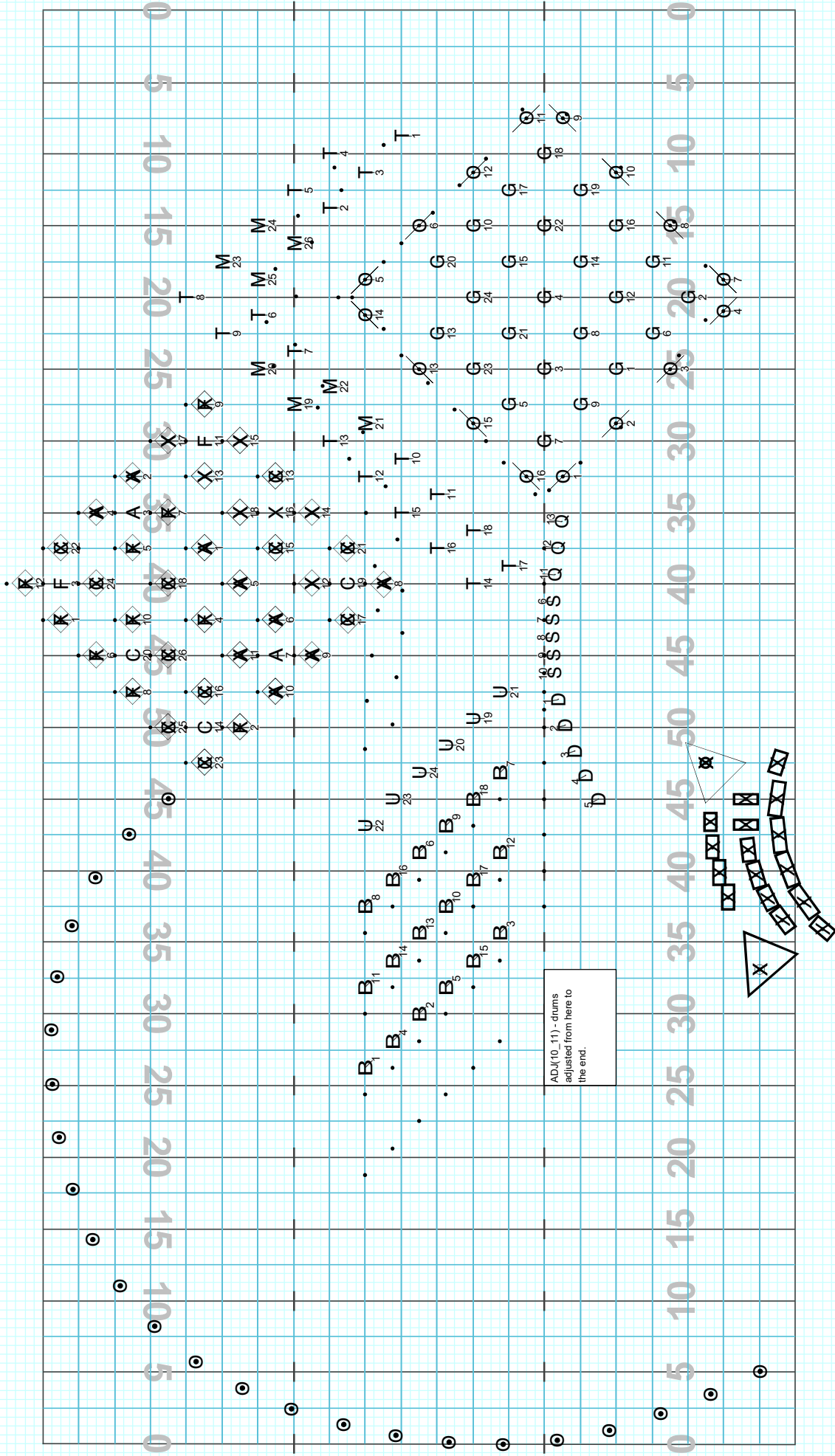


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Director Viewpoint

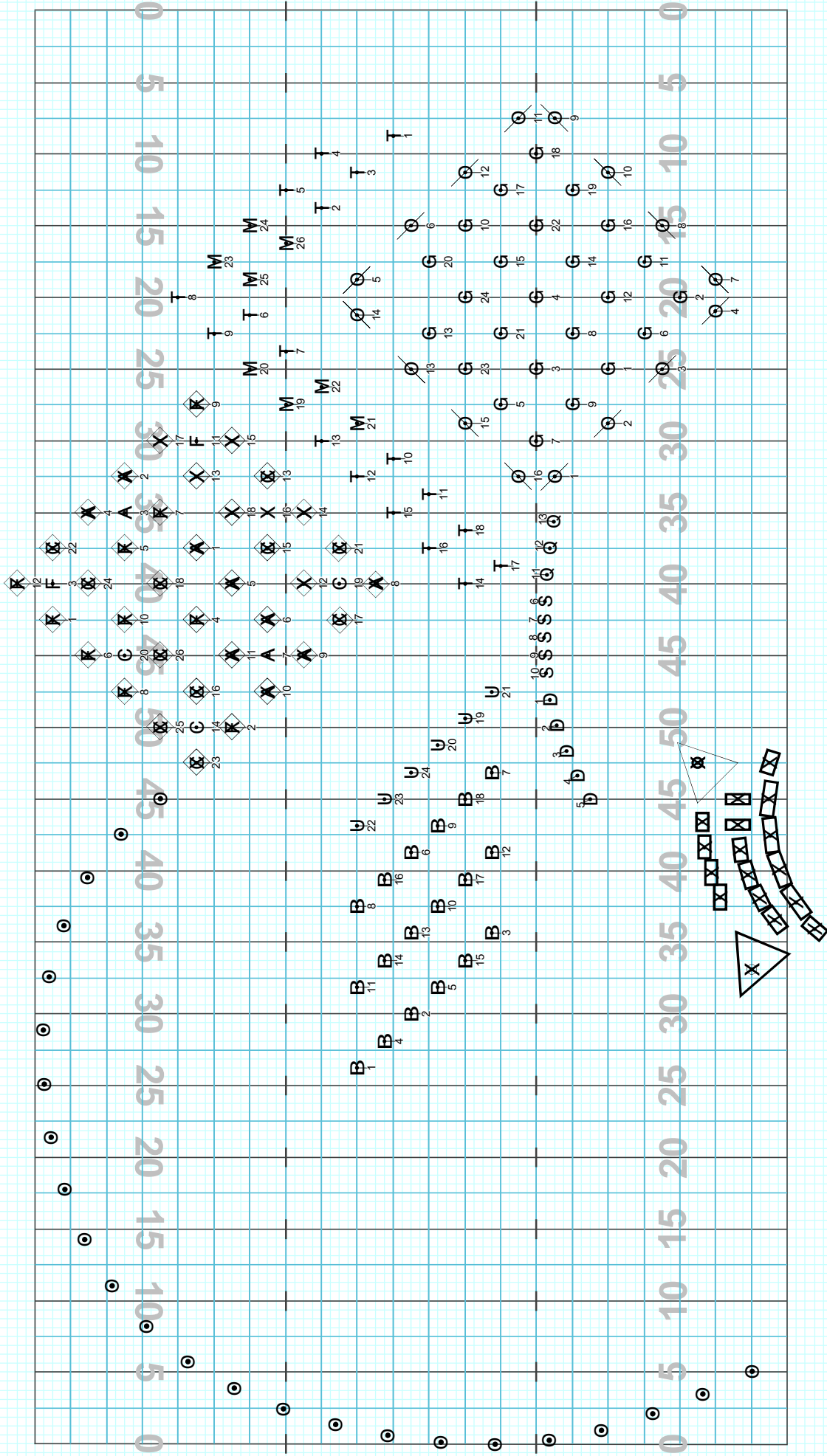
Set #45 Counts: 12 Measures: R8-10

Winds: WW - doing diamond work. Try to end this set with the diamonds on teh ground. Could be purple side up. Maybe checked
M/T - keep going. Step size will adjust here

Guard: Rush into the middle to fill in a grid.

Drums/PROPS:

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Director Viewpoint

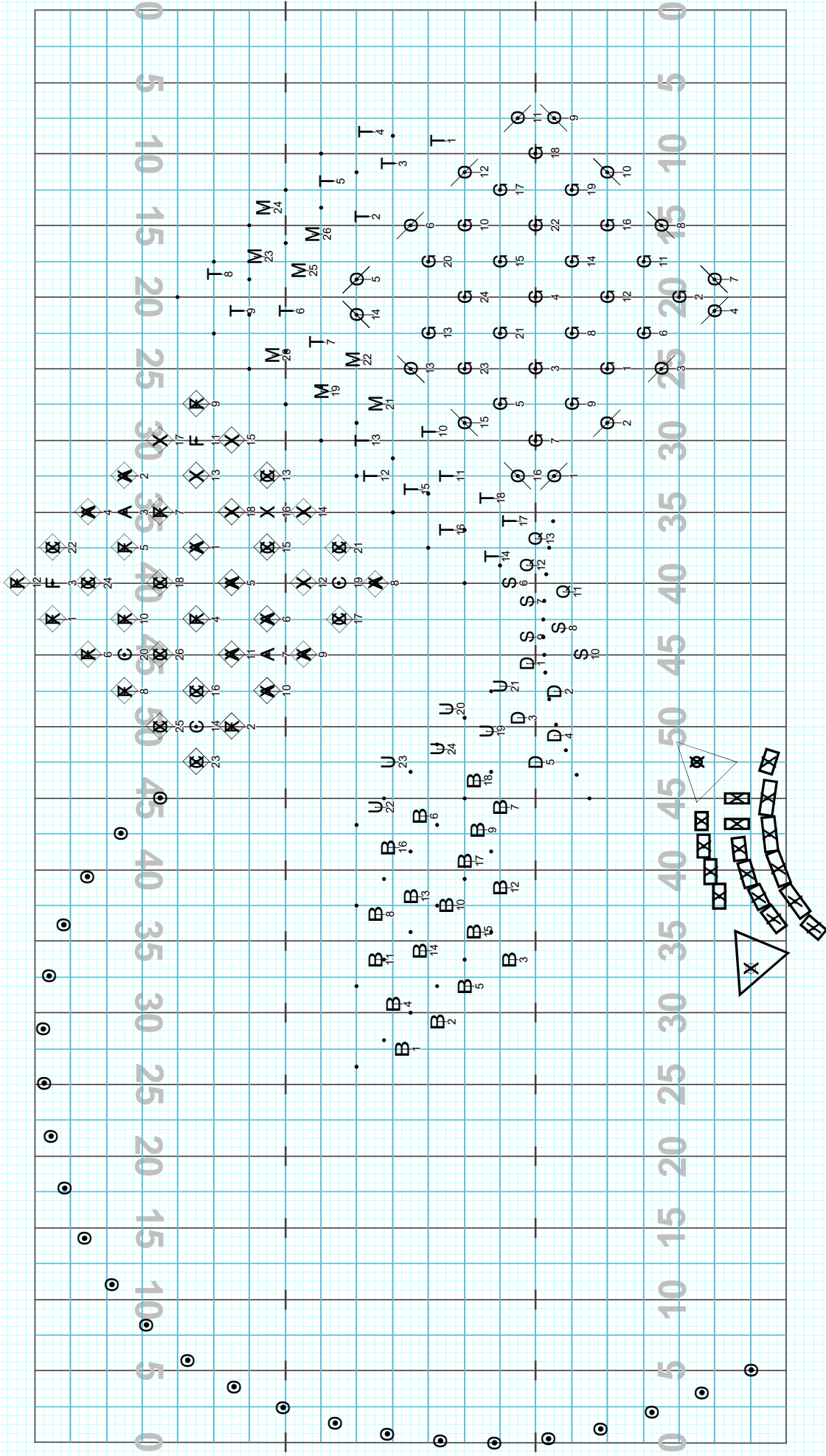
Set #46 Counts: 32 Measures: S1-8 HALT 32

Winds: Zach is going to rework the T/M travel over here to be a flutter to get us further along.

Drums/PROPS:

Guard:

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Director Viewpoint

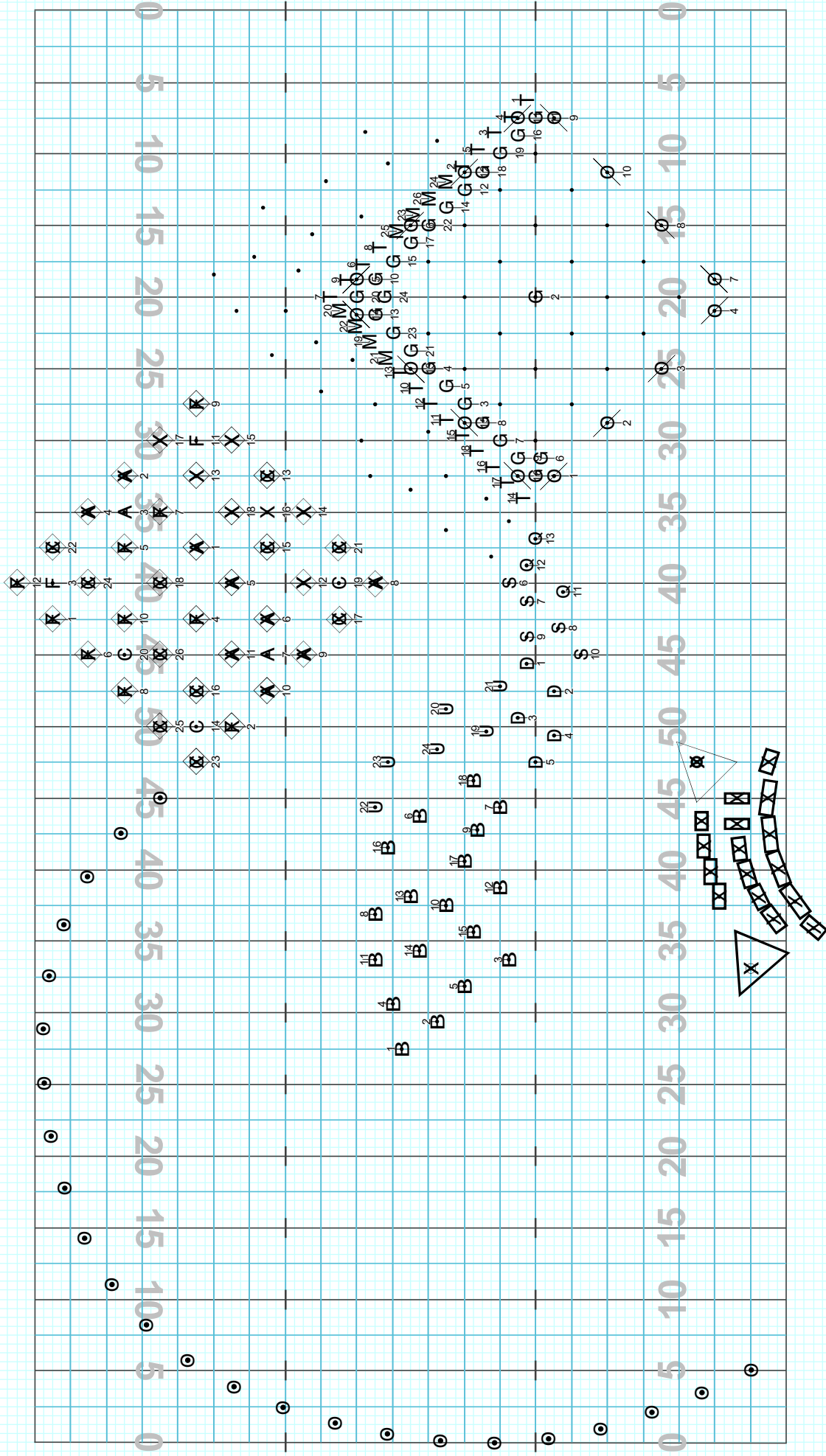
Set #47 Counts: 12 Measures: T1-3

Winds: Sequential scatter in the brass left to right. B3 diag scatters 1-4, B 12 diag scatters 3-6, B7 diag scatters 5-8. Tubas scatter 7-10. All the T/M scatter 9-12. Adjust the T/M as needed for the next idea

Guard:

Drums/PROPS: Break up the form sequentially left to right similar to the brass. This can be a sight ripple, go after your neighbor moves, just need to make sure the T/M have time to scatter as needed..

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Director Viewpoint

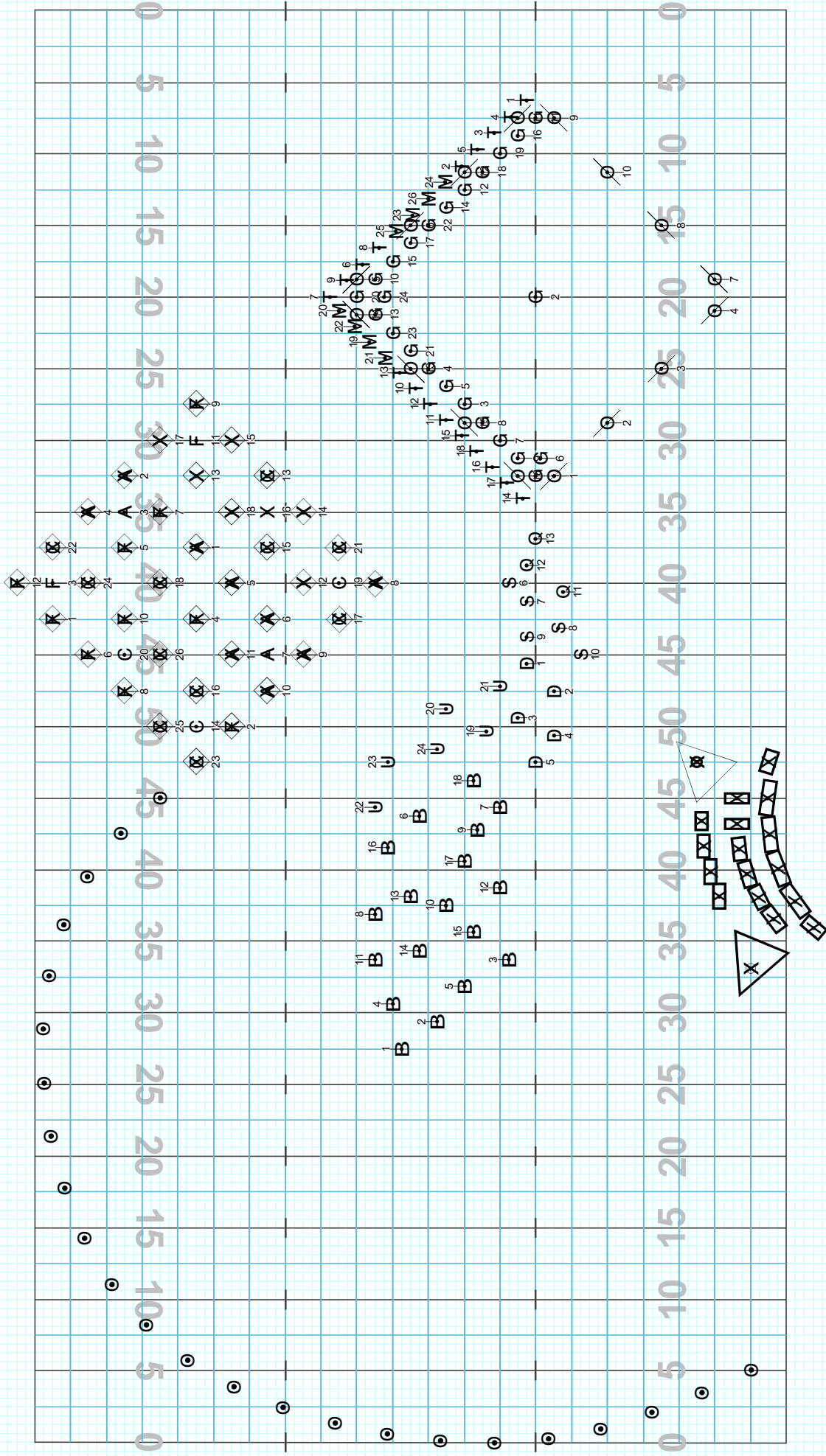
Set #48 Counts: 12 Measures: T4-6

Winds: T/M - hold for a couple counts at the end of the scatter, then rush to here. This can be an organic set doesn't need to be exactly here. This is for the flag hand off. Zach will produce all this moment.

Guard: I have them rushing the fence on the pit release on 1. Zach will produce this.

Drums/PROPS:

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Director Viewpoint

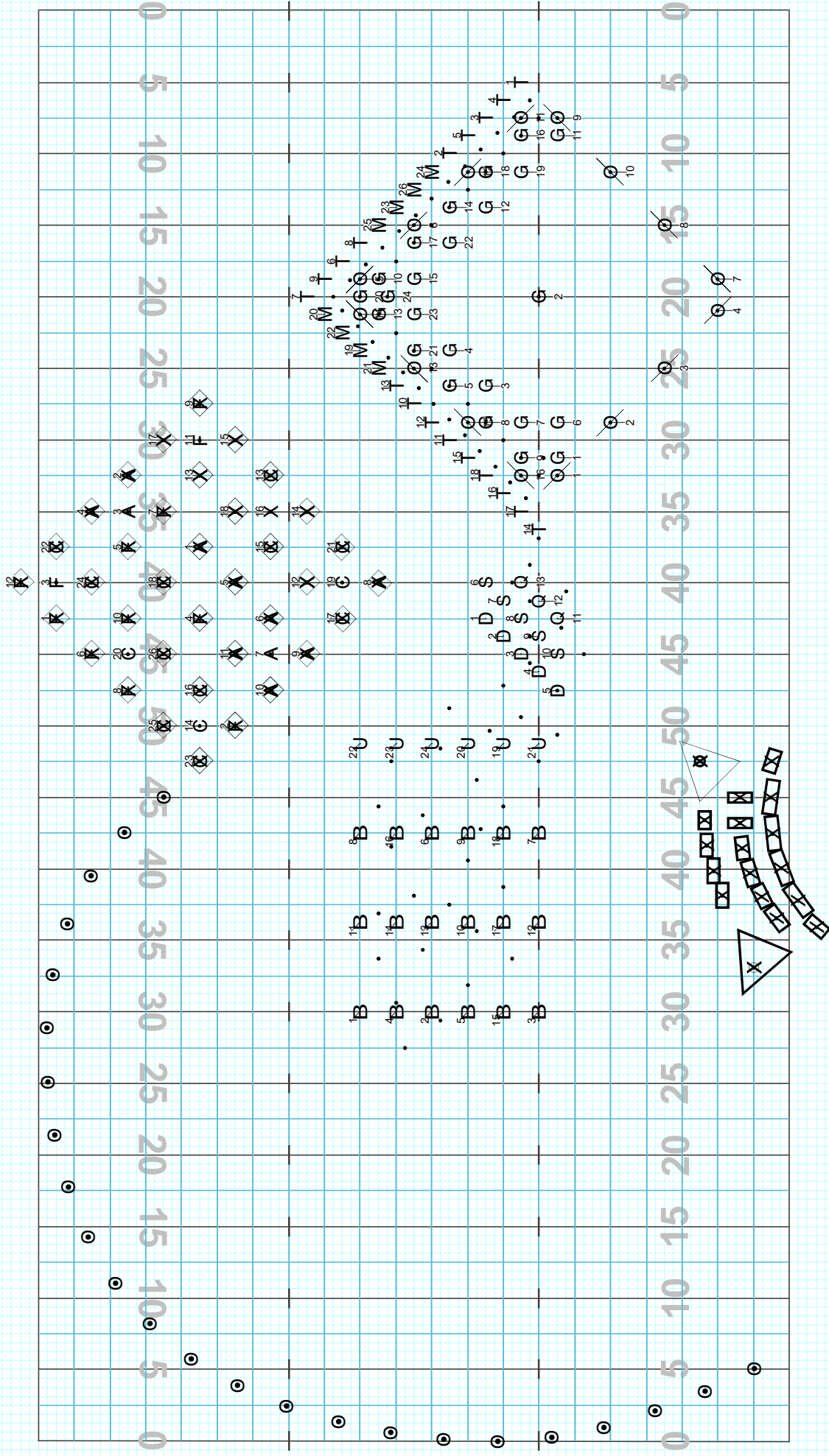
Set #49 Counts: 8 Measures: T4-8

Winds: T/M - flag handoff. This can be character driven. They can also just lean the flags against the fence and go while learning it.

Guard: Flag hand off at teh fence. Zach will produce this. We will need to figure out how to get teh middle person a flag.

Drums/PROPS:

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Director Viewpoint

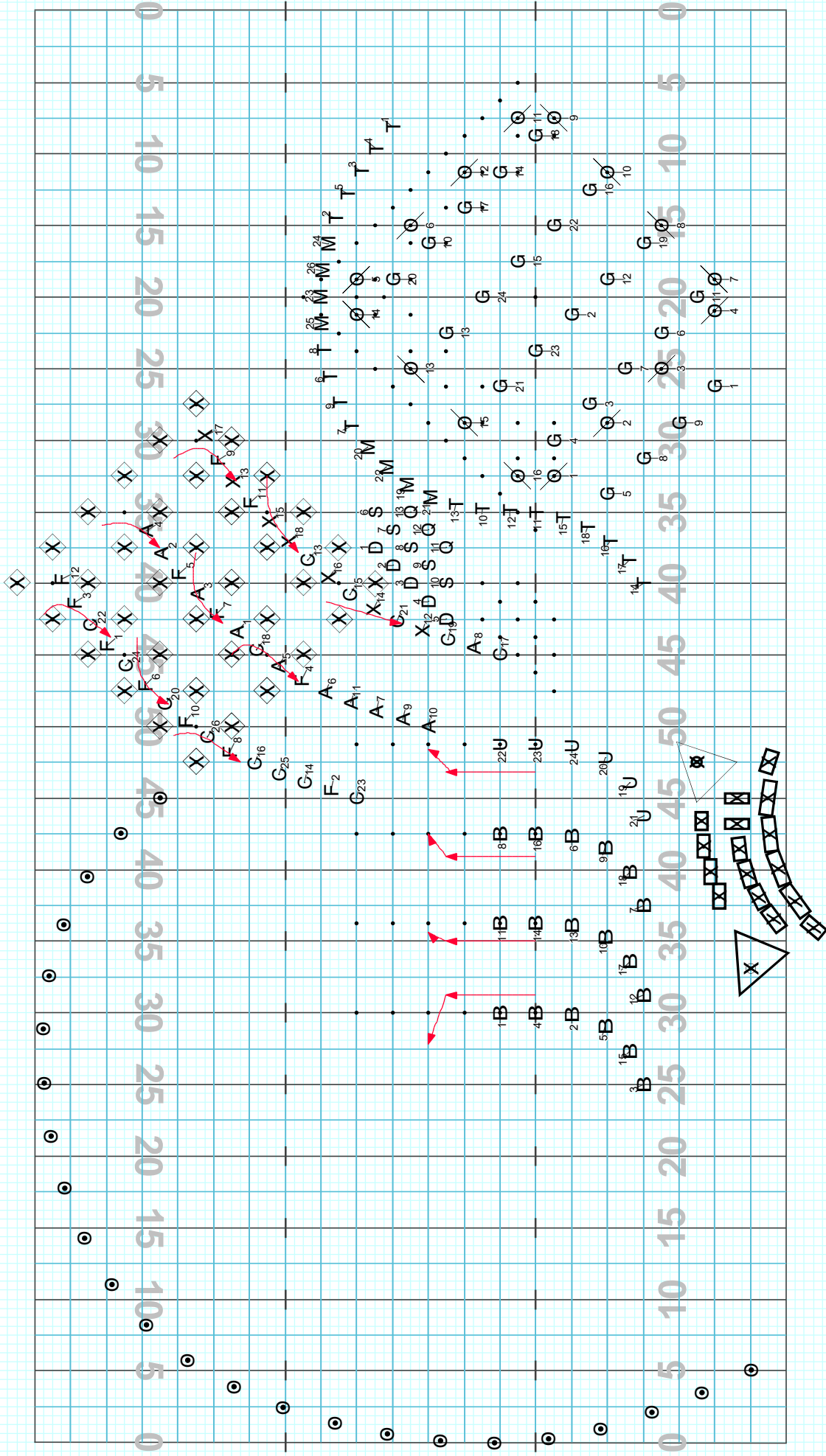
Set #50 Counts: 8 Measures: U1-2

Winds: T/M - don't really travel, but get to here after the flag hand off. Ready to step off on 1.

Drums/PROPS:

Guard: Everyone getting a flag and getting to a set so we can move and spin.
IDEA - A flag toss from the fence to the soloist in the middle might be cool.

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Director Viewpoint

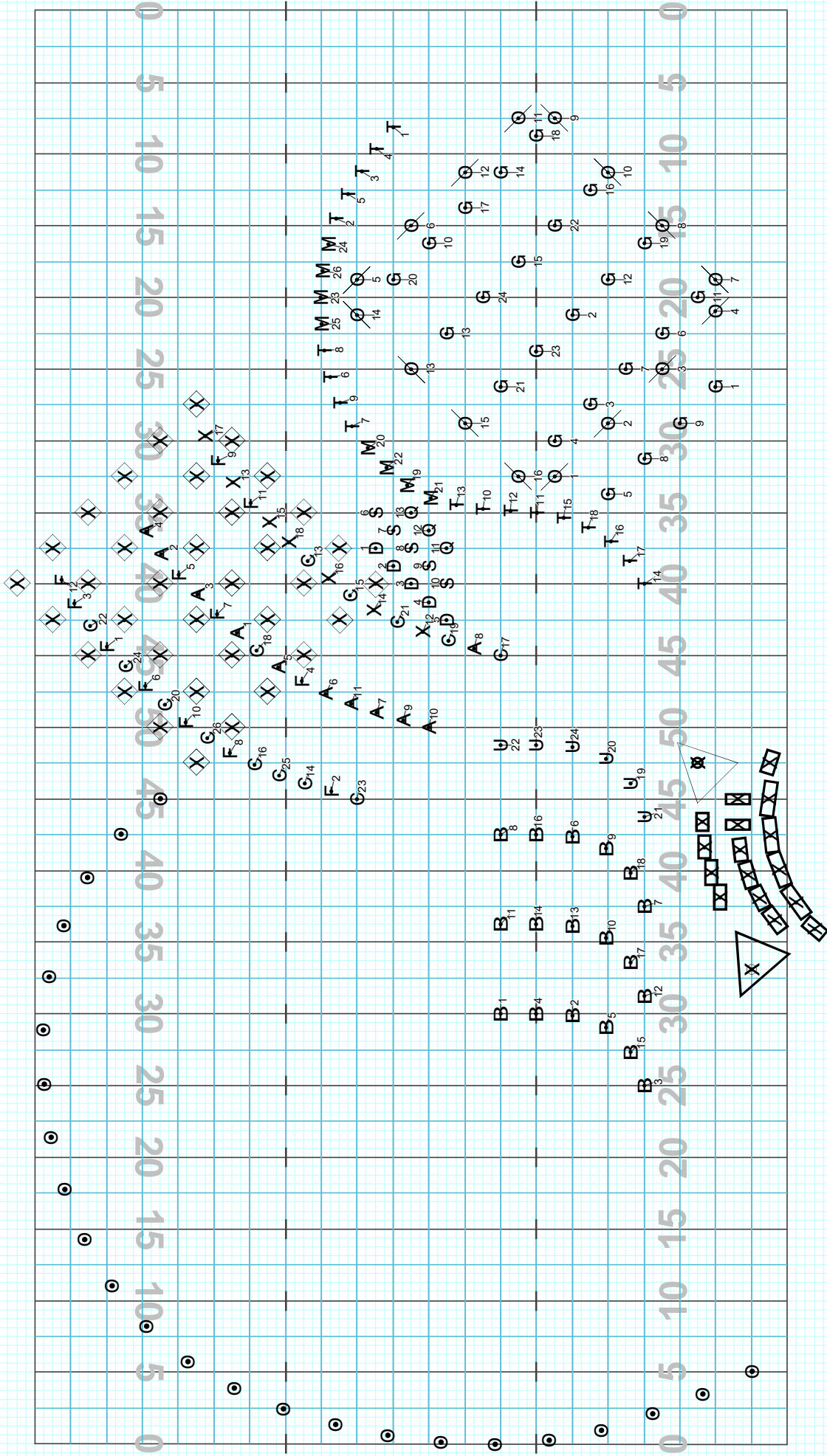
Set #51 Counts: 16 Measures: U3-6

Winds: WW - They don't need to take all the counts to fill into the curve. Get into the allyways and follow as soon as flow allows.
B/U - follow

Guard: Fill back in and spin. Adjust as needed.

Drums/PROPS: Move 10+6
10 straight back, then 6 to the line

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Director Viewpoint

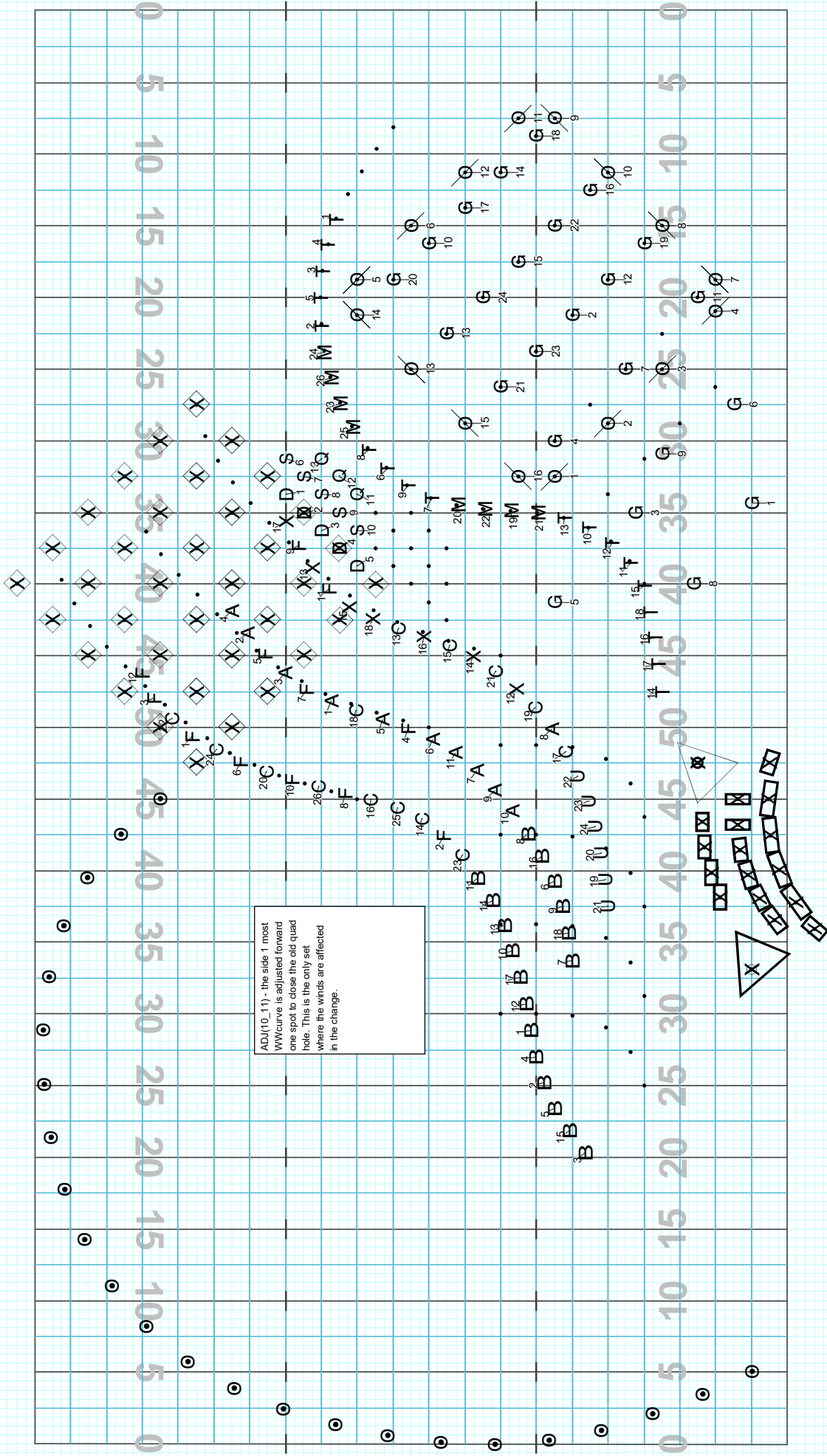
Set #52 Counts: 4 Measures: U7 HALT 4

Winds:

Guard:

Drums/PROPS:

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Director Viewpoint

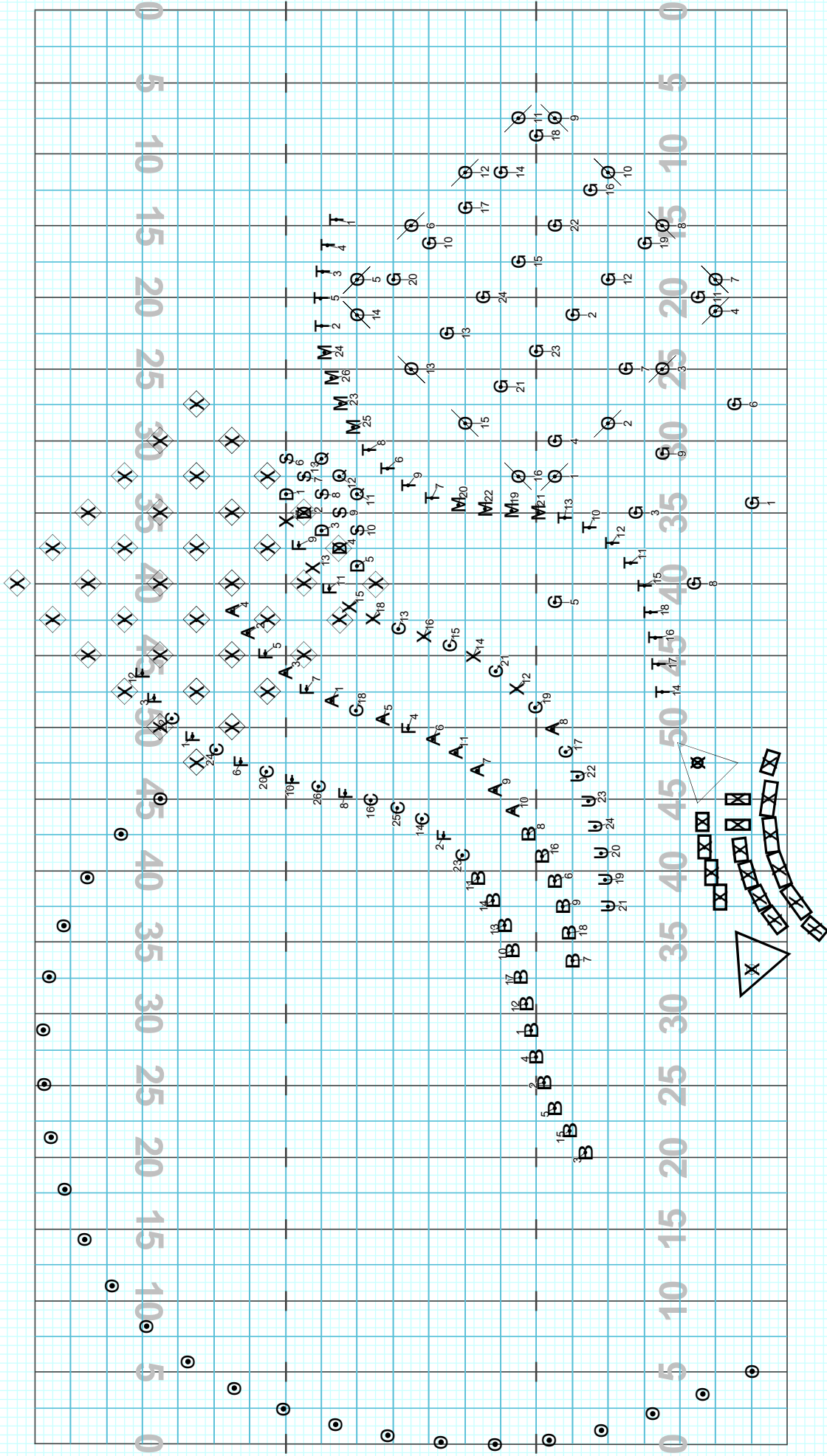
Set #53 Counts: 12 Measures:

Winds: all curves 3's

Guard: G5 will pass thru the winds

Drums/PROPS:

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Director Viewpoint

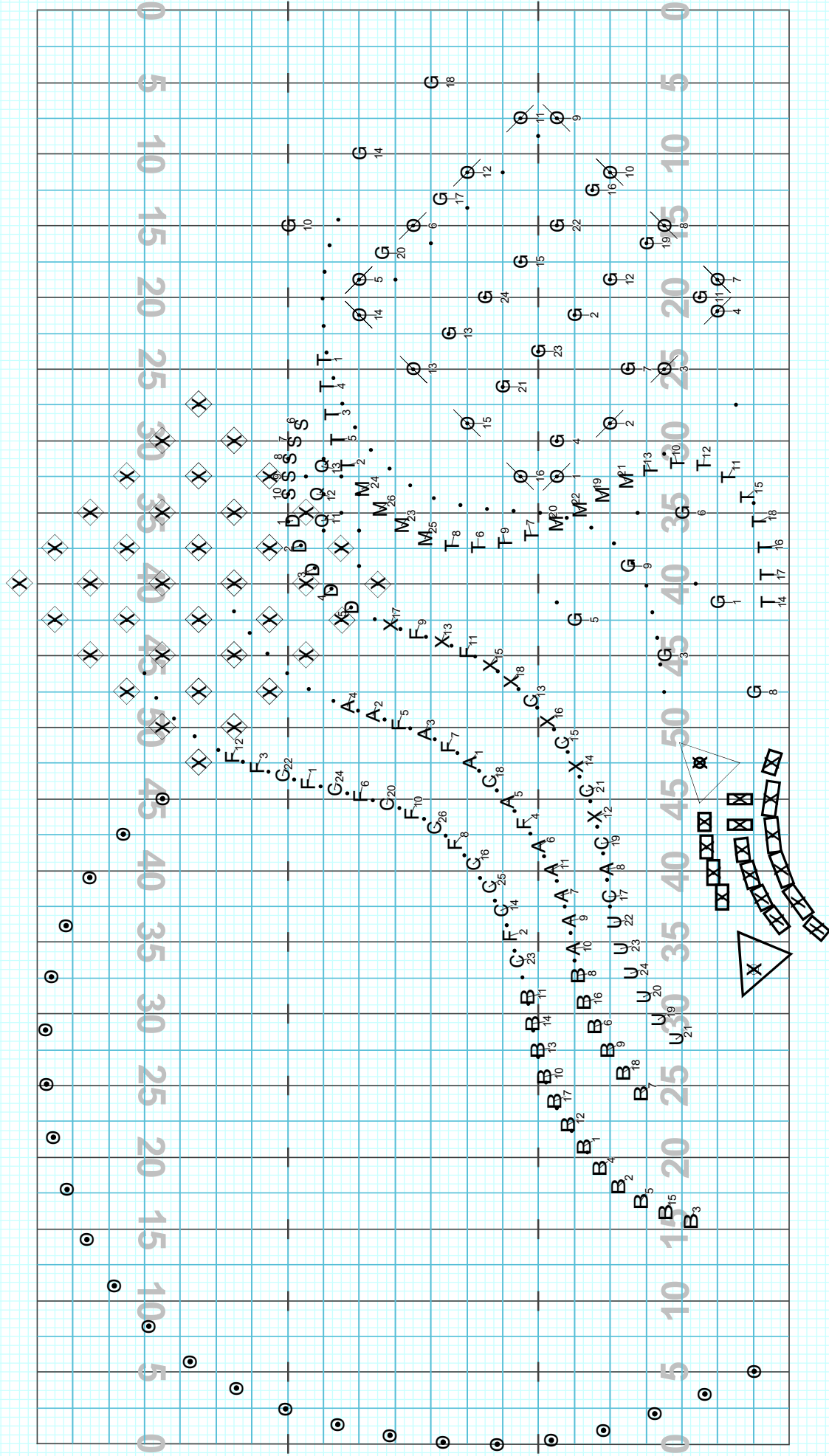
Set #54 Counts: 4 Measures: U8-11 HALT 4

Winds:

Guard:

Drums/PROPS:

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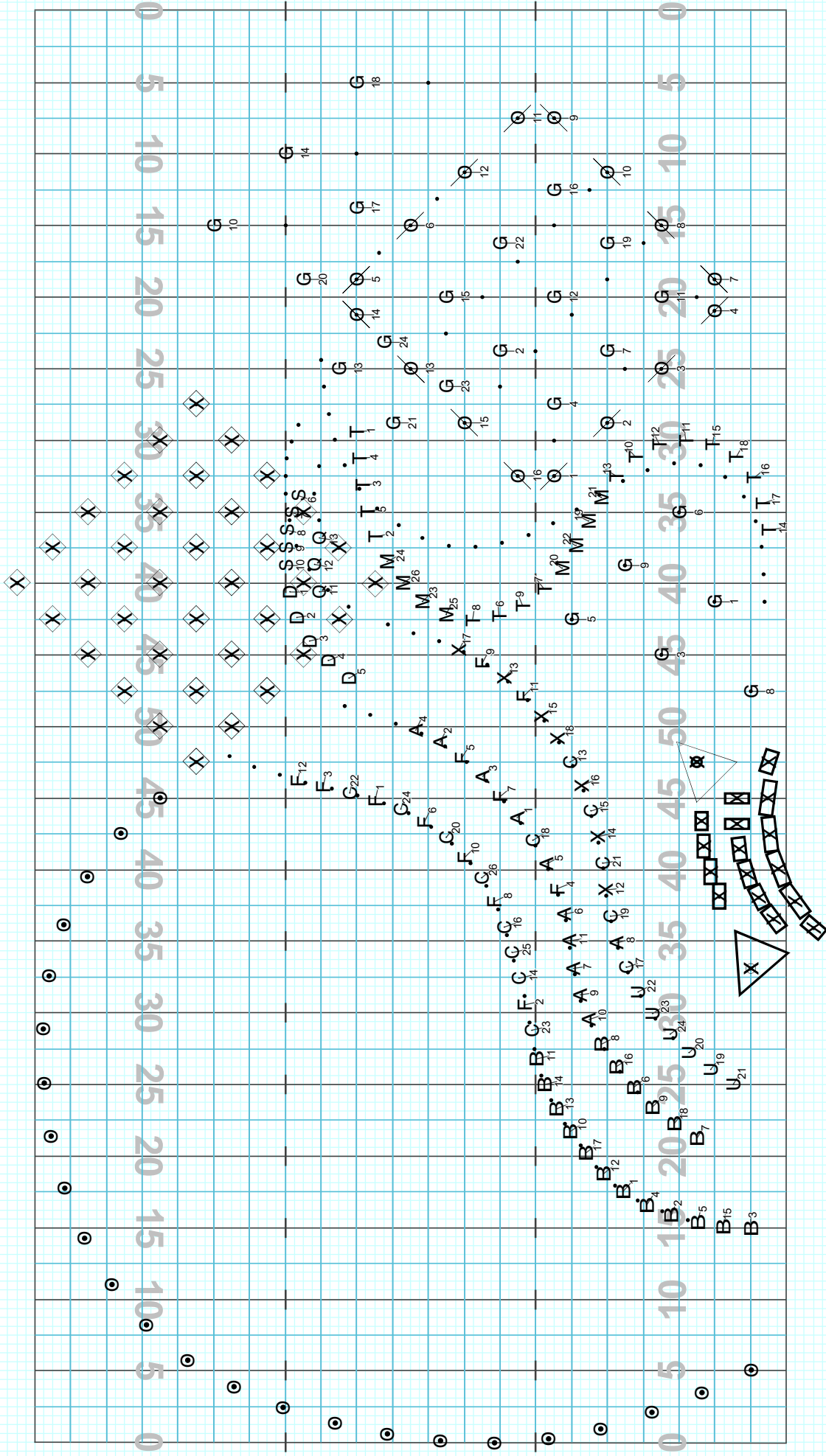
Set #55 Counts: 16 Measures: V1-4

Winds: WW/B/U - follow

Drums/PROPS:

Guard: Flags start to layer out of the cage.
Front group will need to pass thru the winds. Adjust as needed. G8 should be able to stay in front of the T's on the way to here, no pass thru

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Director Viewpoint

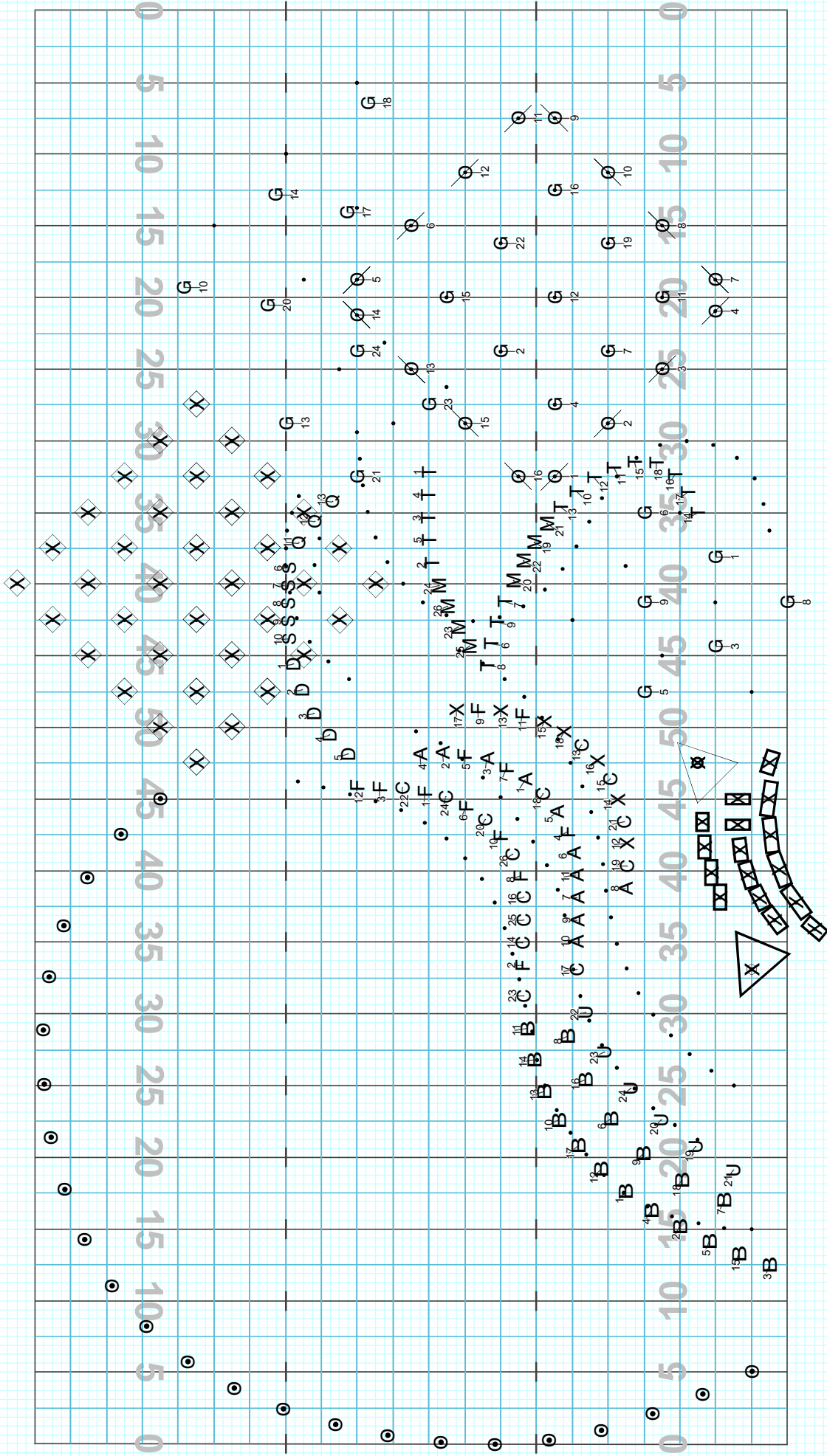
Set #56 Counts: 8 Measures: V5-6

Winds: WW/B/U - continue to follow

Guard: Continue to layer out

Drums/PROPS:

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Director Viewpoint

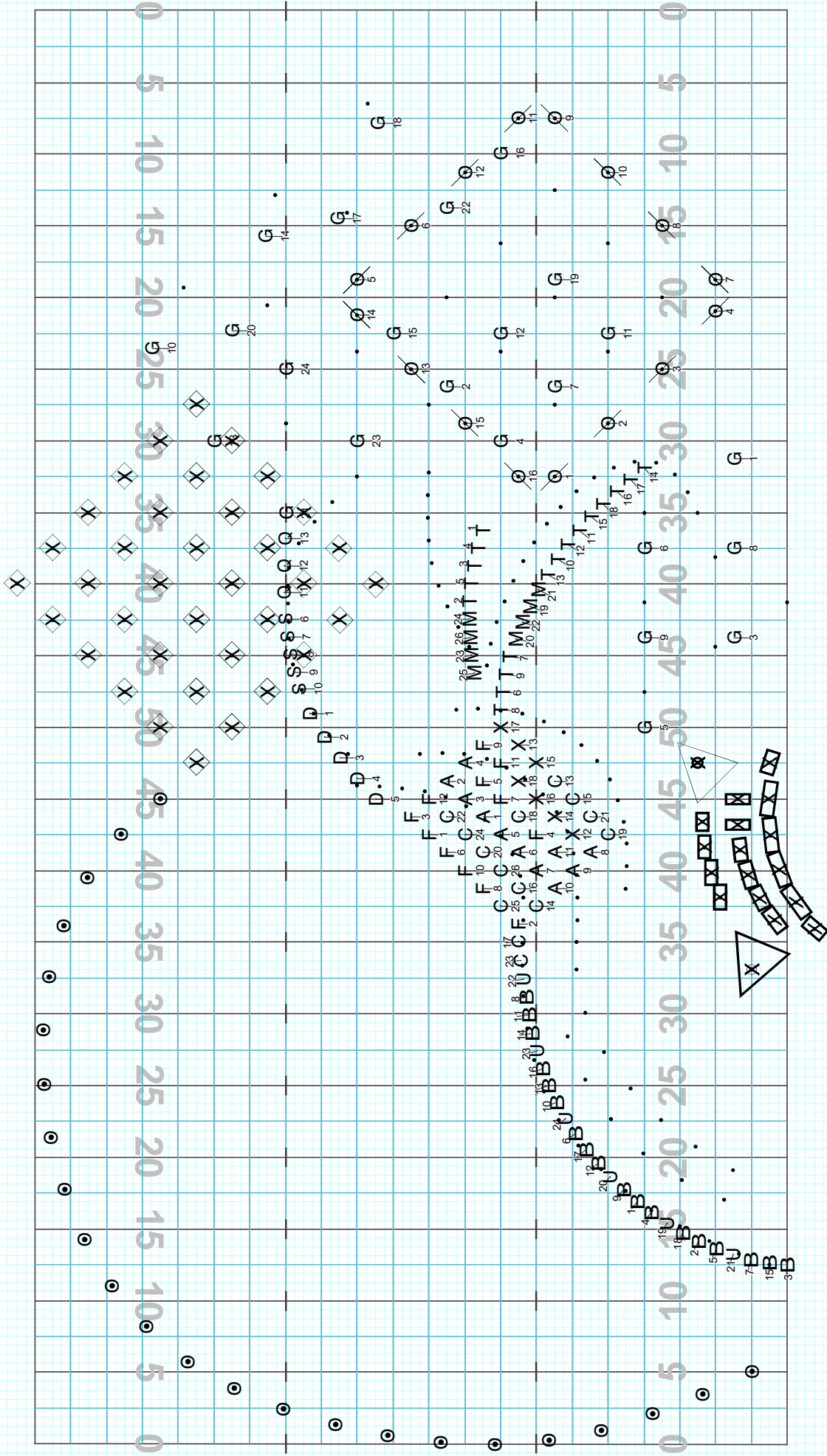
Set #56A Counts: 8 Measures: W1-2

Winds: WW/T/M - 2.5's

Guard: continue

Drums/PROPS:

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Director Viewpoint

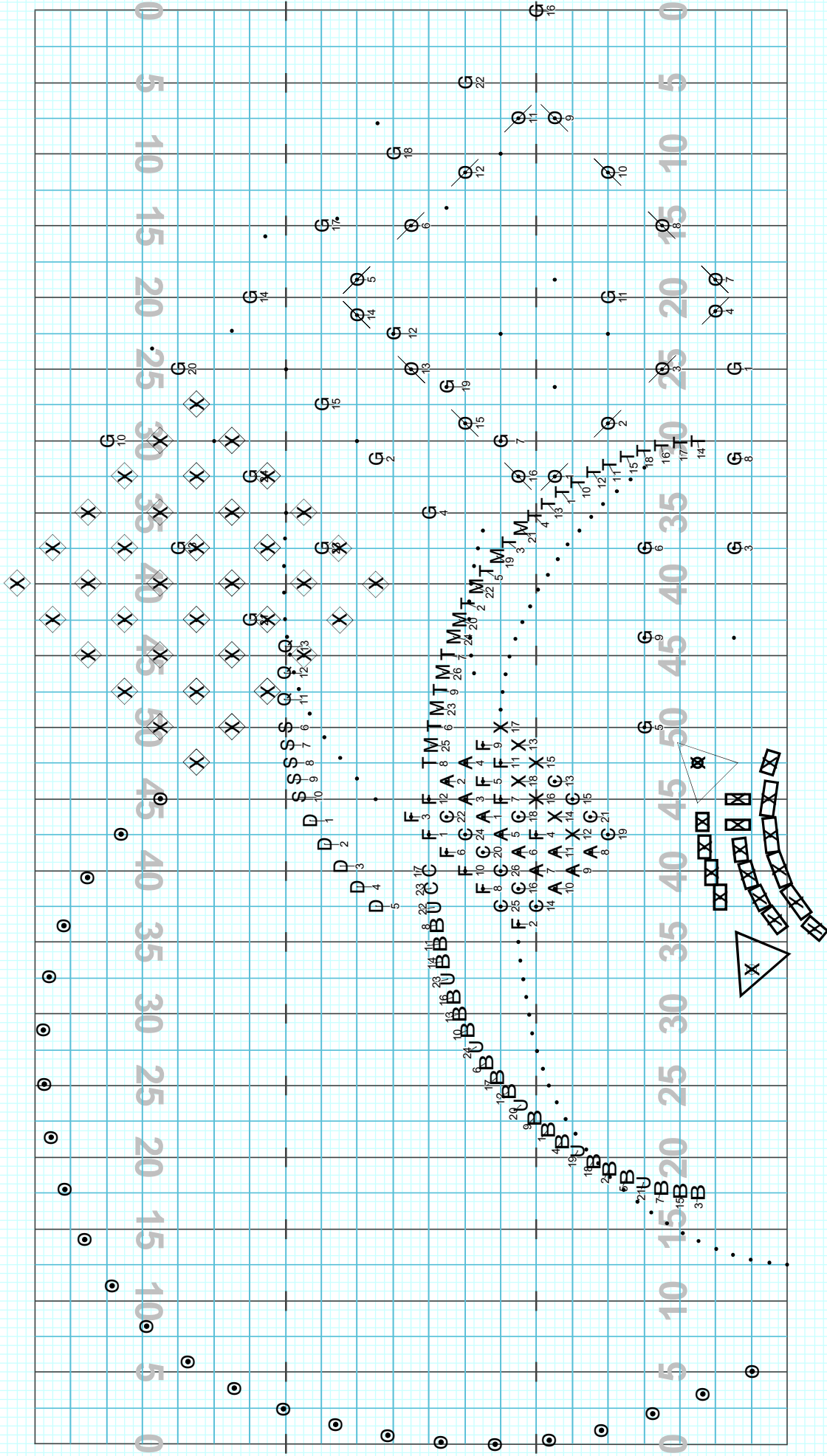
Set #57 Counts: 8 Measures: W3-4

Winds: Brass 2's

Guard: continue

Drums/PROPS:

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Director Viewpoint

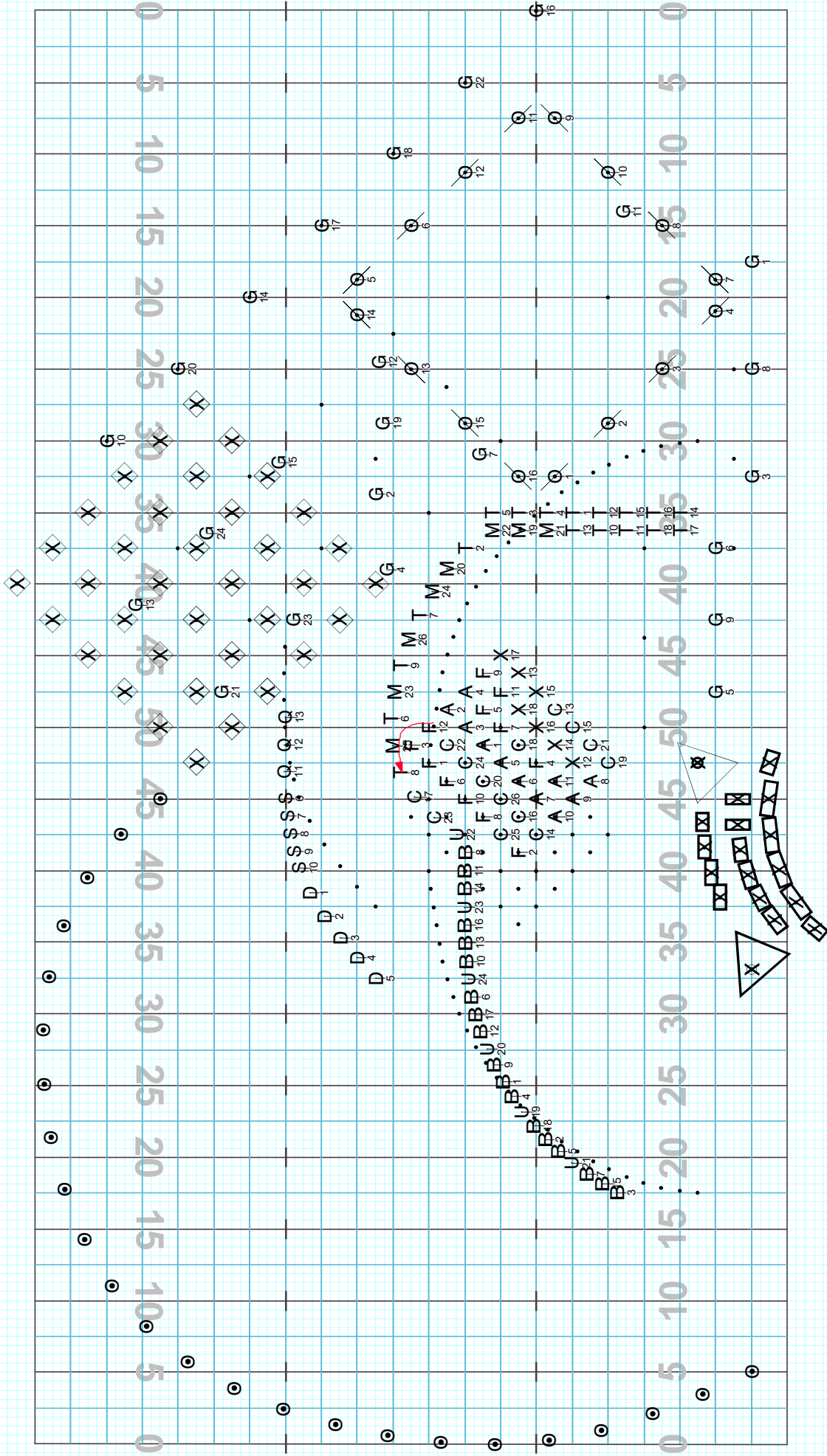
Set #58 Counts: 12 Measures: W5-7

Winds:

Guard:

Drums/PROPS:

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Director Viewpoint

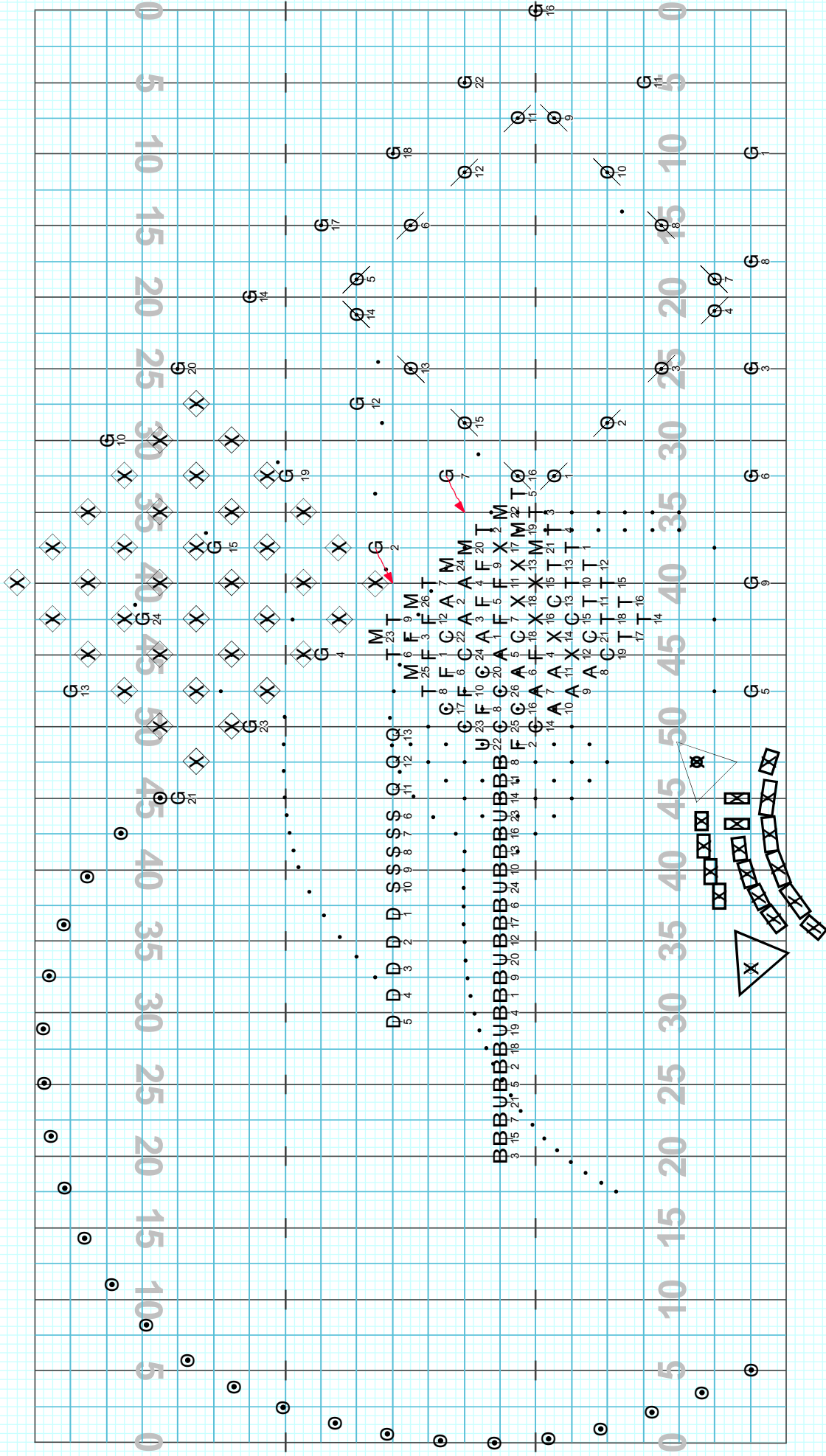
Set #58A Counts: 8 Measures: W8-9

Winds: This is for the brass. WW block can skip this.

Guard:

Drums/PROPS:

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Director Viewpoint

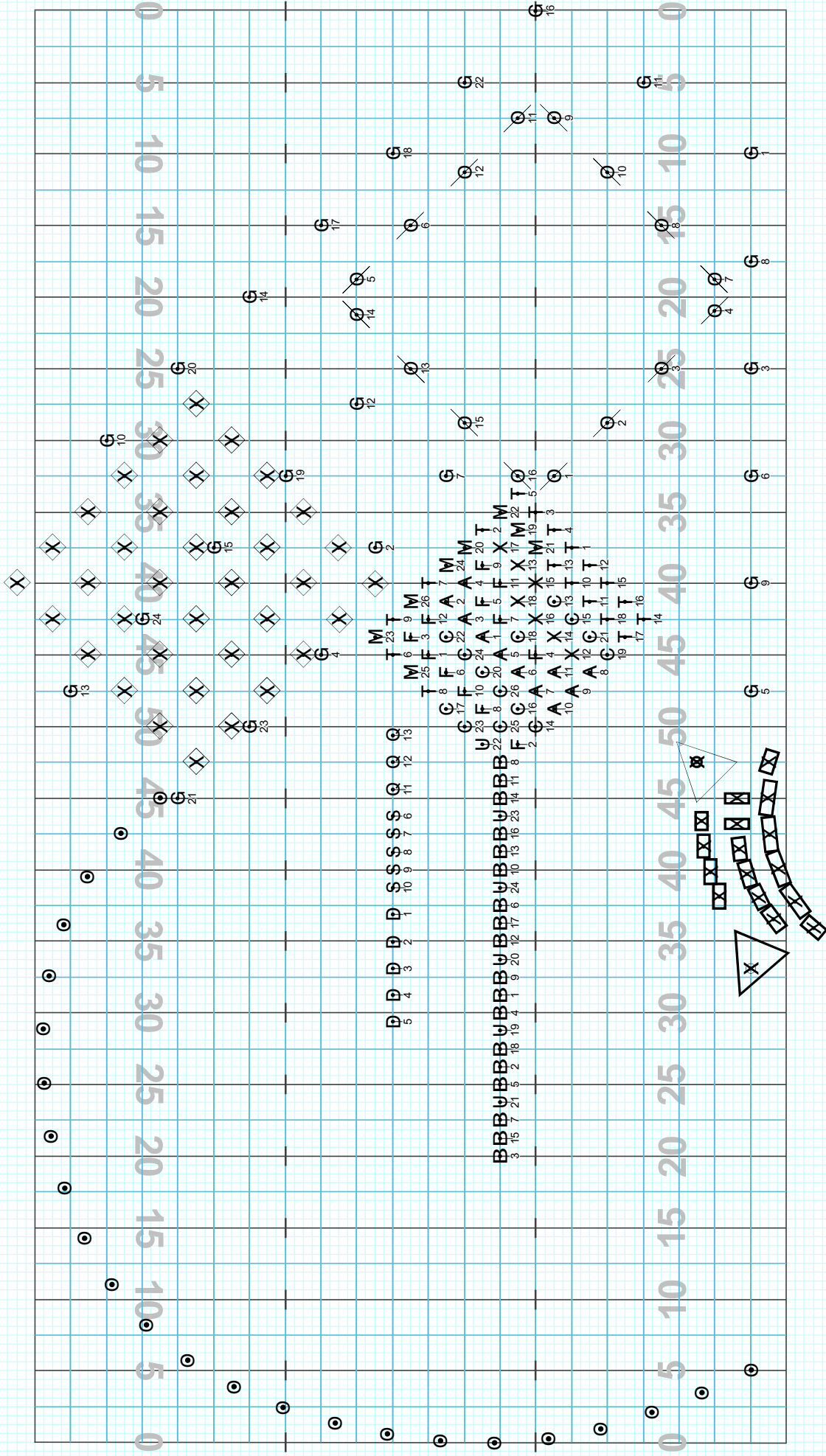
Set #59 Counts: 12 Measures: W10-12

Winds:

Drums/PROPS:

Guard: G2 and G7 are shifted 4 steps off their dot so they have room to spin on ct 1. They should just drift over as the winds move out.

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Set #60 Counts: 12 Measures: W13-X2 HALT 12

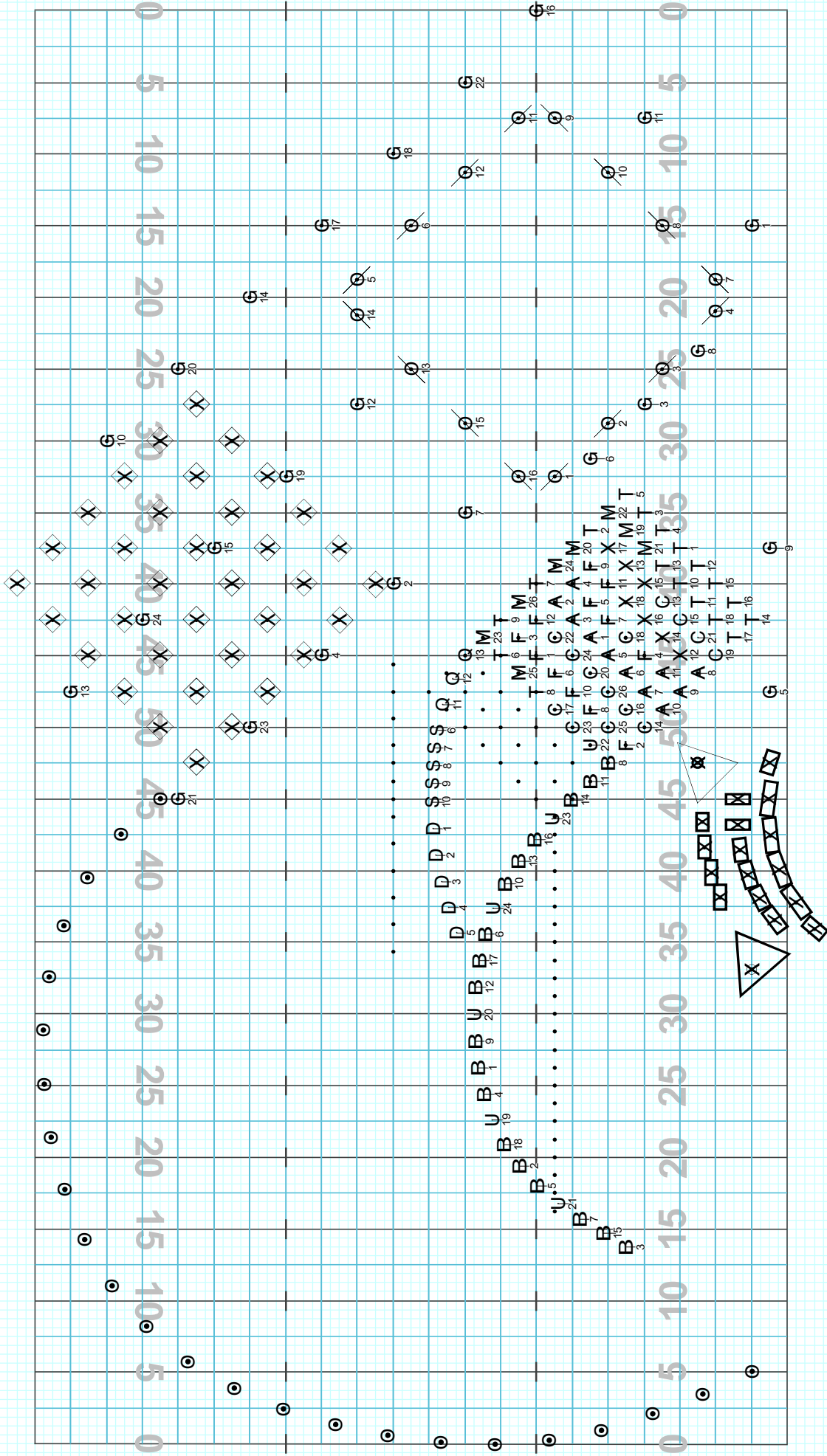
Winds:

Guard:

Director Viewpoint

Drums/PROPS:

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Director Viewpoint

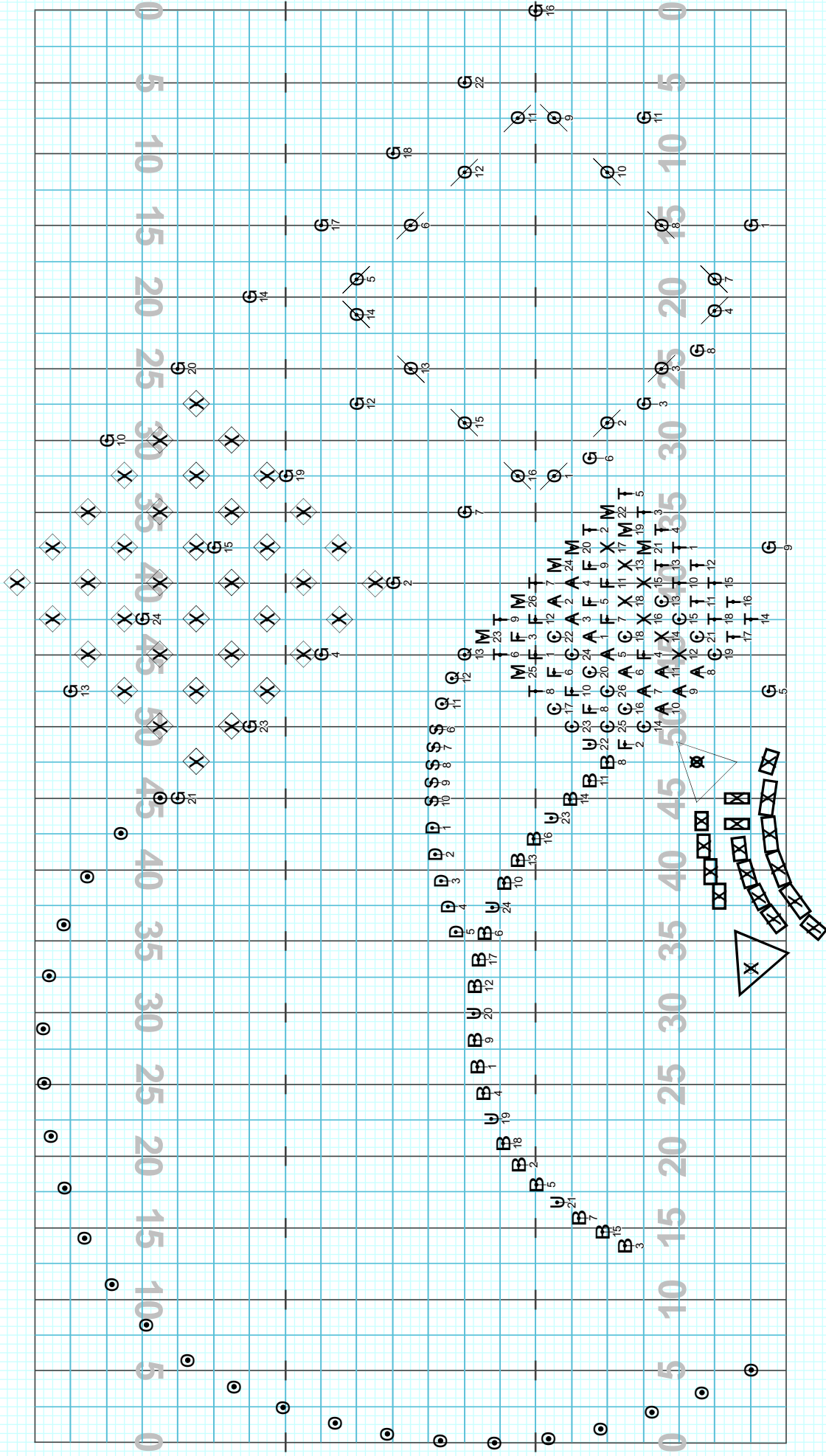
Set #62 Counts: 8 Measures: X7-8

Winds: Fast 8

Guard:

Drums/PROPS: Fast 8

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Director Viewpoint

Set #63 Counts: 20 Measures: X9-13 Halt 20

Winds:

Guard:

Drums/PROPS: