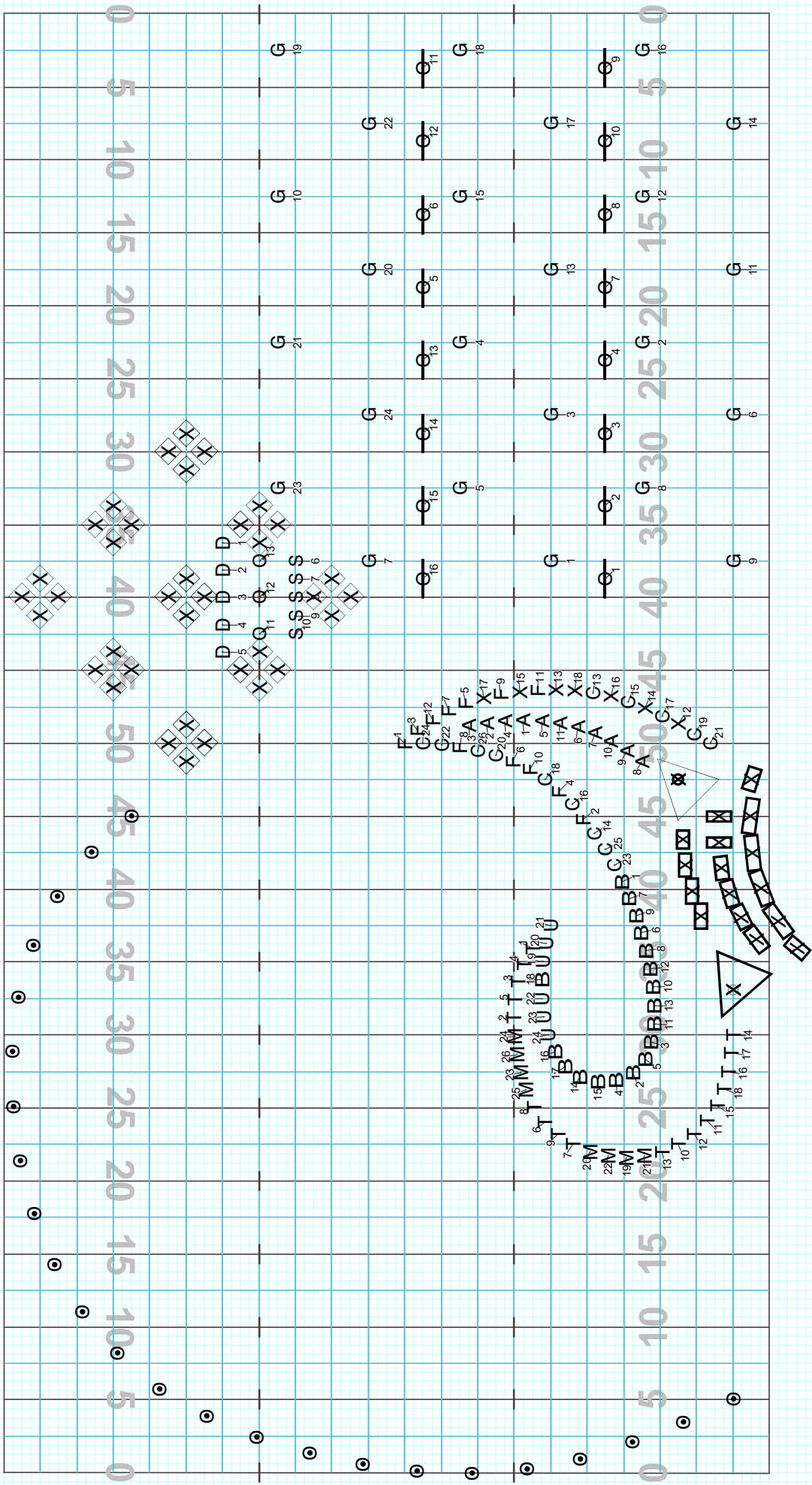


edmond2021-3

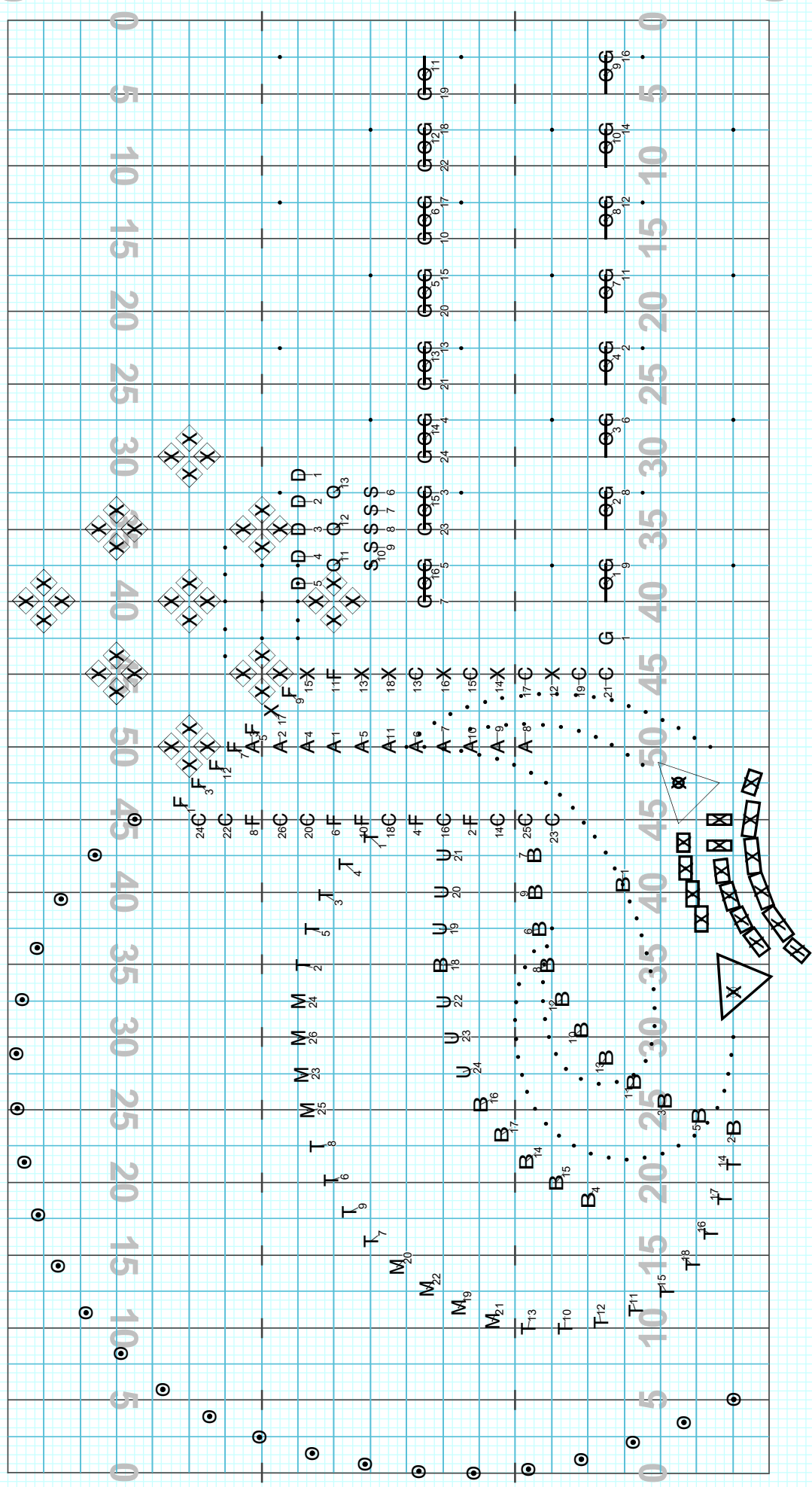


Set #35 Counts: 0 Measures:

Winds:

Guard:

Drums/PROPS:



Director Viewpoint

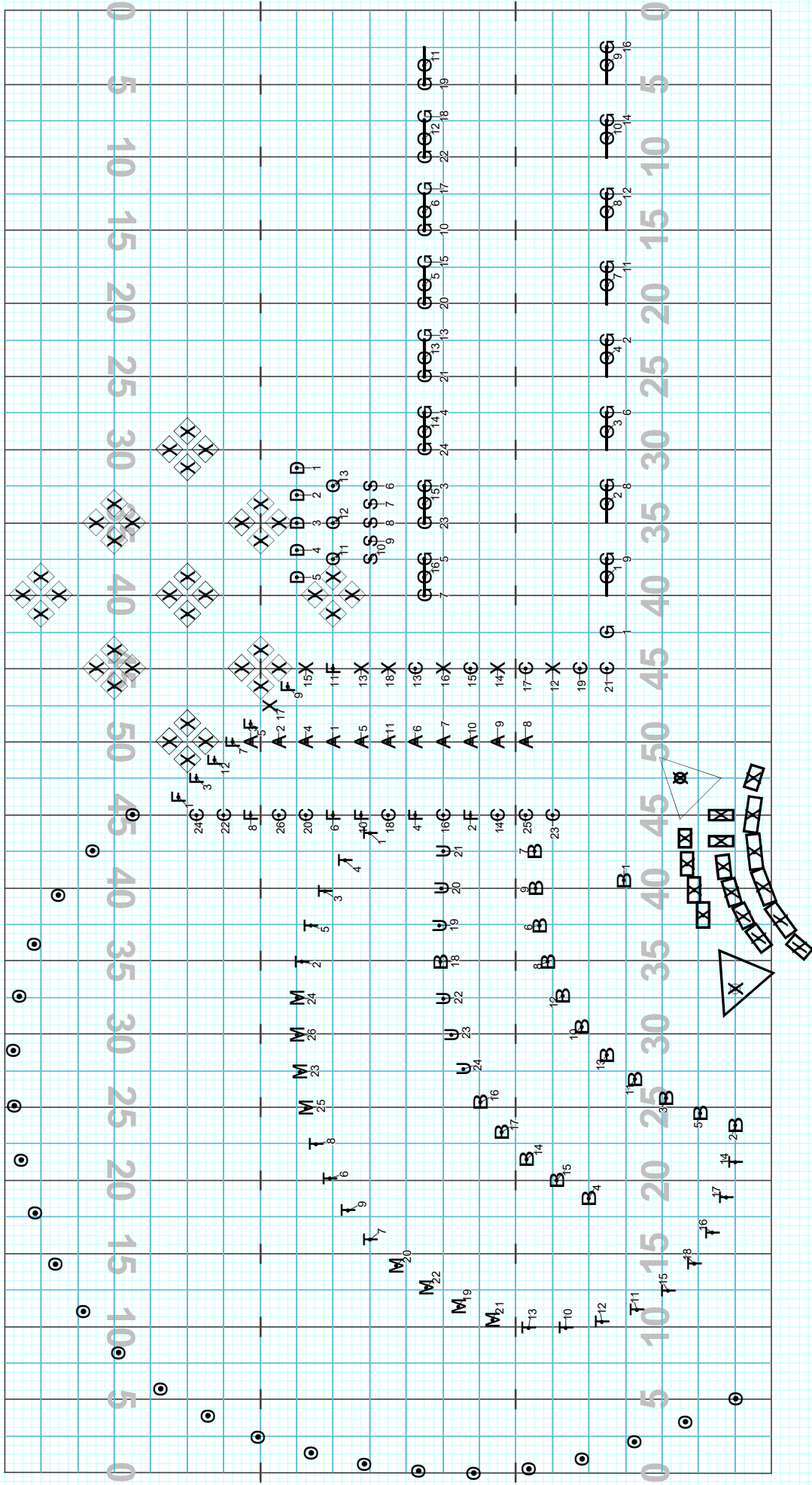
Set #36 Counts: 12 Measures: O2-4

- Winds: Turn backfield
- Soem will go doubletime some will go singletime.
- M/T - double
- B/U - single
- WW - majority will double. Those closest to the front can single. Just decide everyone front field of this point single, everyone behind double.

Guard: Spin on teh way to the props. G1 drifts out to the side for a solo

Drums/PROPS:

edmond2021-3



Director Viewpoint

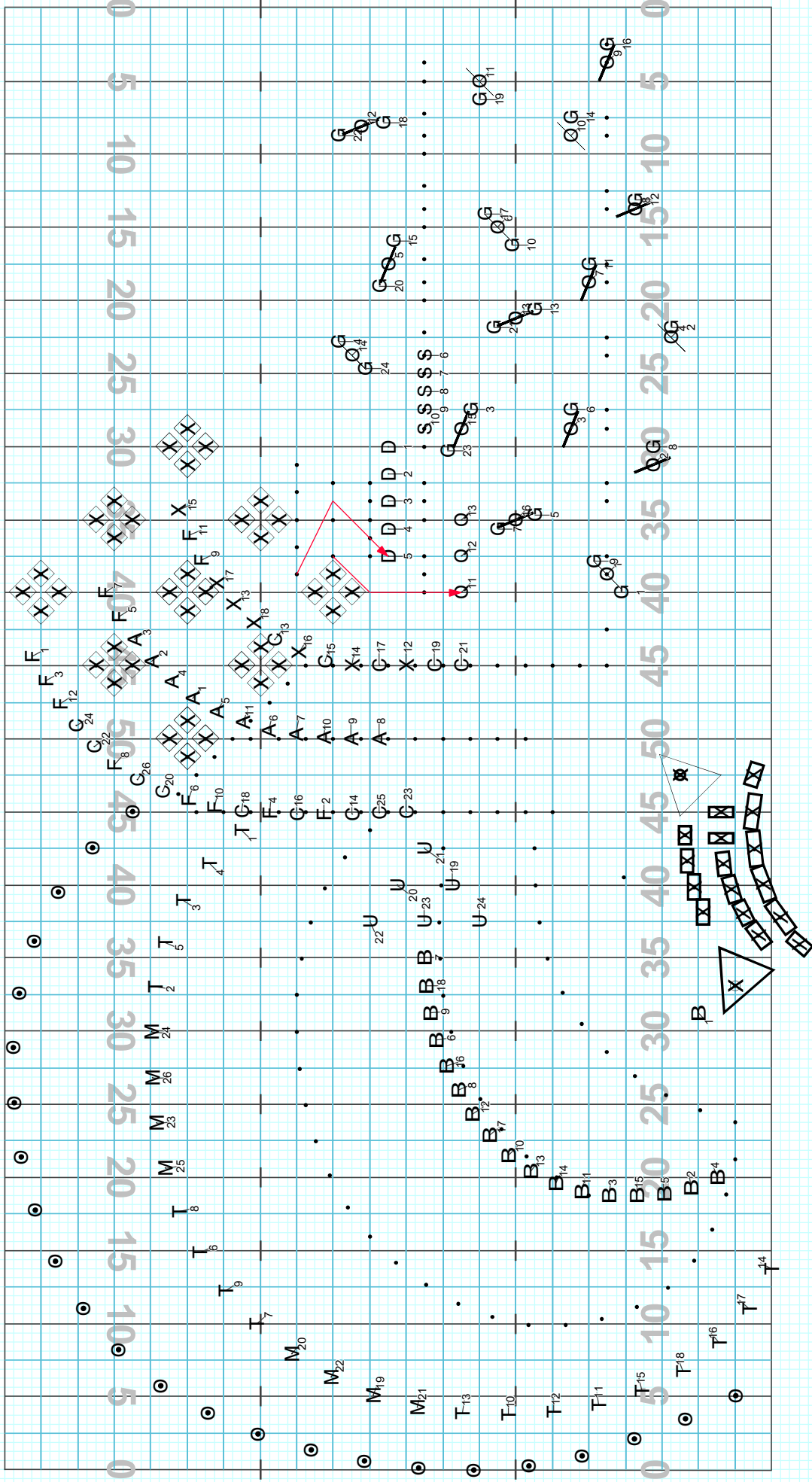
Set #37 Counts: 8 Measures: O5-6 Halt 8

Winds: Halt backfield

Guard: G1 solo on BORING

Drums/PROPS:

edmond2021-3



Director Viewpoint

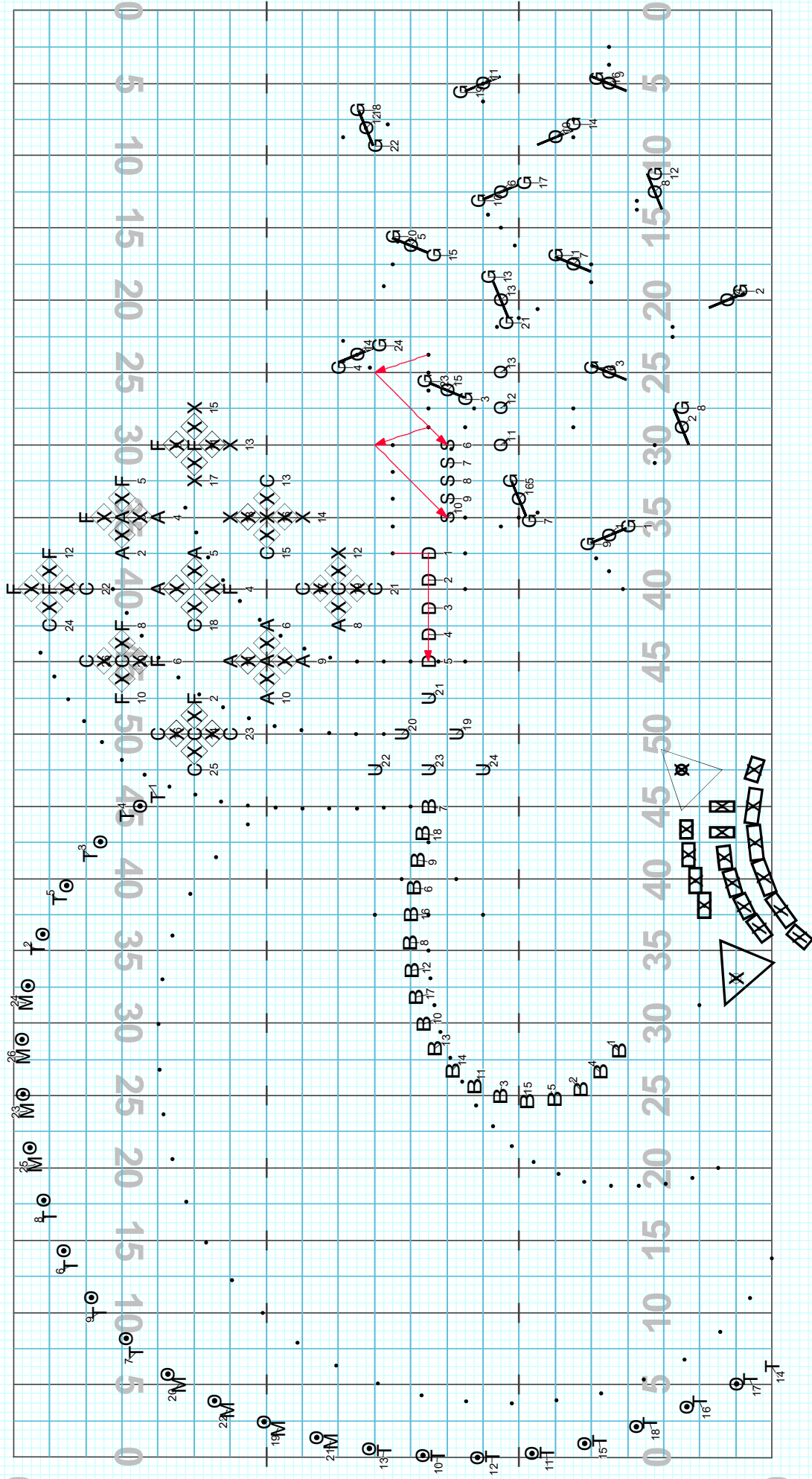
Set #38 Counts: 16 Measures: P1-4

- Winds: WW - face and follow. Can be in time, or a fast flutter and get to our prop zones sooner
- U - face side 2.
- B - face around the curve towards the U's
- T/M face your flag, but keep dress towards M24

Guard: We need the props to spin on 1. This doesn't need to be exact. The idea is that everything moves with energy on 1. Those people by them selves should pull the prop as hard as they can to get it moving. The props near the drums should try to accurate, but all the others don't need to worry about the dots. Just don't match the neighbor prop angles

Drums/PROPS: see arrows

edmond2021-3



Director Viewpoint

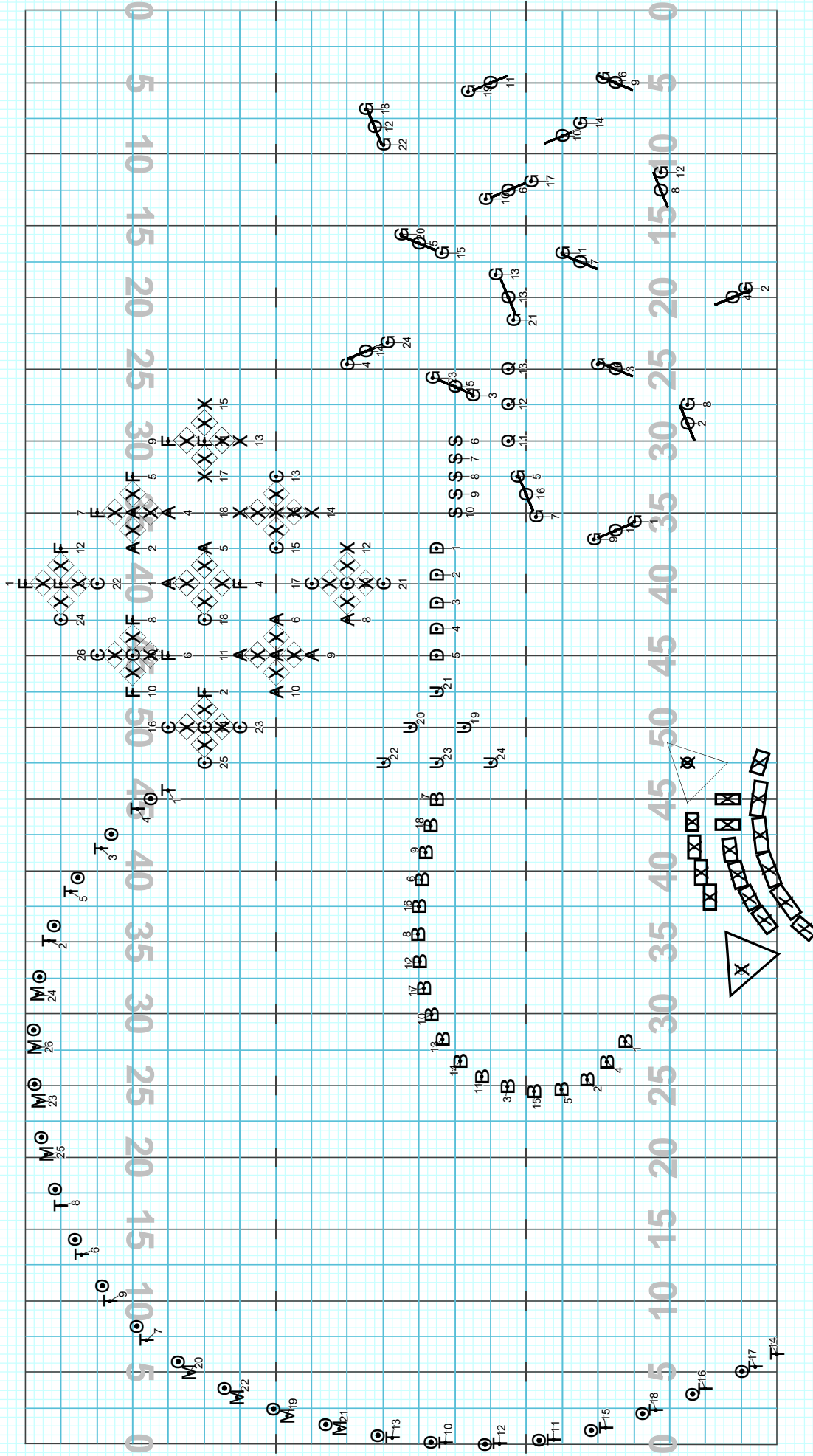
Set #39 Counts: 16 Measures: P5-8

Winds: WW fast and follow in a flutter. The back three groups (C22, A4 and A13 groups get here in 8. Next three groups get here in 12, and the last three get here in 16.
M/T - get to their flag props.

Guard: Keep the props spinning.

Drums/PROPS: D - forward 4, over 12
S - see arrows. Move 6 and 10

edmond2021-3



Director Viewpoint

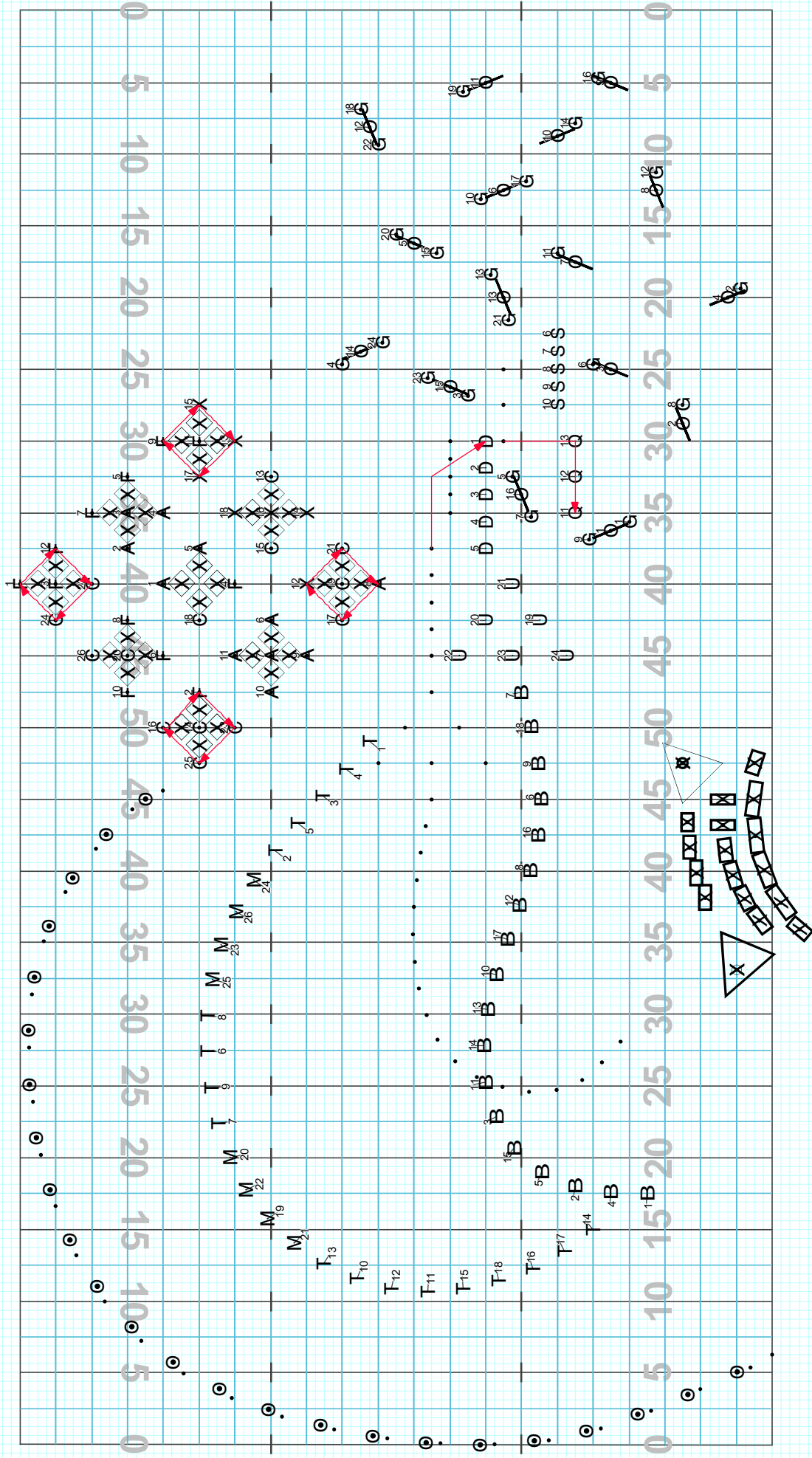
Set #40 Counts: 8 Measures: P9-10 HALT 8

Winds: U face the drums. B face around teh curve towards the U's

Guard: Stop the props

Drums/PROPS:

edmond2021-3



Director Viewpoint

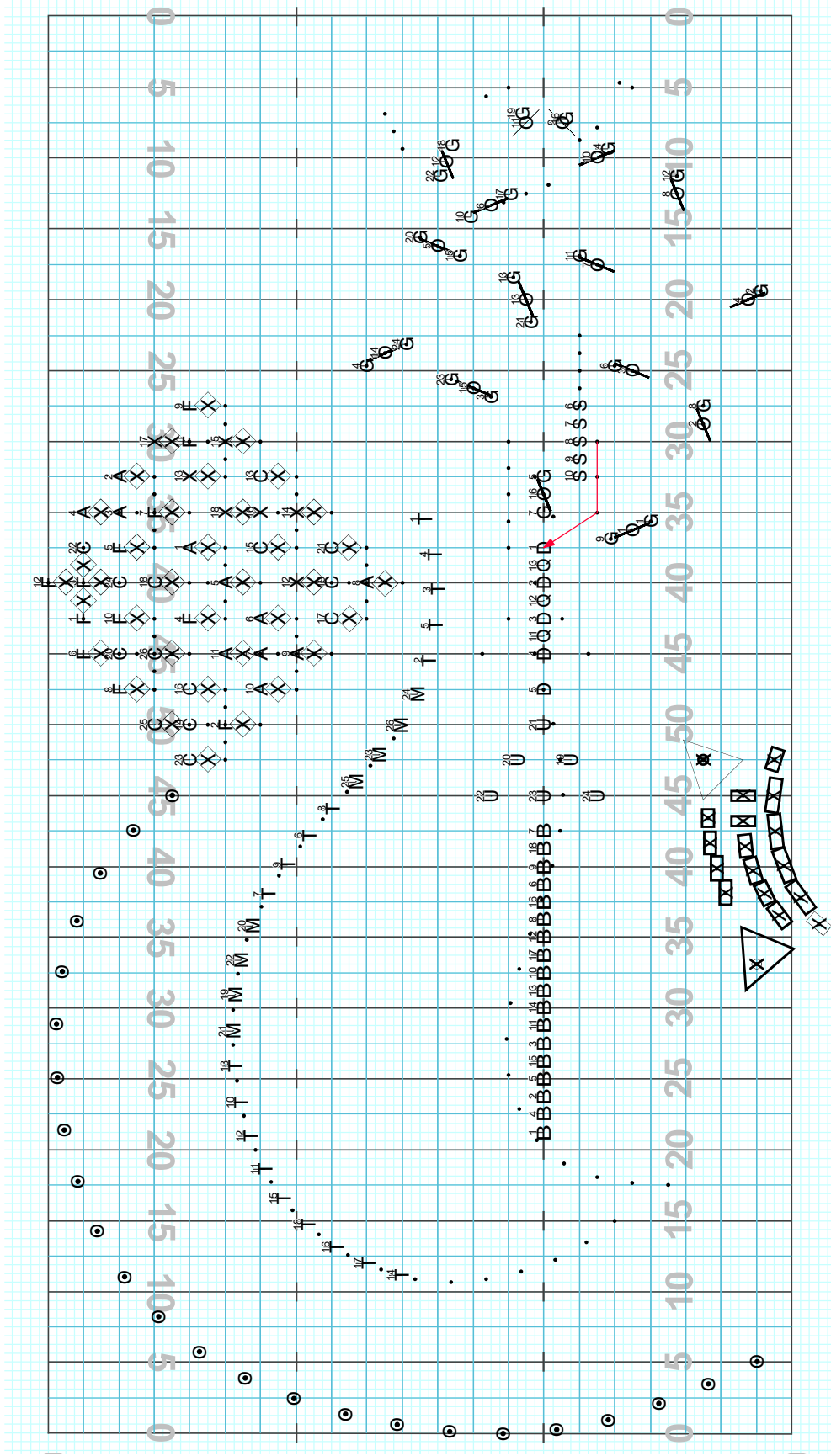
Set #41 Counts: 16 Measures: Q1-4

Winds: WW run around the diamonds clockwise. One spot every 4 counts. This can be an athletic run. The person in the middle can do body. The front triangle should only follow three spots in 12 counts, then kneel and grab the corner of the prop. They are starting the next layered idea T/M face direction of travel. Can be toe down. Close to 4's

Guard: At the props

Drums/PROPS: See the arrows
Q - forward 8, over 8.
D - Face flat front over 8, diag 8

edmond2021-3



Director Viewpoint

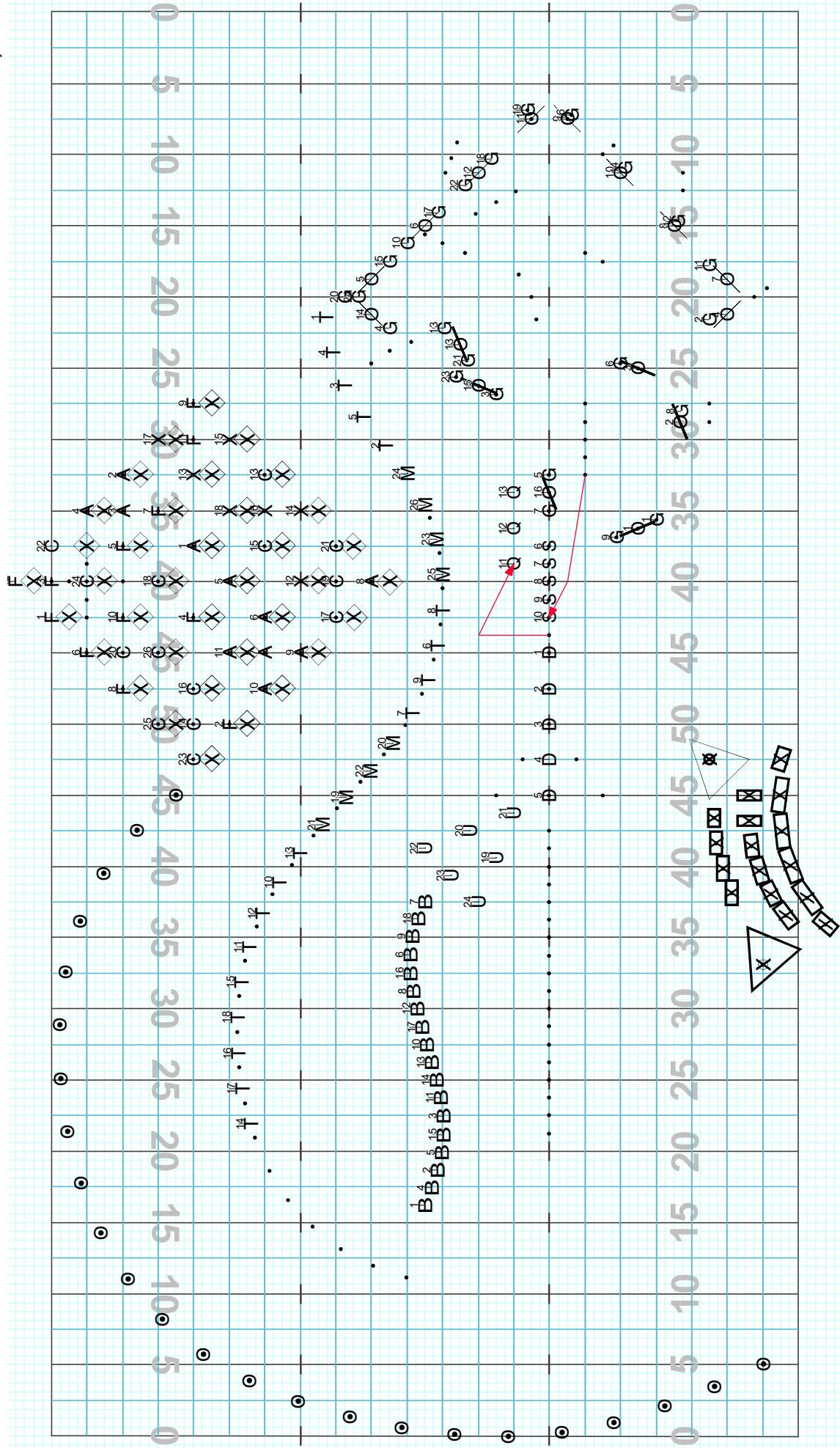
Set #42 Counts: 16 Measures: Q5-8

Winds: WW - The front 4 props should stand up and move the first 4 counts. Maybe drag the diamonds by the corner to here, facing front as the get to the grid. The next two groups of 4 diamonds will kneel down 1-4 to grab the props, then expand out to here 5-8. The next three red diamond should follow around one more spot continued from the previous set, then kneel and grab the prop 5-8, and expand to here 9-12. The next two groups of diamonds should follow around two more spots 1-8. Then kneel 9-12, stand up and expand to this grid 13-16. The back triangle will follow around three more spots 1-12, then kneel down and grab the corner of the props 13-16. They will expand out first 4 counts of the M/T - face and follow toe down. About 5 to 5. Flag in hand Could go faster next set.

Guard: At the props. They should start to move the props over time to the diamond form on page 45. Feel free to move the bodies around as needed to move the props. we want to work the arrival of the props as the sequential. So add counts as needed to when they start to make sure they arrive to the diamond every 4 counts. Start with 8 counts to go from scatter to diamond, and then adjust.
The two props outside the 10 jst got here on 16. The next two props are already moving, but not it yet.

Drums/PROPS: Q - turn backfield after they play. Move 8 and 8 as shown by the arrows. Passing thru teh B's on 16.
D - flat front. Q's are passing thru on 16.

edmond2021-3



Director Viewpoint

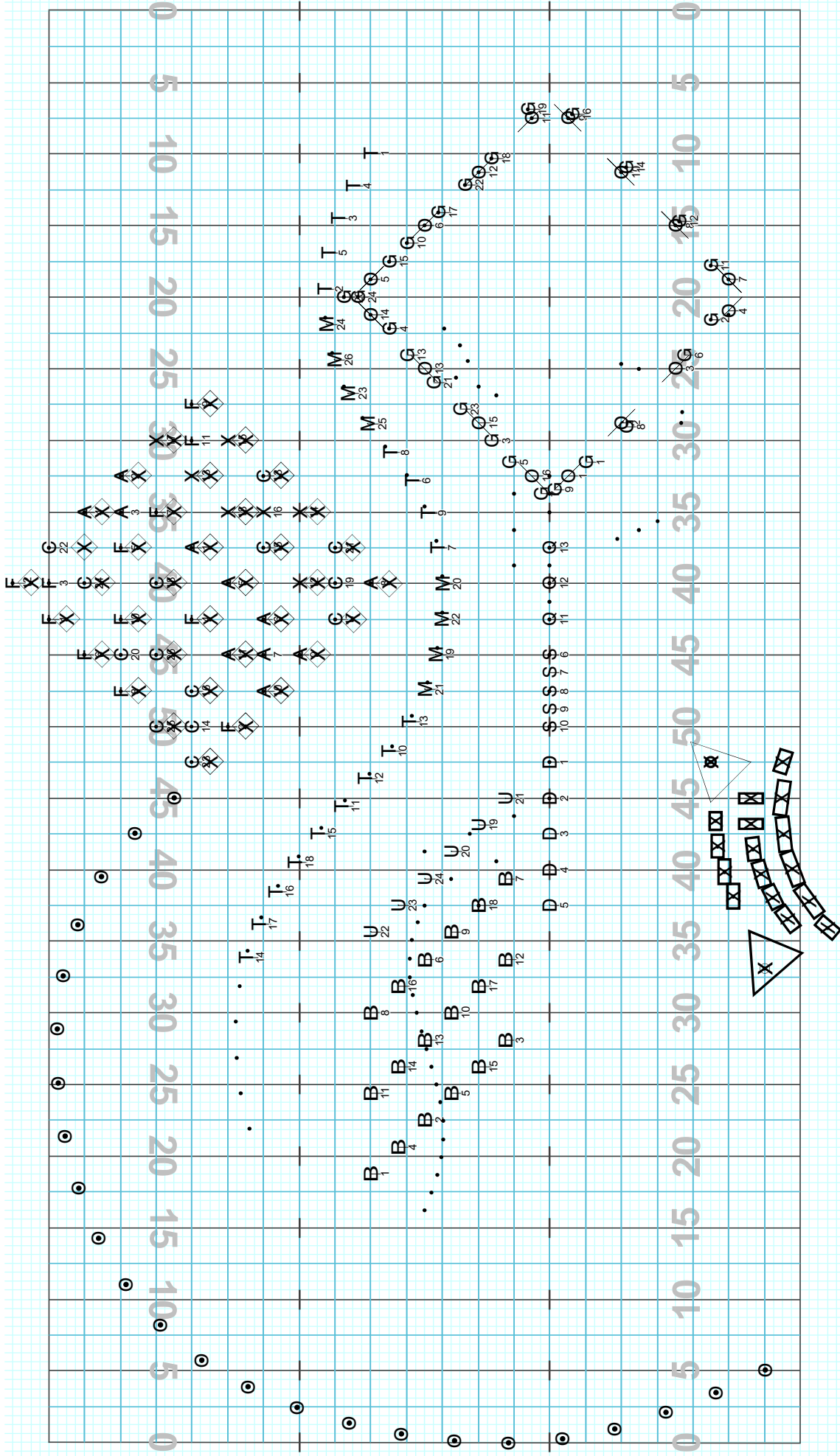
Set #43 Counts: 16 Measures: R1-4

Winds: WW all are on the grid now. This 16+12+12 should be ideas playing with the diamonds. The extra 8 bodies should do the best they can to blend. They could possibly do different body and look good since they are in teh pockets of space.
M/T - face and follow at 5 to 5

Guard: Props arriving sequentially. Prop 10 and 12 get here after 4. Next two props on teh 15 here after 8. The 12 counts for the props just outside the 20, and all 16 for the two inside the 20. Again, the ending counts are the cool sequential, so adjust teh start counts as needed to make sure each group arrives here on teh correct count.

Drums/PROPS: Q - see arrows. Turn front last 4
D - hold 4, move 12. In the first 2 counts, the quads are finishing the pass. Turn the drums to the side on 1-2 as the quads pass to the back.
S - turn backfield the first 4, then front field last 4. See arrows.

edmond2021-3



Director Viewpoint

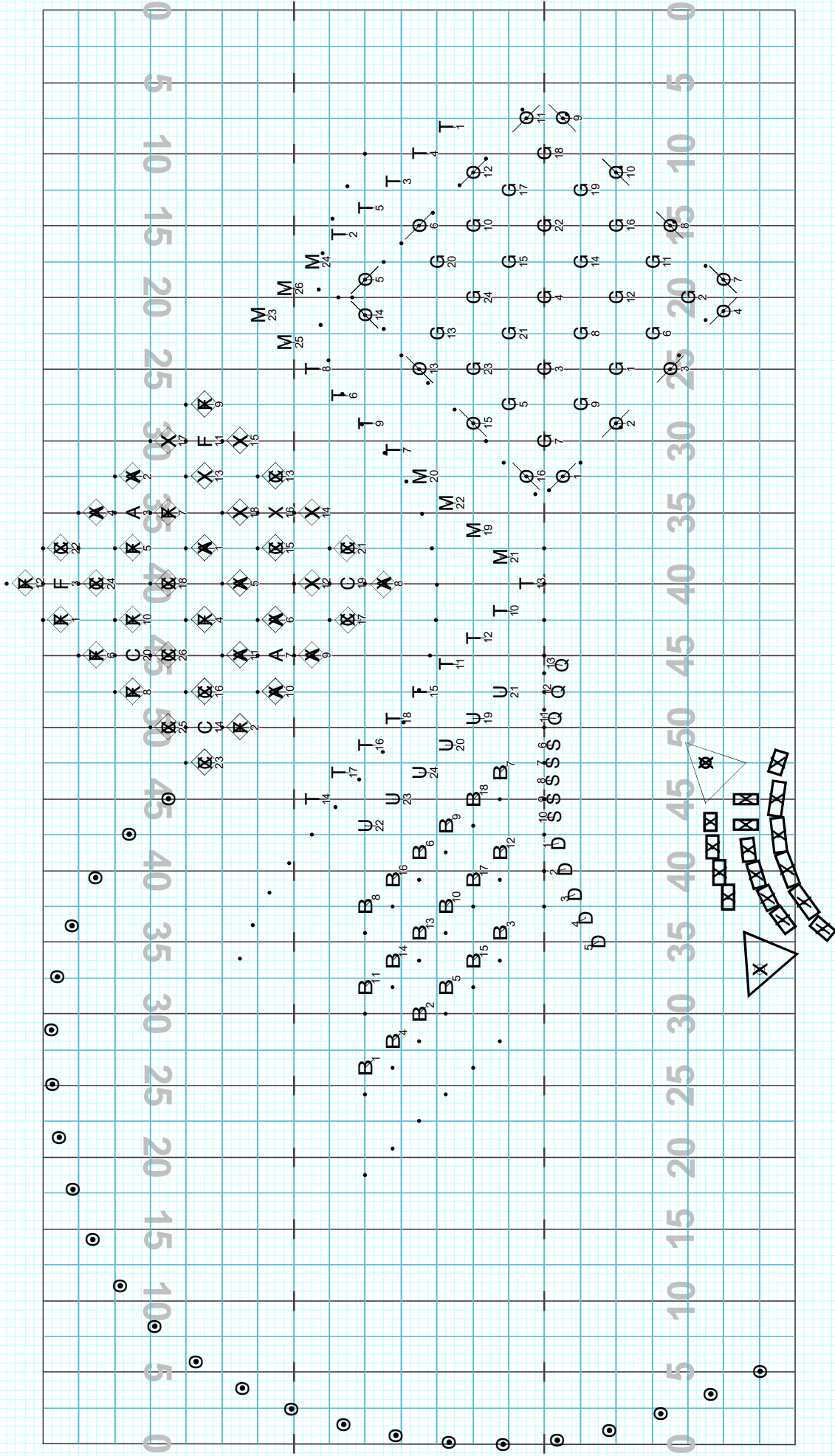
Set #44 Counts: 12 Measures: R5-7

Winds: M/T - face and follow at 5 to 5. Flag in hand.

Guard: Props finish layer in after 4, 8, 12.

Drums/PROPS:

edmond2021-3



Director Viewpoint

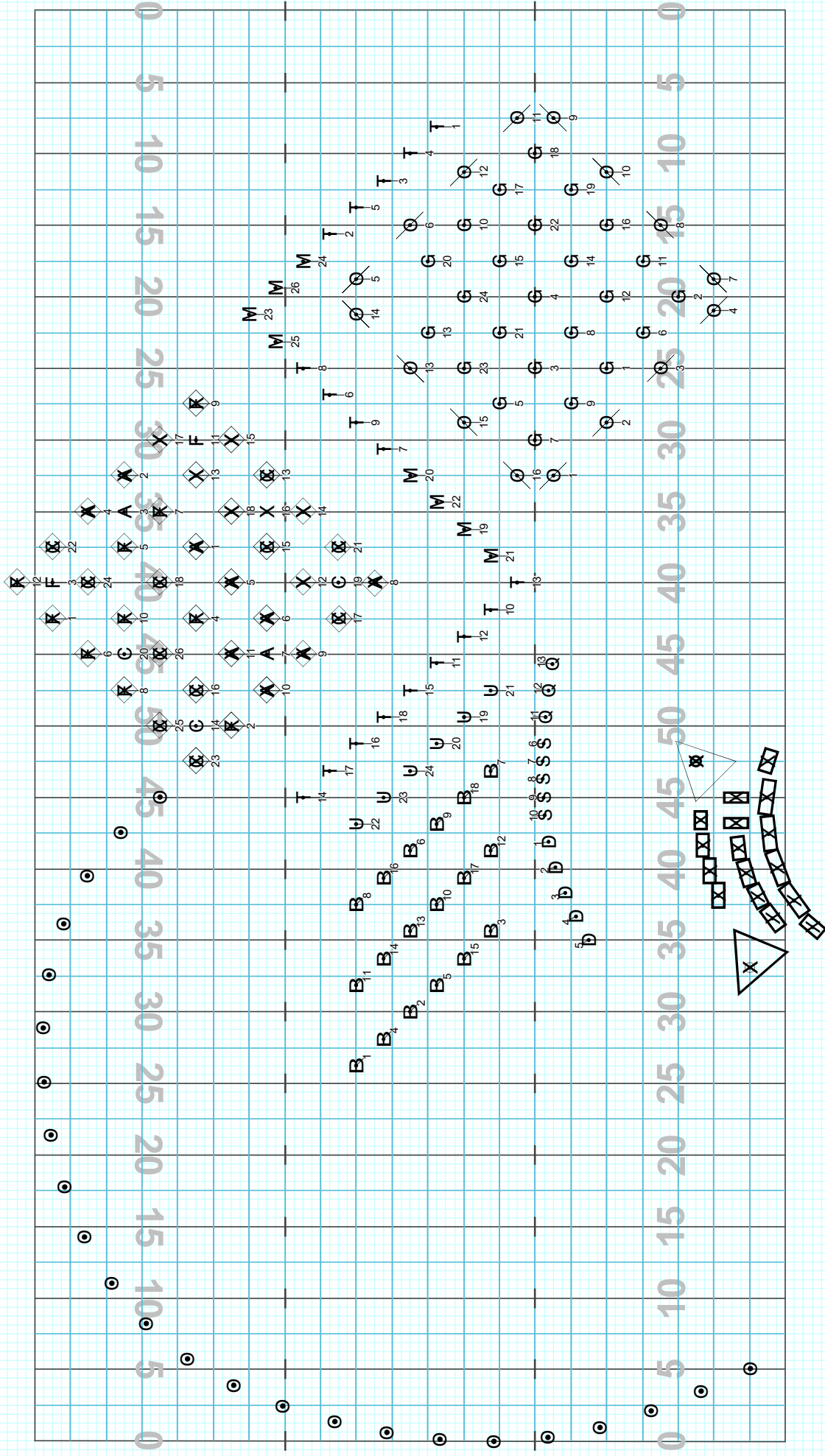
Set #45 Counts: 12 Measures: R8-10

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

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

Drums/PROPS:

edmond2021-3



Director Viewpoint

Set #46 Counts: 48 Measures: S1-T4 Halt 48

Winds: Dance block

Guard: dance block

Drums/PROPS:

WW - they can put their diamond on the ground and use it as personal dance floor. Or we can have them up in the air creating effects with that.,