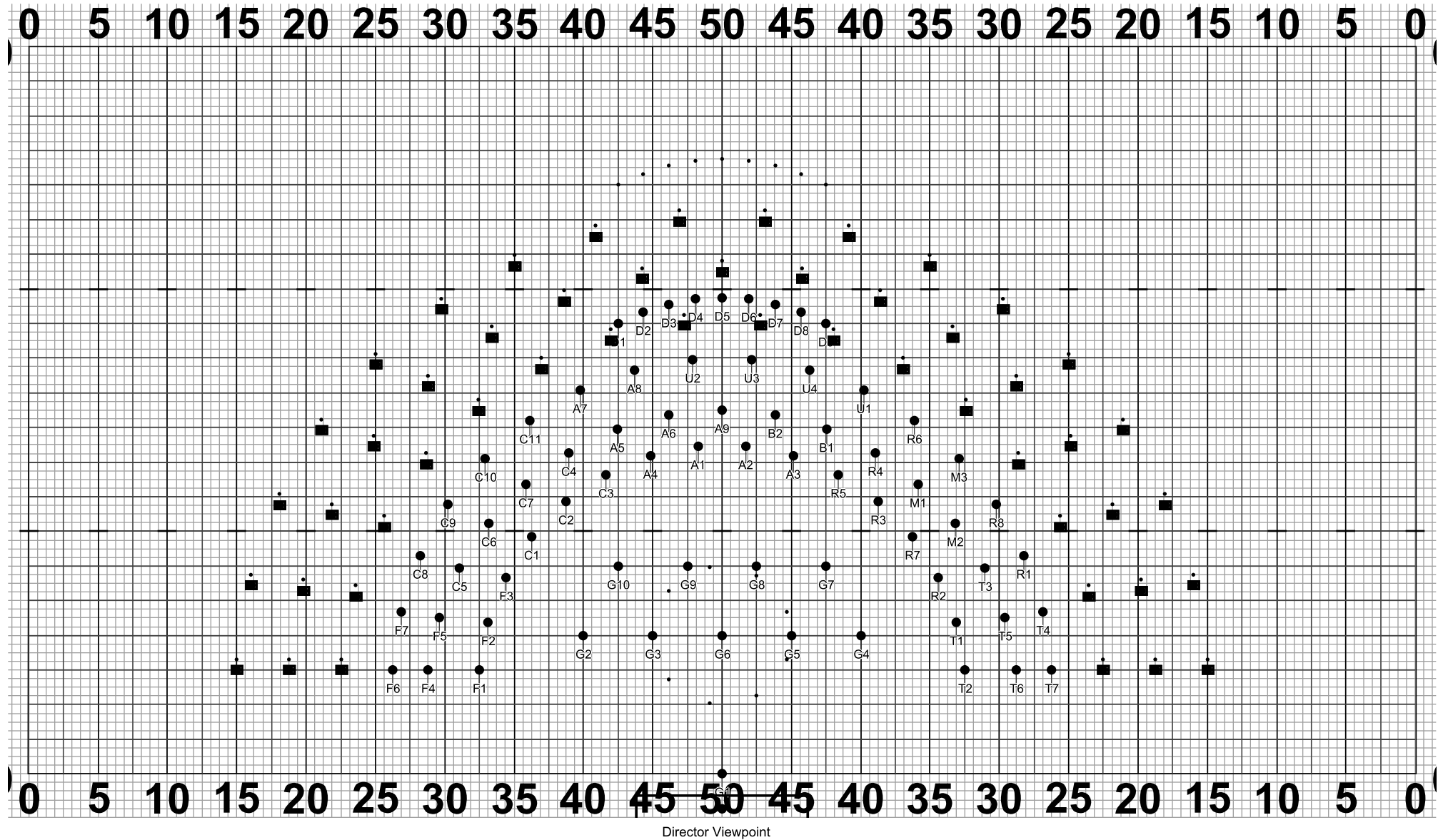


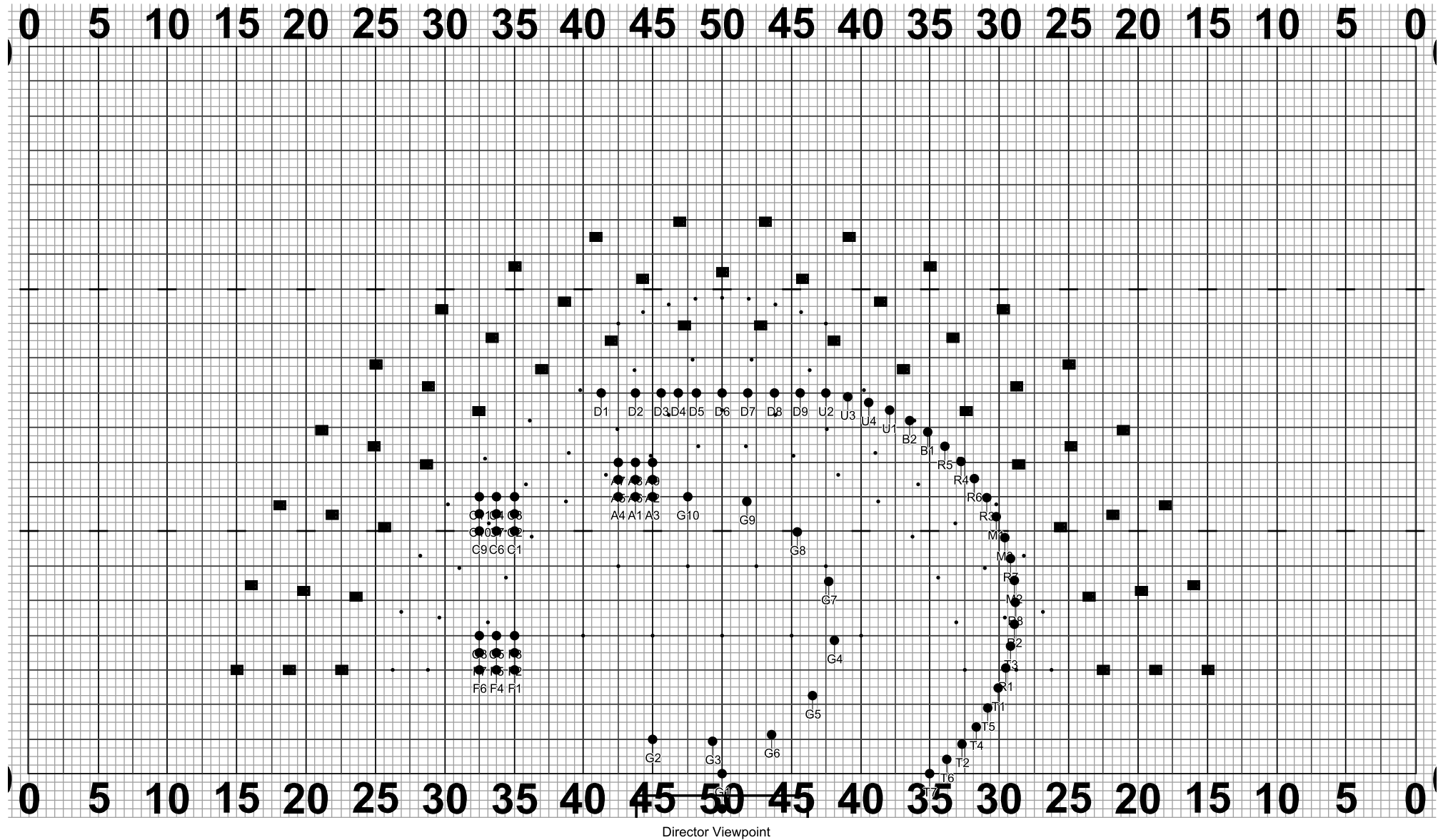
Set #0 Counts: 0 Measures: 0

Performers can start with heads on pillows or kneeling. Stand up during initial soundscape.



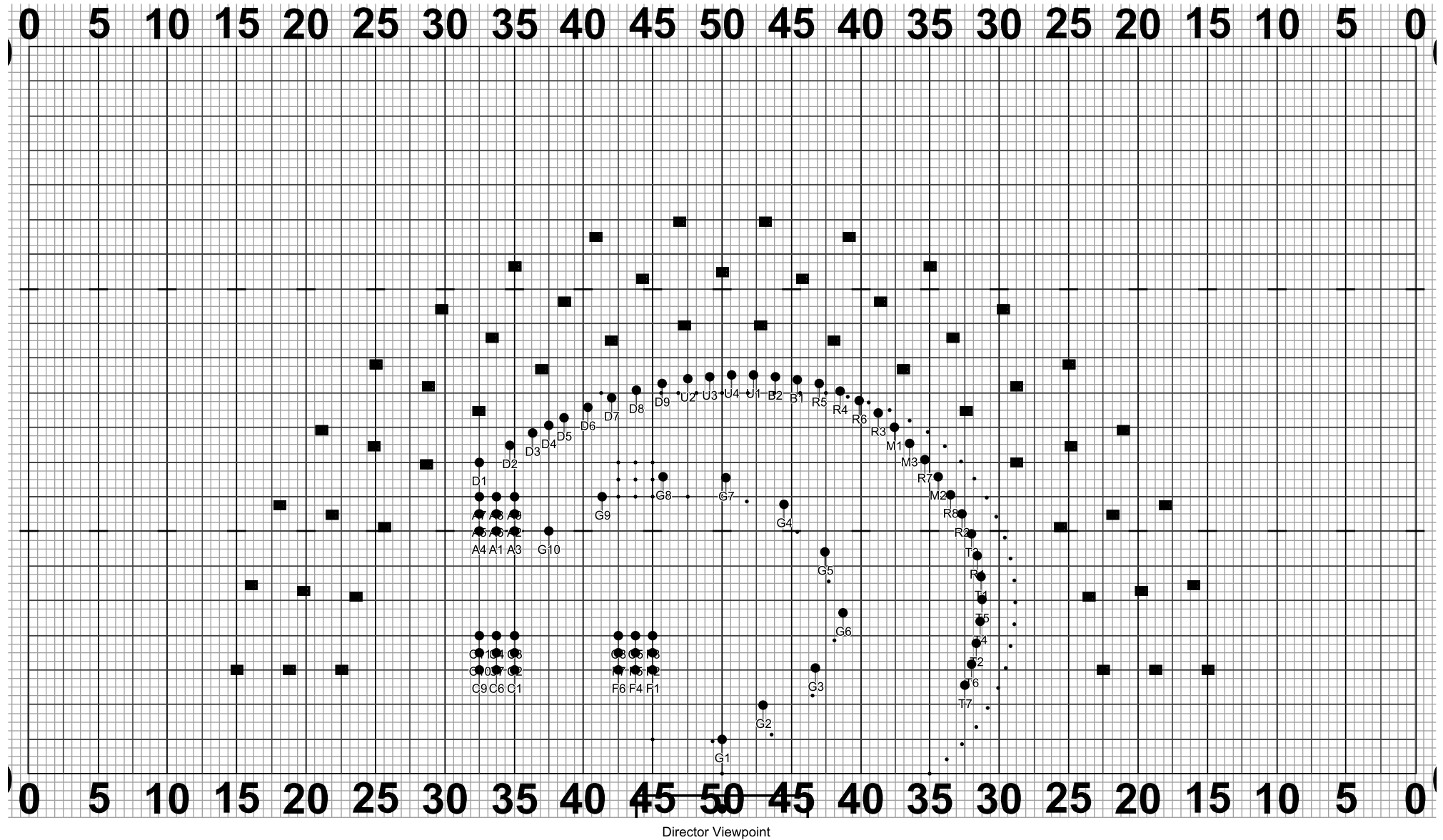
Set #1 Counts: 32 Measures: 1 - 8

32 Counts
Arc 1: Hold 18, Move 16, Hold 8
Arc 2: Hold 12, Move 16, Hold 4
Arc 3, Battery, and Guard: Hold 16, Move 16



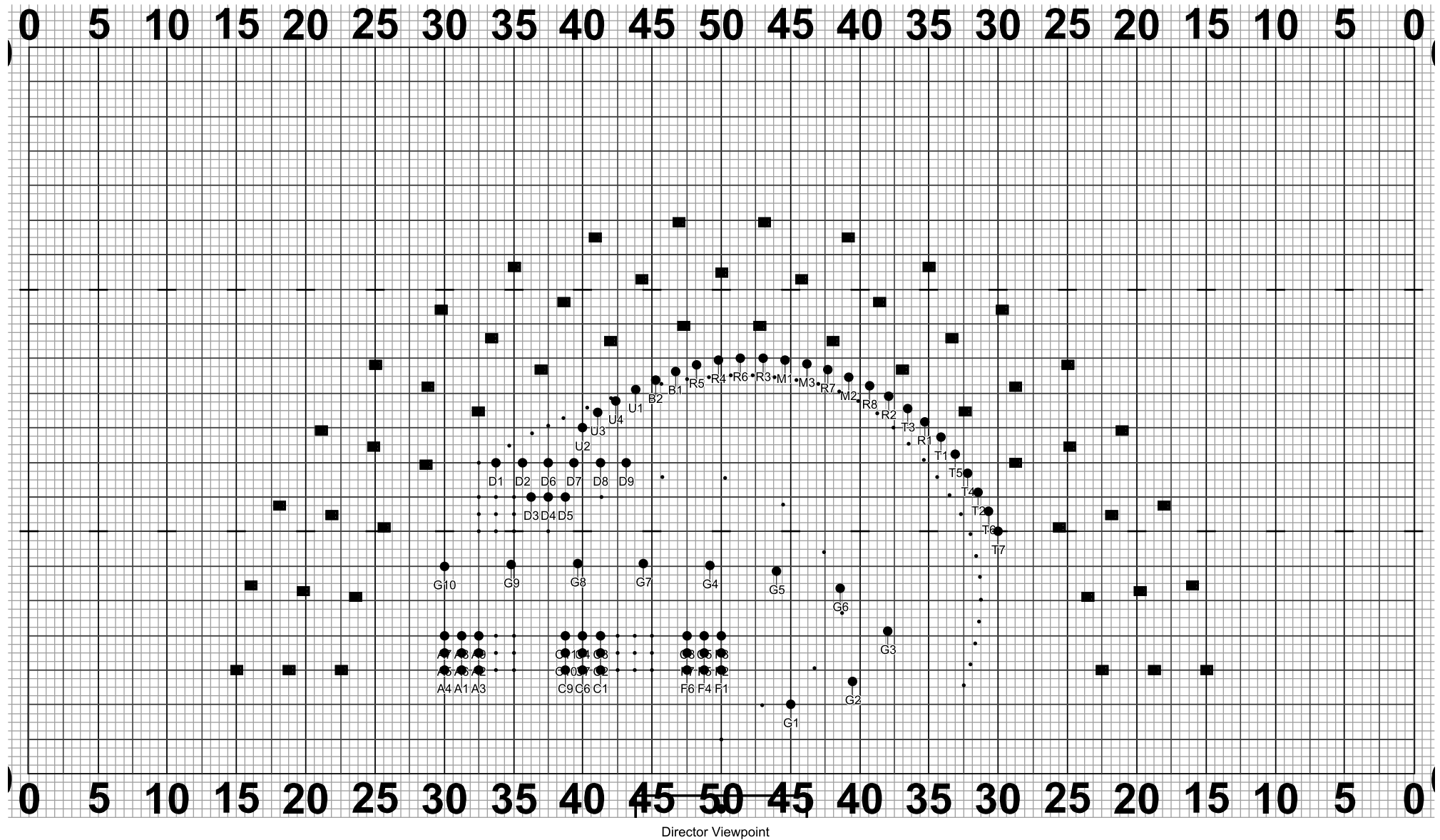
Set #2 Counts: 16 Measures: 9 - 12

All Move 16



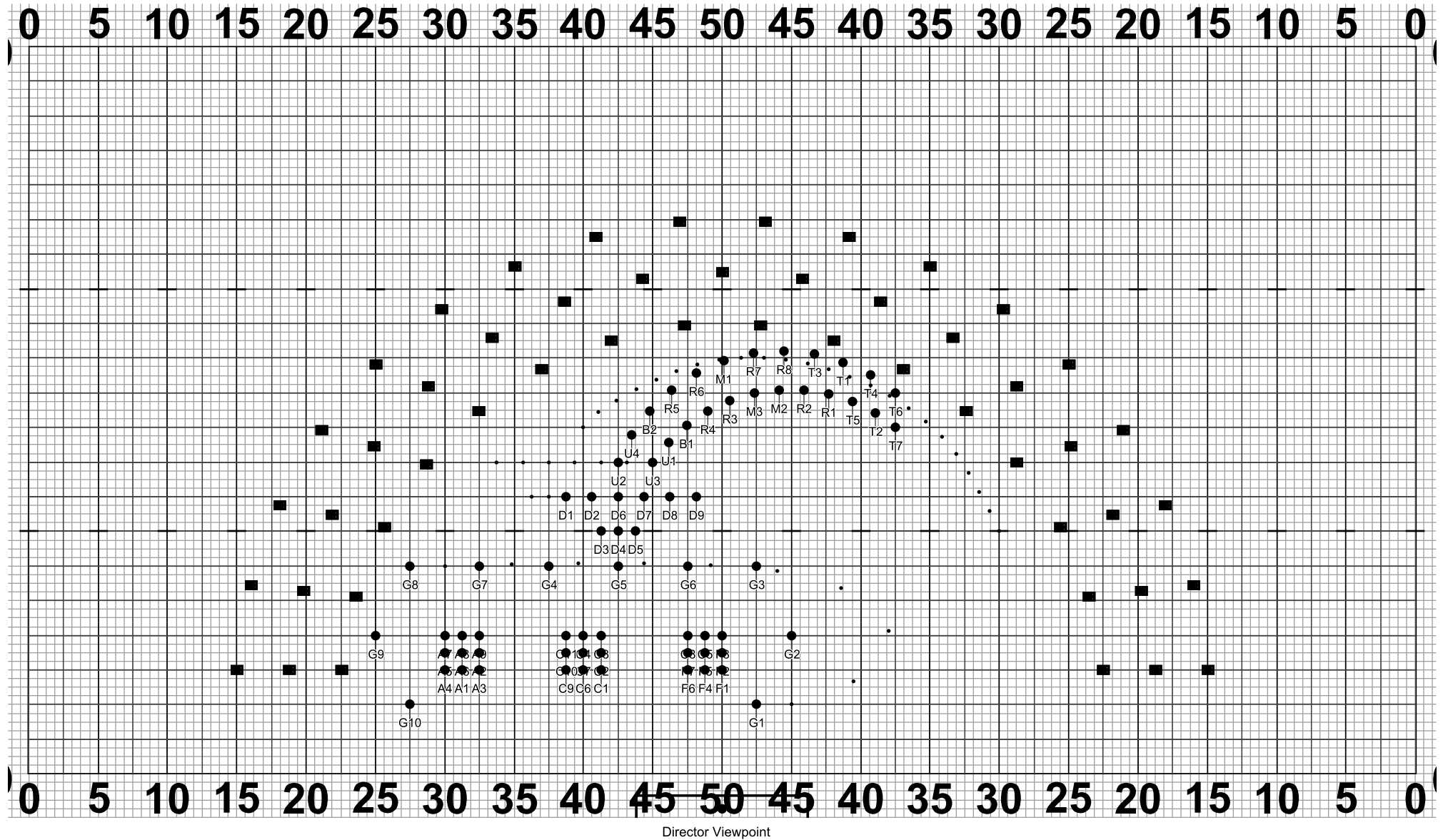
Set #3 Counts: 16 Measures: 13 - 16

Move 16



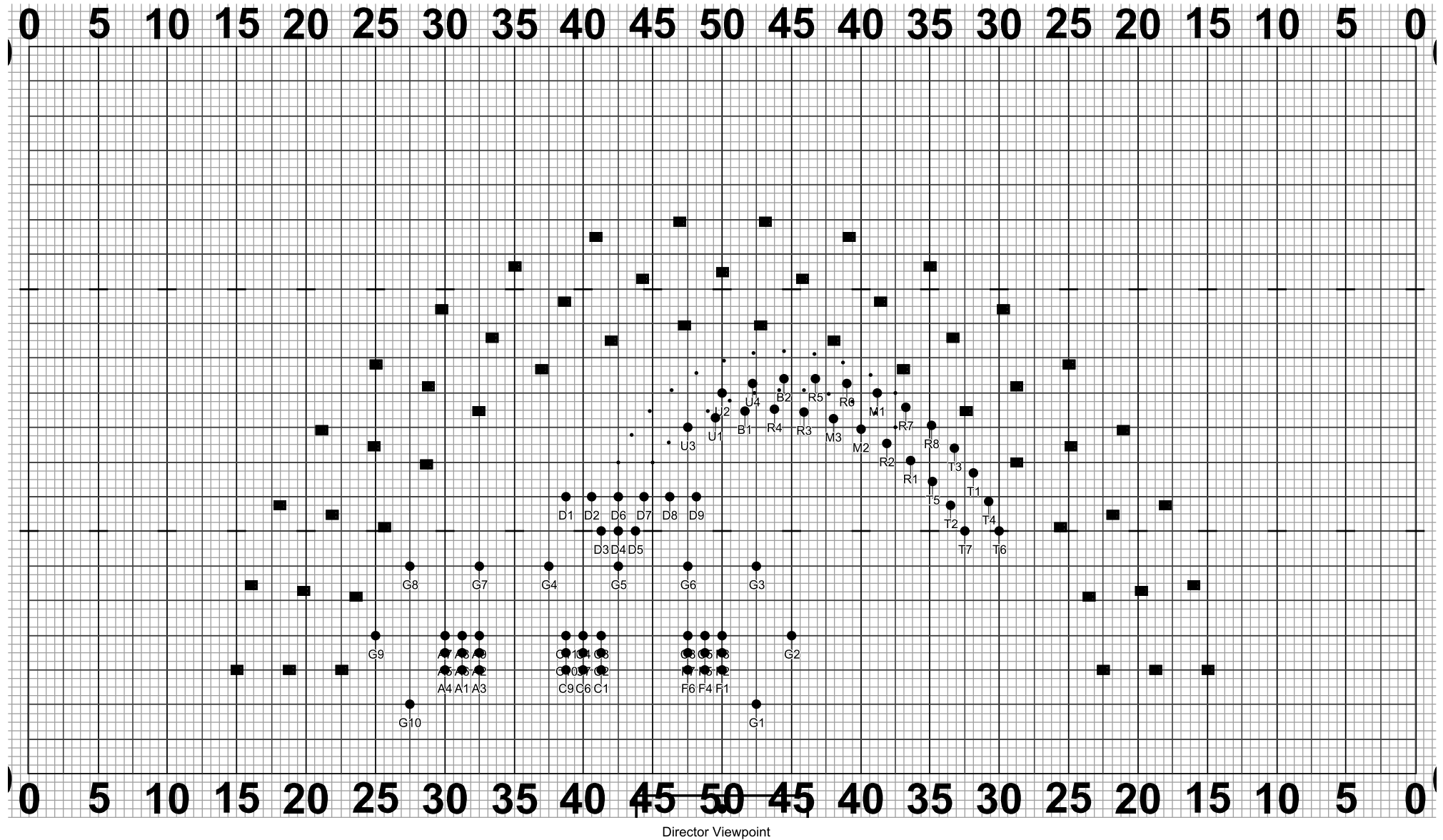
Set #4 Counts: 16 Measures: 17 - 20

Move 16



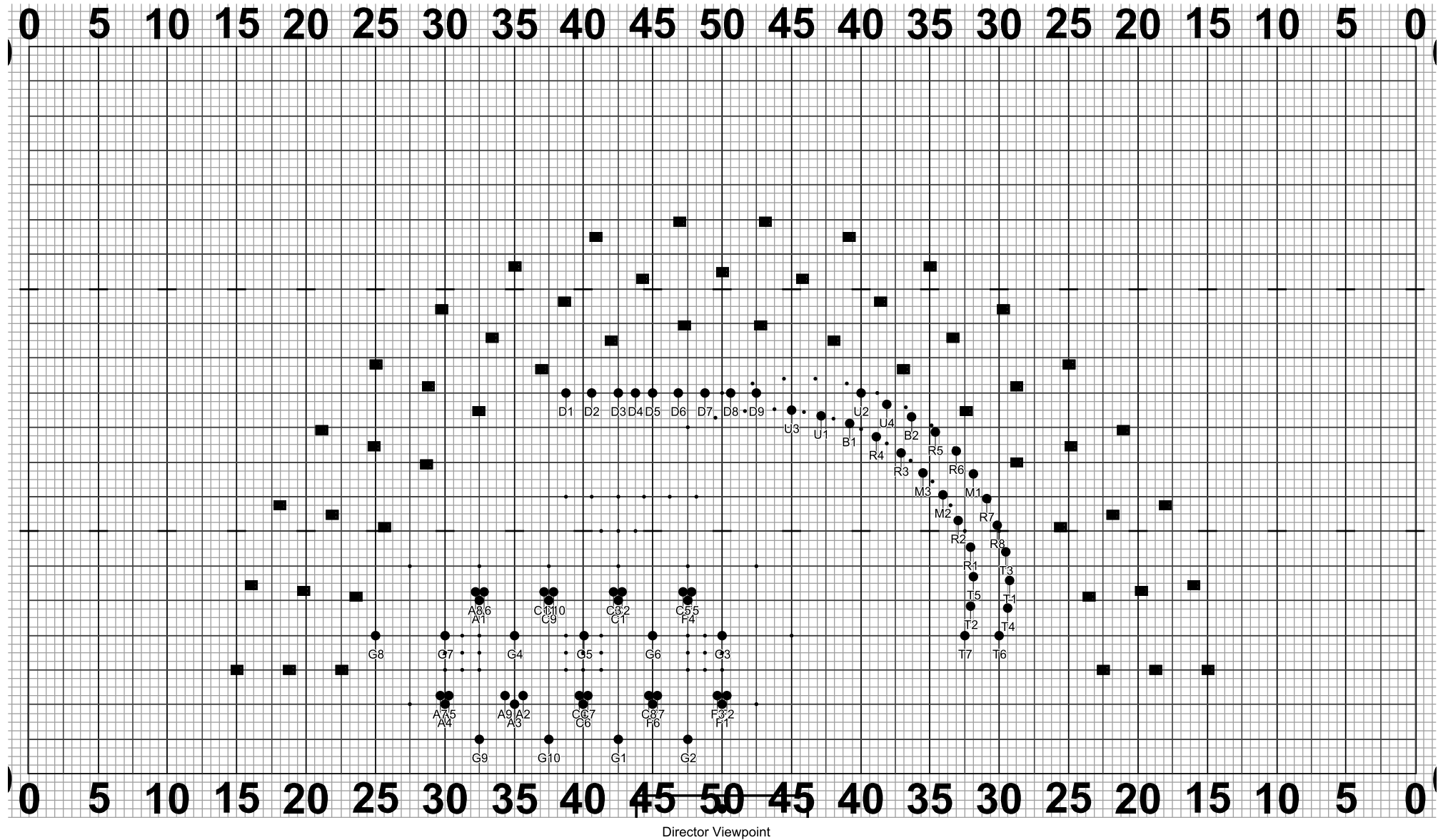
Set #5 Counts: 16 Measures: A 21 - 24

Move 16



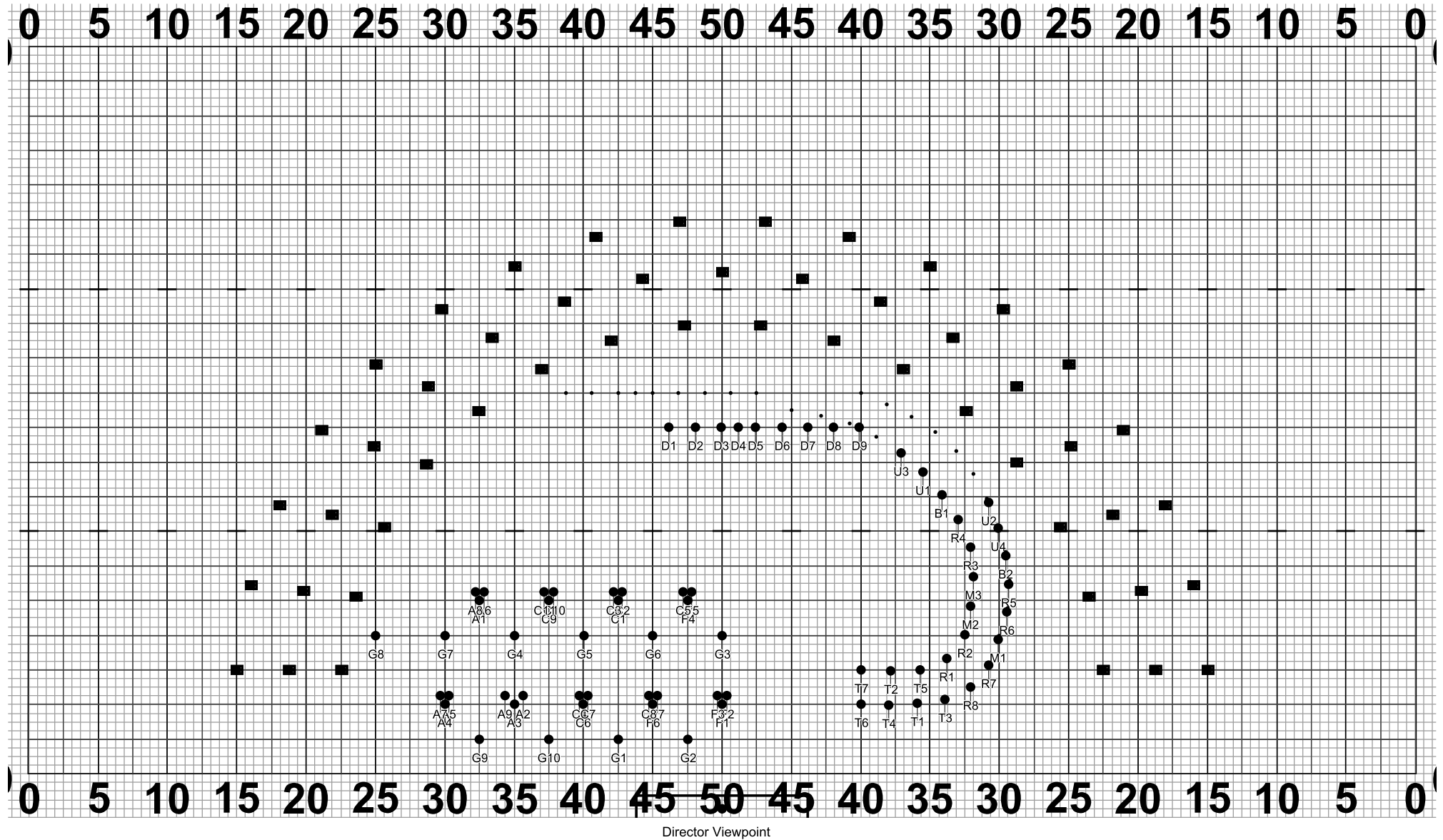
Set #6 Counts: 16 Measures: 25 - 28

Move 16



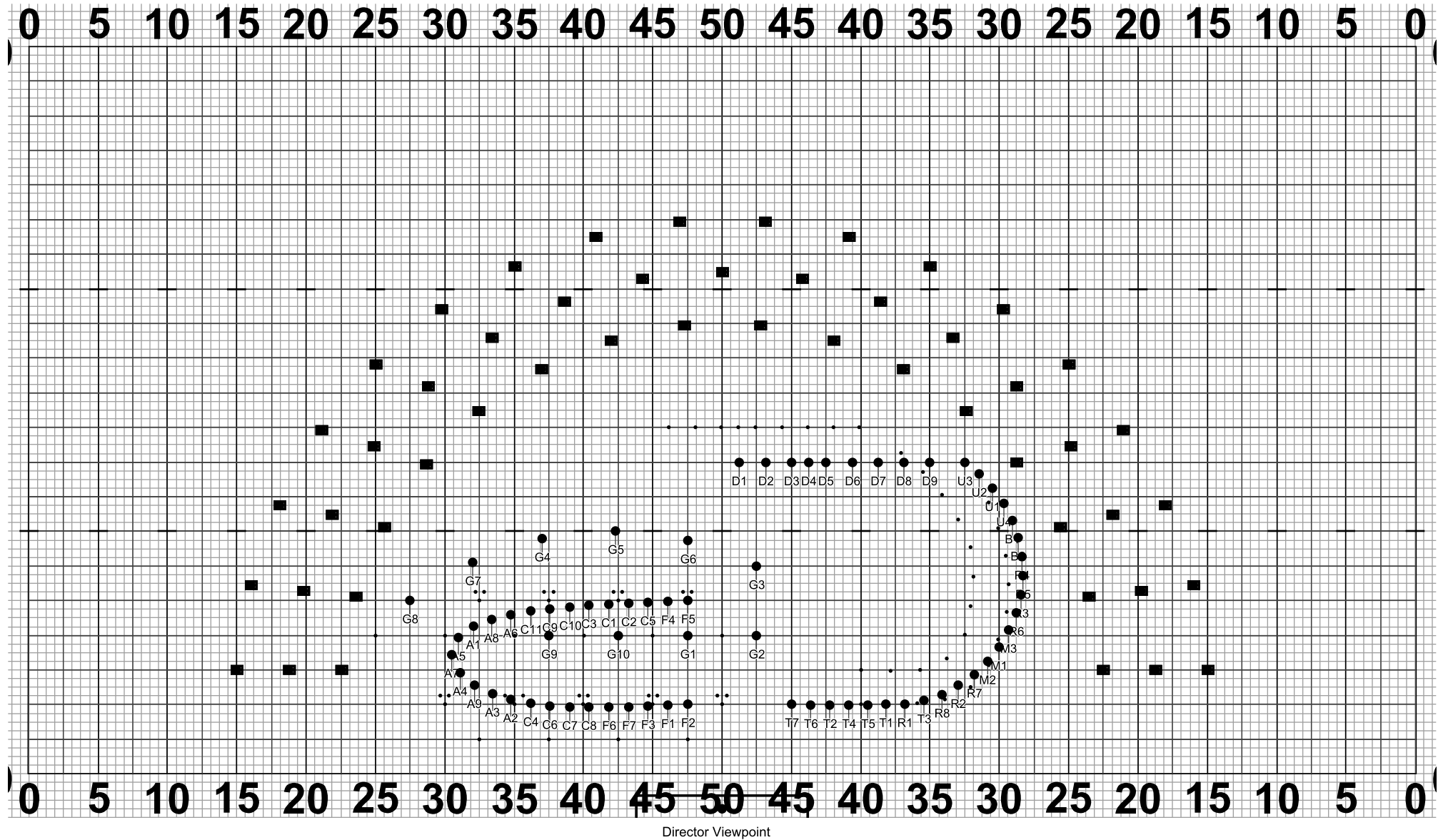
Set #7 Counts: 16 Measures: B 29 - 32

Move 16



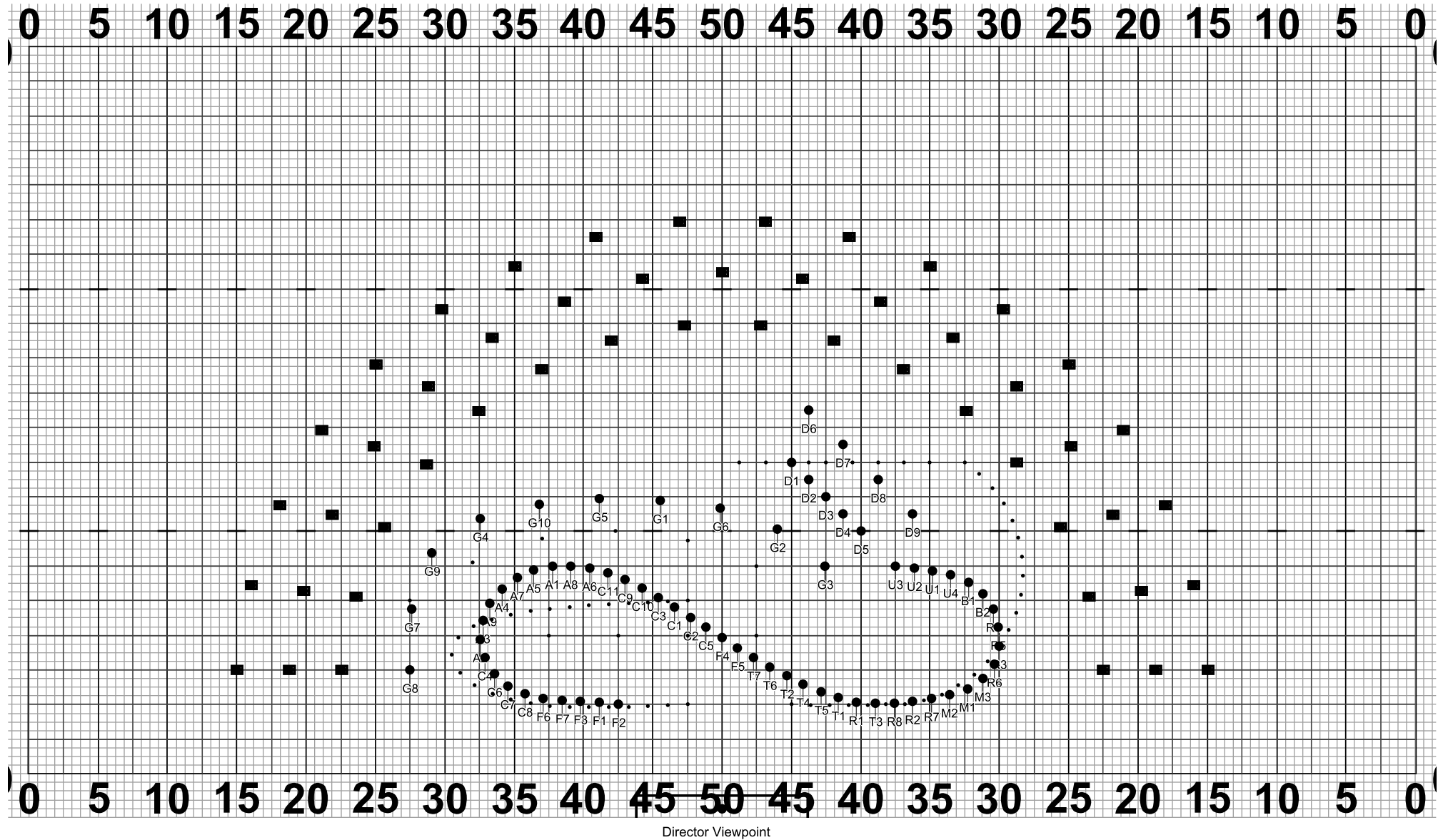
Set #8 Counts: 20 Measures: 33 - 37

Move 20
Woodwinds could add poses



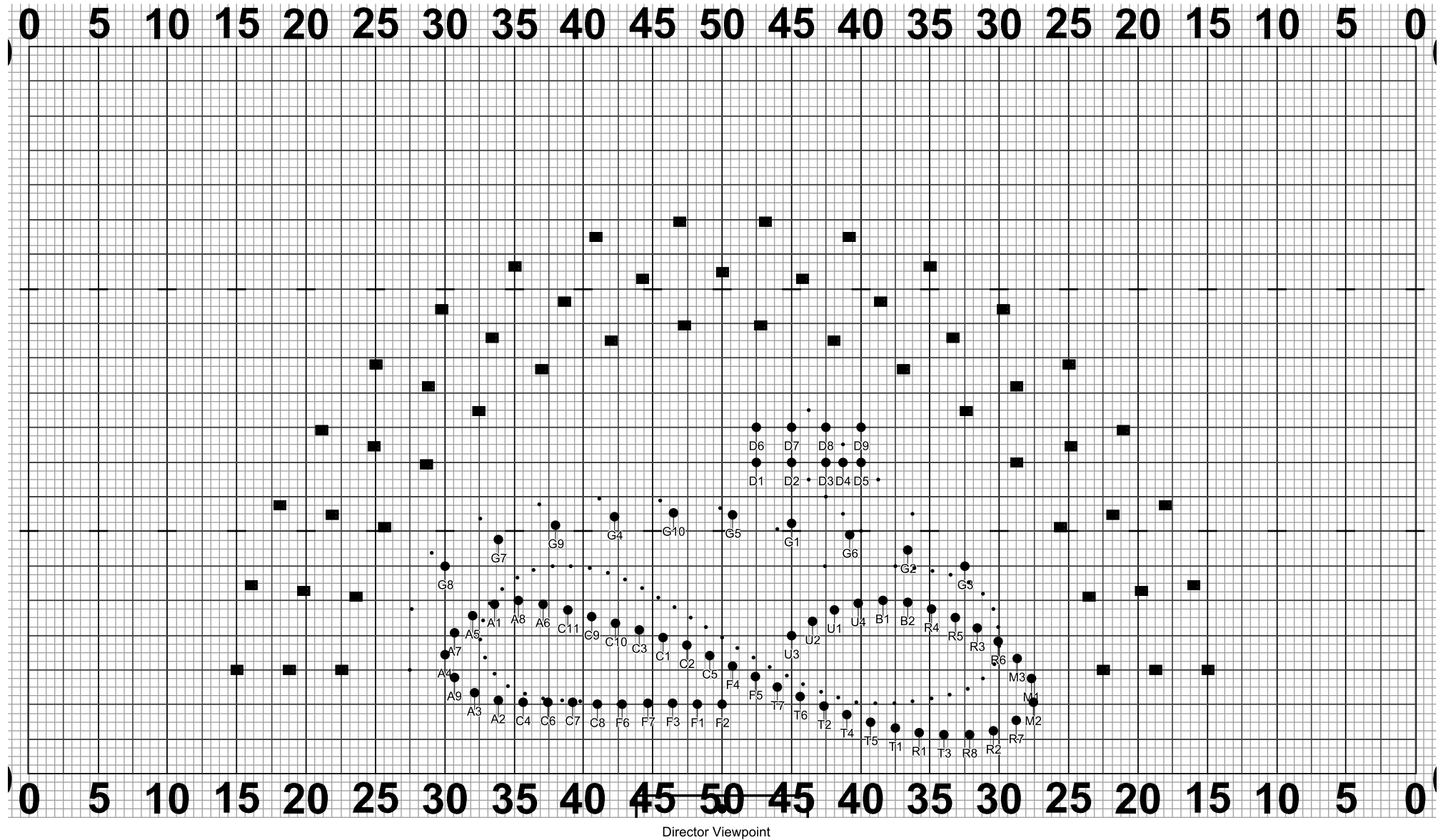
Set #9 Counts: 8 Measures: 38 - 39

Move 8



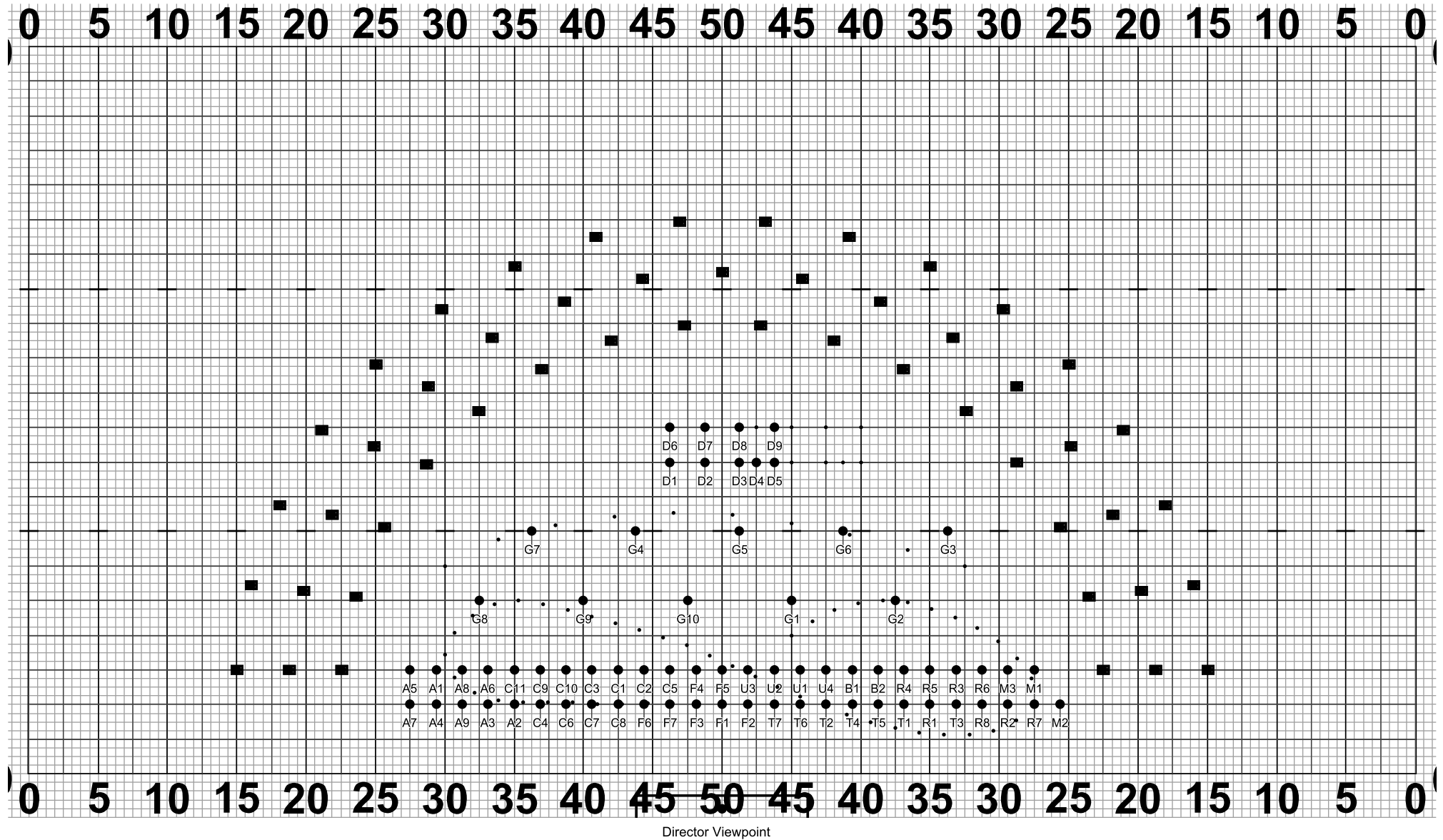
Set #10 Counts: 12 Measures: 40 - 42

Move 12



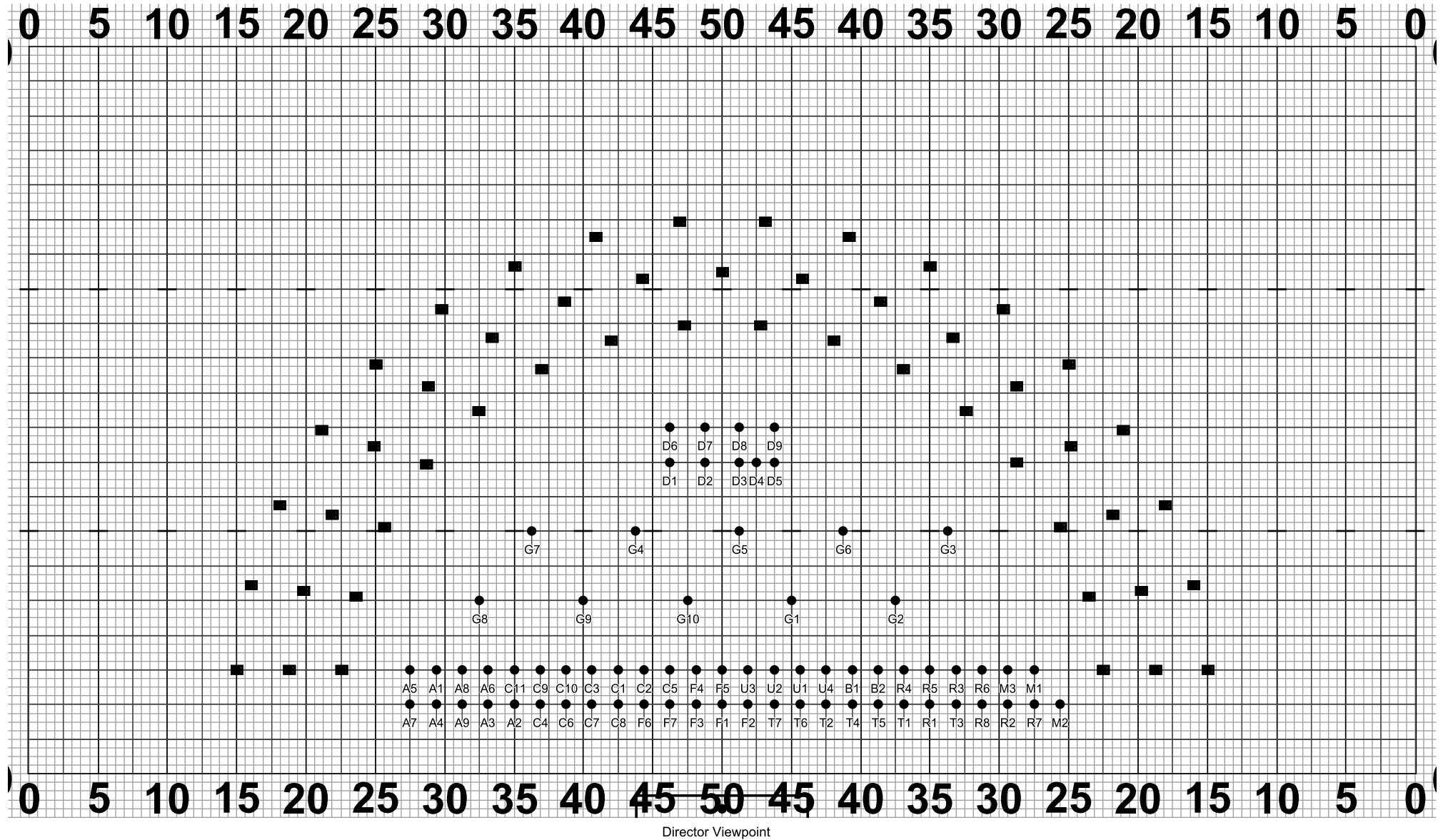
Set #11 Counts: 12 Measures: 43 - 45

Move 12



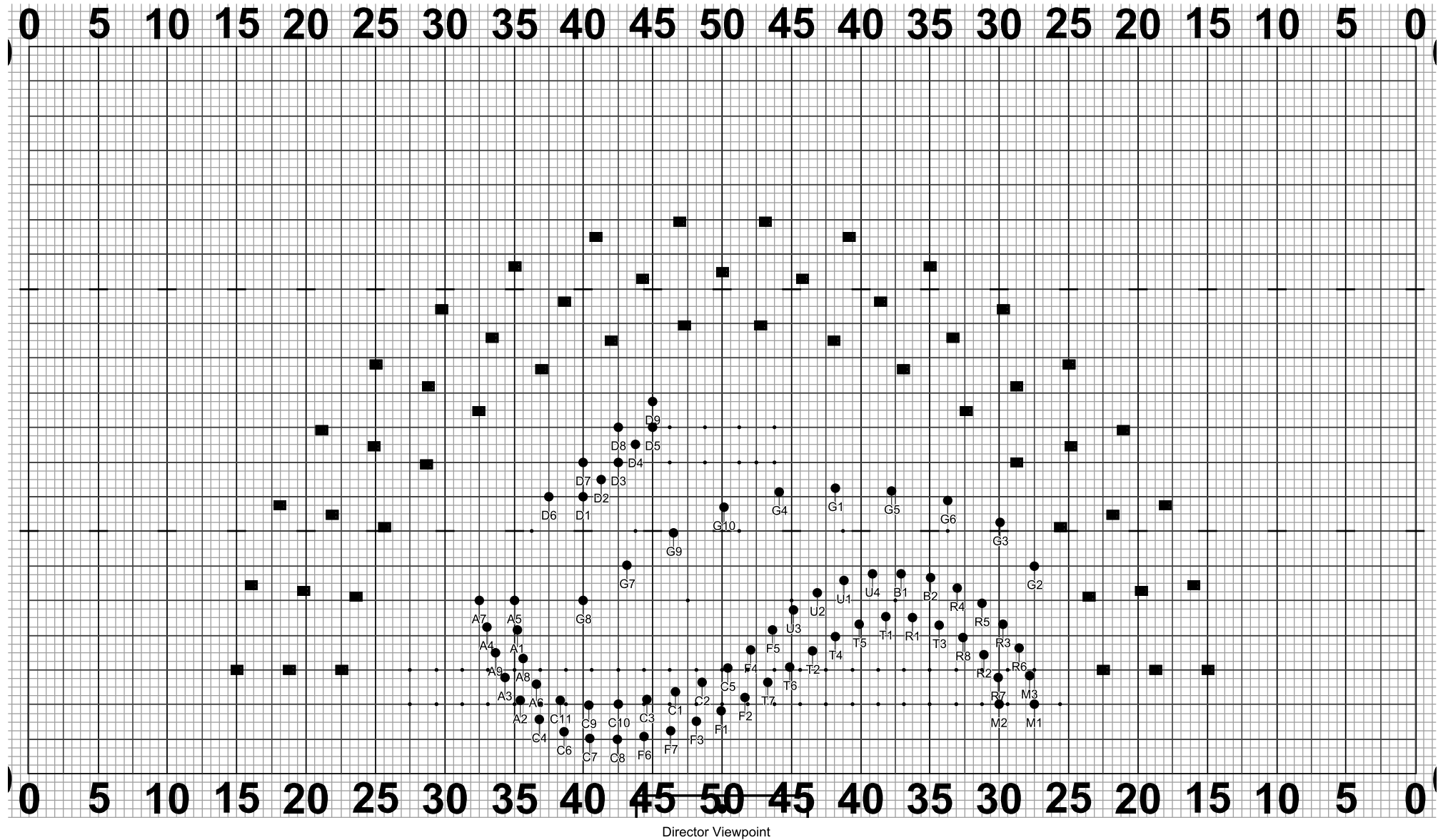
Set #12 Counts: 8 Measures: 46 - 47

Move 8



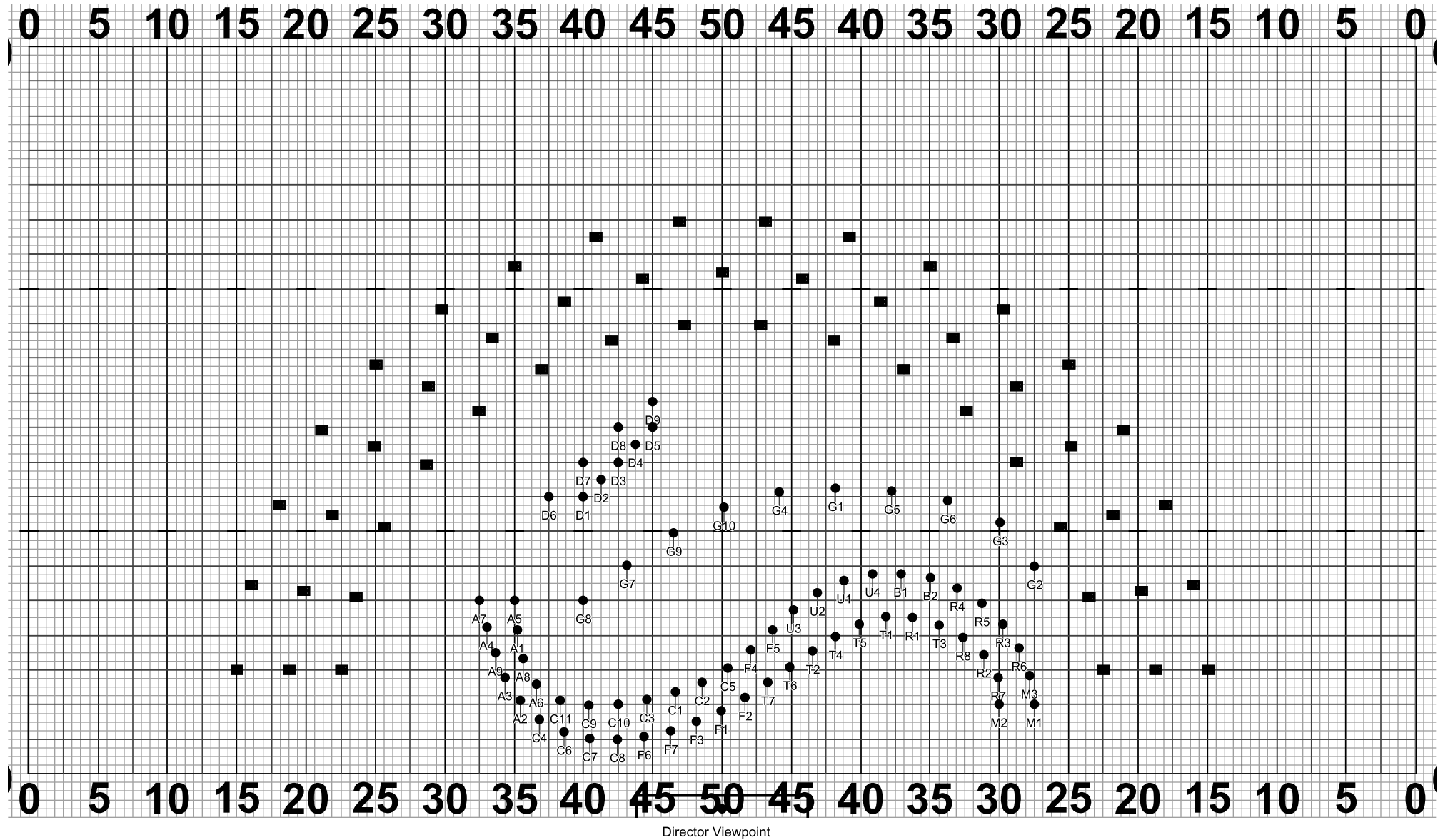
Set #13 Counts: 28 Measures: C48 - 54

Hold 28



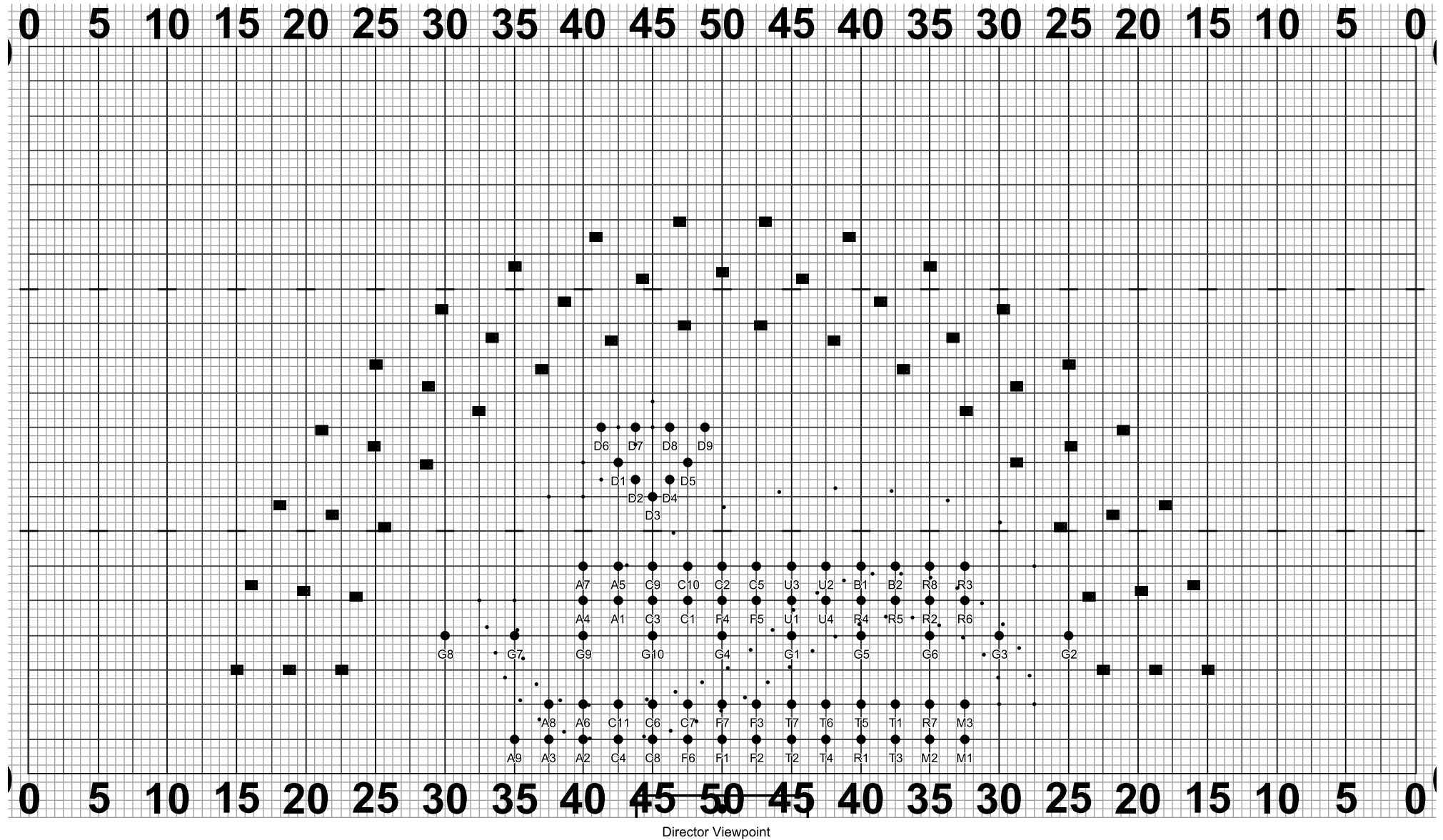
Set #14 Counts: 16 Measures: 55 - 58

Move 16



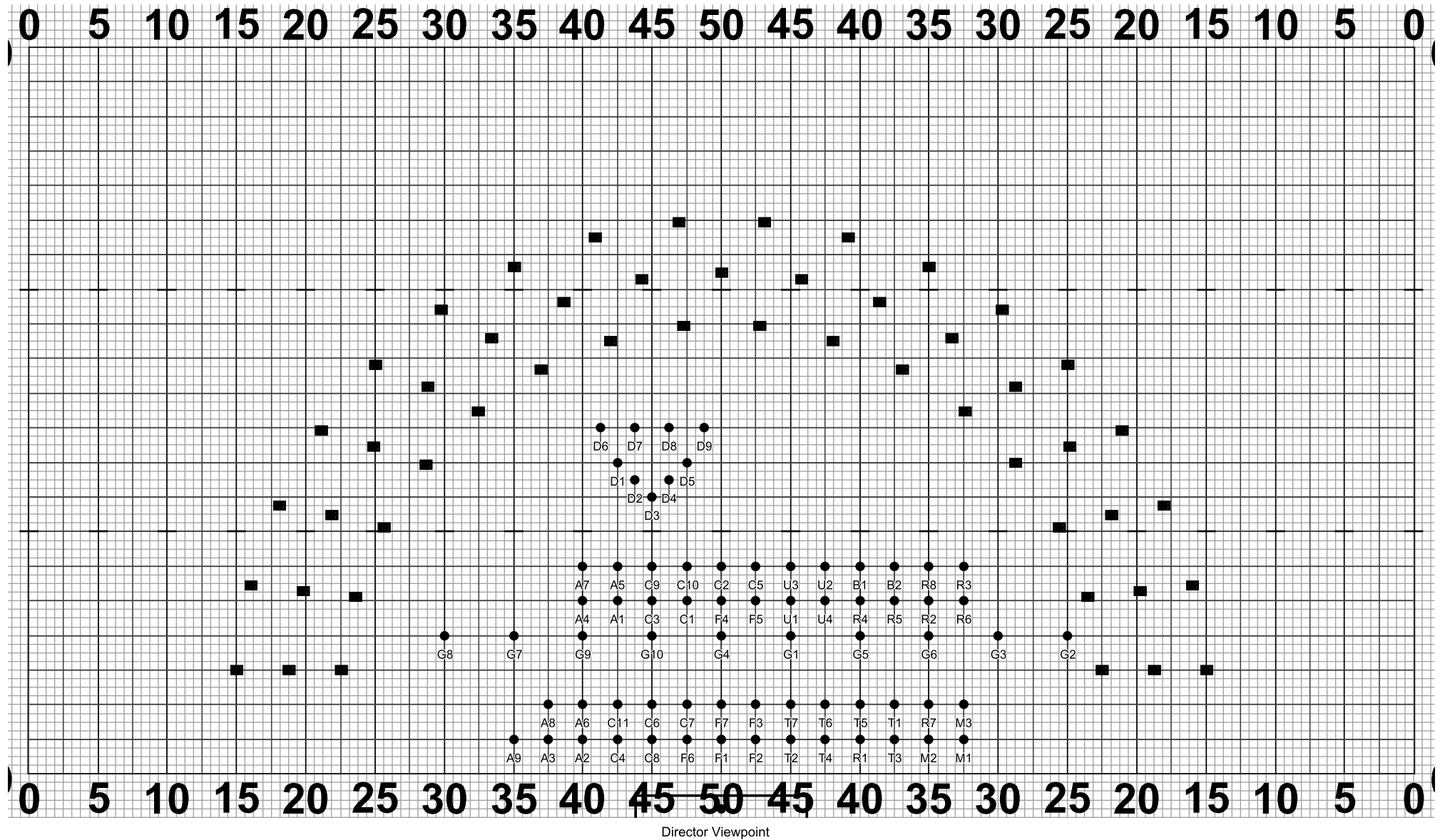
Set #15 Counts: 12 Measures: 59 - 61

Hold 12



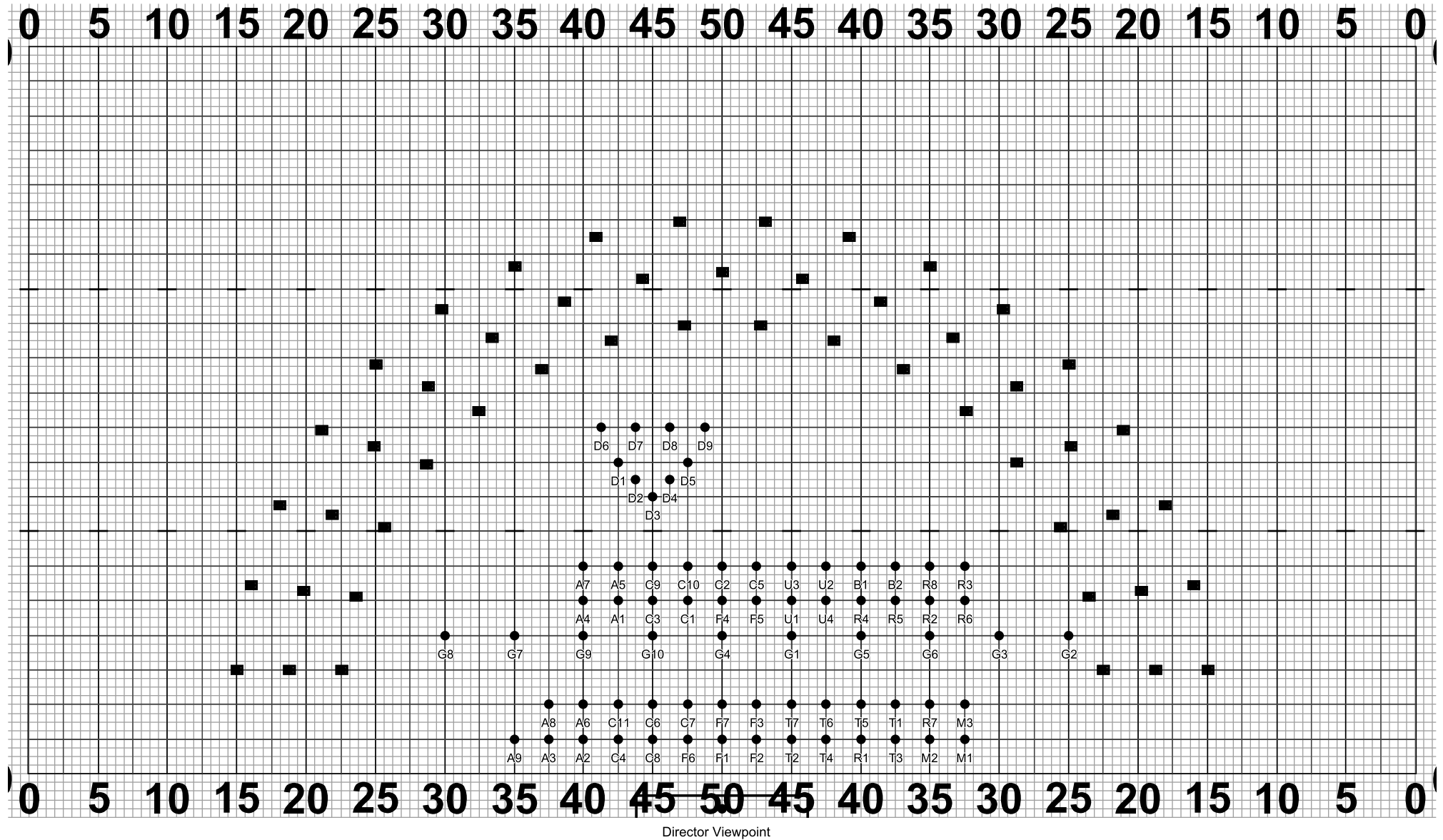
Set #16 Counts: 12 Measures: 62 - 64

Move 12



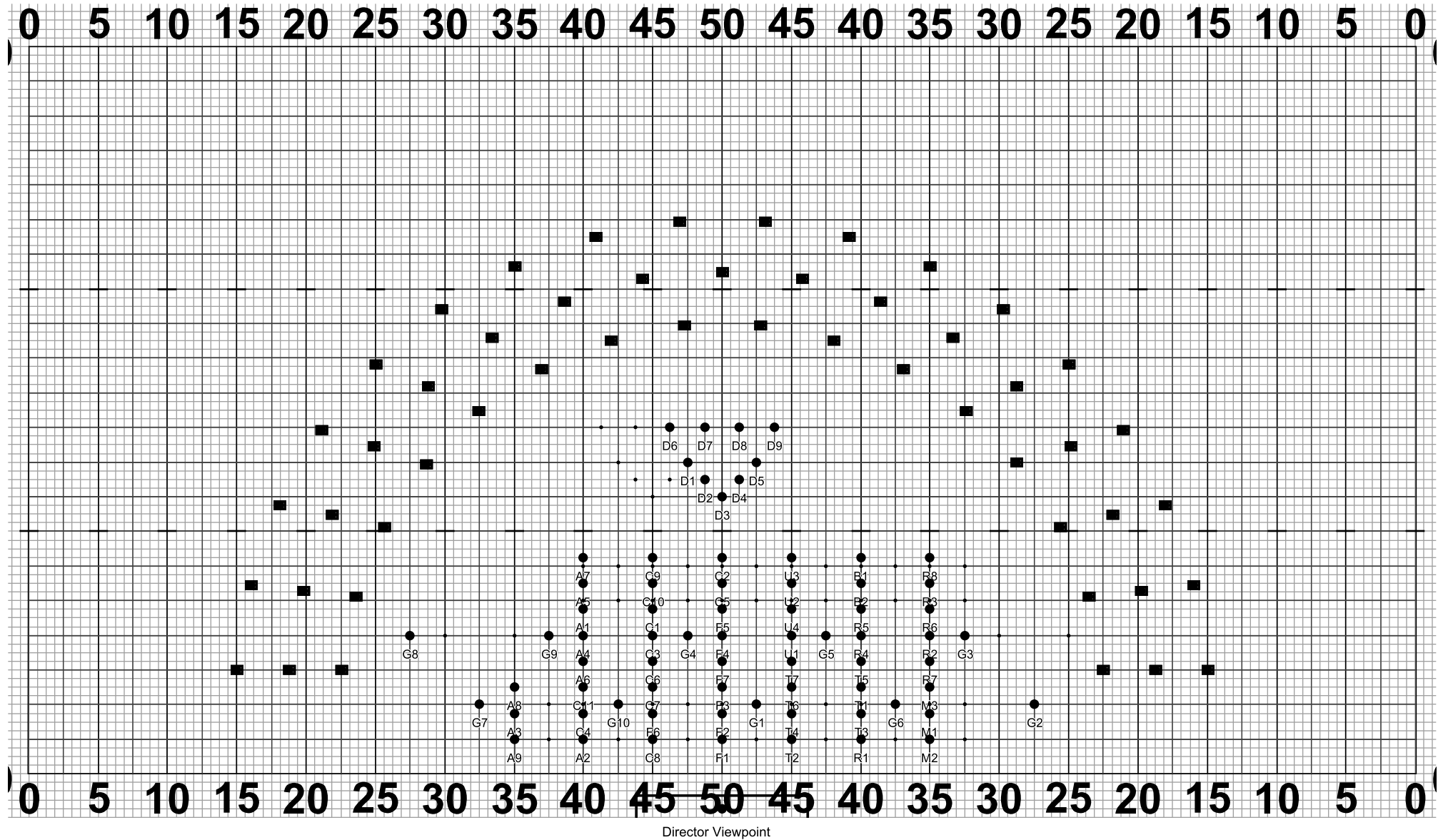
Set #17 Counts: 8 Measures: 65 - 66

Hold 8



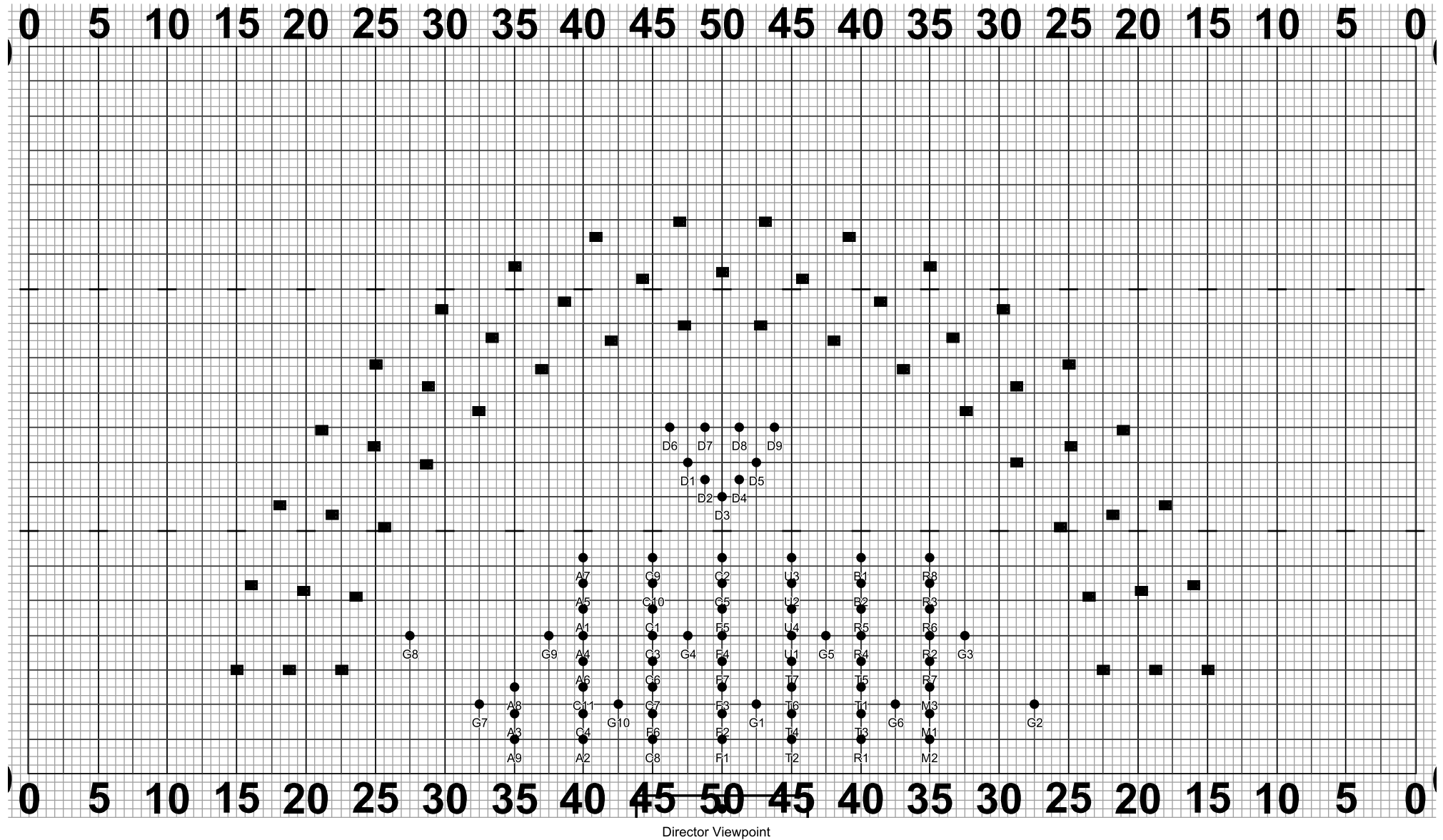
Set #18 Counts: 16 Measures: D 67 - 70

OPTIONAL MOVE (4 person box drills)



Set #19 Counts: 16 Measures: 71 - 74

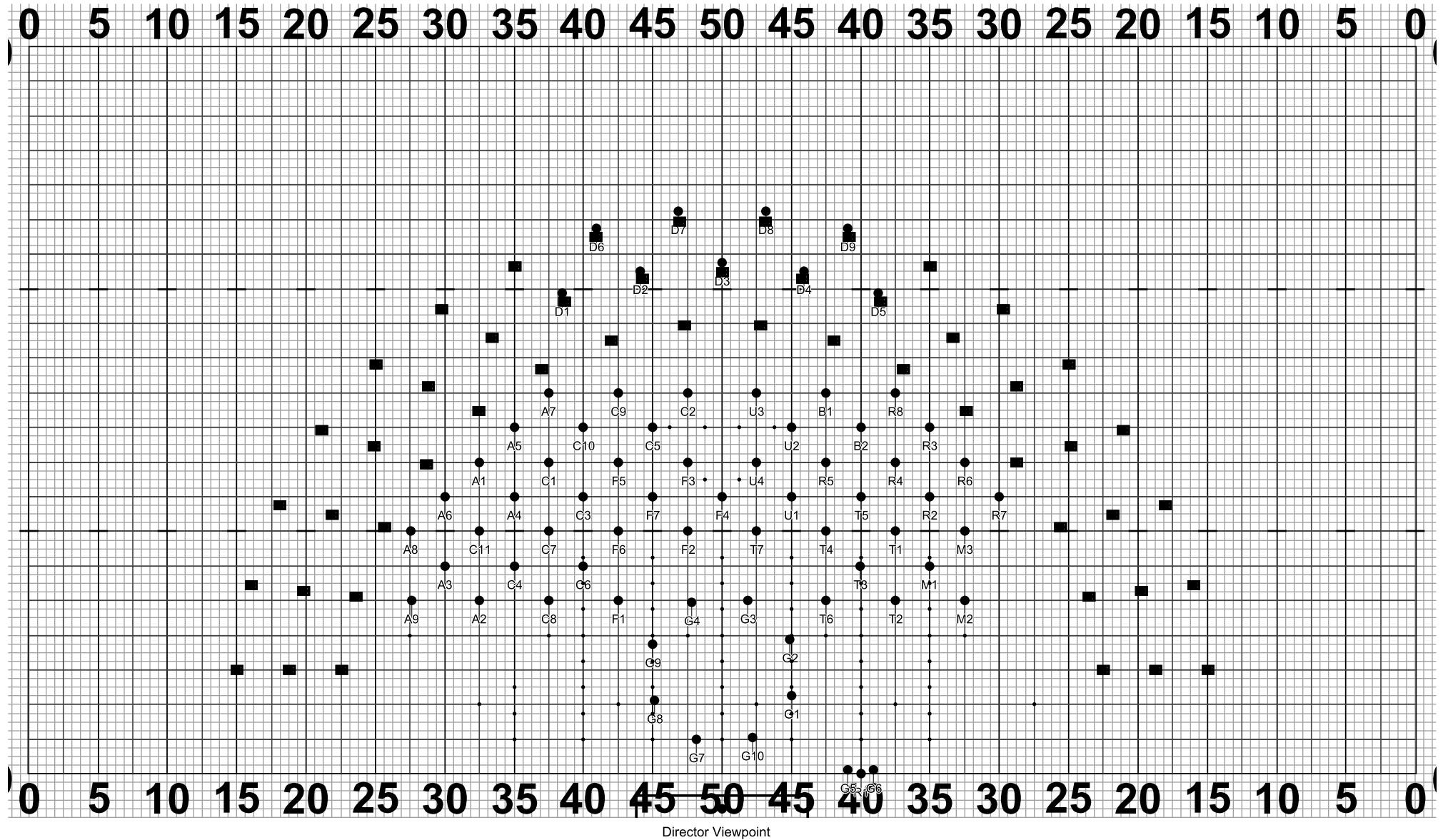
Move 16



Set #20 Counts: 32 Measures: 75-82

Hold 32

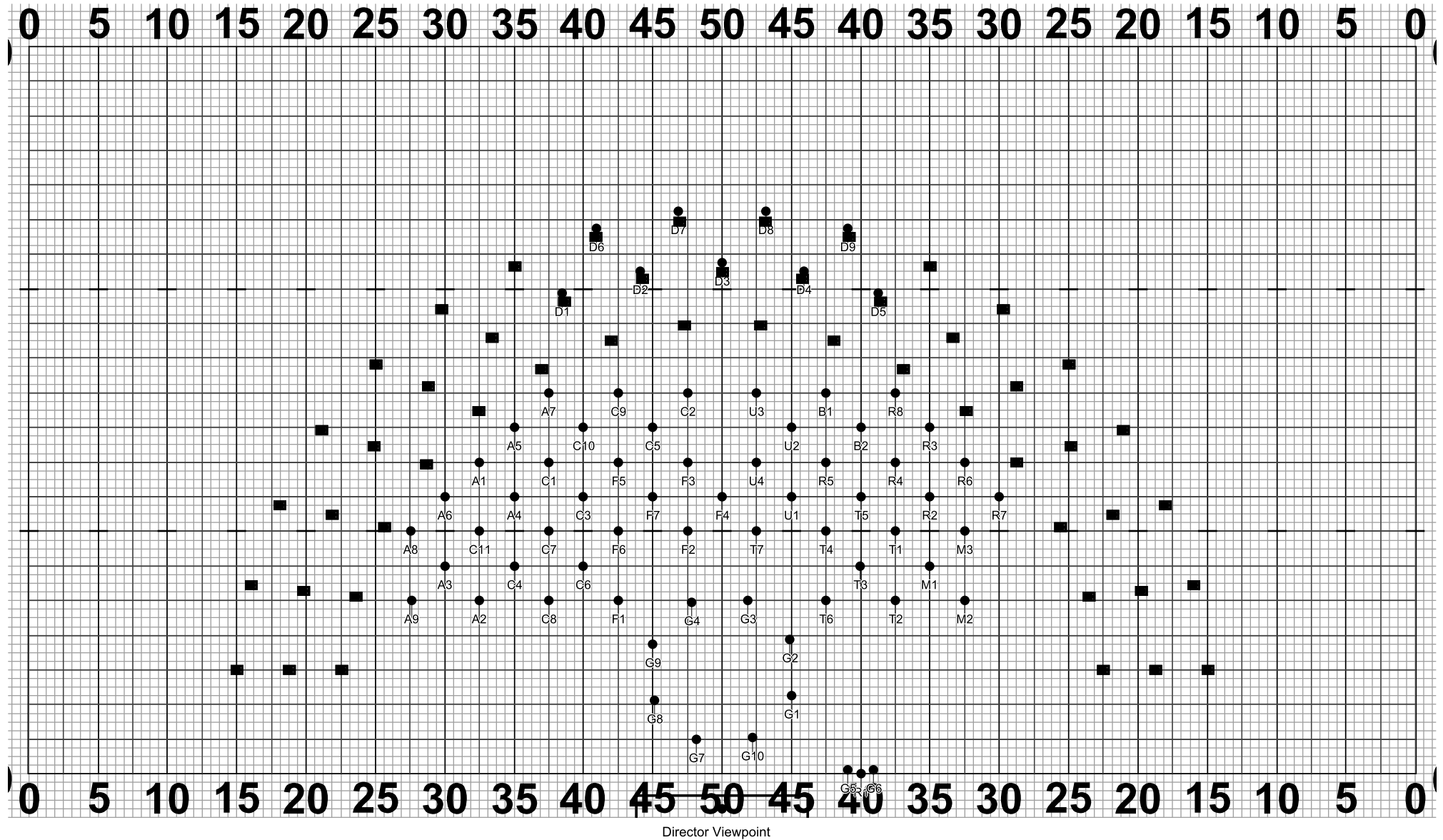
Sequentially turn around from front to back within each line after release



Set #21 Counts: 48 Measures: 83 - 94

Sequential departures. Leave every four counts. Arrive when you do. Plenty of counts to march, could be flutter for more velocity.

Guard yeild to wind players. Stage this however you'd like but let's great guard focus during this front ensemble moment.



Set #22 Counts: 8 Measures: 95-96

All Hold 8