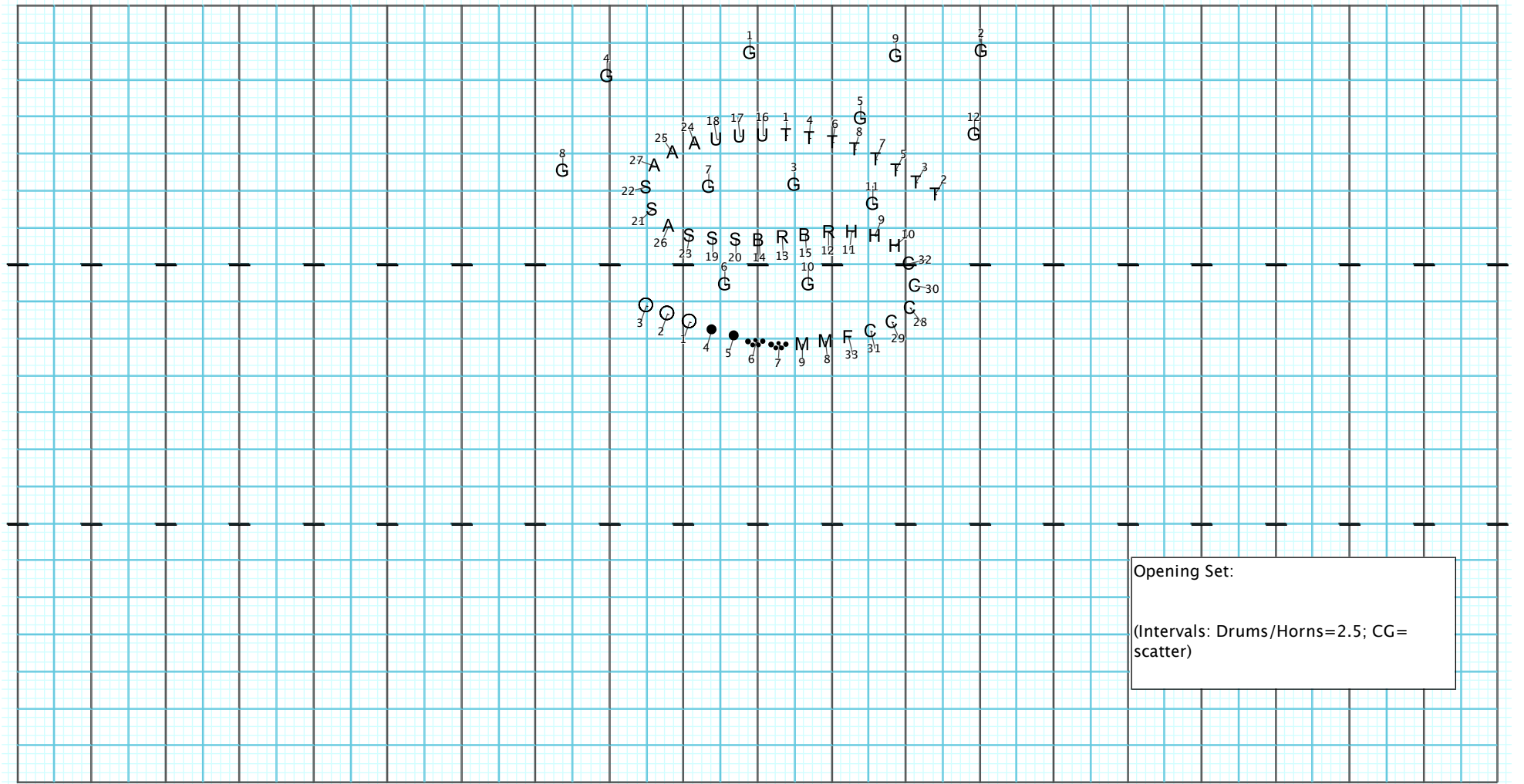


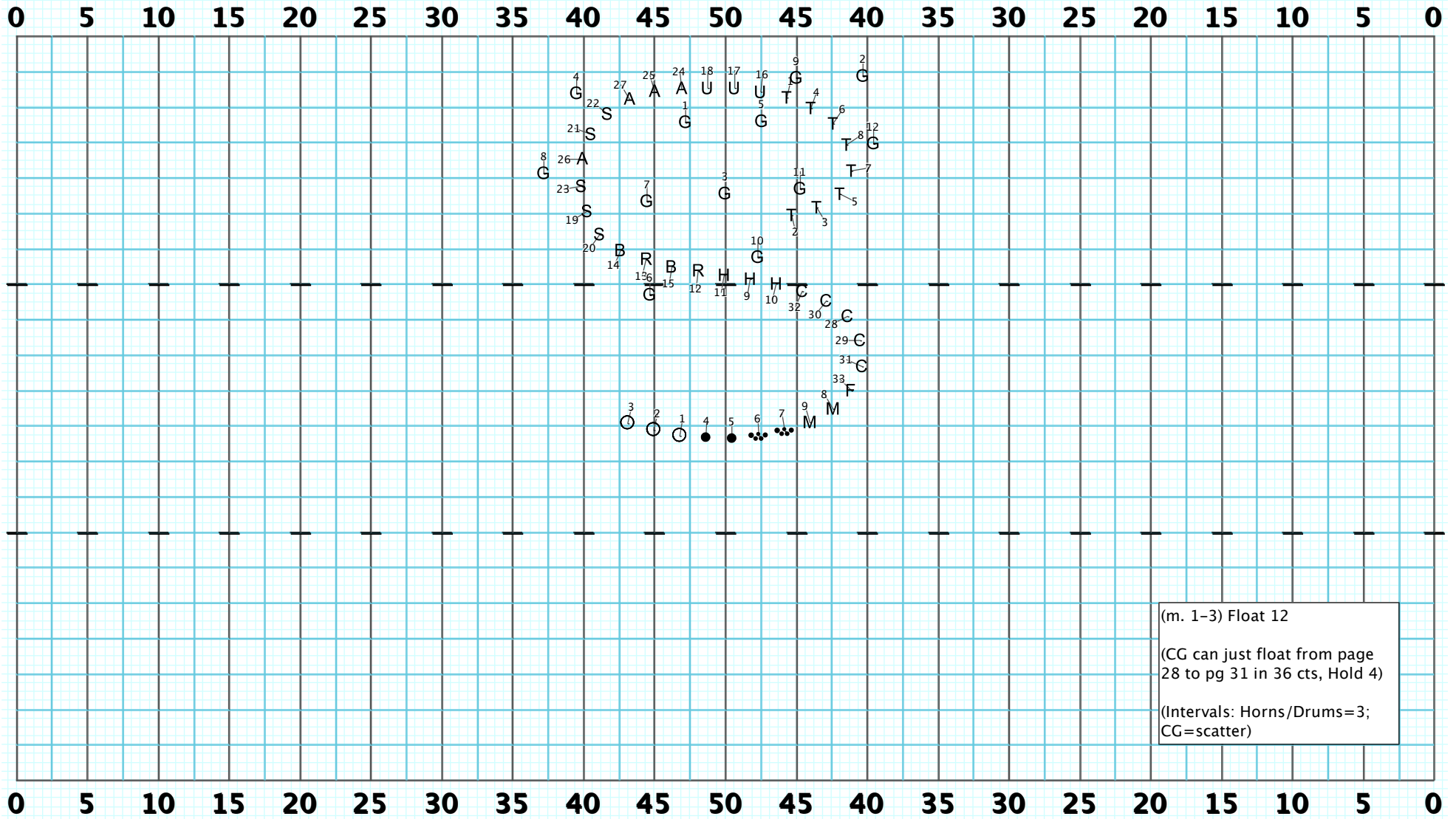
0 5 10 15 20 25 30 35 40 45 50 45 40 35 30 25 20 15 10 5 0



Opening Set:
 (Intervals: Drums/Horns=2.5; CG=scatter)

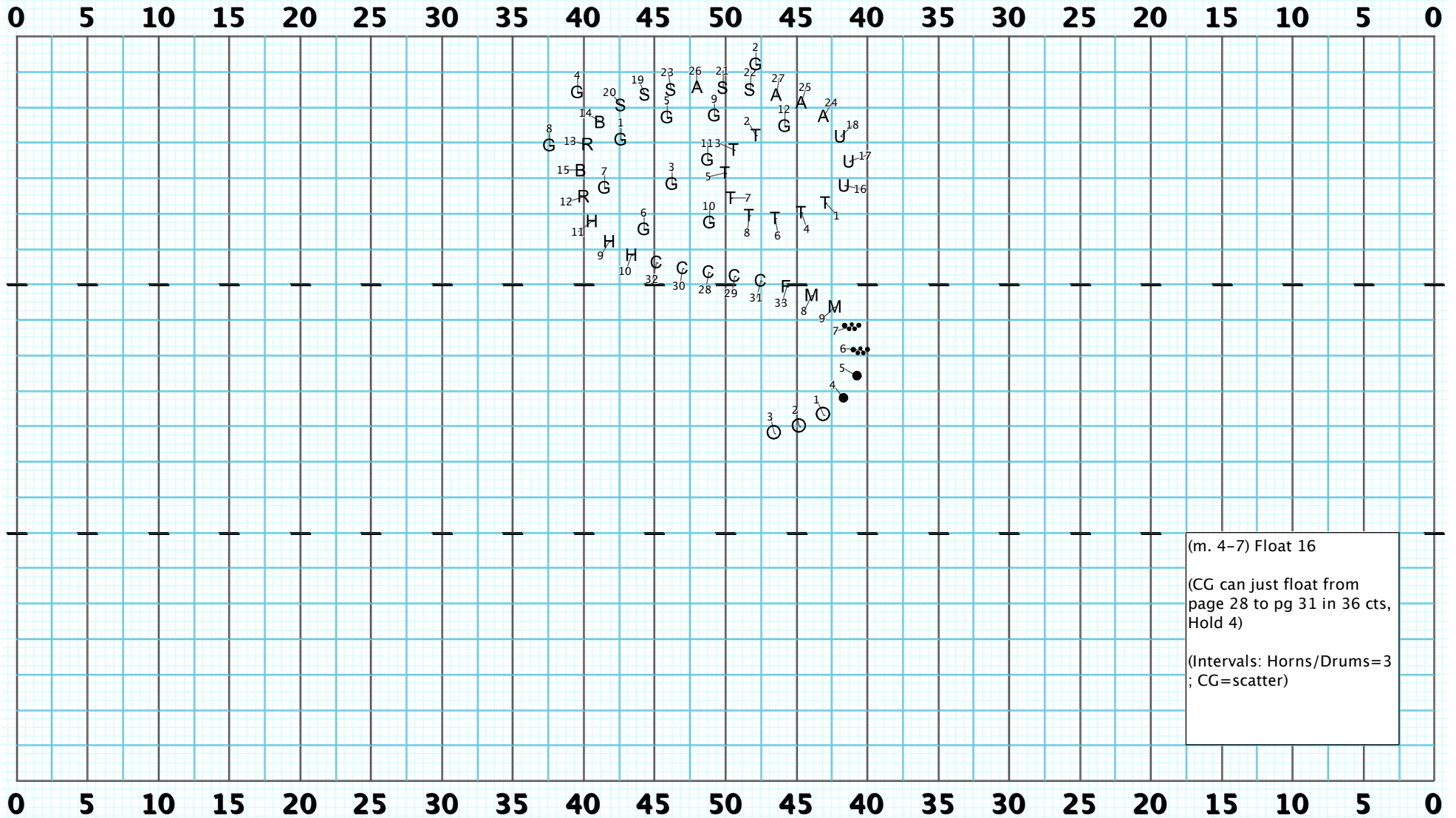
0 5 10 15 20 25 30 35 40 45 50 45 40 35 30 25 20 15 10 5 0

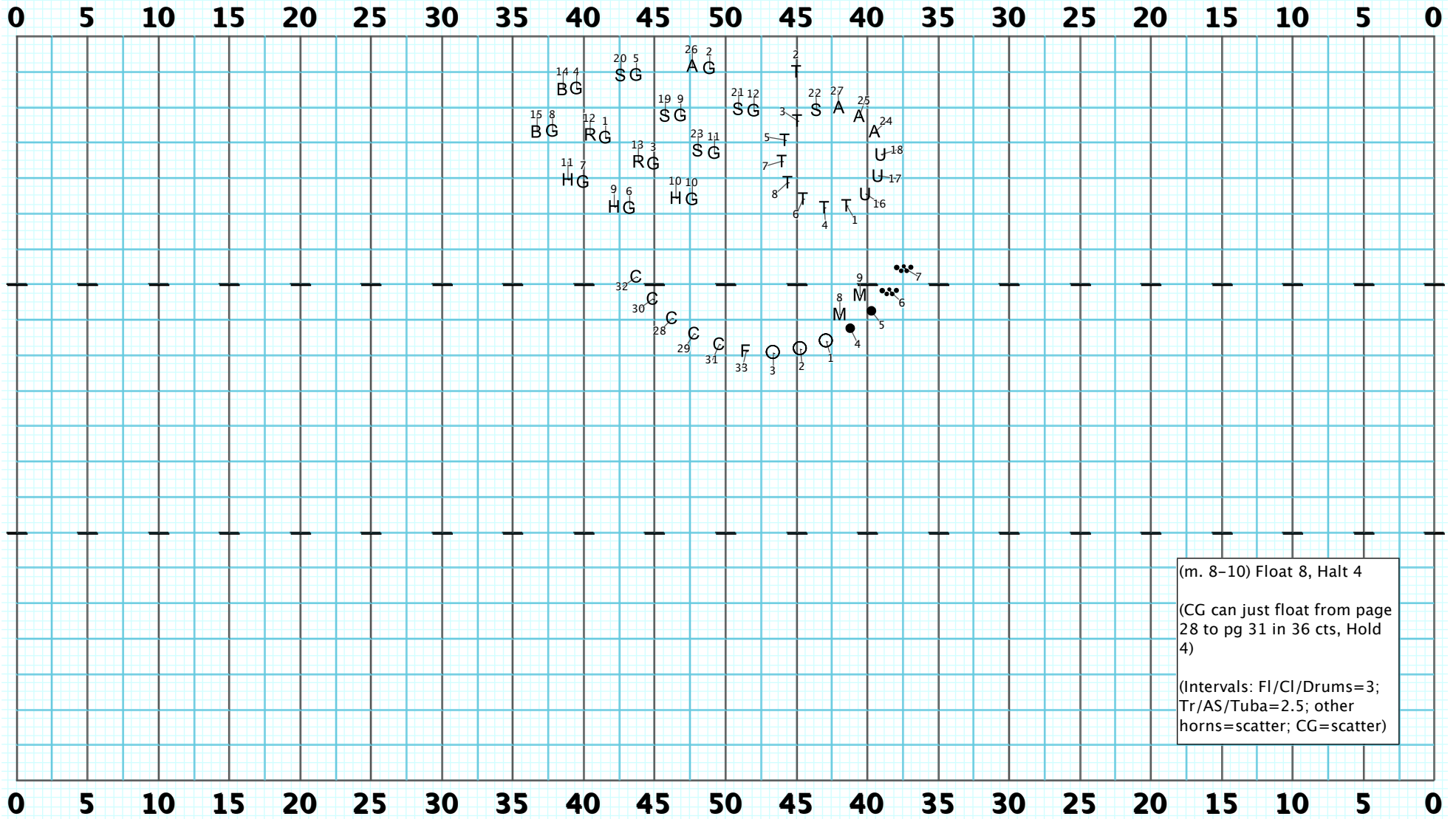
Performer Viewpoint



(m. 1-3) Float 12
 (CG can just float from page 28 to pg 31 in 36 cts, Hold 4)
 (Intervals: Horns/Drums=3; CG=scatter)

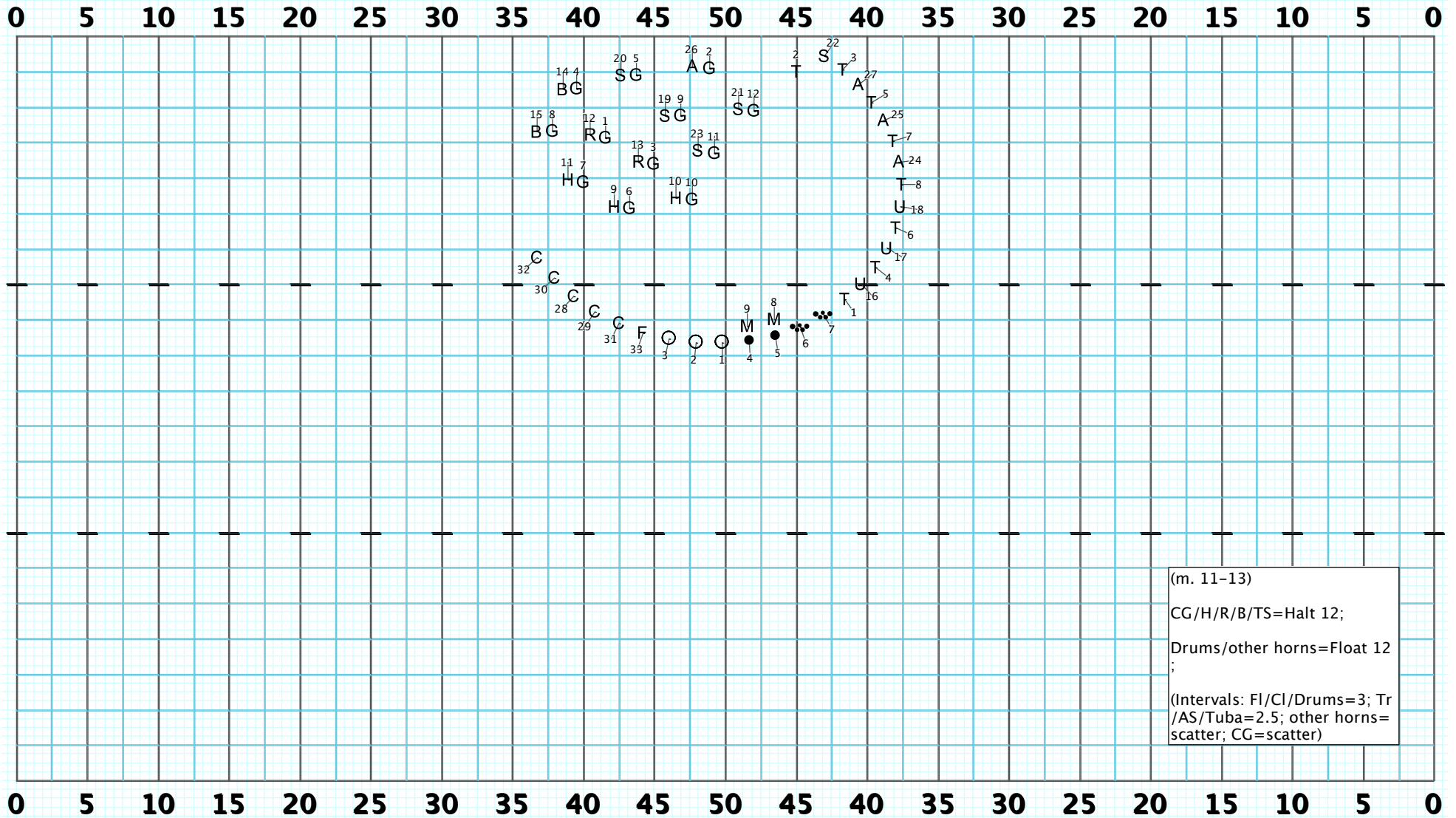
Performer Viewpoint





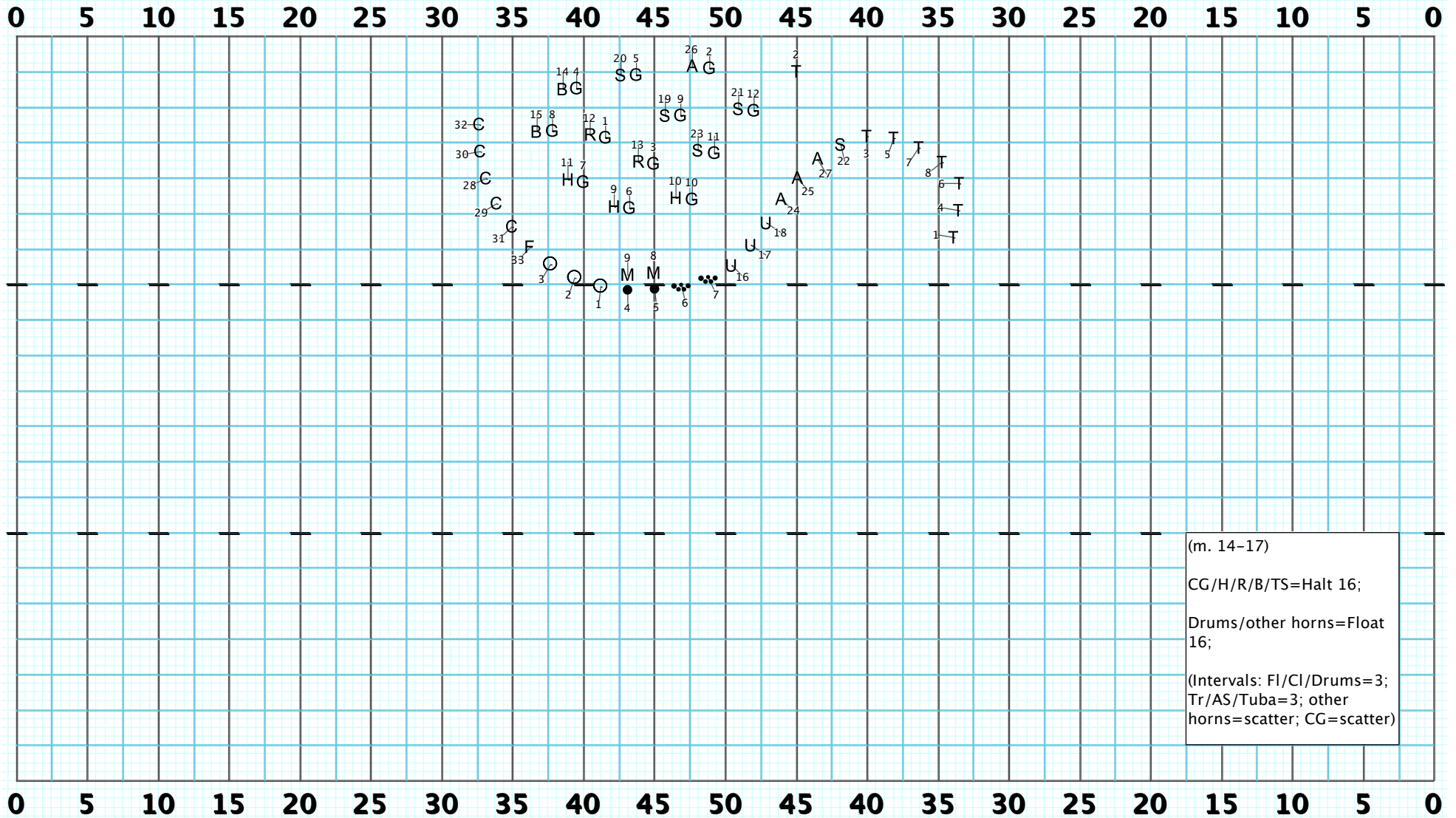
Performer Viewpoint

(m. 8-10) Float 8, Halt 4
 (CG can just float from page 28 to pg 31 in 36 cts, Hold 4)
 (Intervals: Fl/Cl/Drums=3;
 Tr/AS/Tuba=2.5; other
 horns=scatter; CG=scatter)



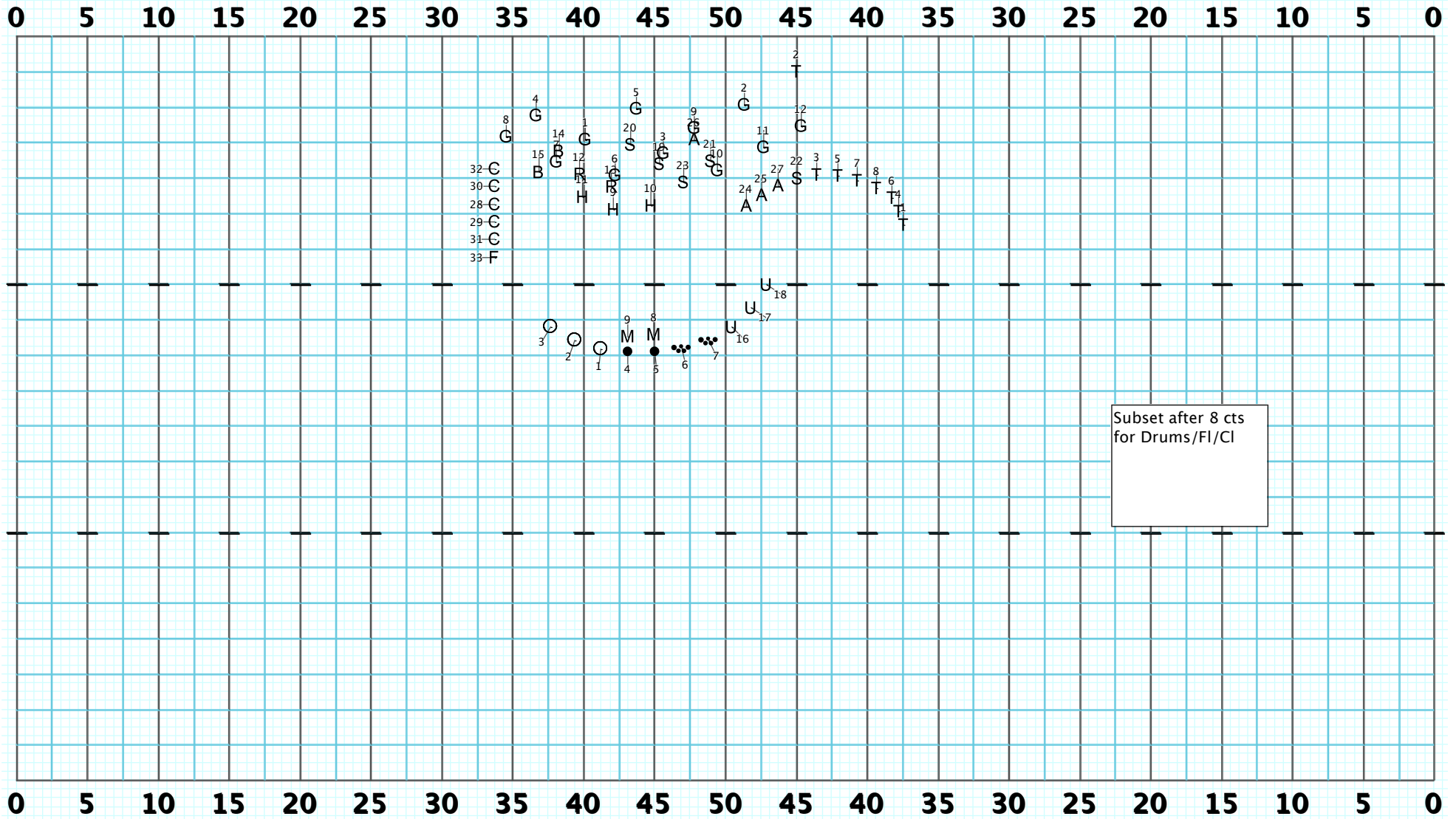
(m. 11-13)
 CG/H/R/B/TS=Halt 12;
 Drums/other horns=Float 12
 ;
 (Intervals: Fl/Cl/Drums=3; Tr
 /AS/Tuba=2.5; other horns=
 scatter; CG=scatter)

Performer Viewpoint



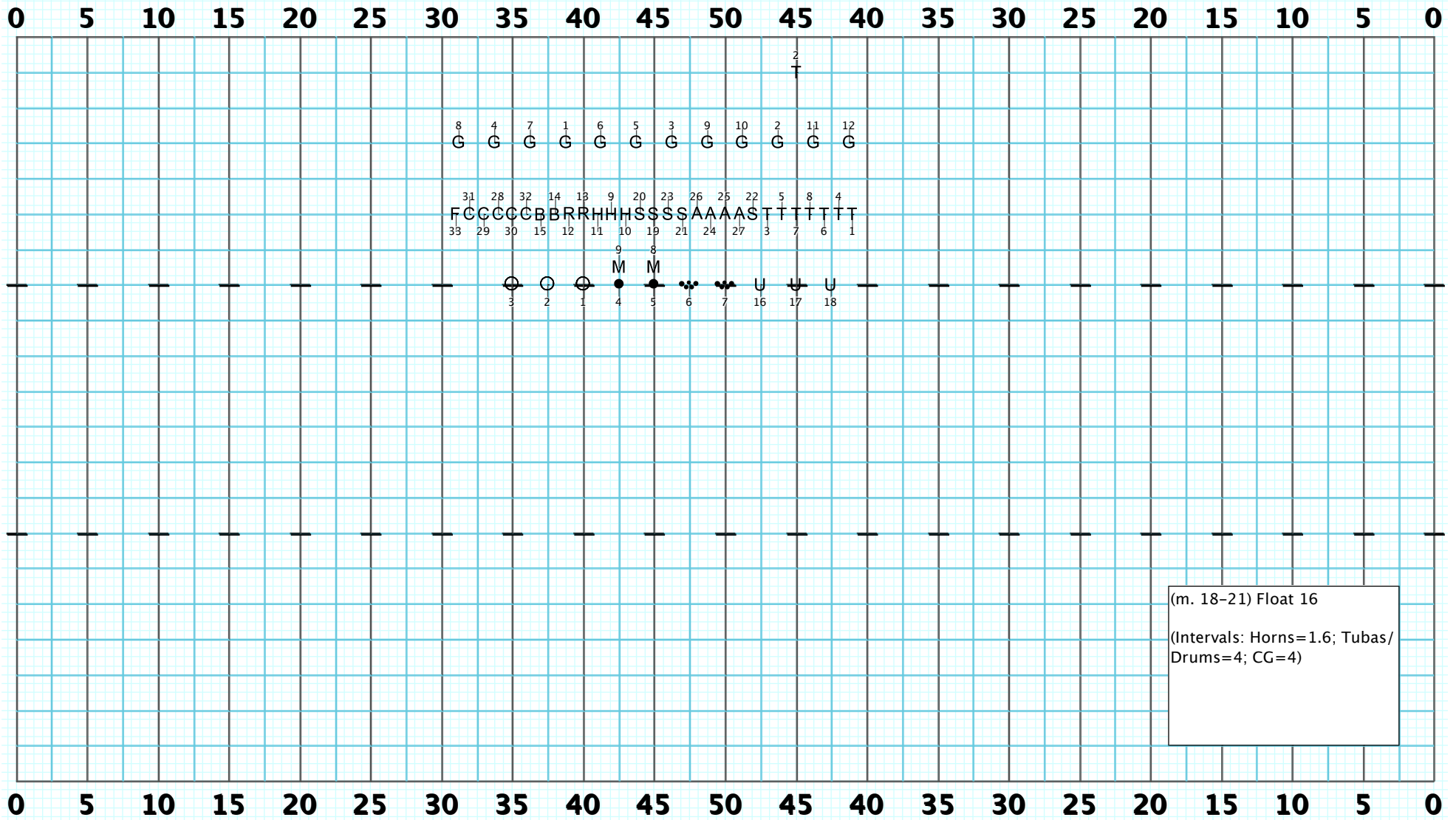
(m. 14-17)
 CG/H/R/B/TS=Halt 16;
 Drums/other horns=Float 16;
 (Intervals: Fl/Cl/Drums=3;
 Tr/AS/Tuba=3; other horns=scatter; CG=scatter)

Performer Viewpoint



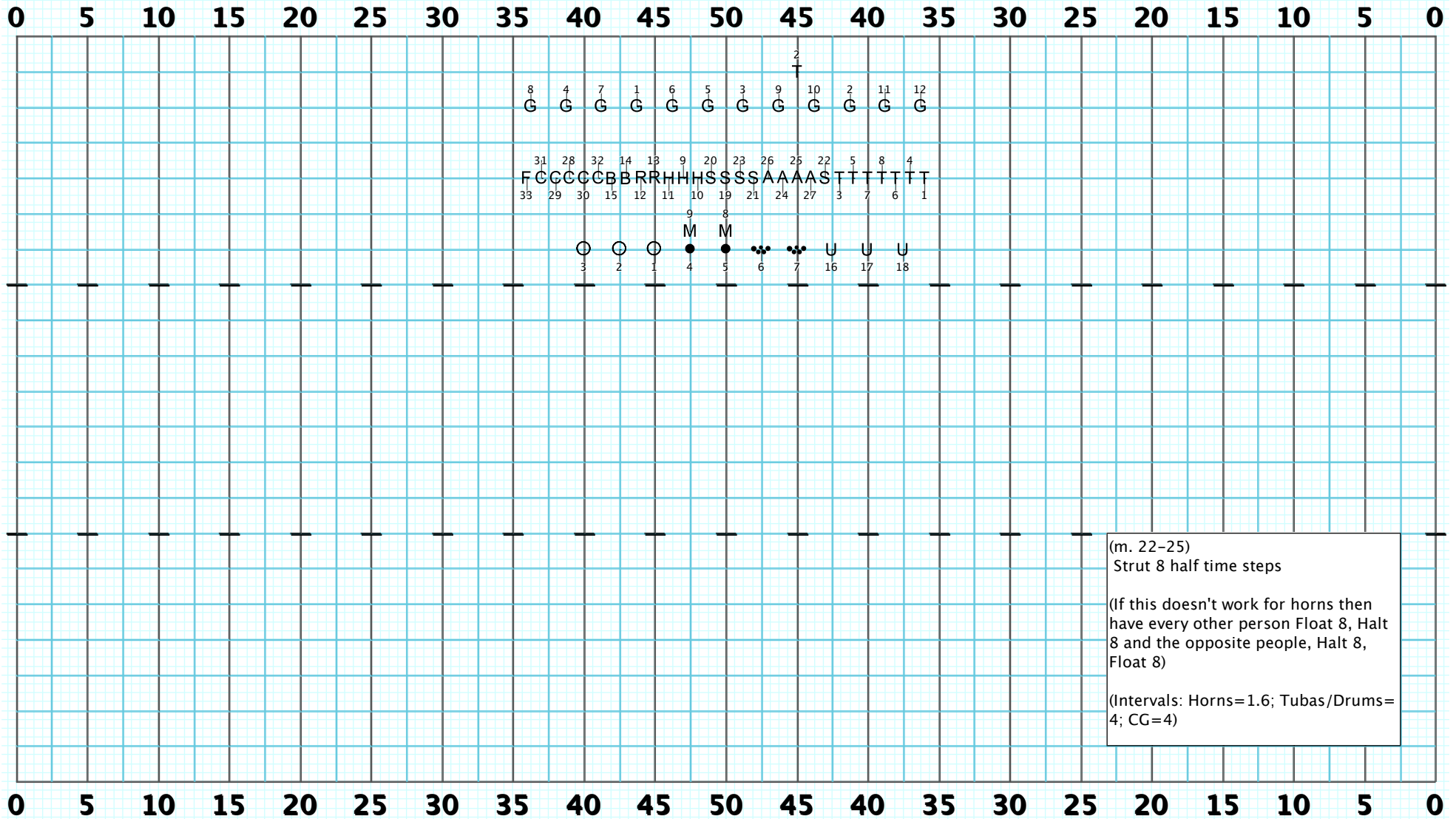
Performer Viewpoint

Subset after 8 cts
for Drums/FI/CI



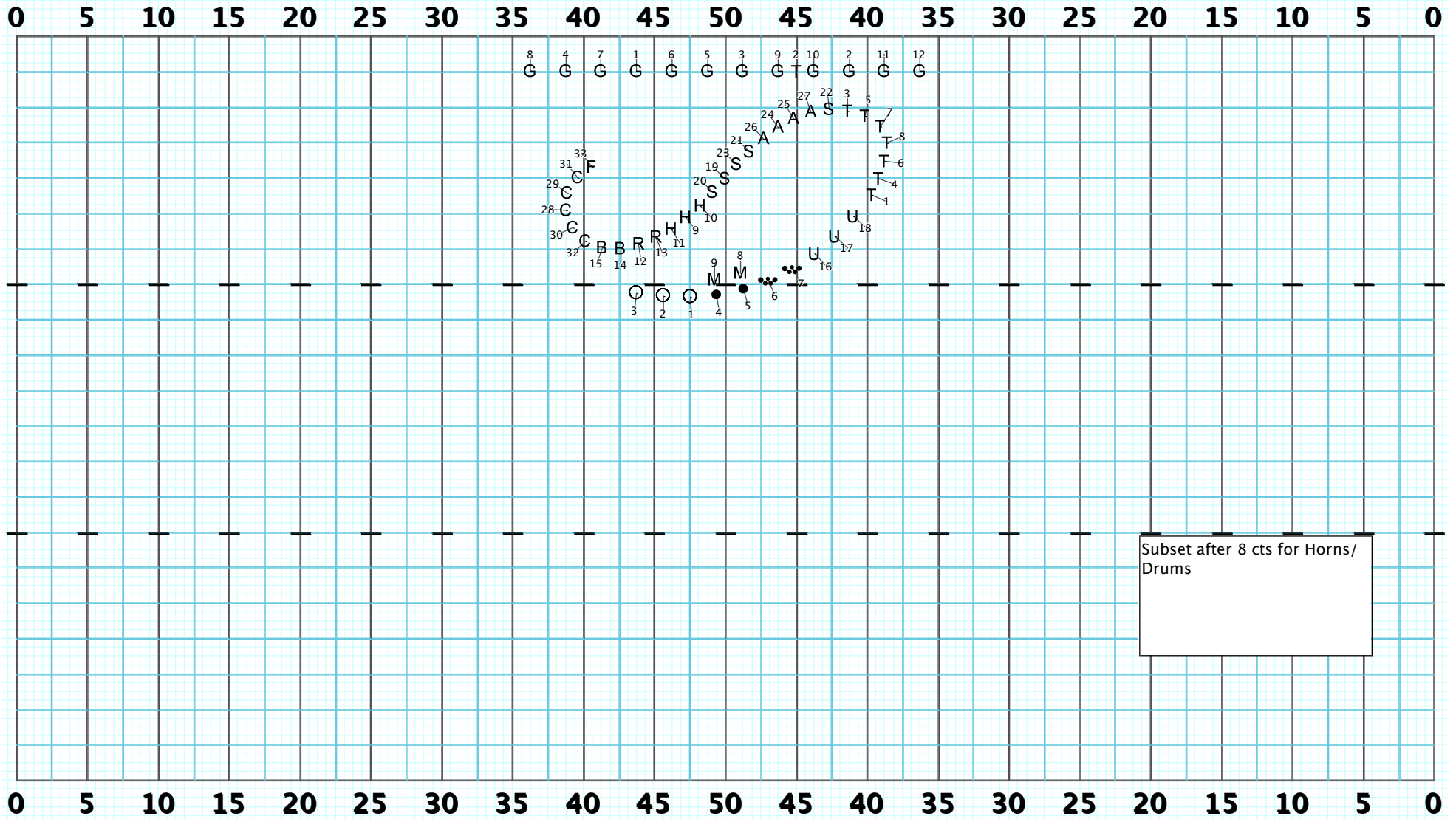
(m. 18-21) Float 16
 (Intervals: Horns=1.6; Tubas/
 Drums=4; CG=4)

Performer Viewpoint

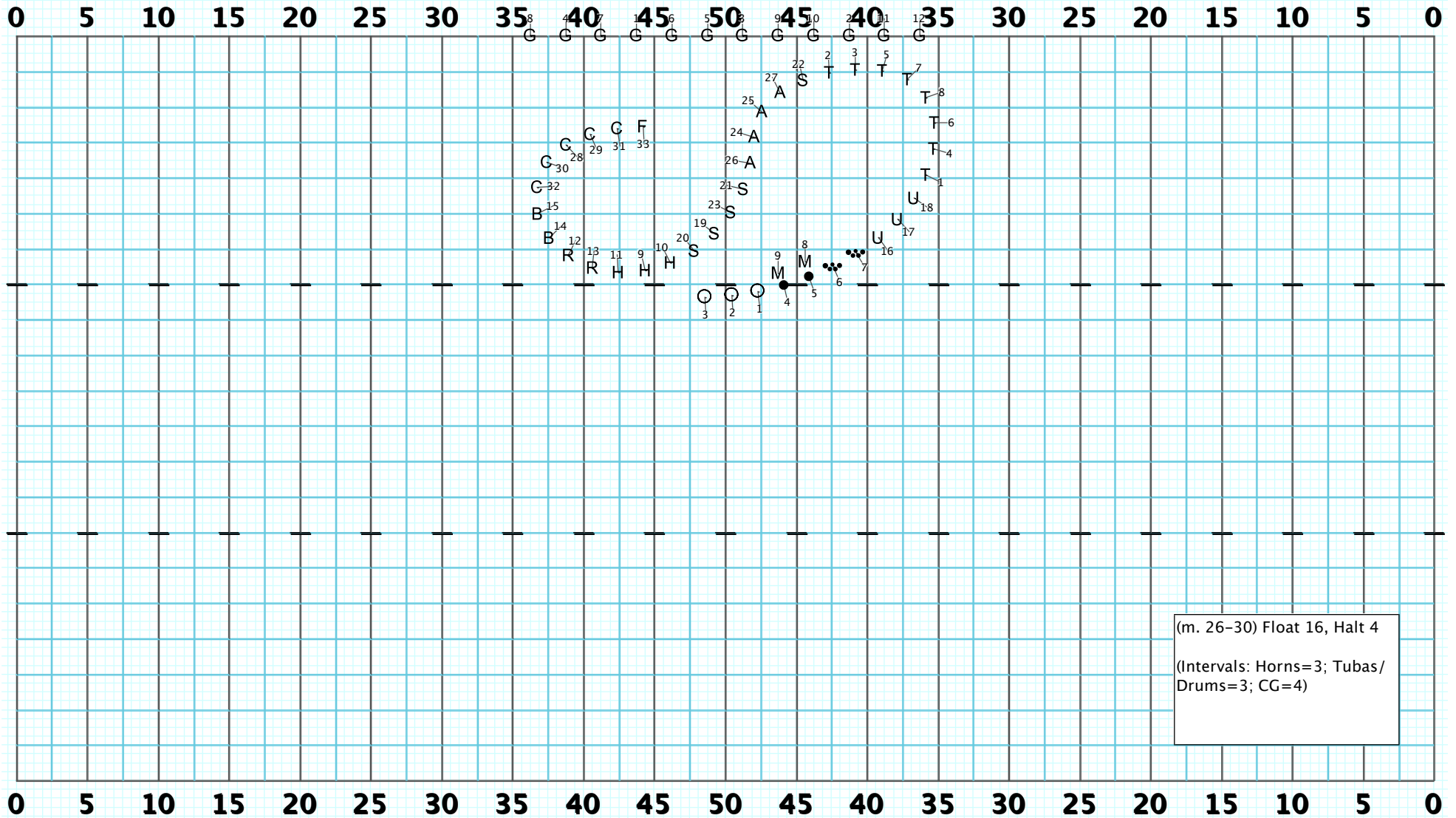


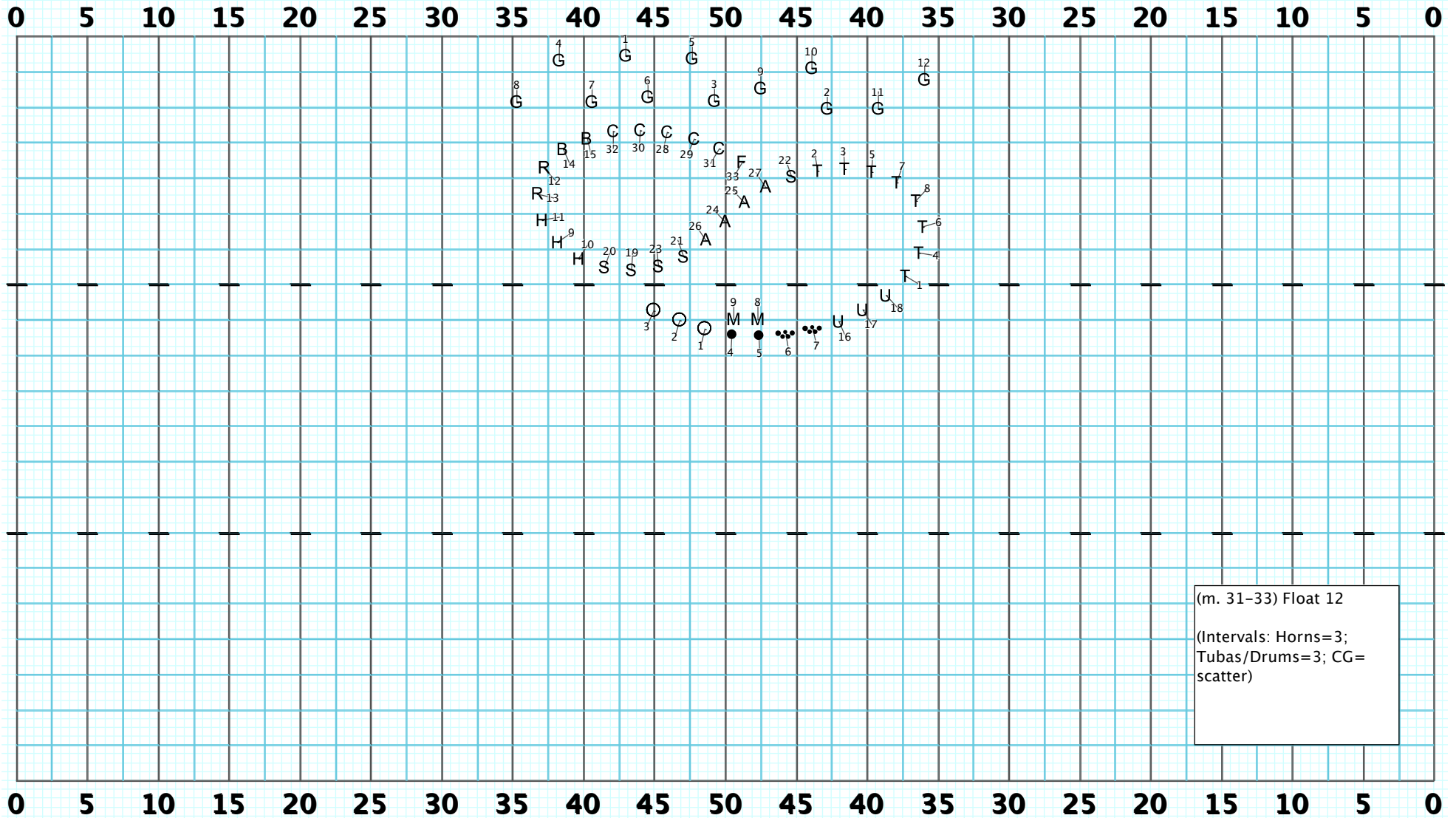
(m. 22-25)
 Strut 8 half time steps
 (If this doesn't work for horns then have every other person Float 8, Halt 8 and the opposite people, Halt 8, Float 8)
 (Intervals: Horns=1.6; Tubas/Drums=4; CG=4)

Performer Viewpoint



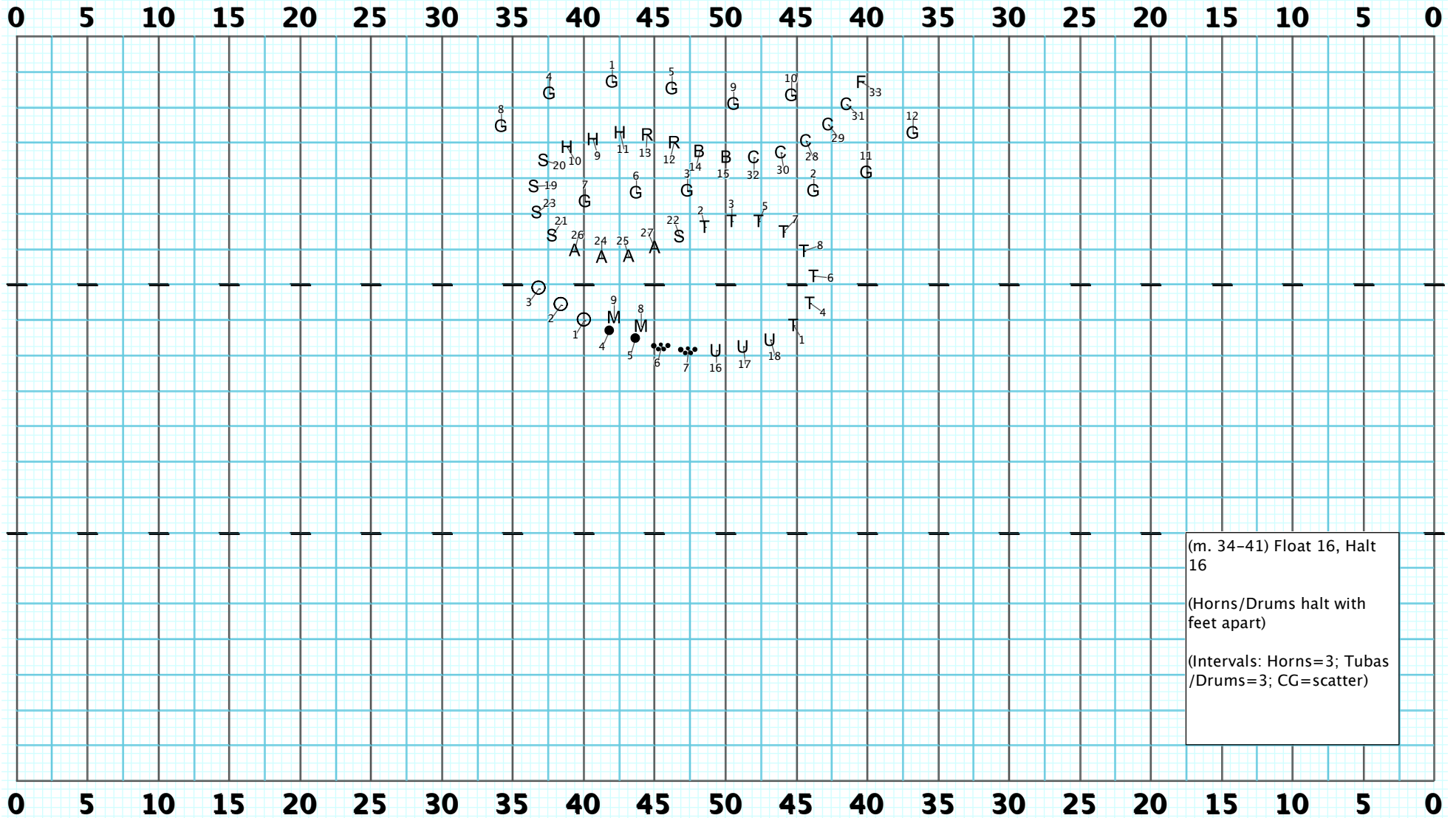
Performer Viewpoint





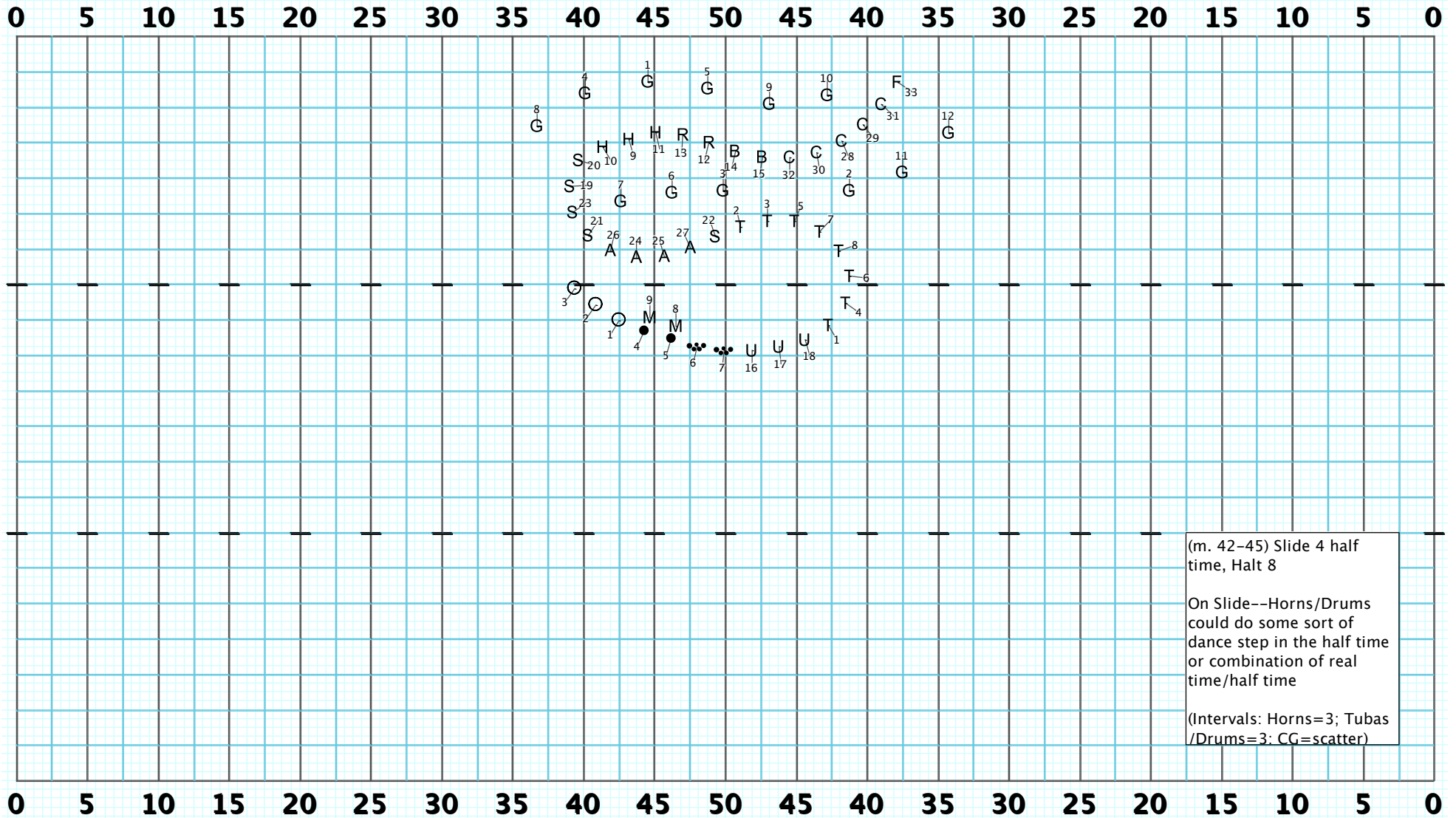
Performer Viewpoint

(m. 31-33) Float 12
(Intervals: Horns=3;
Tubas/Drums=3; CG=
scatter)



(m. 34-41) Float 16, Halt 16
 (Horns/Drums halt with feet apart)
 (Intervals: Horns=3; Tubas/Drums=3; CG=scatter)

Performer Viewpoint

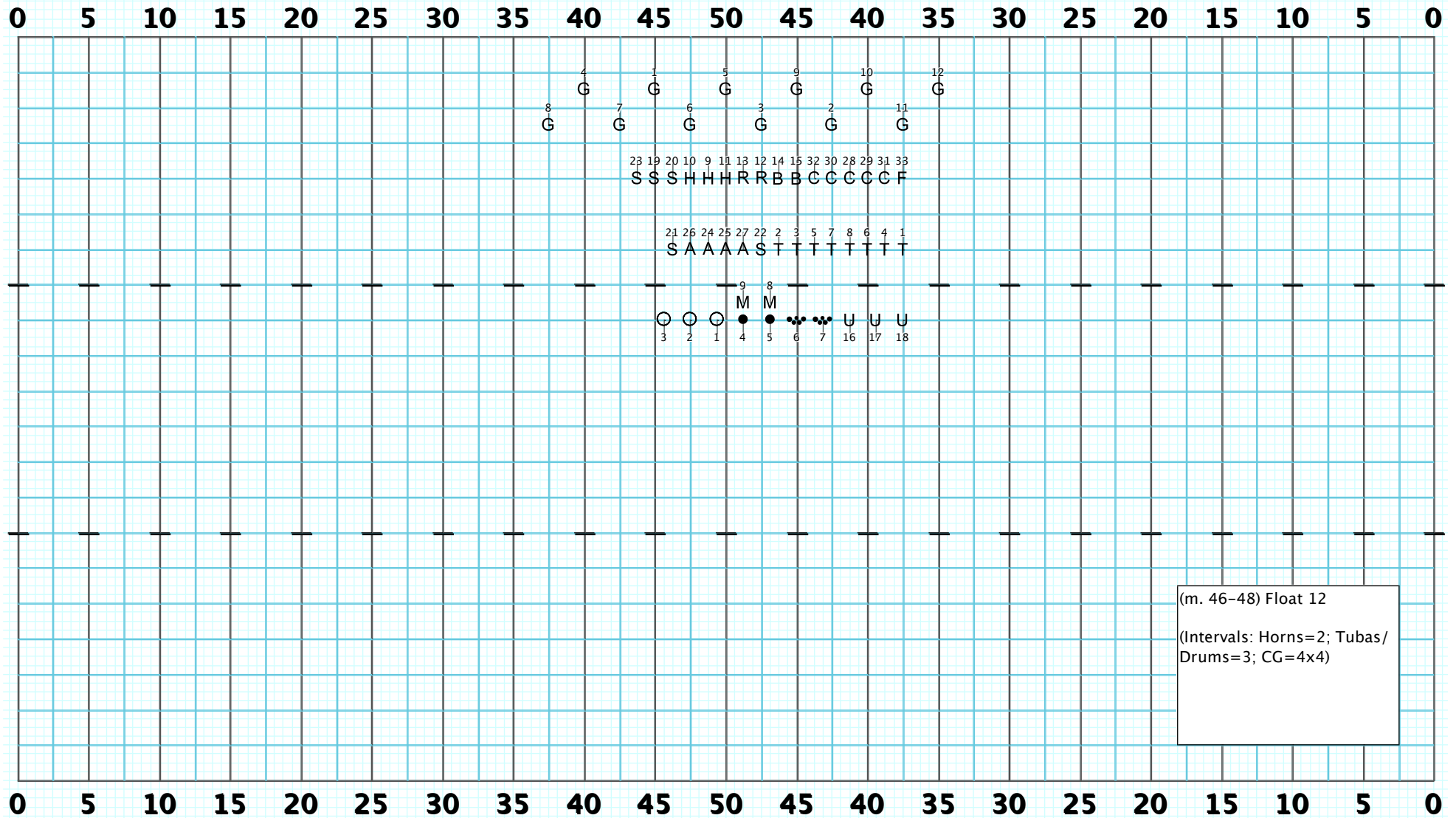


(m. 42-45) Slide 4 half time, Halt 8

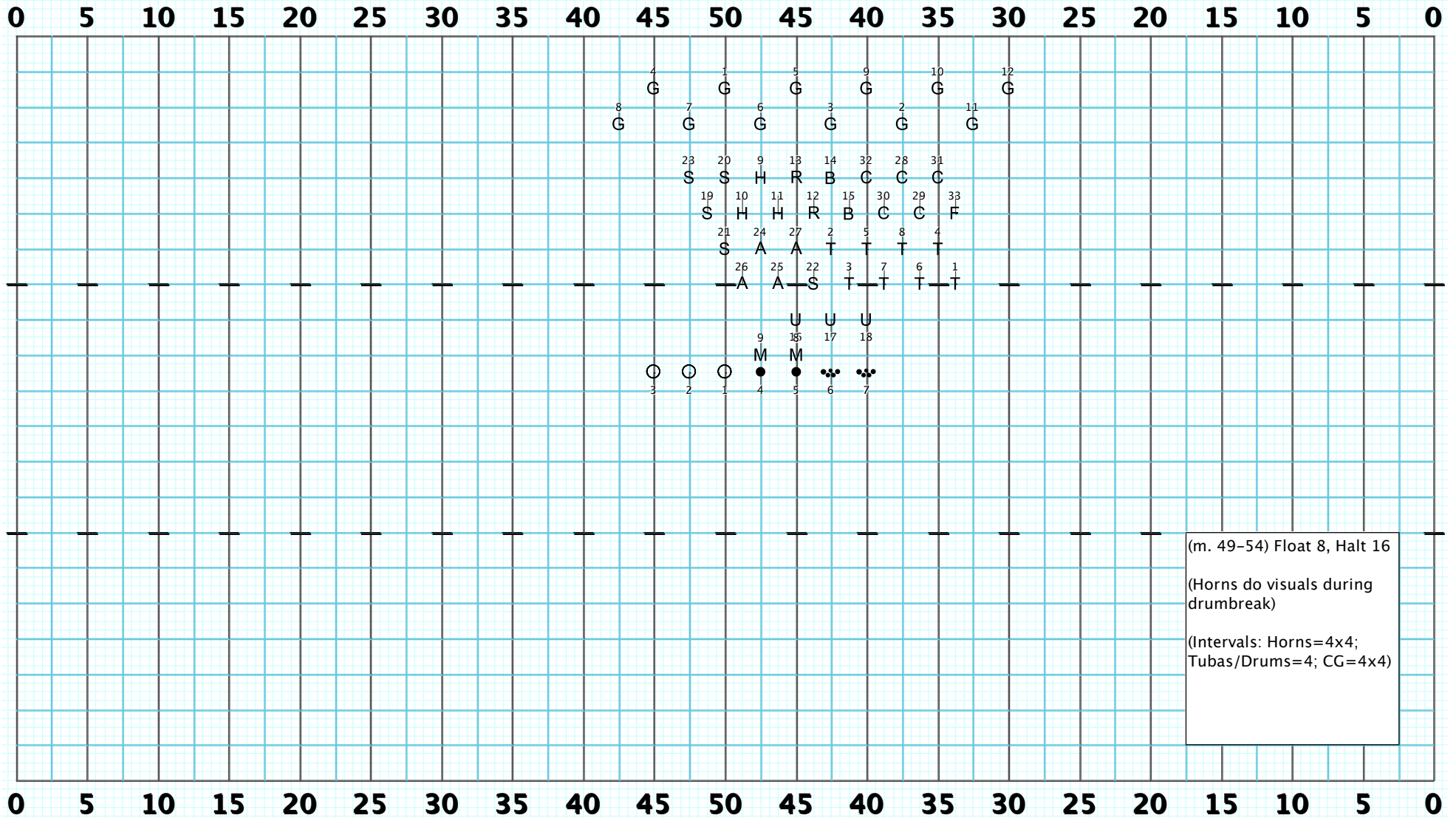
On Slide--Horns/Drums could do some sort of dance step in the half time or combination of real time/half time

(Intervals: Horns=3; Tubas /Drums=3; CG=scatter)

Performer Viewpoint



Performer Viewpoint

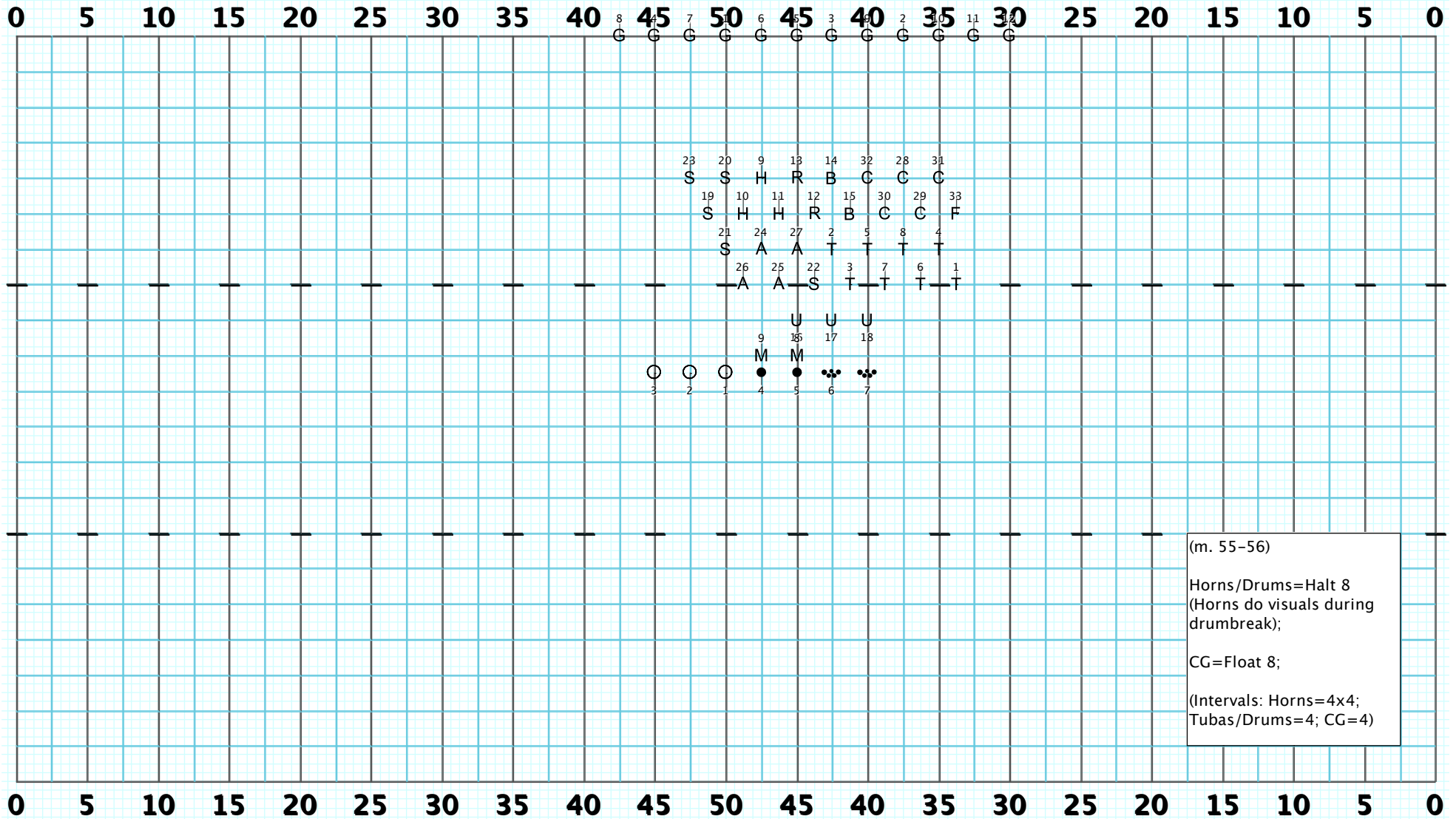


Performer Viewpoint

(m. 49-54) Float 8, Halt 16

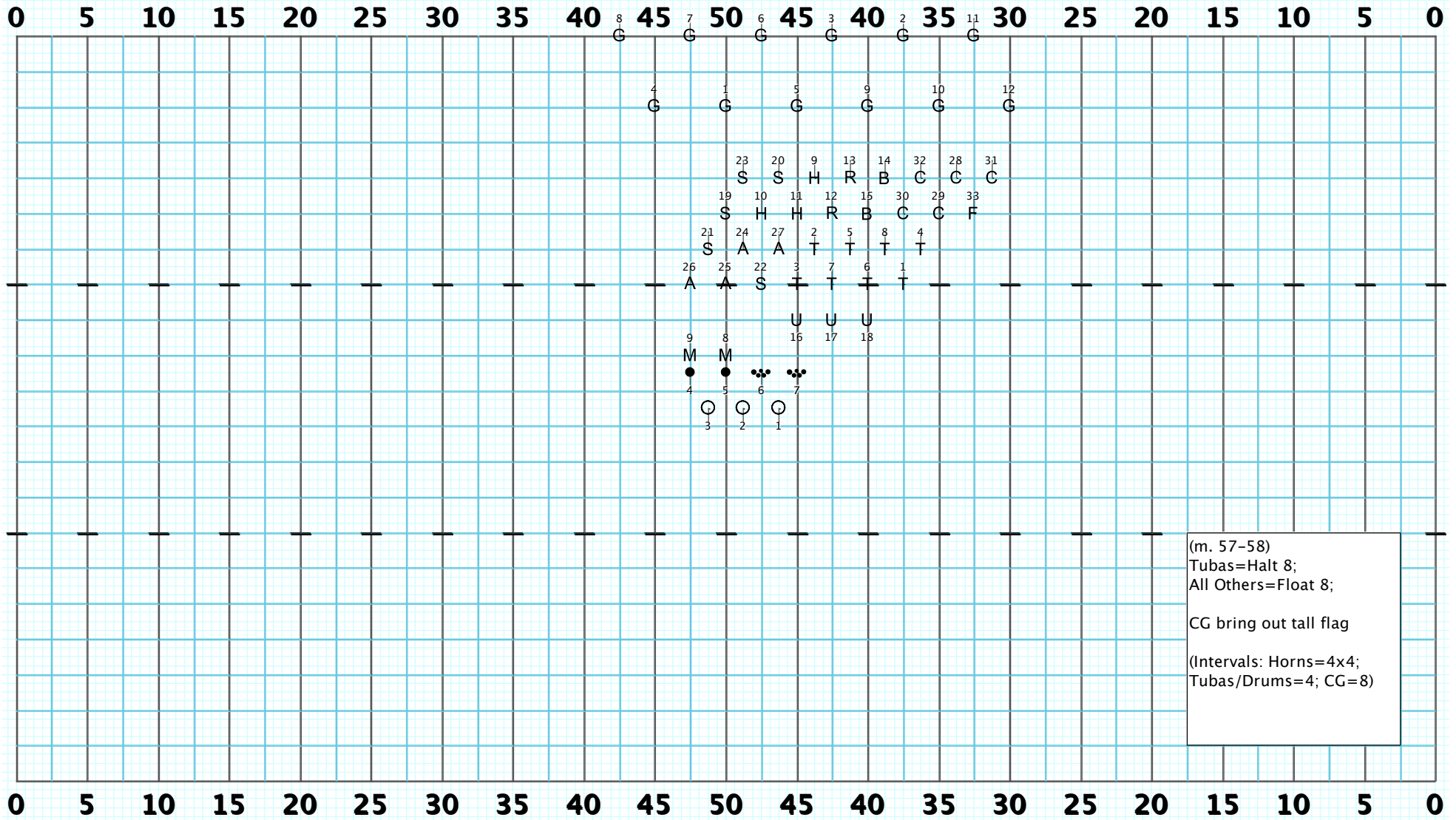
(Horns do visuals during drumbreak)

(Intervals: Horns=4x4; Tubas/Drums=4; CG=4x4)

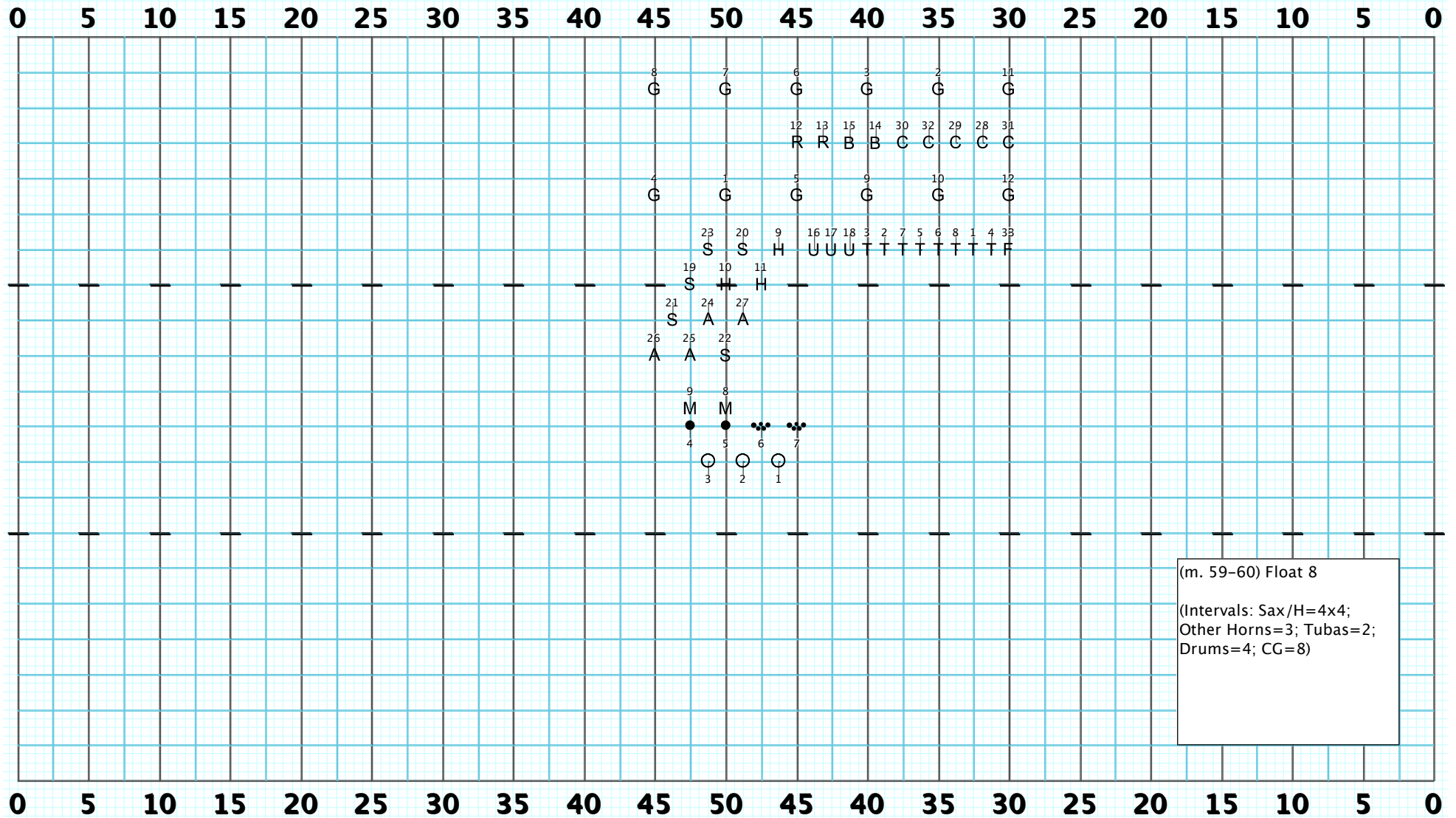


Performer Viewpoint

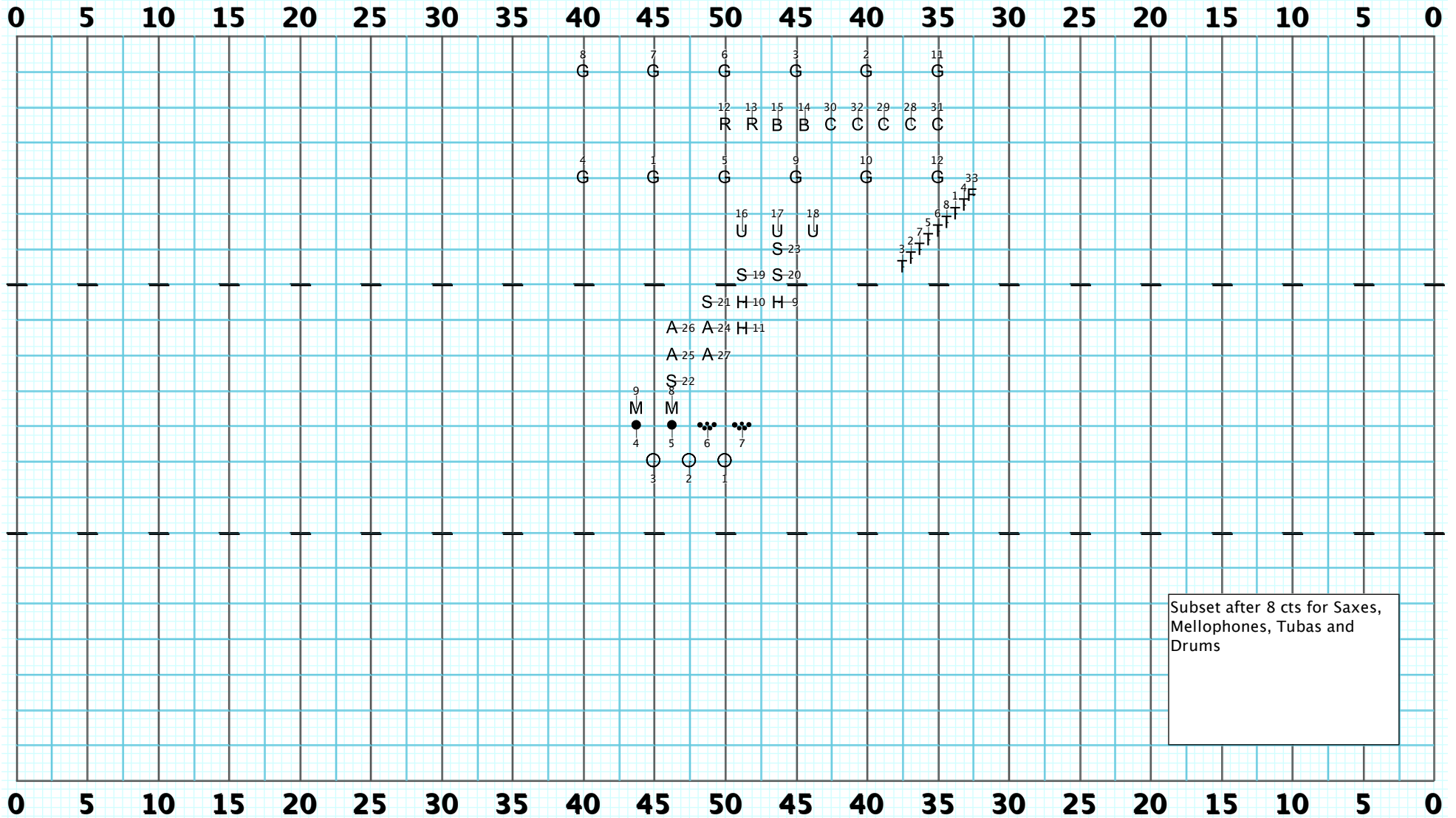
(m. 55-56)
 Horns/Drums=Halt 8
 (Horns do visuals during
 drumbreak);
 CG=Float 8;
 (Intervals: Horns=4x4;
 Tubas/Drums=4; CG=4)



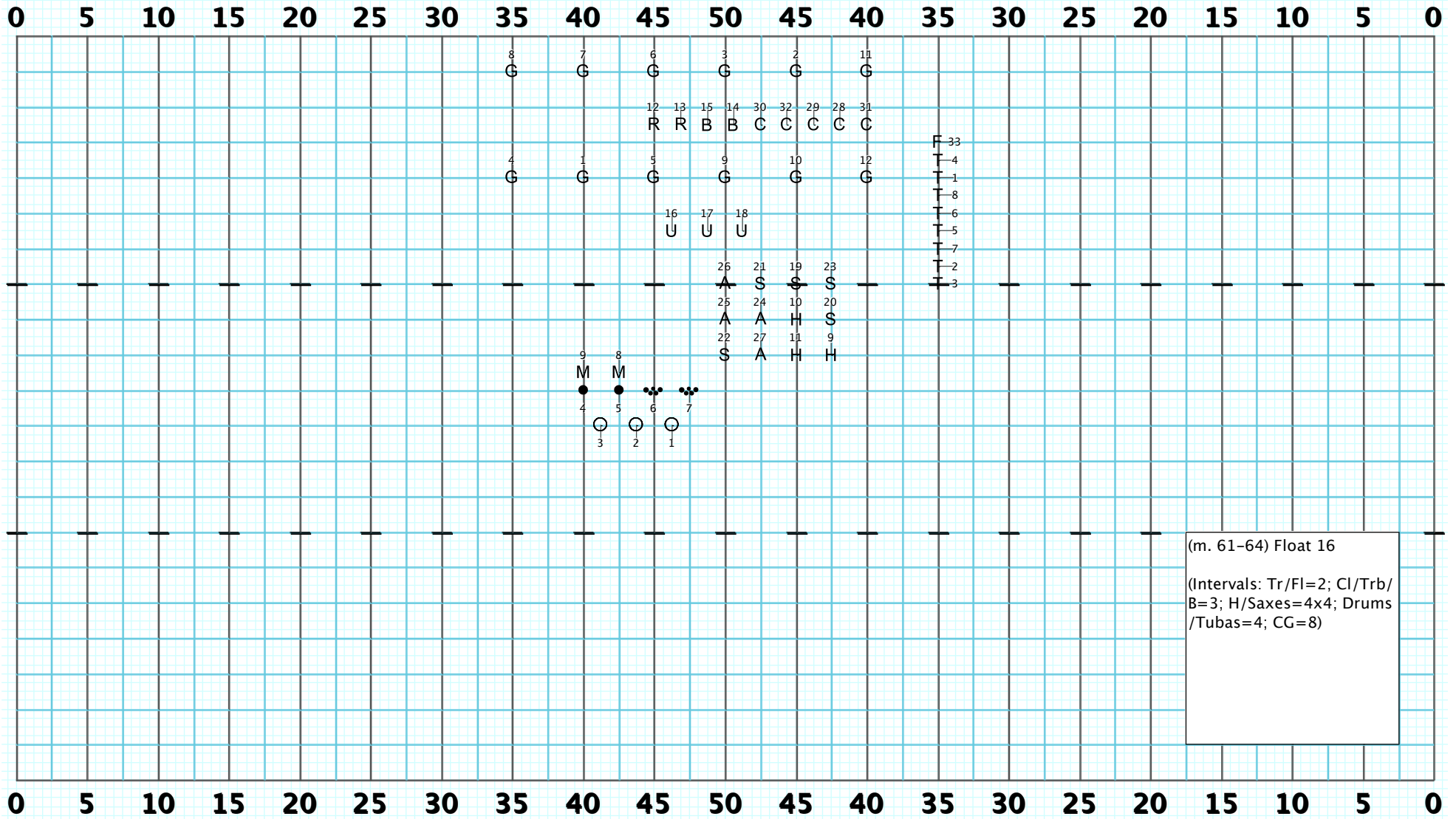
Performer Viewpoint



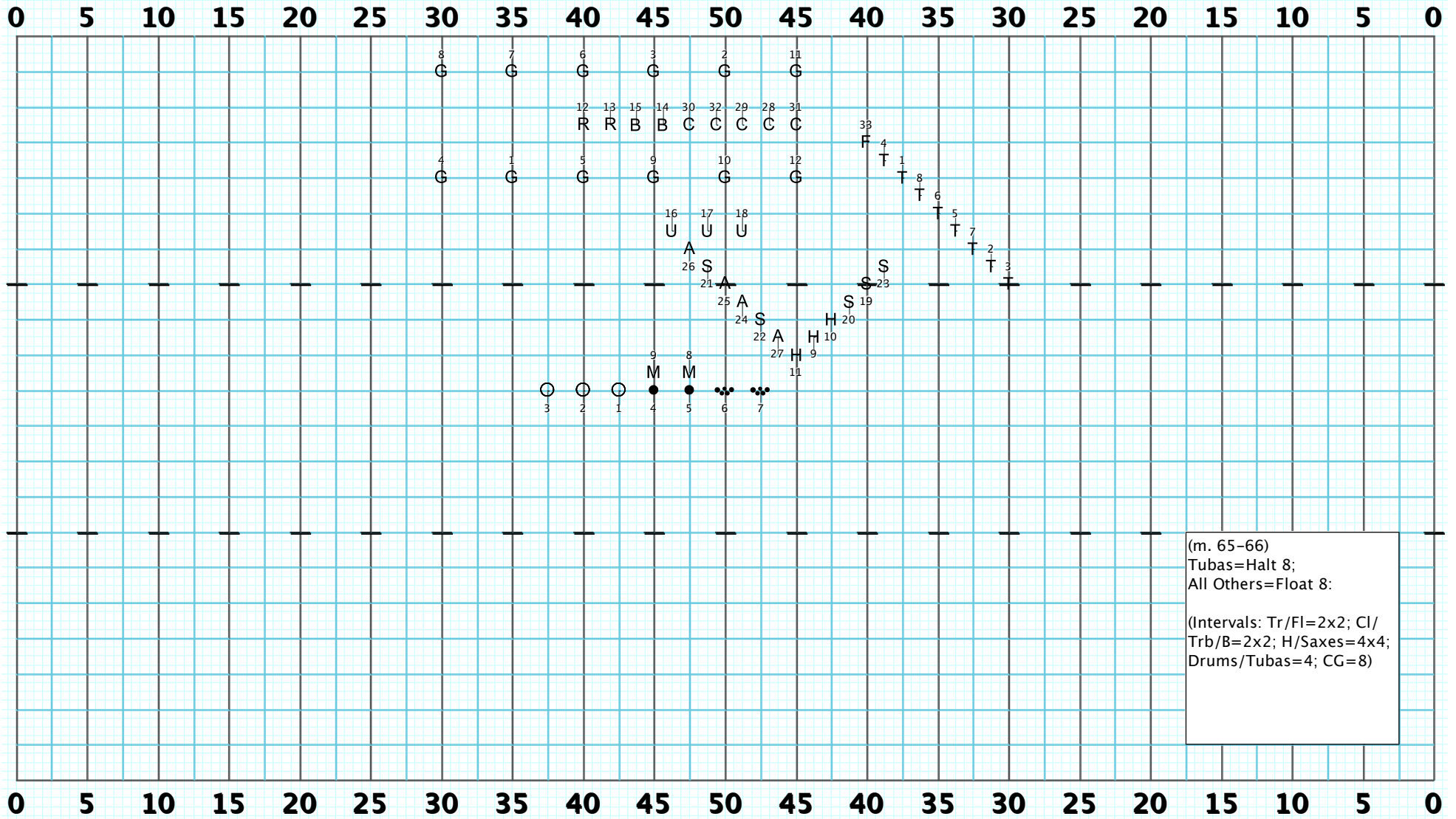
Performer Viewpoint



Performer Viewpoint

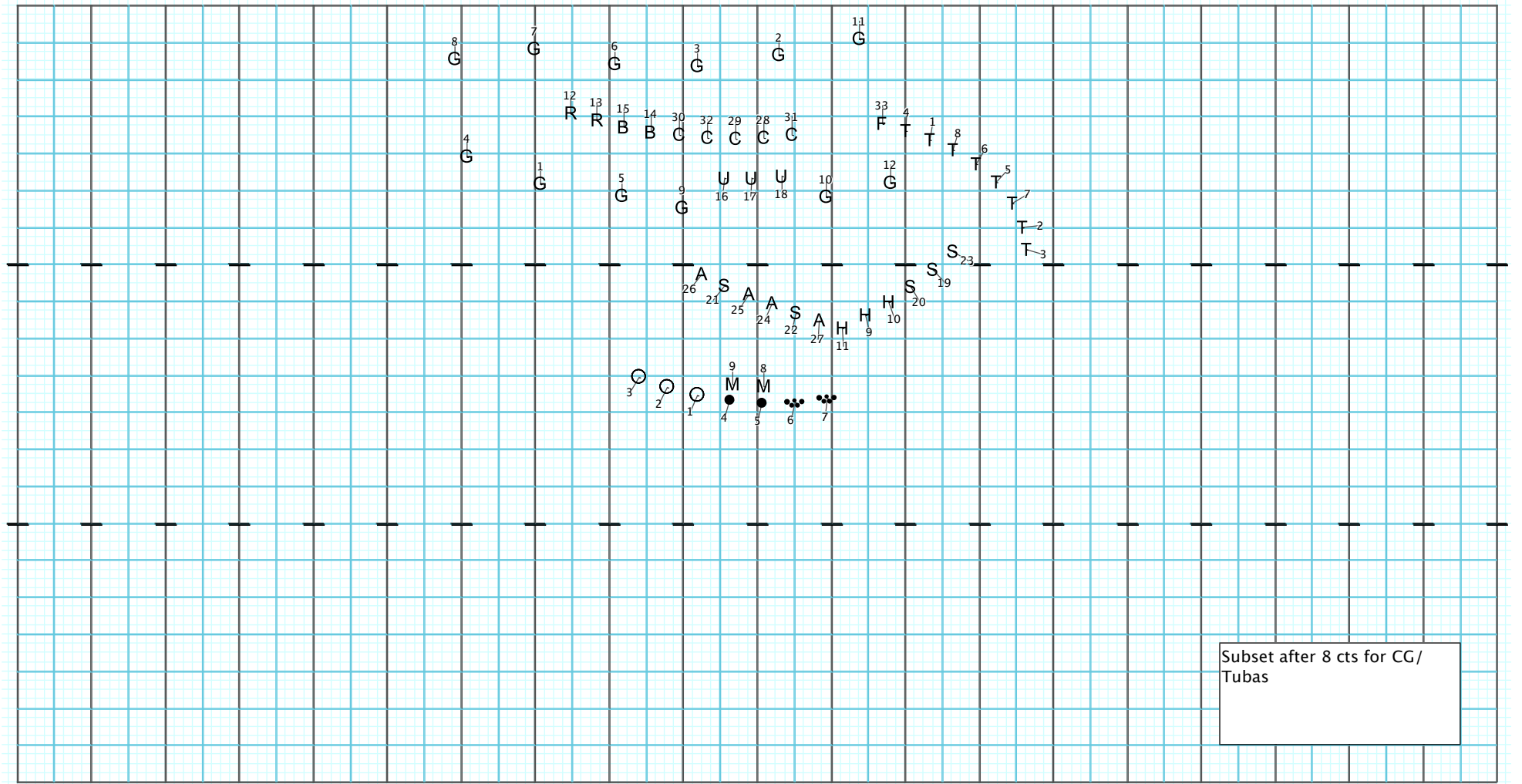


Performer Viewpoint



Performer Viewpoint

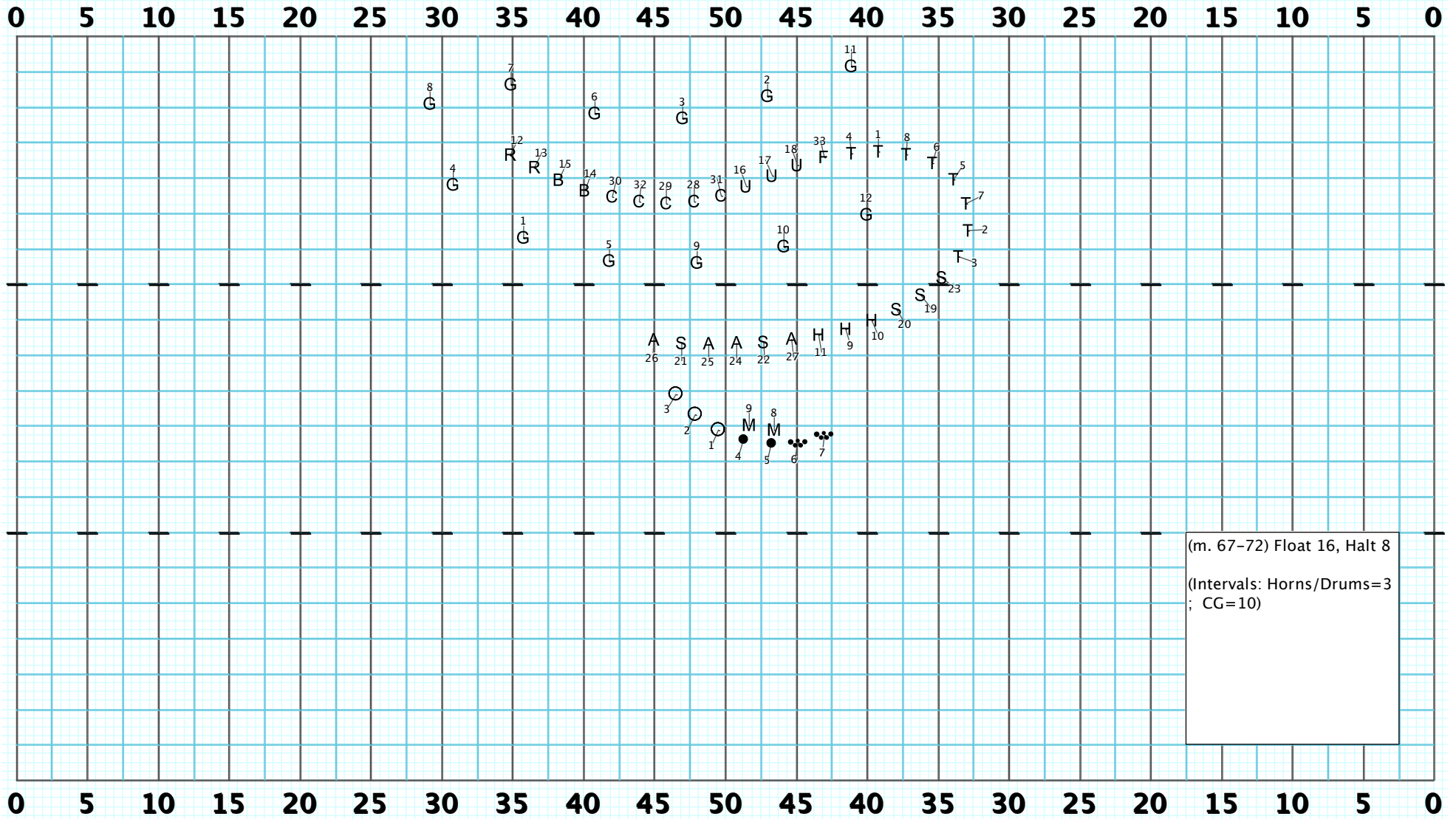
0 5 10 15 20 25 30 35 40 45 50 45 40 35 30 25 20 15 10 5 0



Subset after 8 cts for CG/
Tubas

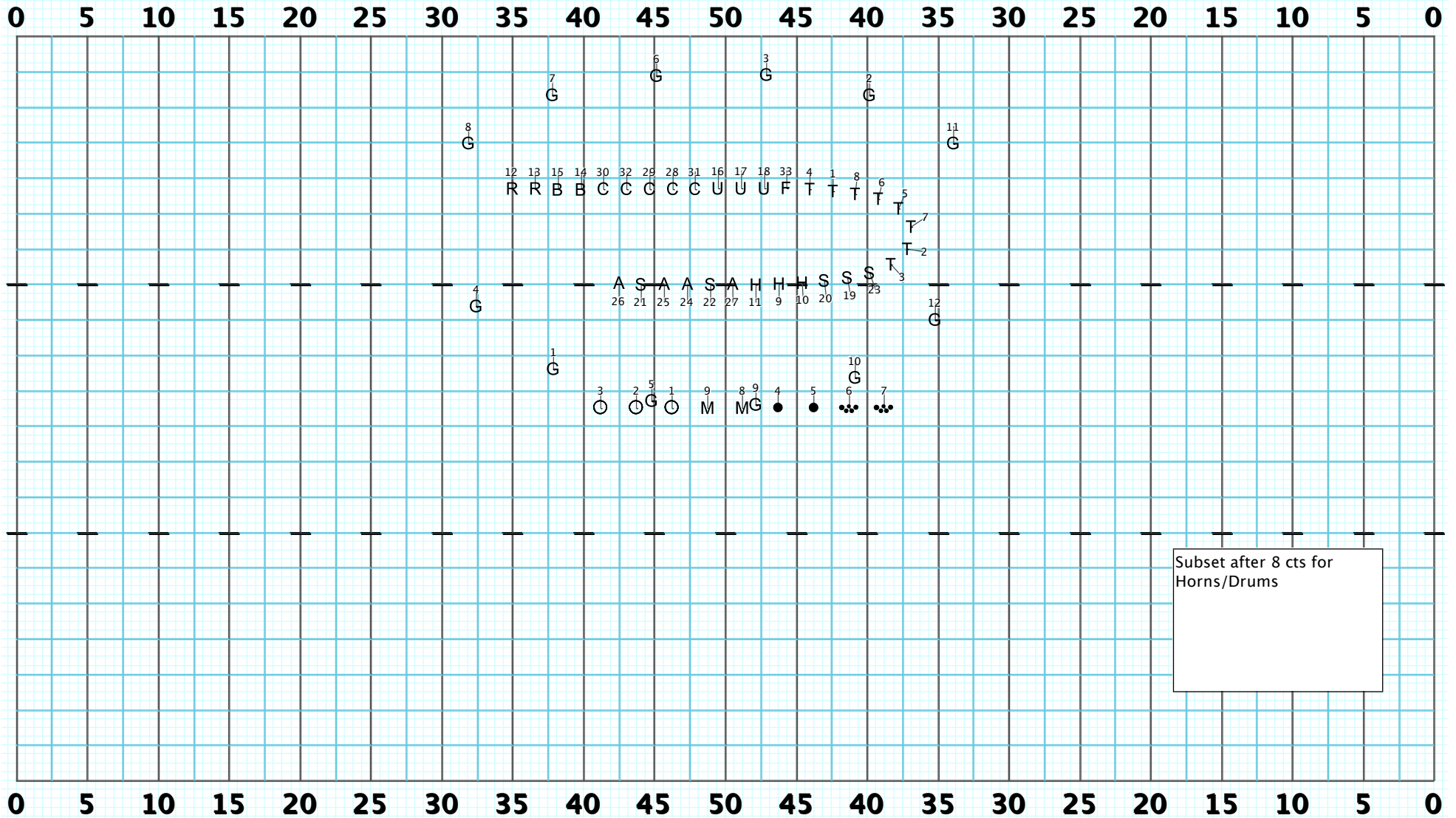
0 5 10 15 20 25 30 35 40 45 50 45 40 35 30 25 20 15 10 5 0

Performer Viewpoint

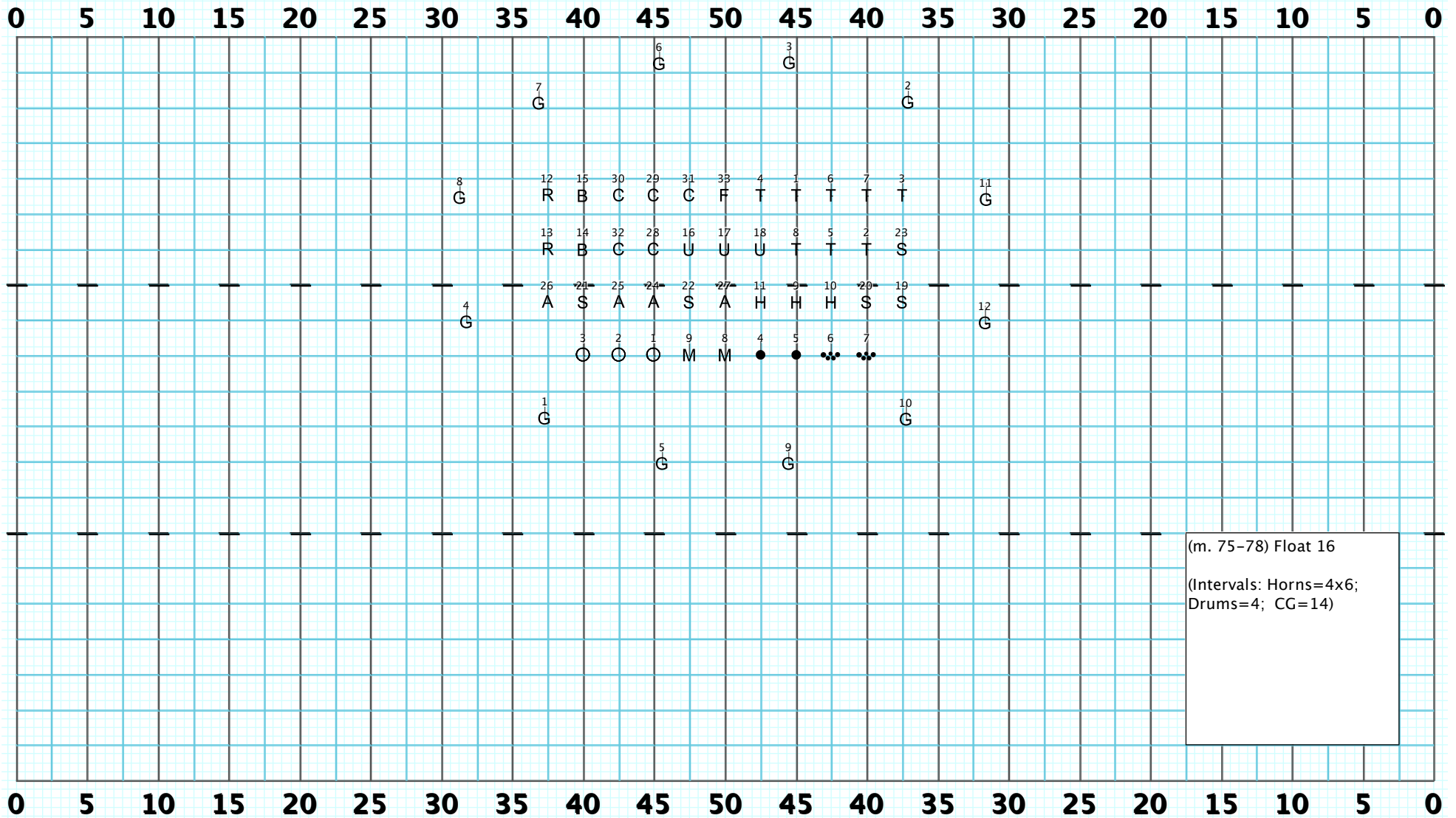


Performer Viewpoint

(m. 67-72) Float 16, Halt 8
 (Intervals: Horns/Drums=3
 ; CG=10)



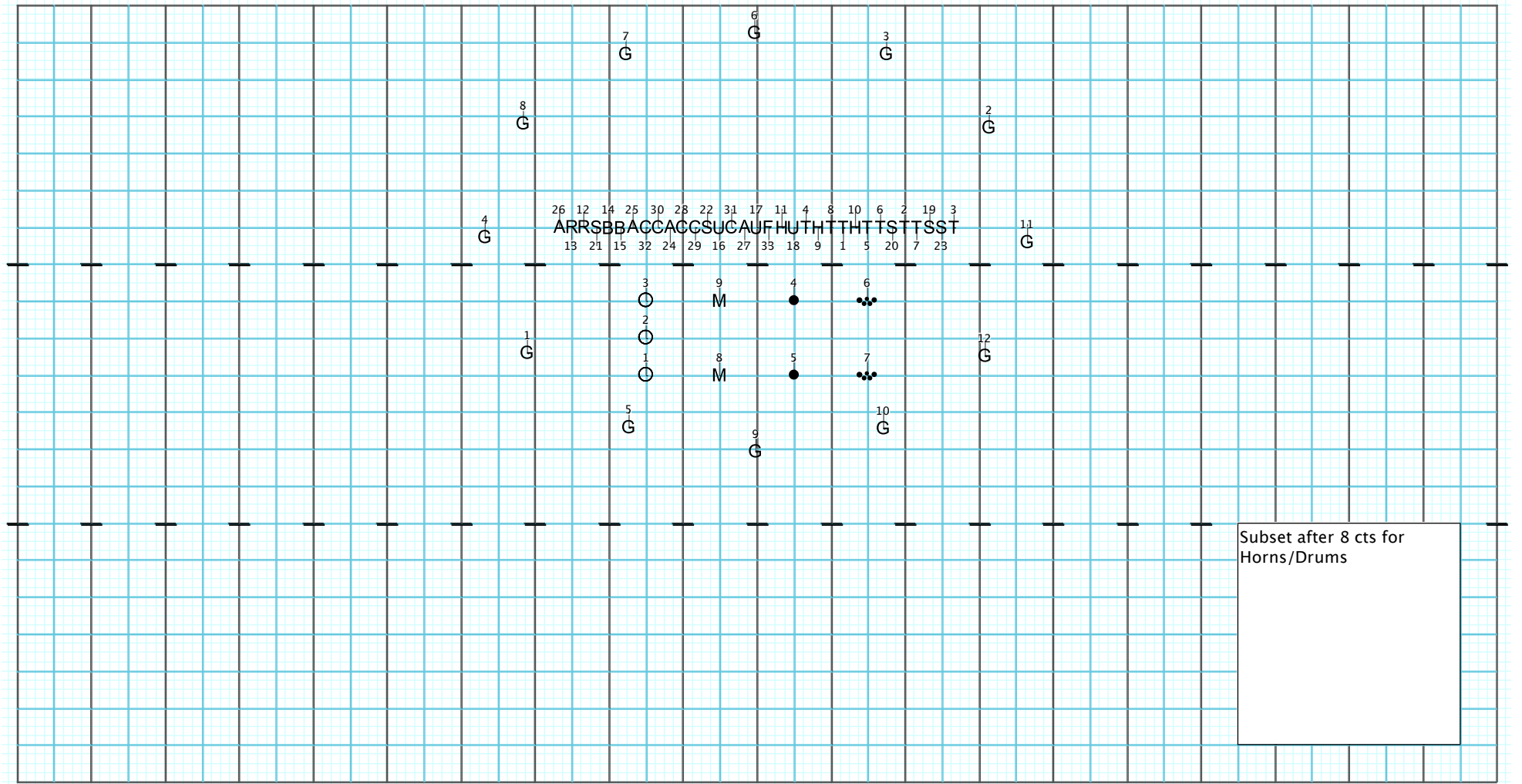
Subset after 8 cts for
Horns/Drums



Performer Viewpoint

(m. 75-78) Float 16
 (Intervals: Horns=4x6;
 Drums=4; CG=14)

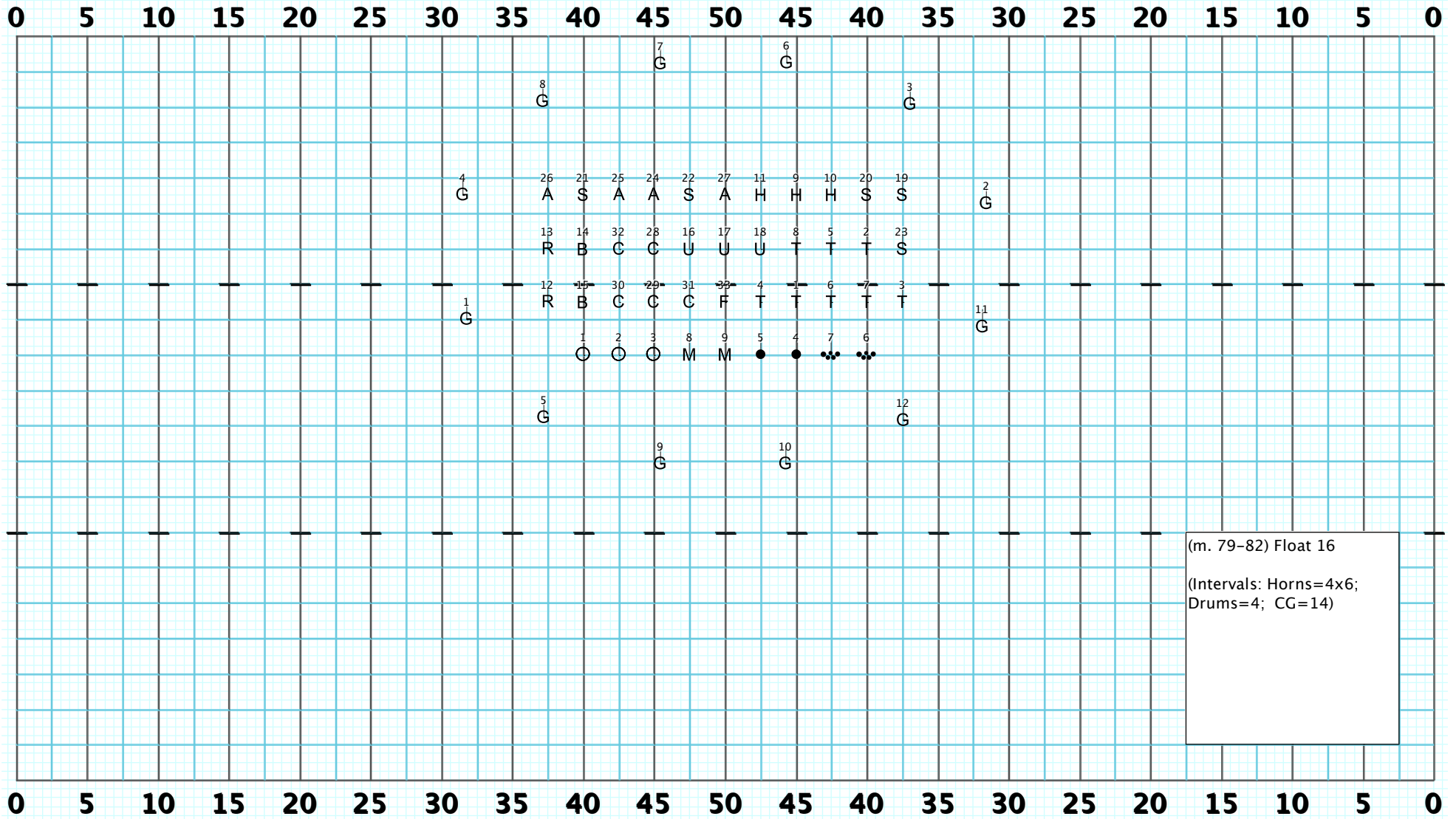
0 5 10 15 20 25 30 35 40 45 50 45 40 35 30 25 20 15 10 5 0



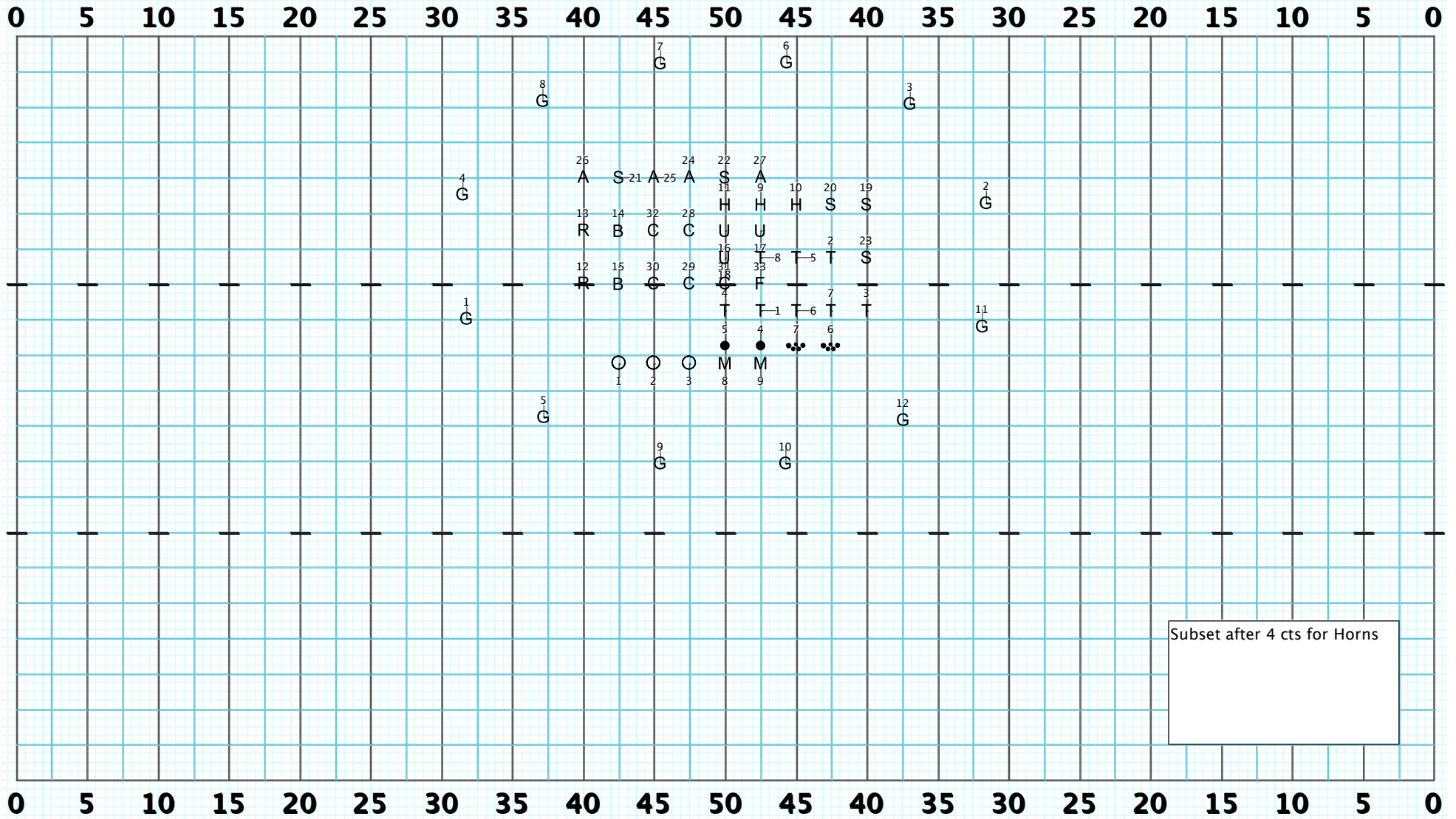
0 5 10 15 20 25 30 35 40 45 50 45 40 35 30 25 20 15 10 5 0

Performer Viewpoint

Subset after 8 cts for
Horns/Drums

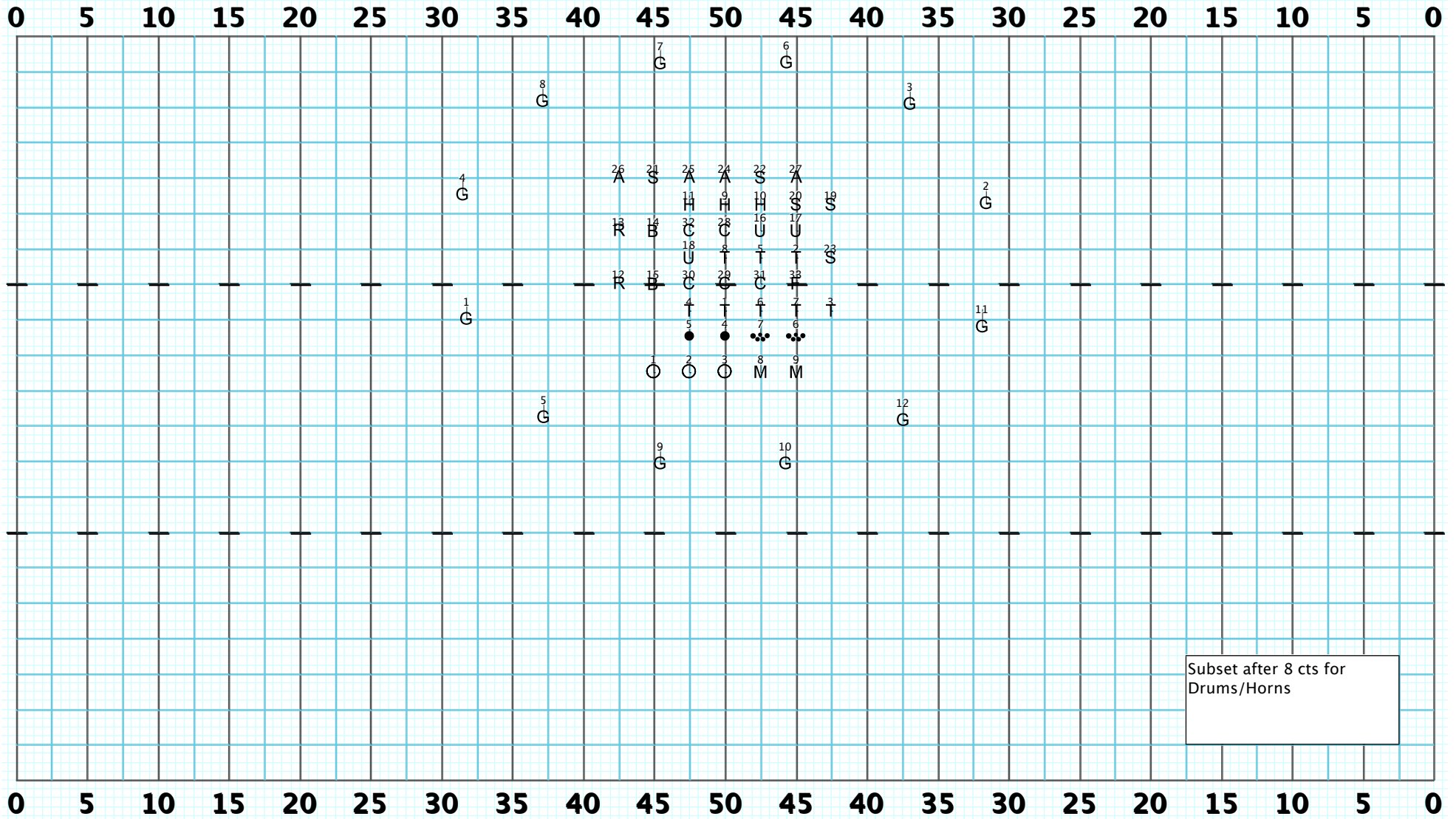


(m. 79-82) Float 16
 (Intervals: Horns=4x6;
 Drums=4; CG=14)



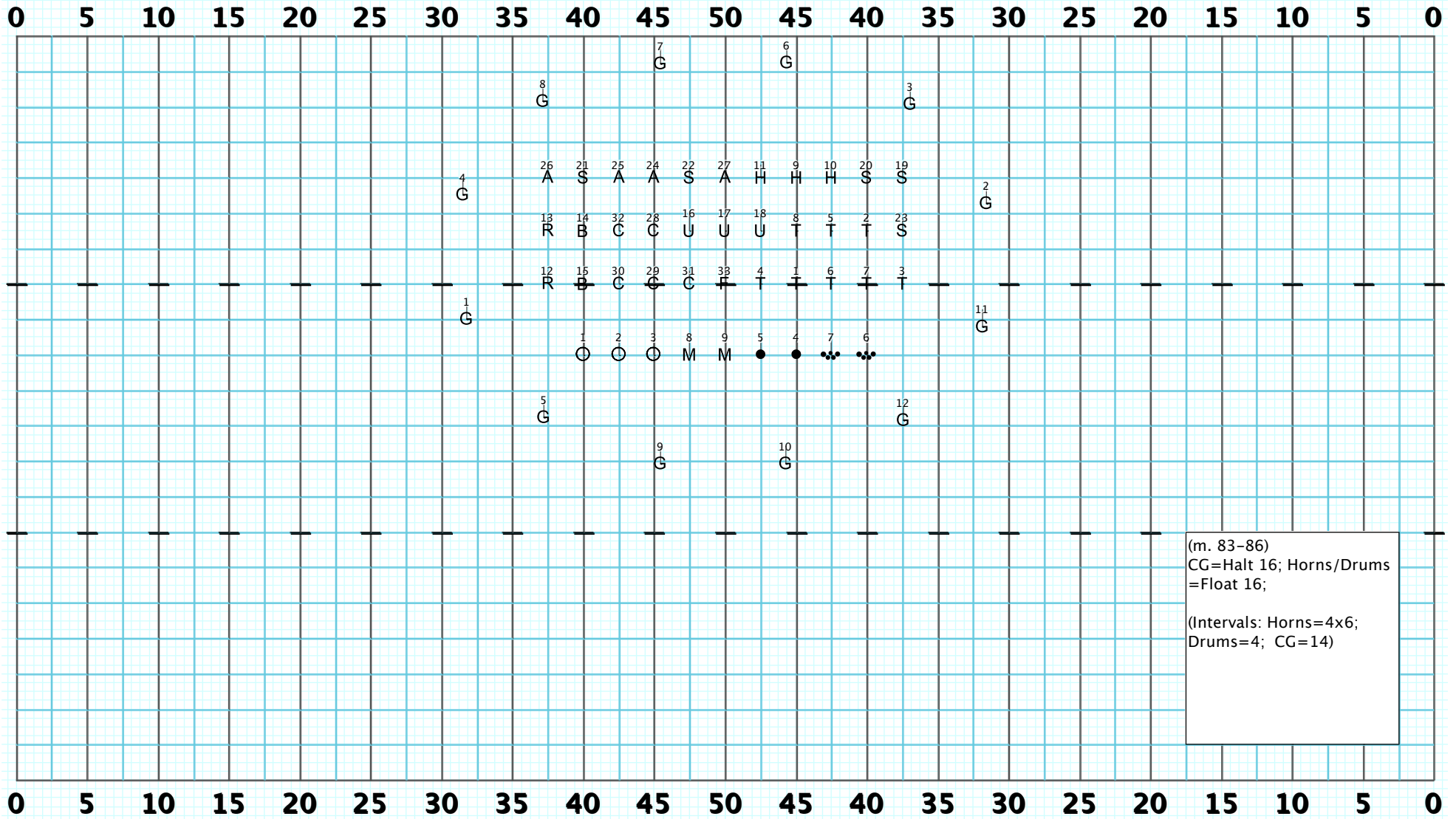
Subset after 4 cts for Horns

Performer Viewpoint

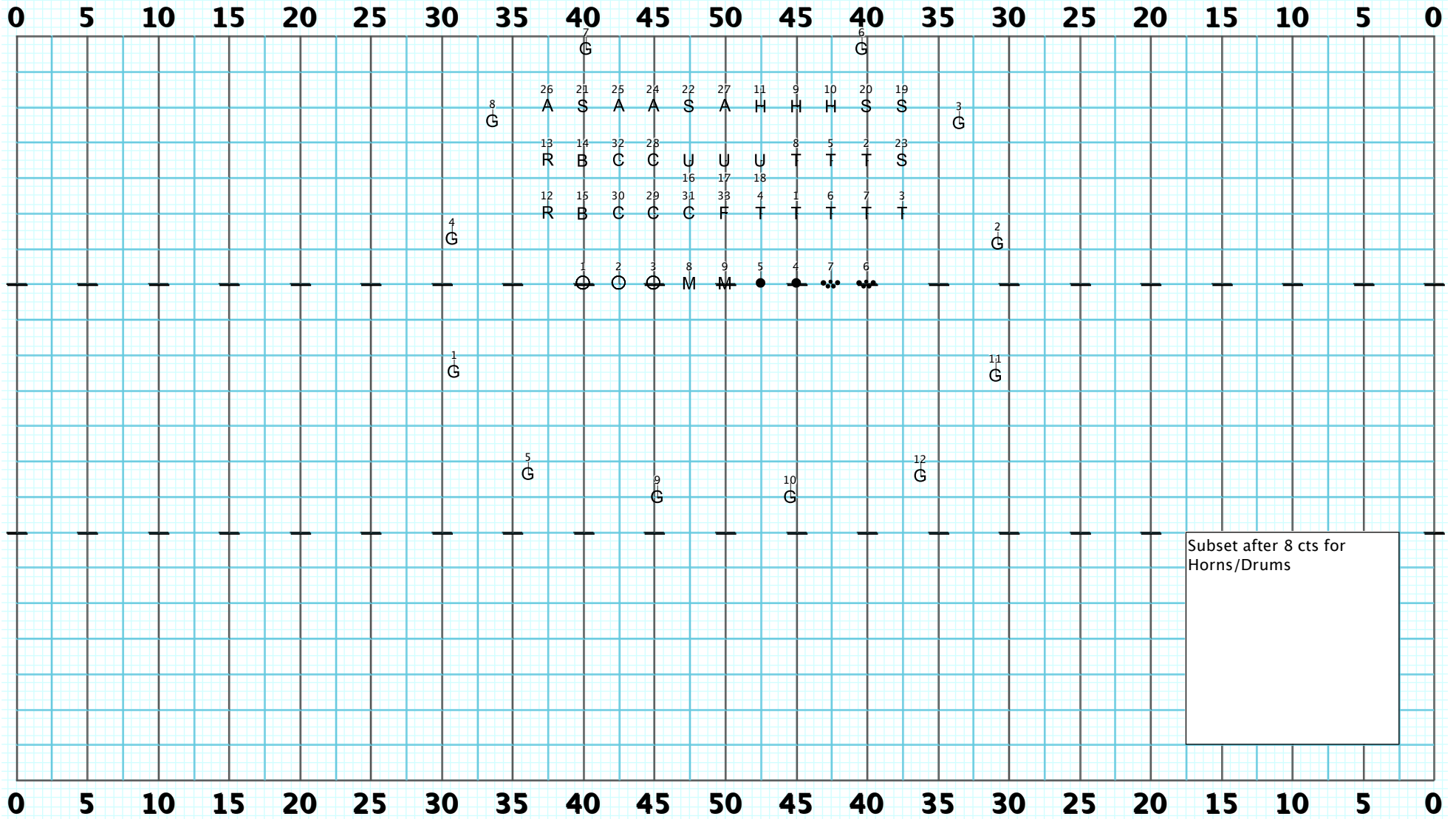


Performer Viewpoint

Subset after 8 cts for
Drums/Horns

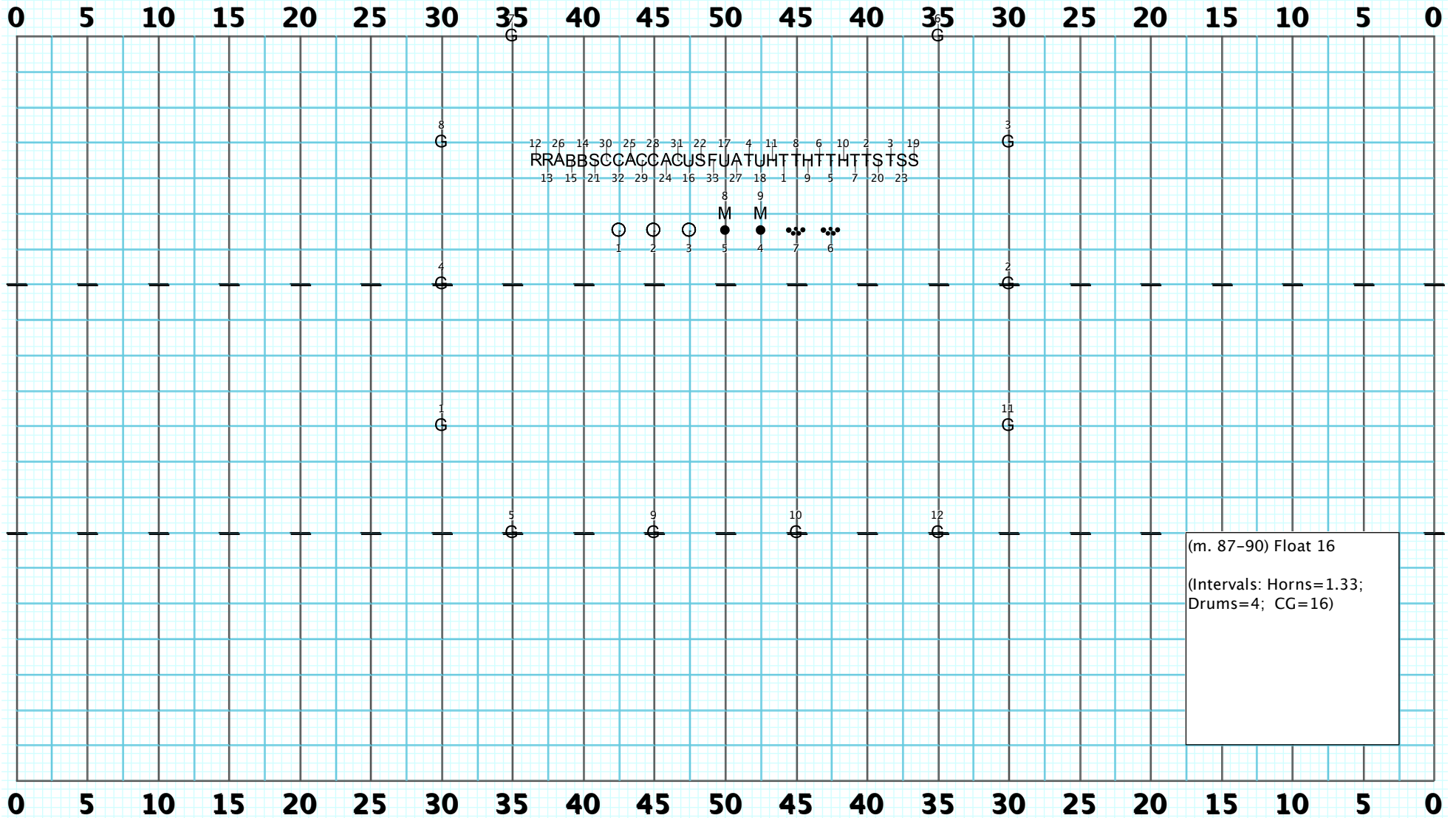


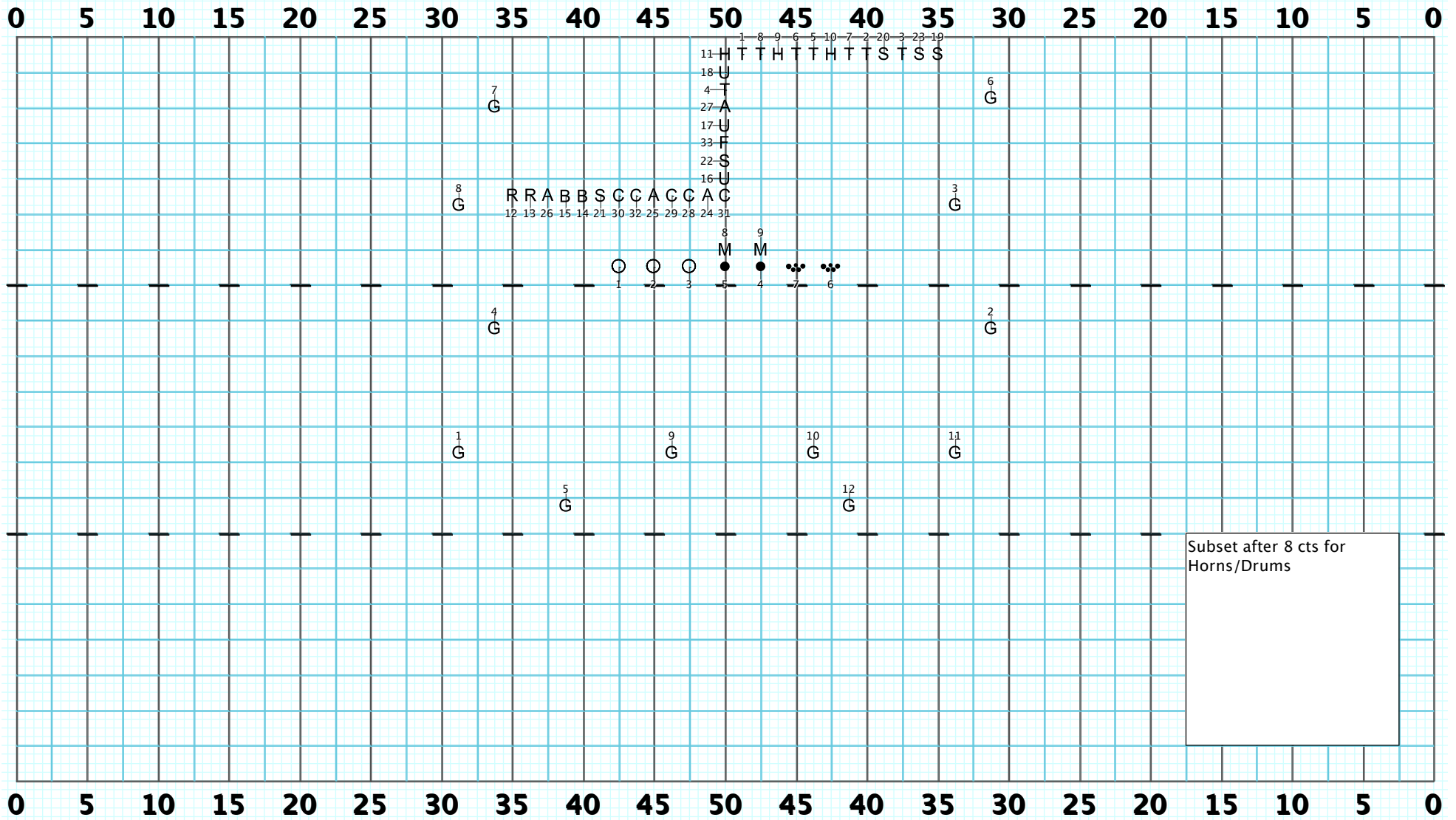
Performer Viewpoint



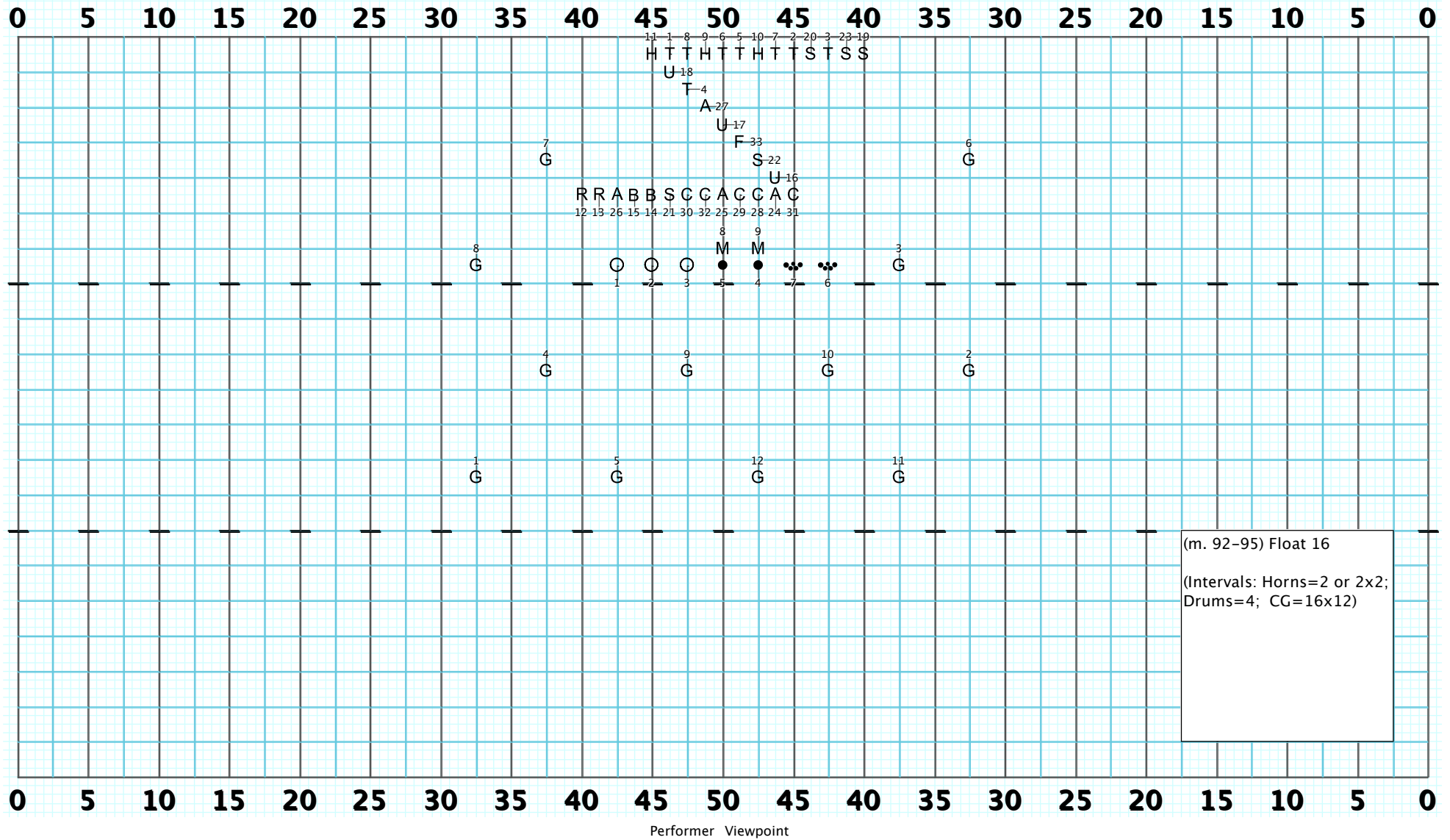
Performer Viewpoint

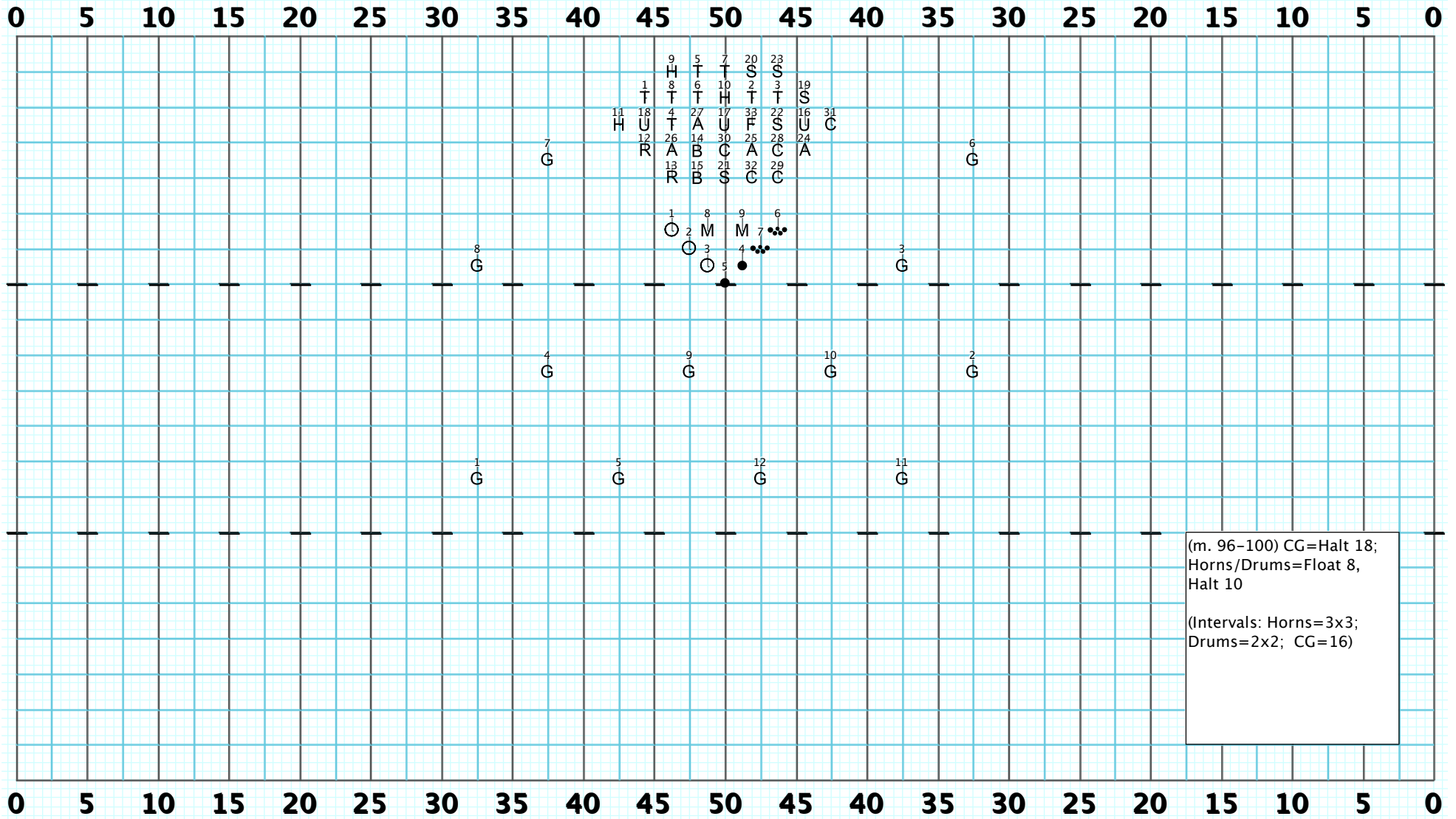
Subset after 8 cts for
Horns/Drums





Performer Viewpoint





(m. 96-100) CG=Halt 18;
 Horns/Drums=Float 8,
 Halt 10
 (Intervals: Horns=3x3;
 Drums=2x2; CG=16)

Performer Viewpoint