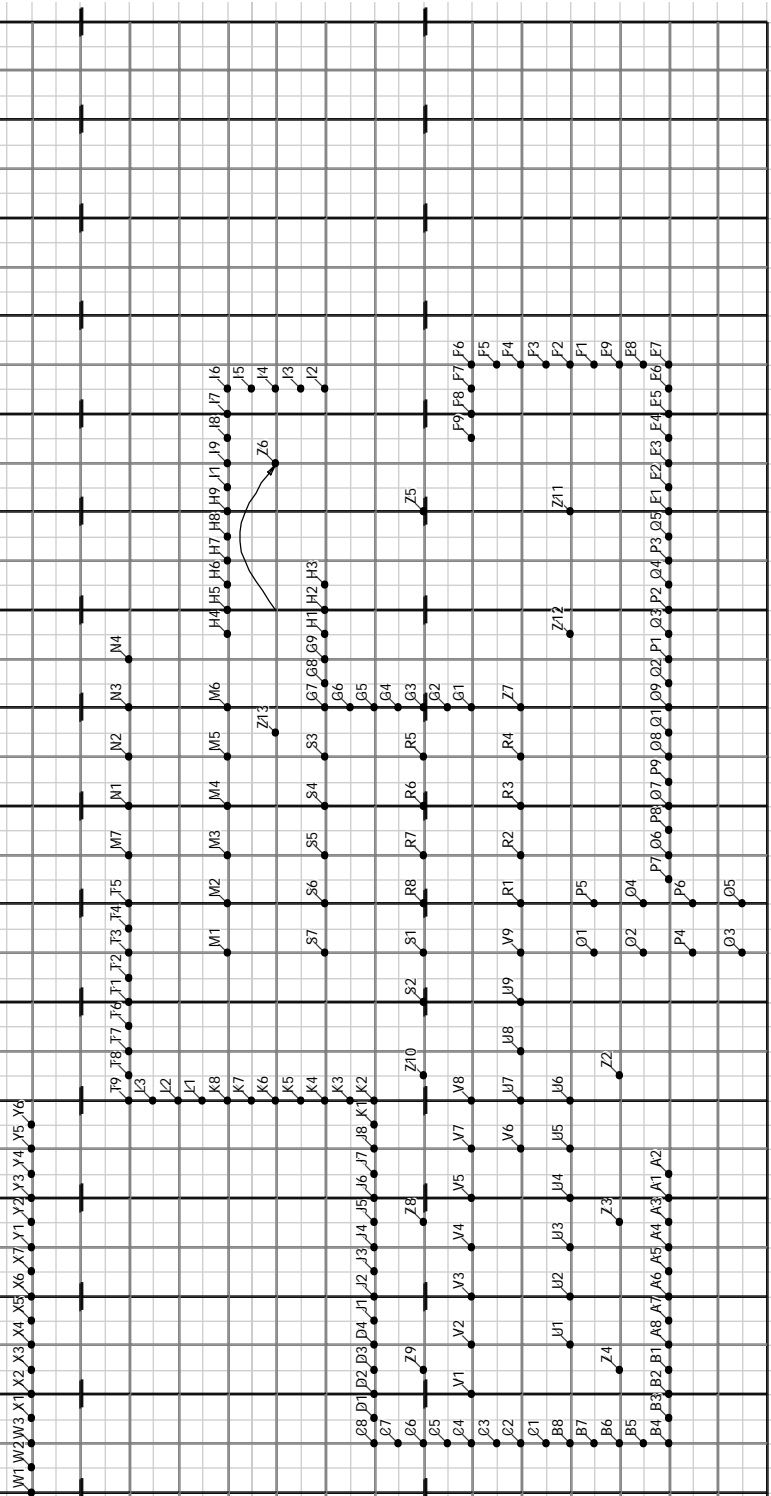
Director Viewpoint

PAGE: 12  
COUNTS: 12  
M: 40-42

- Z1 will need to pass throw saxes

- Z6 will need to take a rounded path to dot

W1, W2, W3, X1, X2, X3, X4, X5, X6, X7, Y1, Y2, Y3, Y4, Y5, Y6



Director Viewpoint

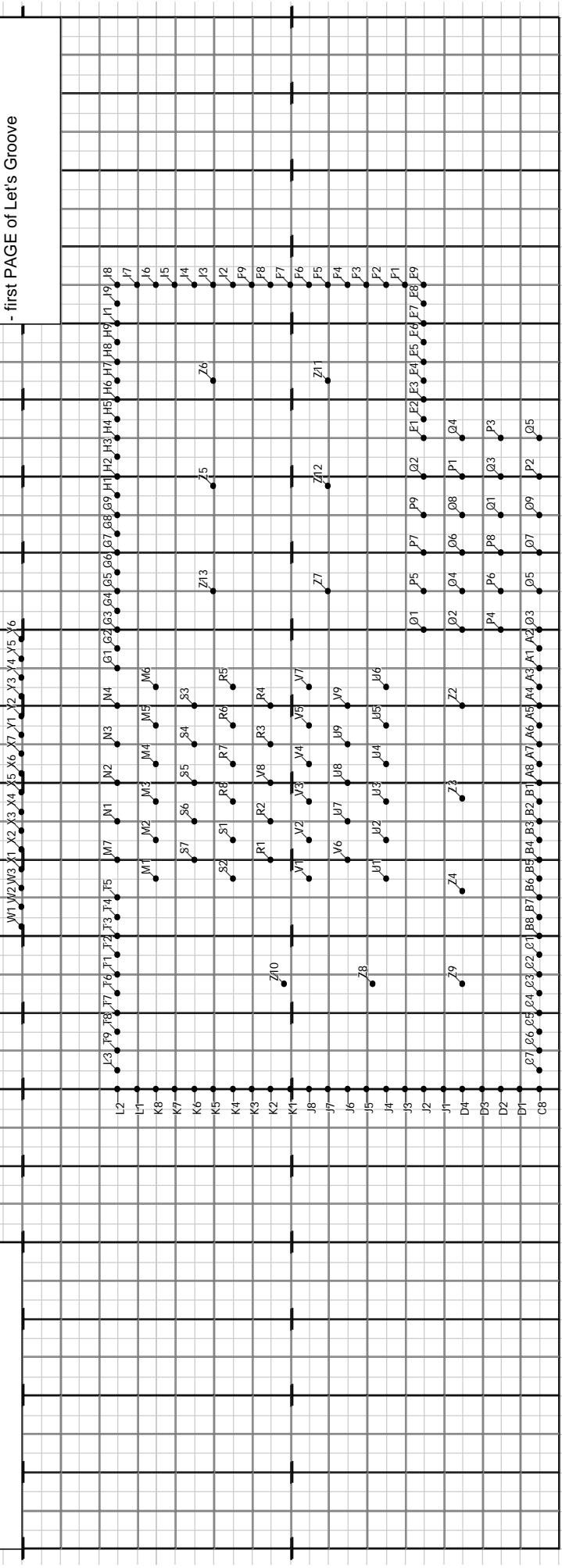


PAGE: 14  
COUNTS: 16  
M: 47-49, 49A

- 49A is an added drum break measure right after 49

PAGE: 15  
COUNTS: 40  
M: 22-29, 50-51

- all hold  
- possibility for horn moves here  
- last PAGE of Getaway/Boogie Wonderland  
- first PAGE of Let's Groove



Director Viewpoint