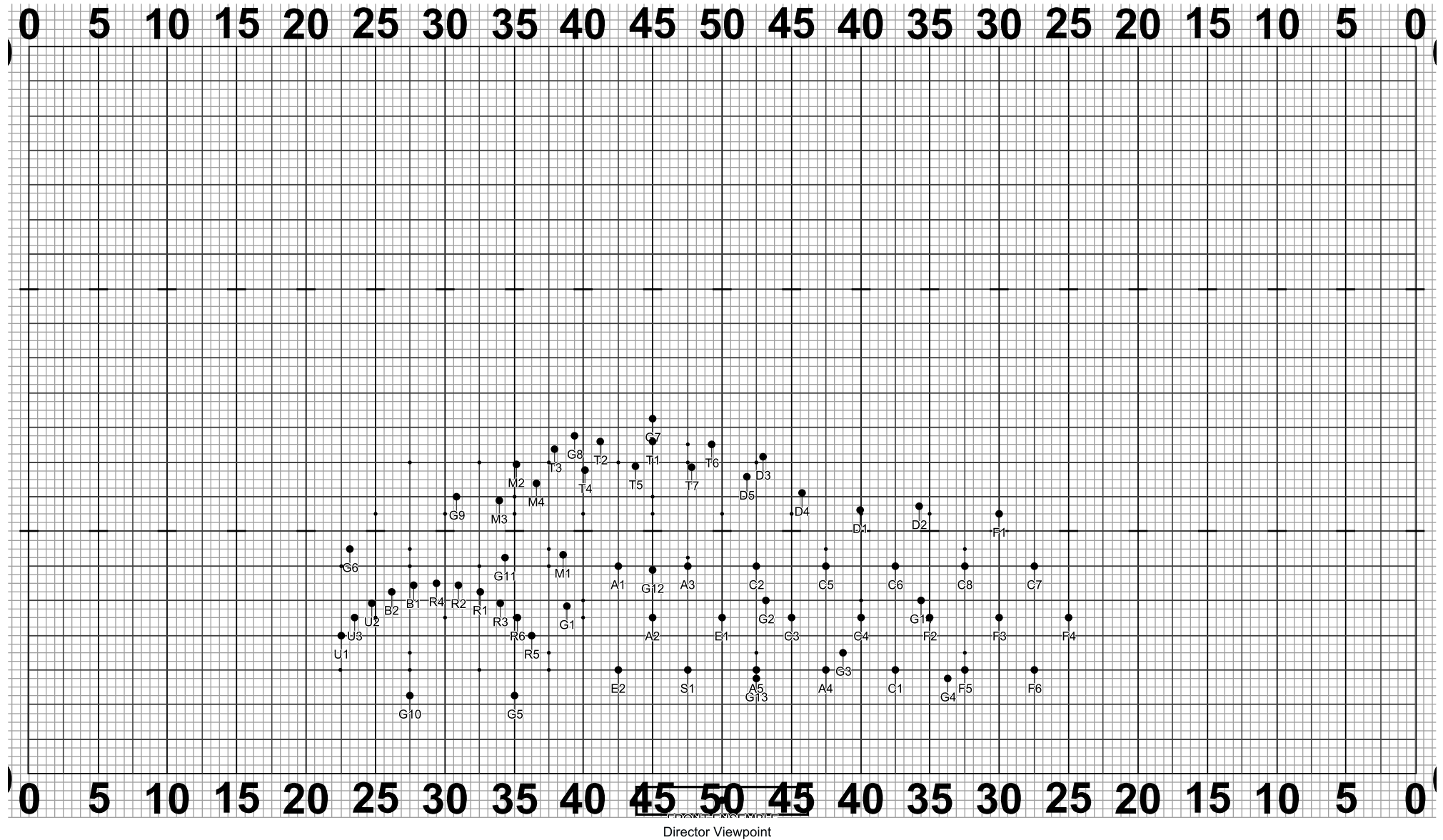


Set #0 Counts: 0 Measures: 0

Set 0



**Set #1 Counts: 16 Measures: 1-4**

Low brass: Move 8, Hold 8

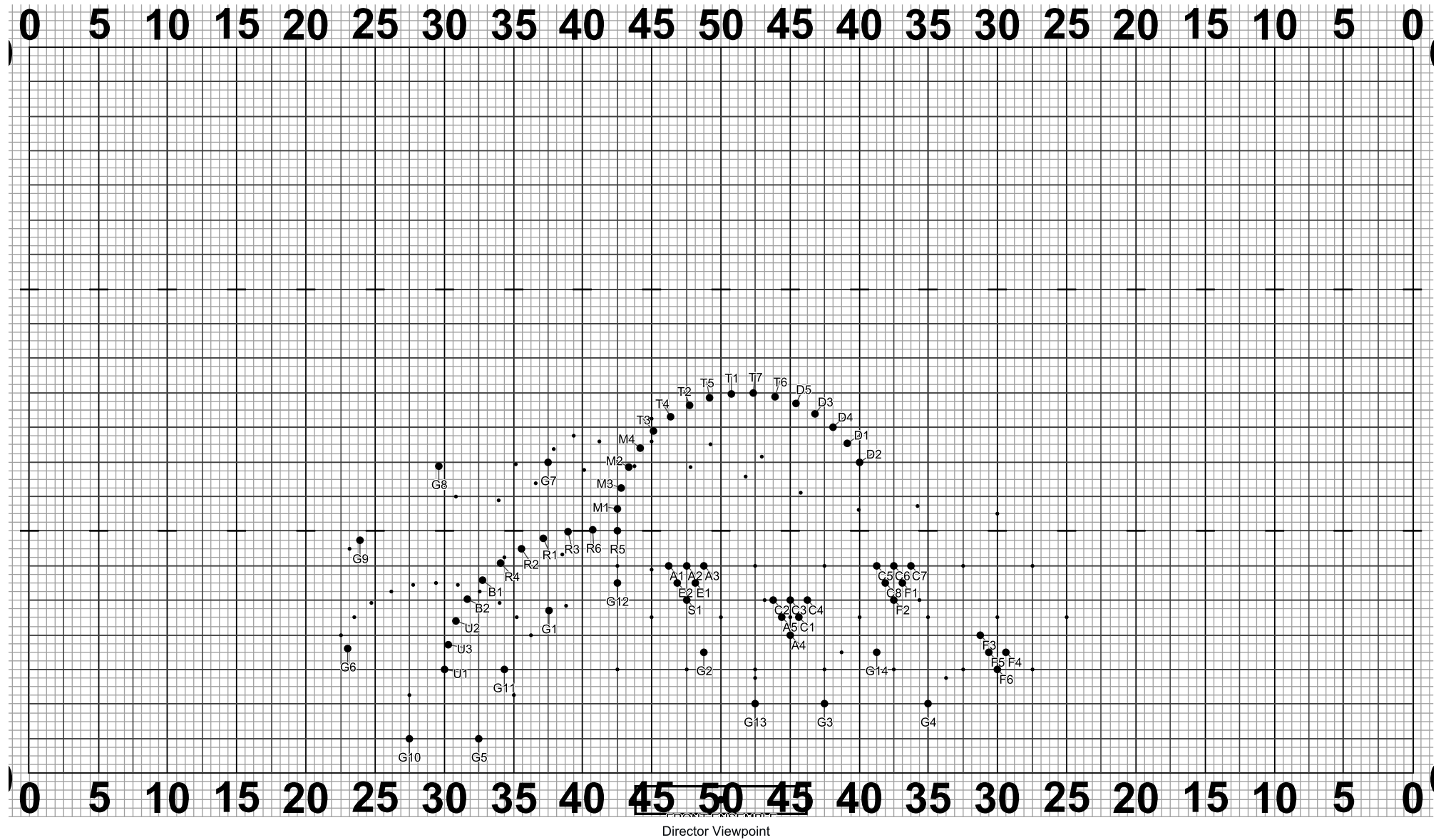
Guard: 16 counts free form movememnt/dance as desired

Woodwinds: Hold 16

High Brass/DL: This is just a subset enrout to Set 2. See options below.

OPTION 1: Staggered departures. Leave when you need to, only take as many counts as needed and all arrive at set 2 on time.

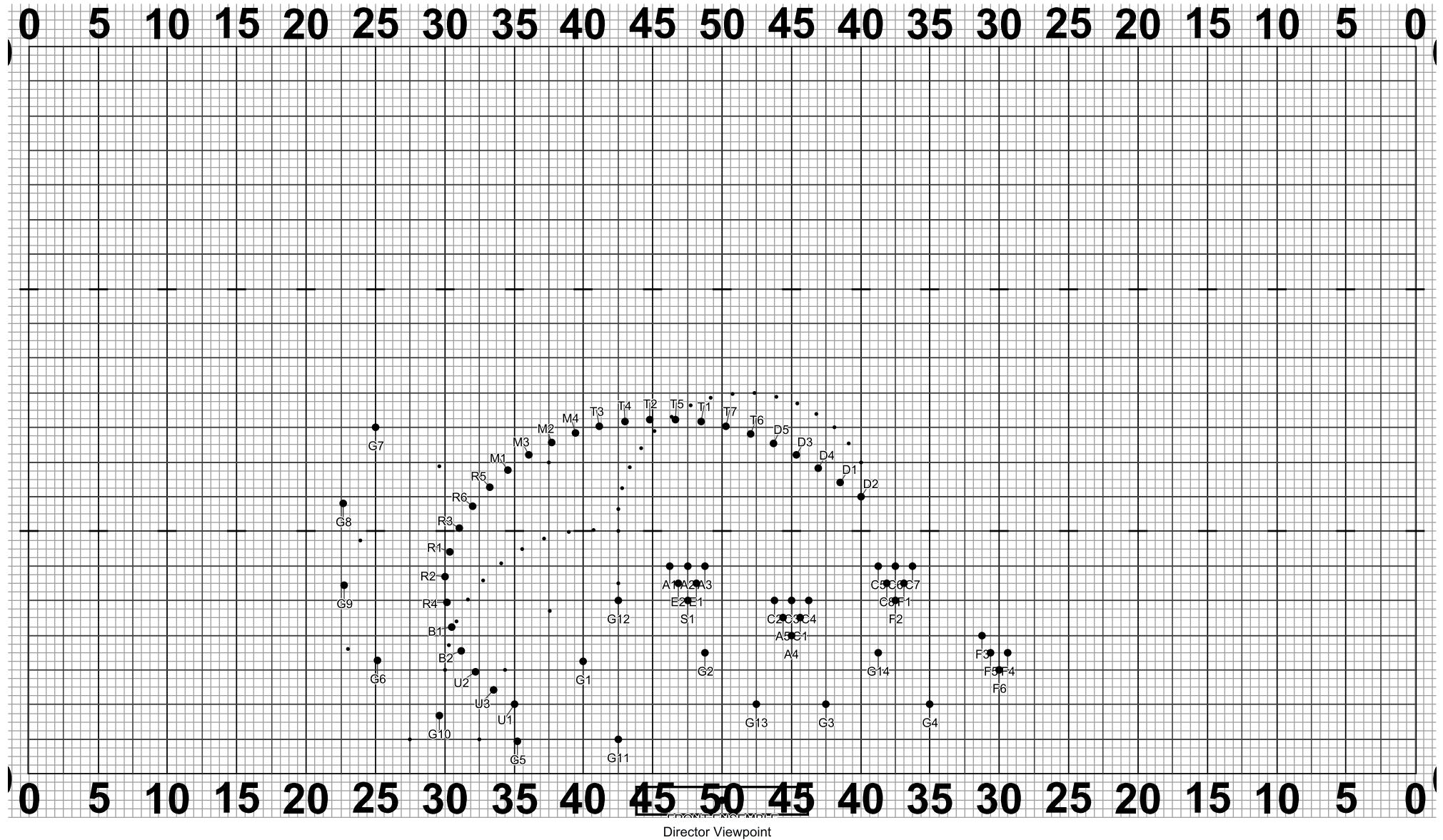
OPTION 2: This could be a normal move 16.



Director Viewpoint

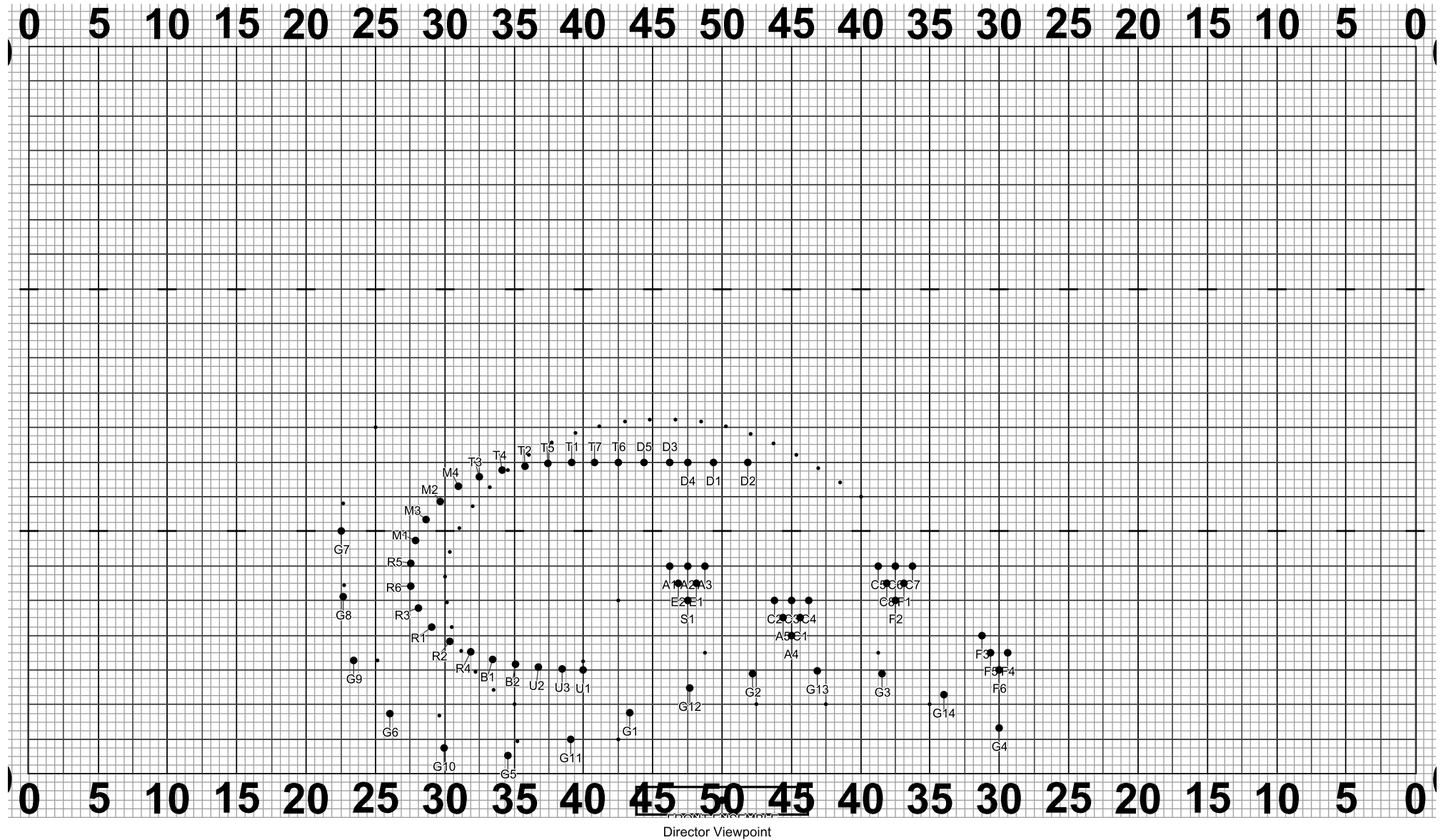
**Set #2 Counts: 16 Measures: 5-8**

- Move 16
- Guard: Continue freeform/dance
- Low Brass: Move 16
- High Brass/DL; Same options as laid out in set 1.
- Woodwinds: 3 options below
- Option 1: Sequentially flutter to pods, arrive early and add poses.
- Option 2: Leave when you need to, all arrive together on count 16. (this is how it is animated)
- Option 3: Normal 16 count move



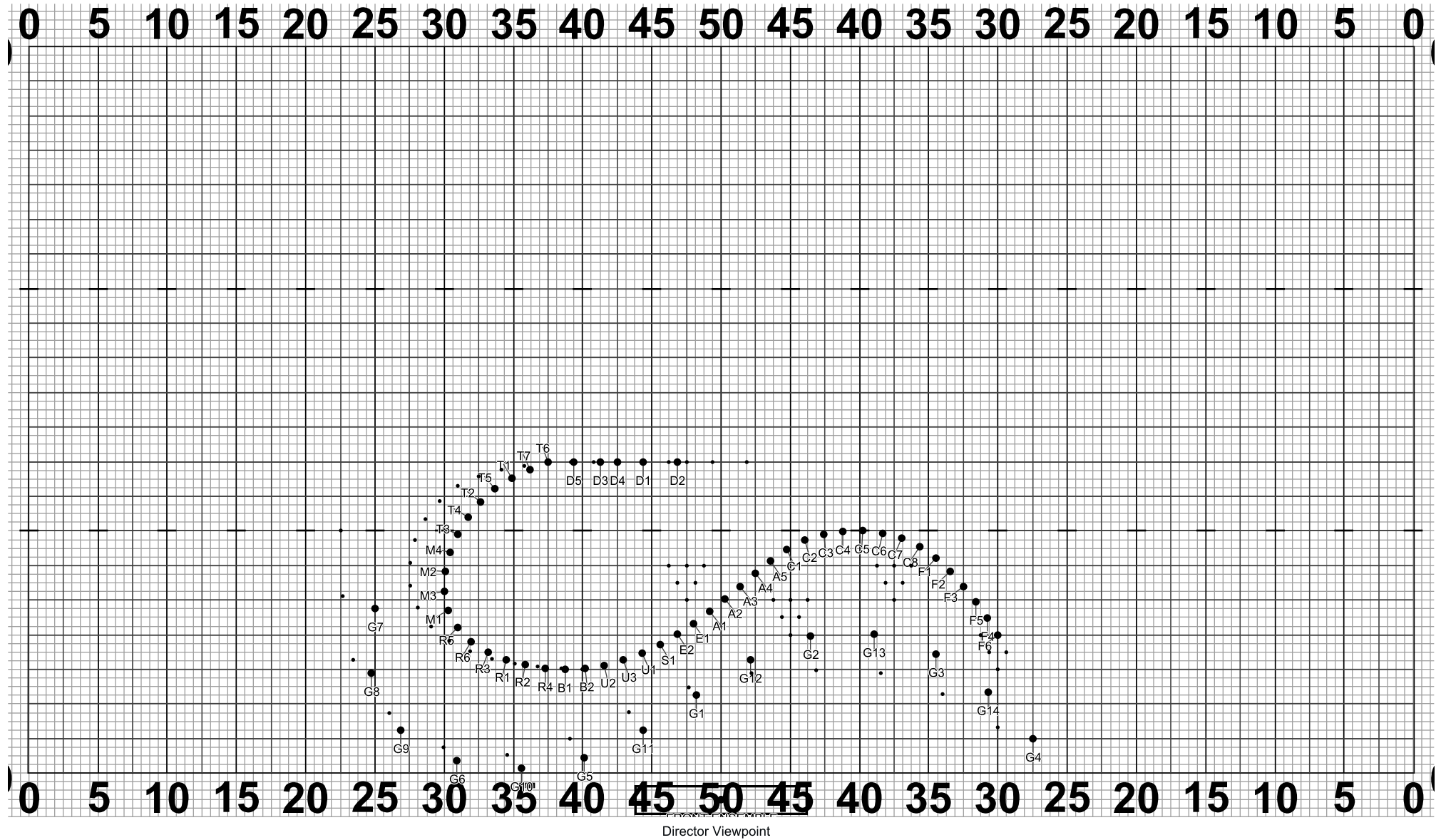
Set #3 Counts: 16 Measures: 9-12

WW: Hold 16  
All others move 16



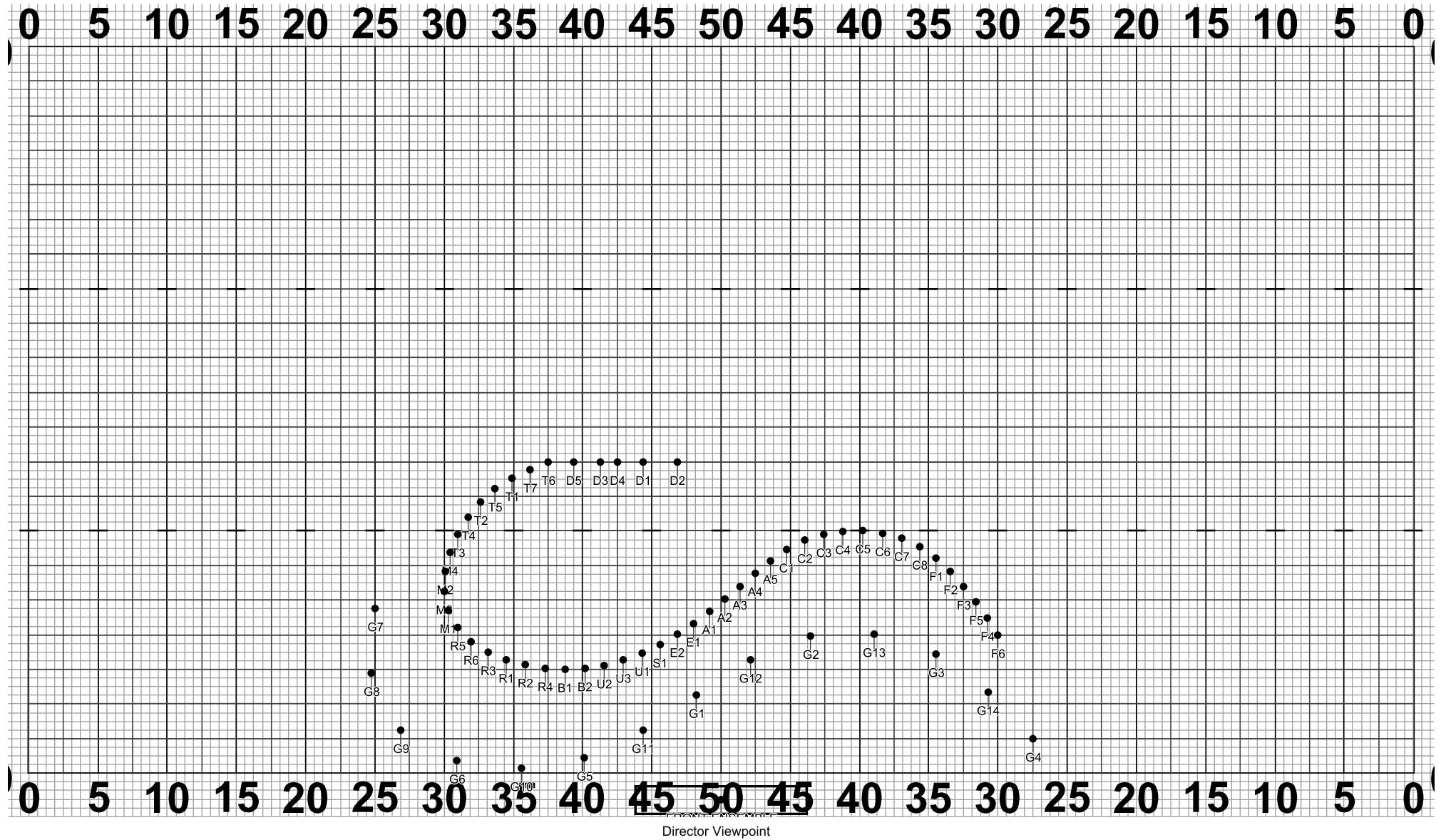
Set #4 Counts: 16 Measures: 13-16

WW Hold 16  
All others : mvoe 16



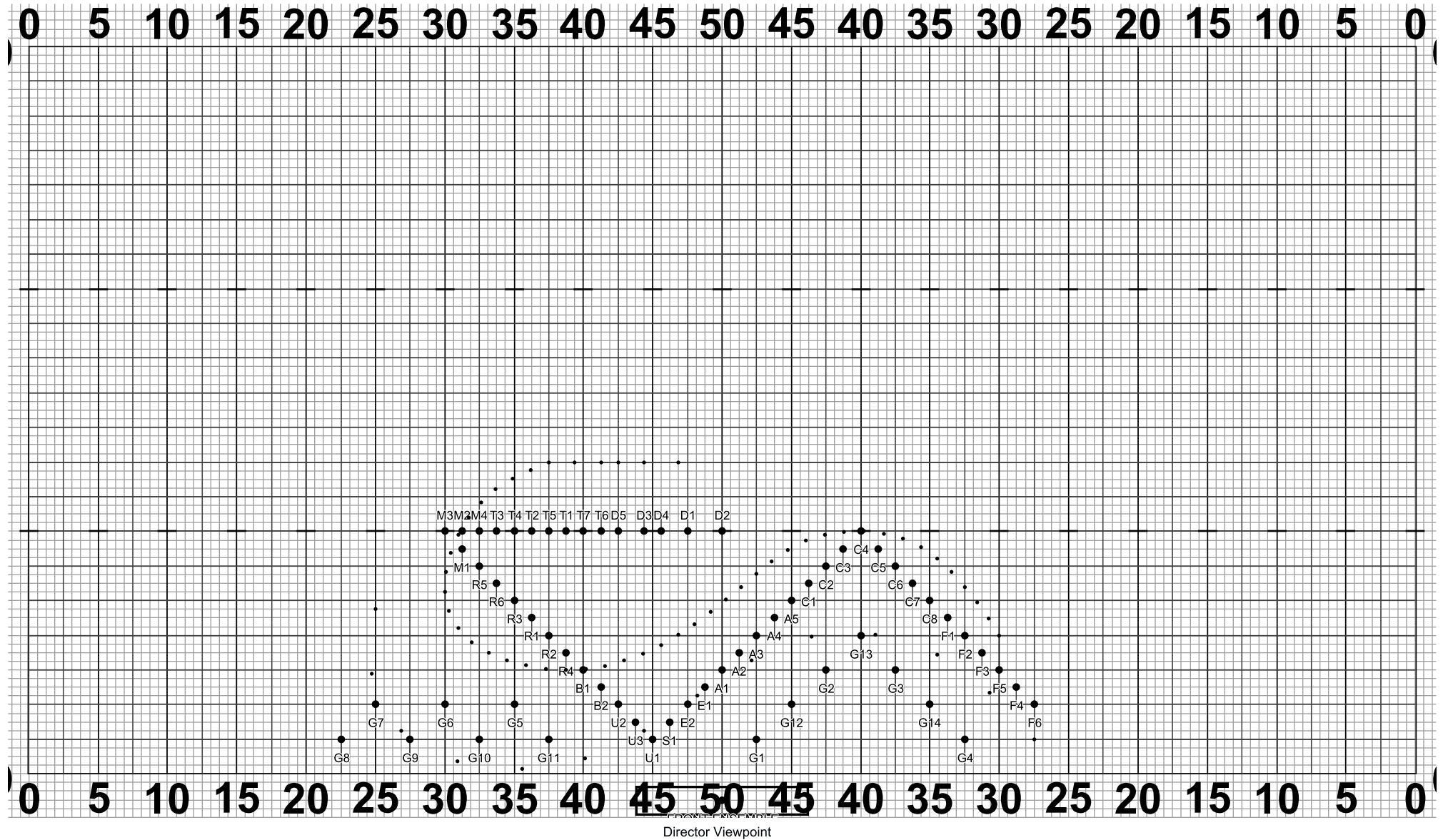
Set #5 Counts: 8 Measures: 17-18

Move 8



Set #6 Counts: 20 Measures: 19-23

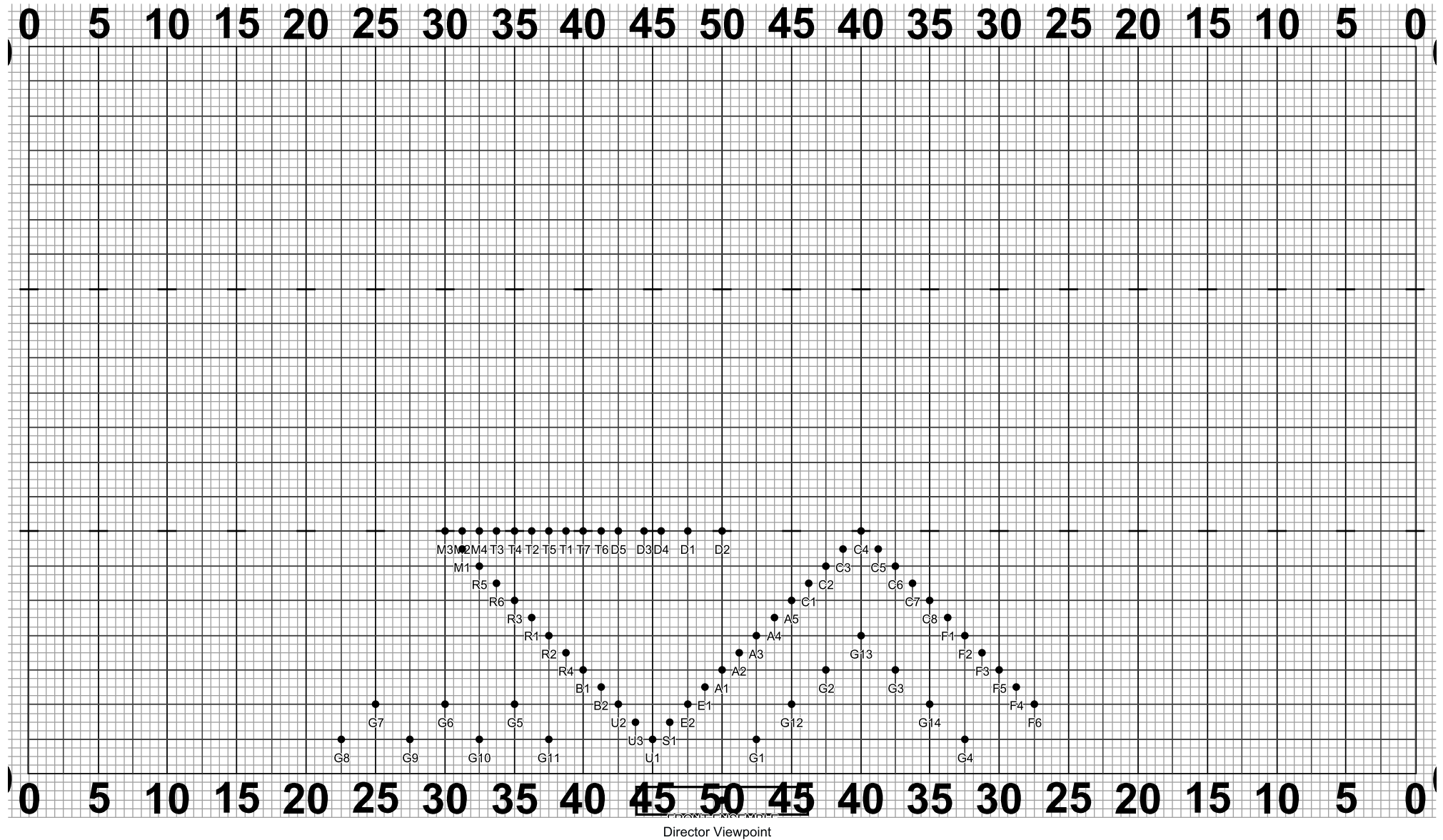
Hold 20  
Add visuals as desired



Set #7 Counts: 8 Measures: 24-25

Move 8





Set #8 Counts: 20 Measures: 26-30

Hold 20 to end