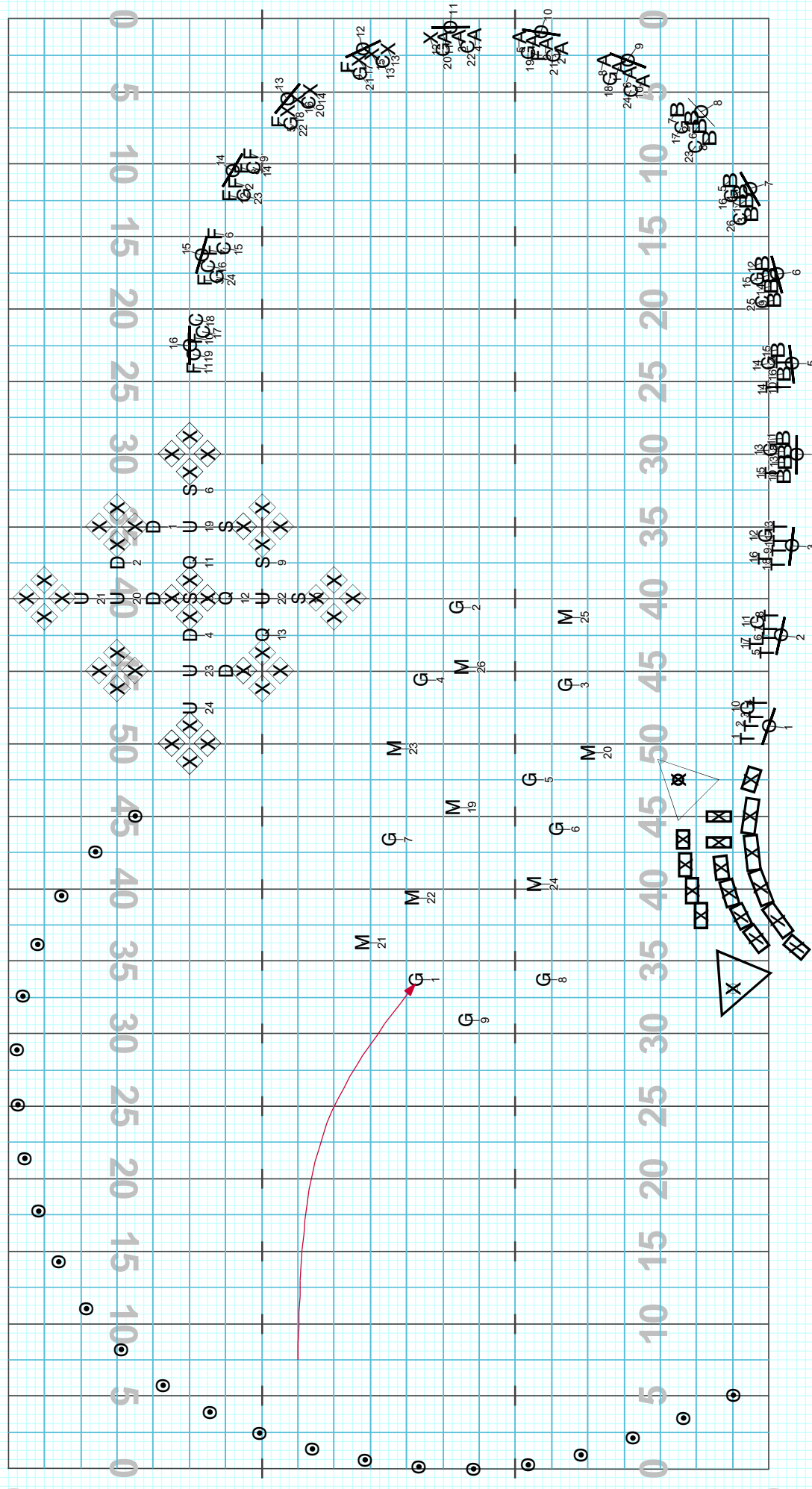
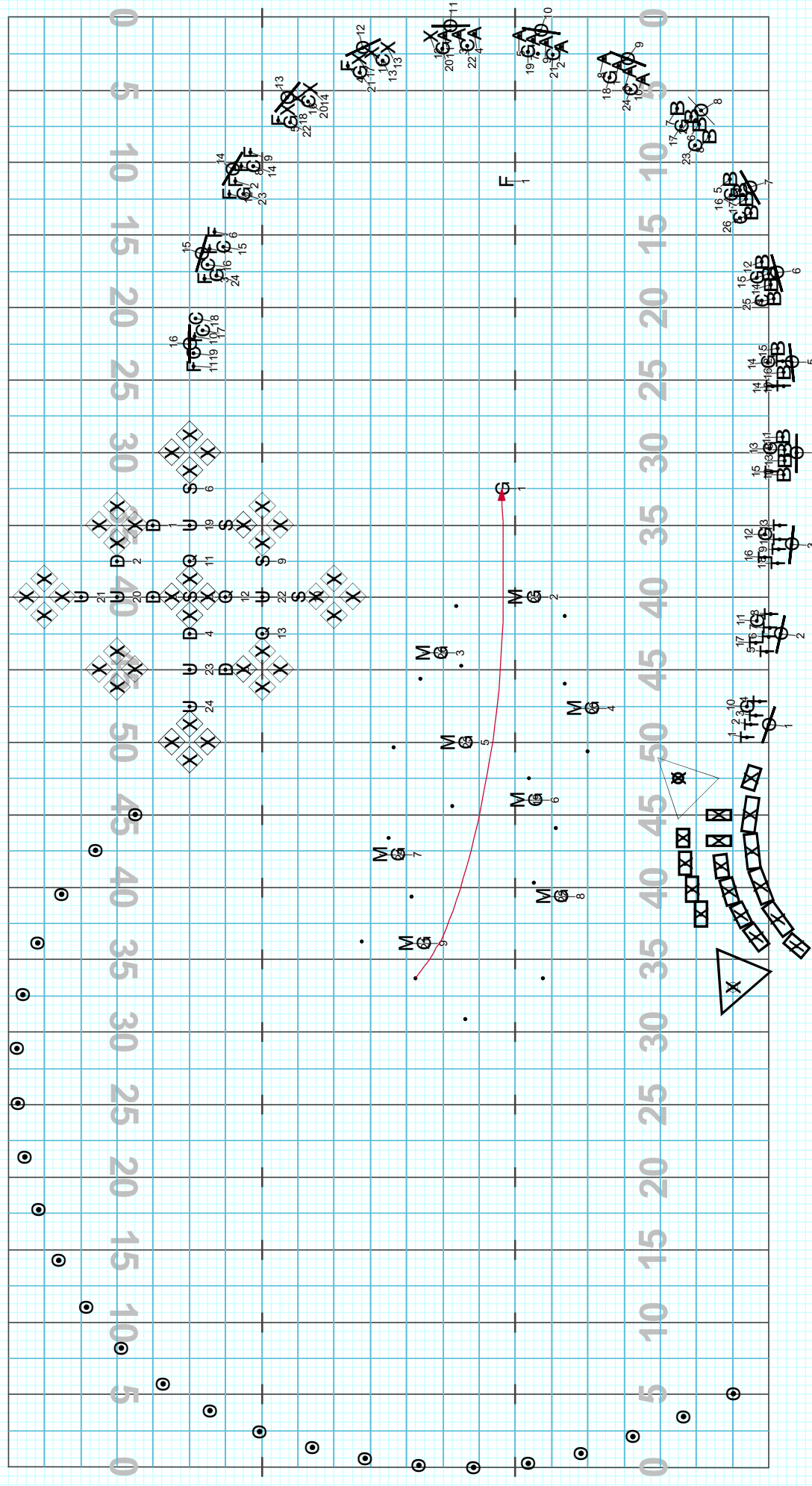




Winds:

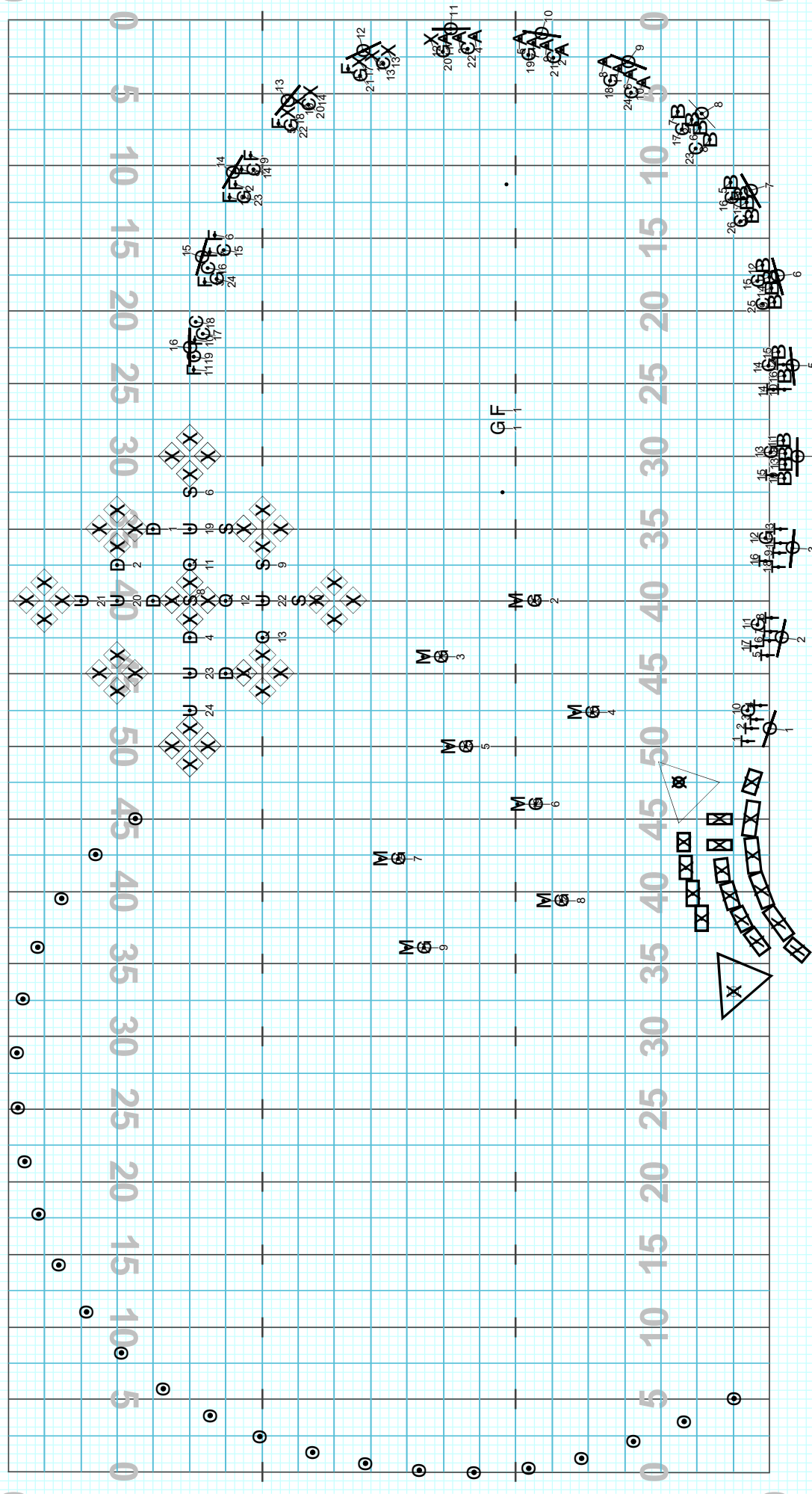
Guard: Our Harley Quinn character should start motion in the announcements to draw focus. Time her out, so she is moving to here and doesn't stop moving.

Drums/PROPS:



Winds: F1 can start out to meet HQ. They should move slow at first, wait for about half of this before they go.

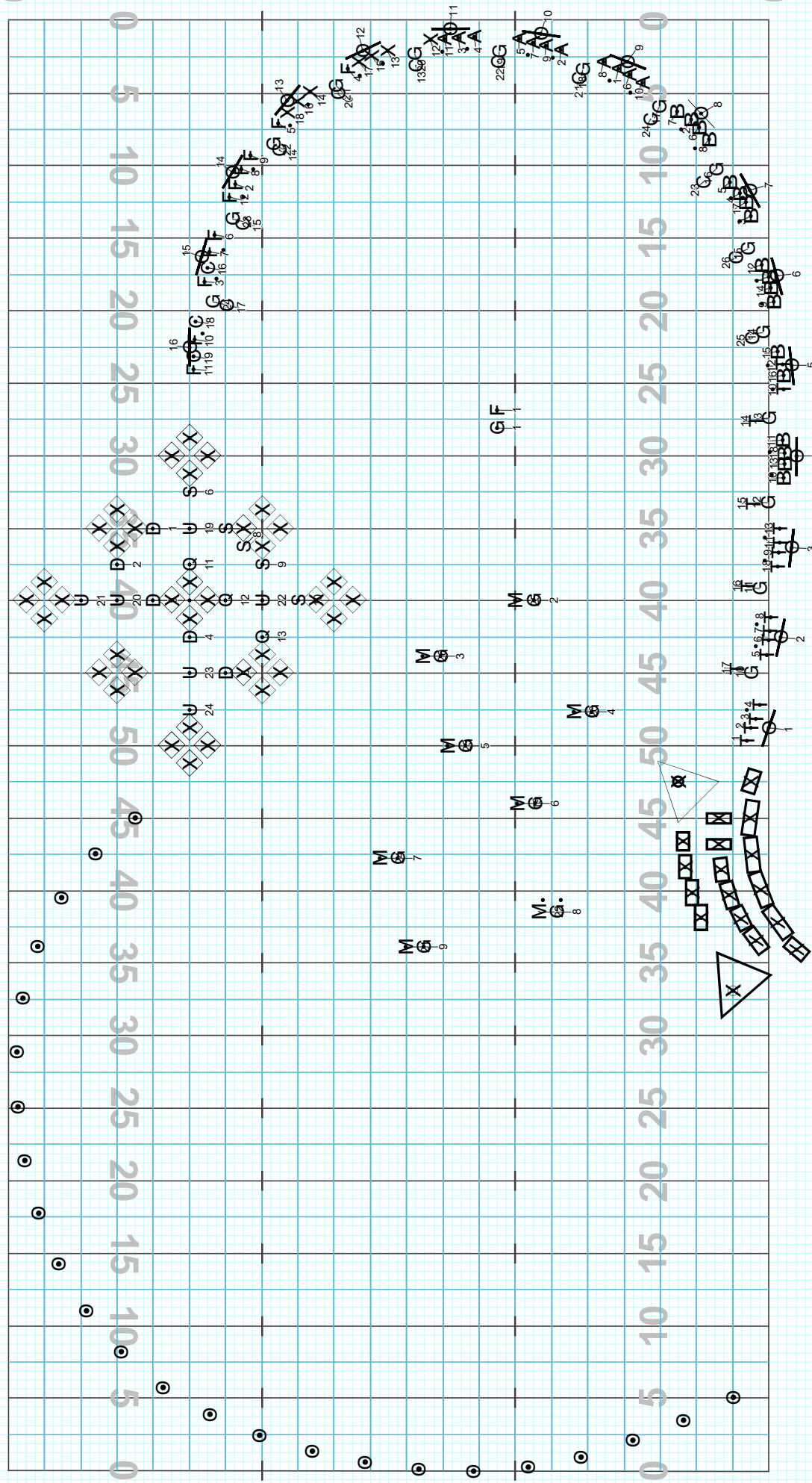
Drums/PROPS:



Set #2A Counts: 8 Measures: 7-8

Winds: I have F1 running on the vocal sounds, but feel free to adjust this to your liking.

Drums/PROPS:

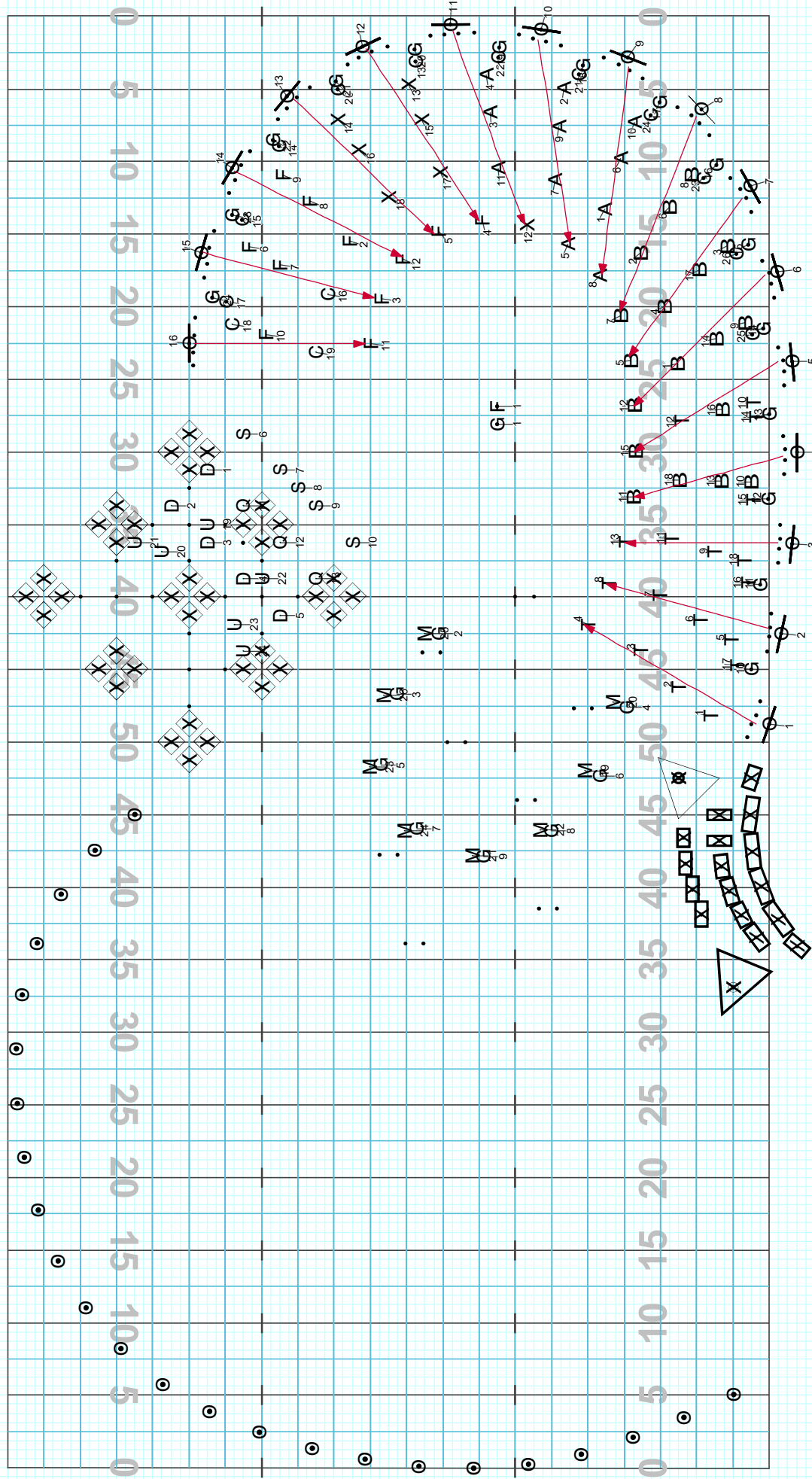


Set #2B Counts: 8 Measures: 9-10

Winds: Pairs come together between the props as a third layer idea. They can pose, or do simple body. It should be than the focus pairs.

Guard: Pairs come together between the props as a third layer idea. They can pose, or do simple body. It should be than the focus pairs.

Drums/PROPS:



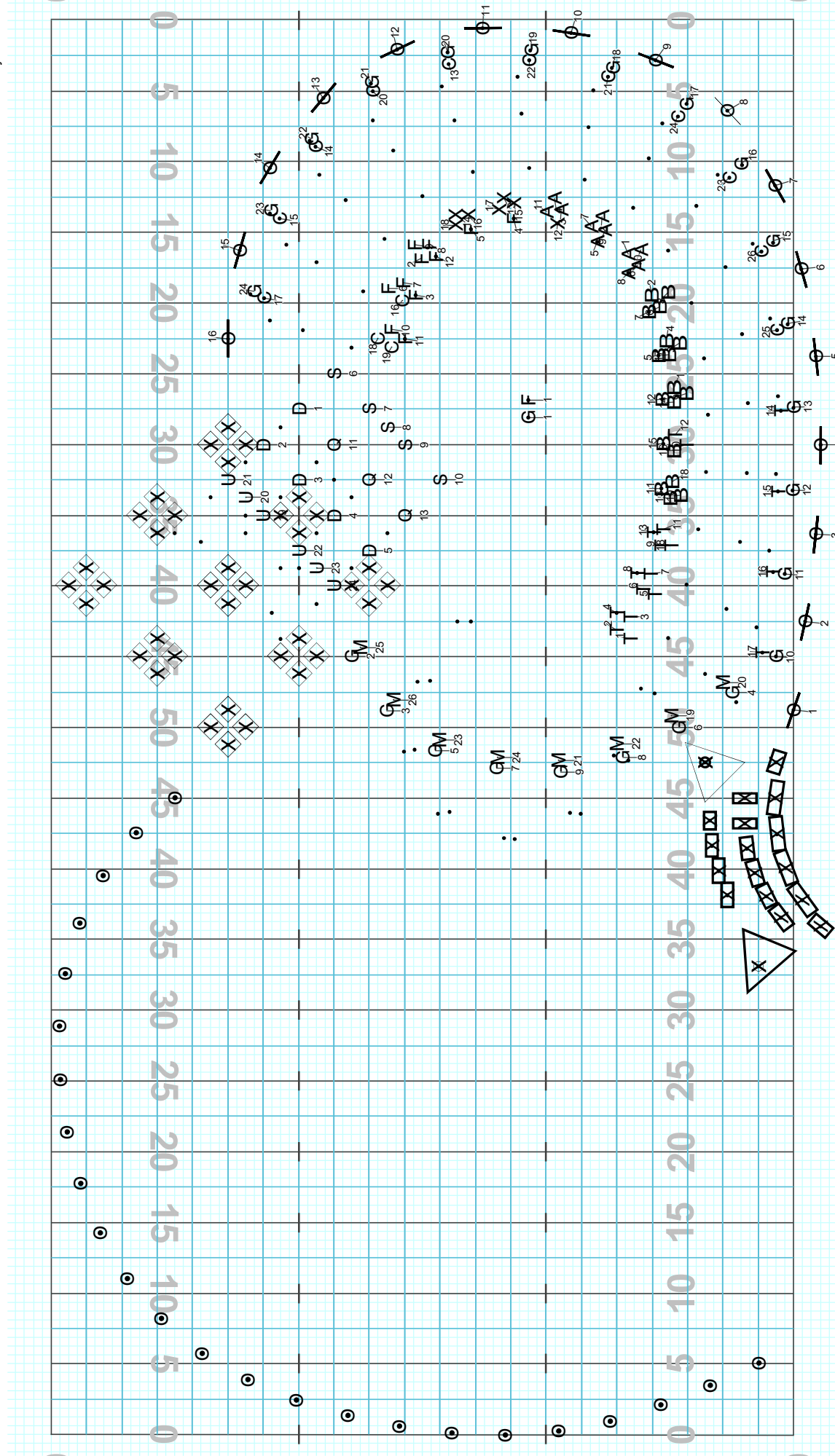
Director Viewpoint

Set #2C Counts: 8 Measures: 11-12

Winds: The winds should run sequentially to here. I have each person running for 8 counts, and leaving every 2 counts. The first runners just got to their pod spots here, while the fourth person from each prop has just left on 7-8. They will continue motion into the next set.
Mello pairs are moving. They can separate from partners while they travel if that works better.

Guard: Mello pairs are moving. They can separate from partners while they travel if that works
pairs between the props still there.

Drums/PROPS: drums and tubas can face direction of travel and march



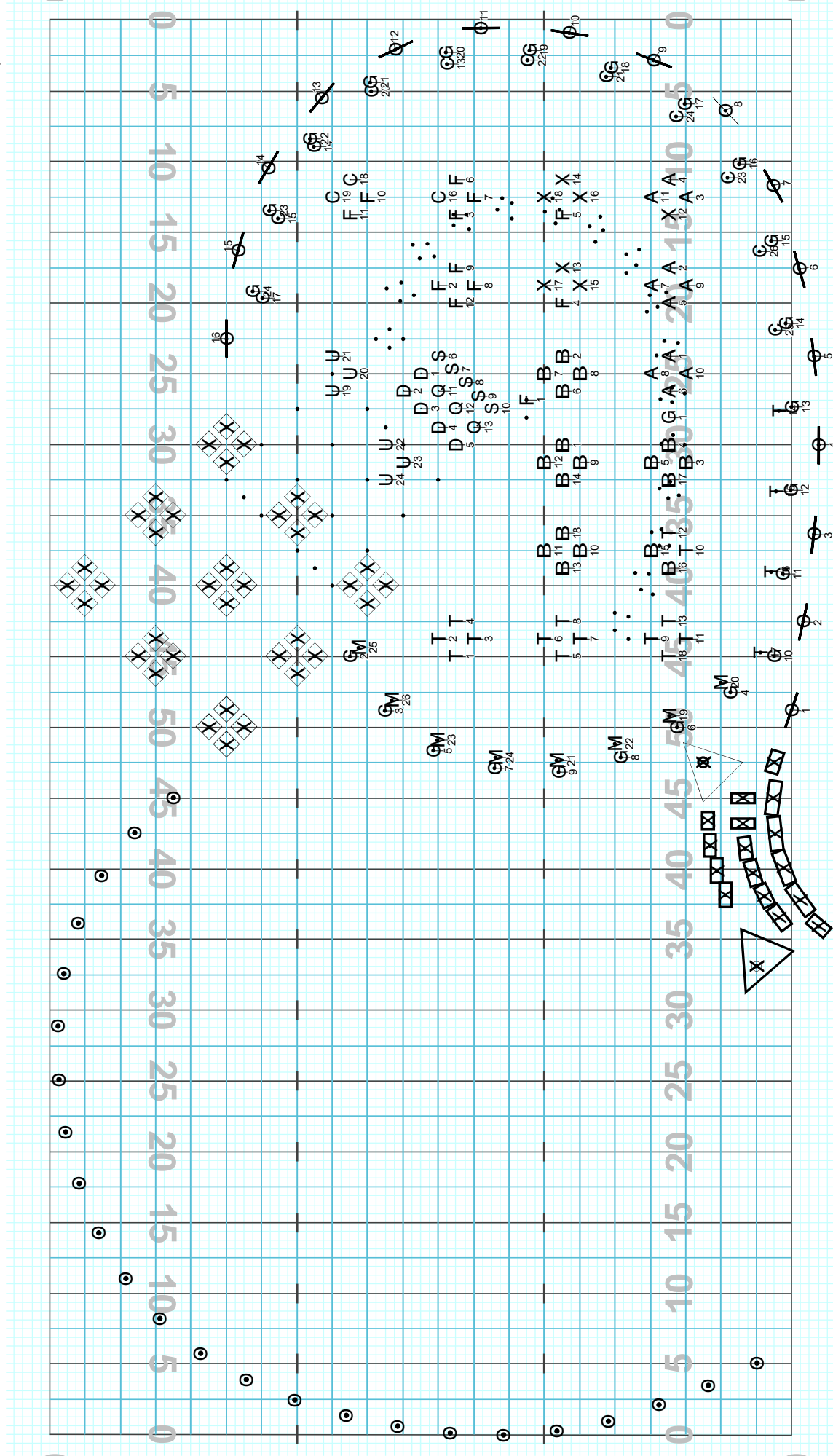
Director Viewpoint

Set #3 Counts: 8 Measures: 13-14

Winds: Pods finish forming
If teh mello pairs seperated, rejoin by the end of this.

Guard:

Drums/PROPS:

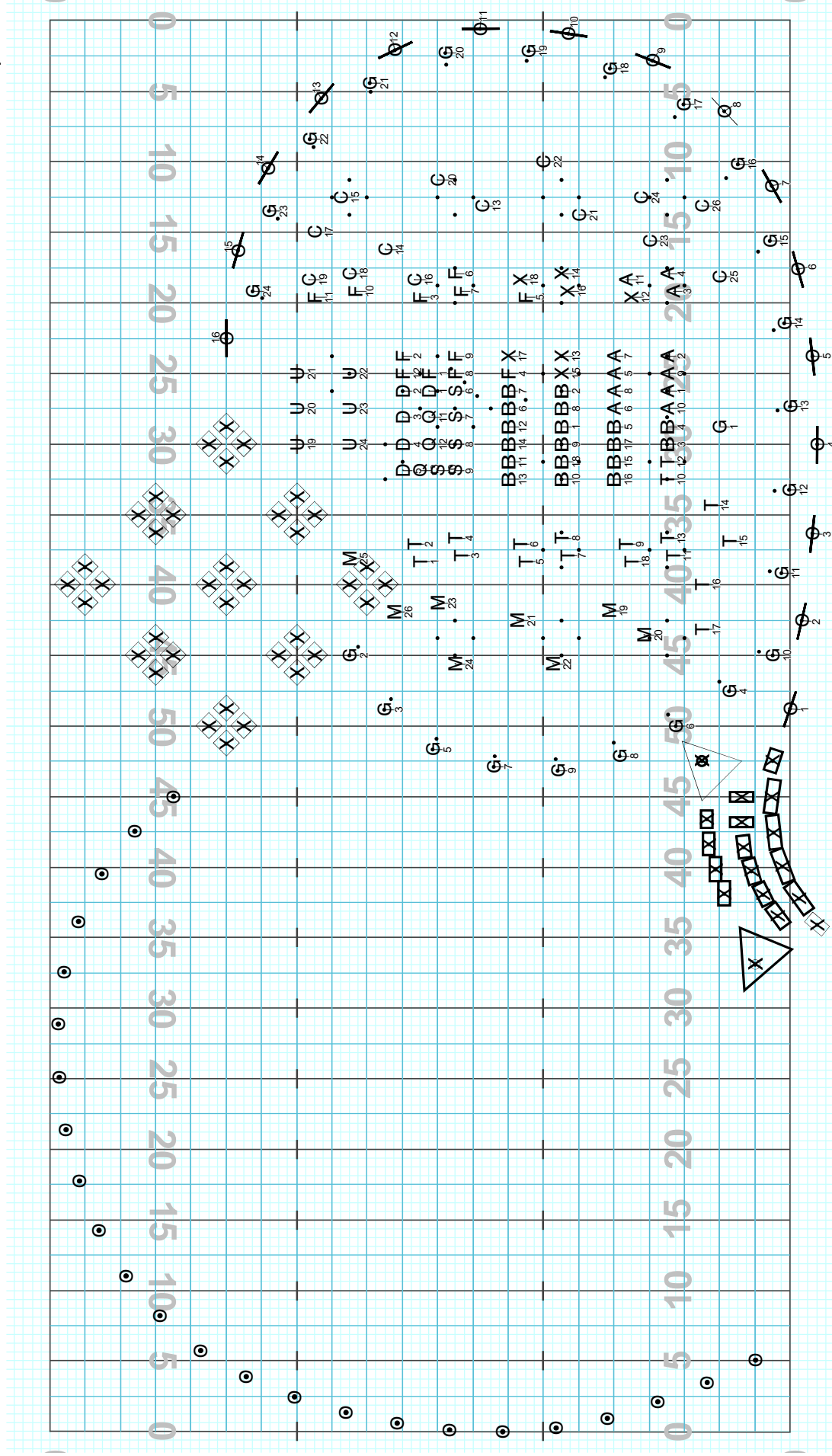


Set #4 Counts: 16 Measures: 15-18

Winds: pods move in time. rotate to face backfield in the first couple counts.

Guard: HQ lose the partner.

Drums/PROPS:



Set #4A Counts: 8 Measures: A1-2

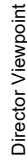
Winds: Pairs - the M/T/C from the pairs should face and run here.

The pods will arrive to the block sequentially every 4 counts. The 4 files behind B3/B4/A10/A1 get in on 4, the next files on 8, and the next pods are 4 counts from getting in at this point. I wrote this as big marching steps facing backfield. BUT, this could totally work as character runs, still with the sequential arrivals.

U - take 8

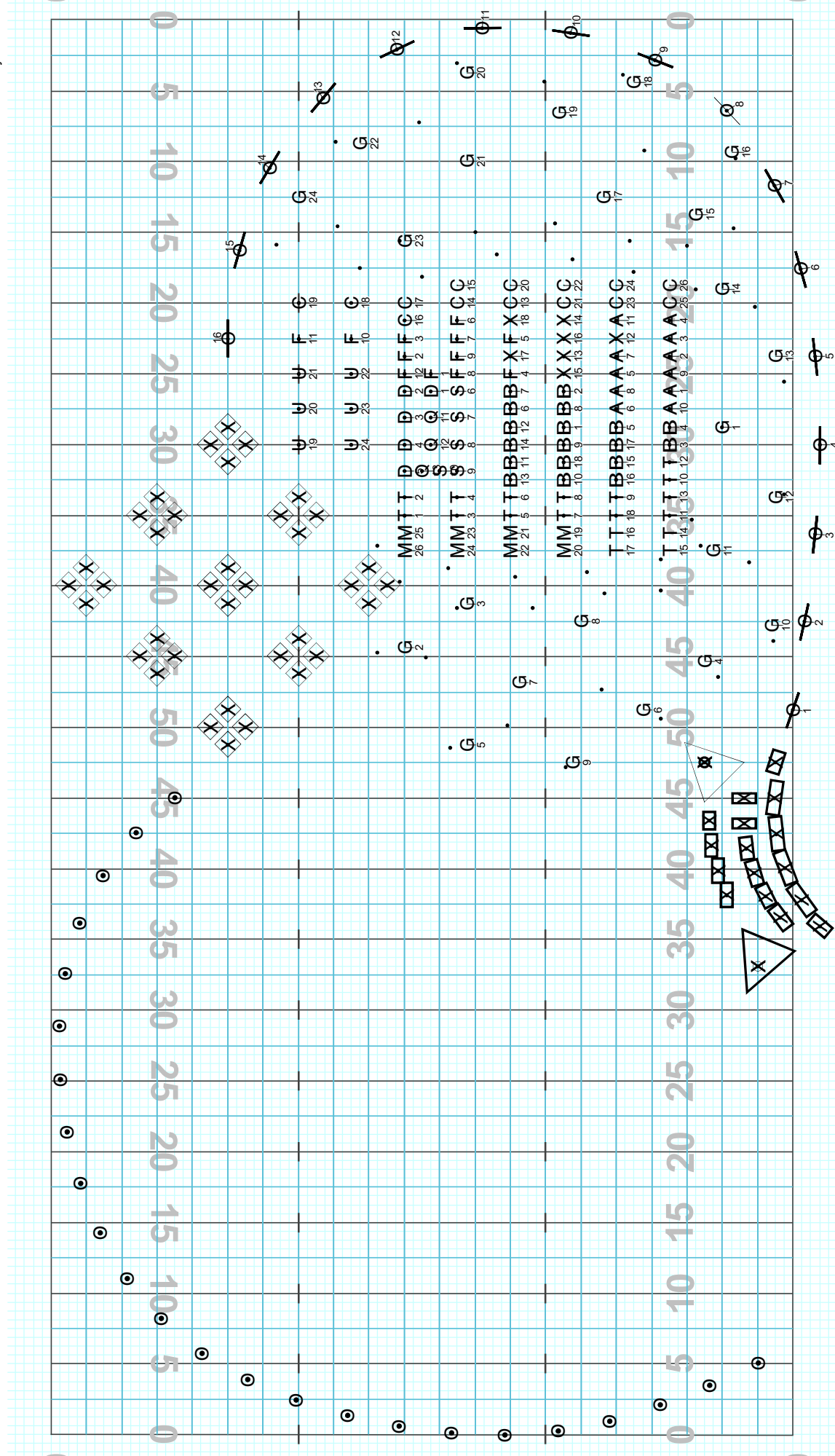
Guard: G1 solo

Drums/PROPS: halt after 8



Drums/PROPS:

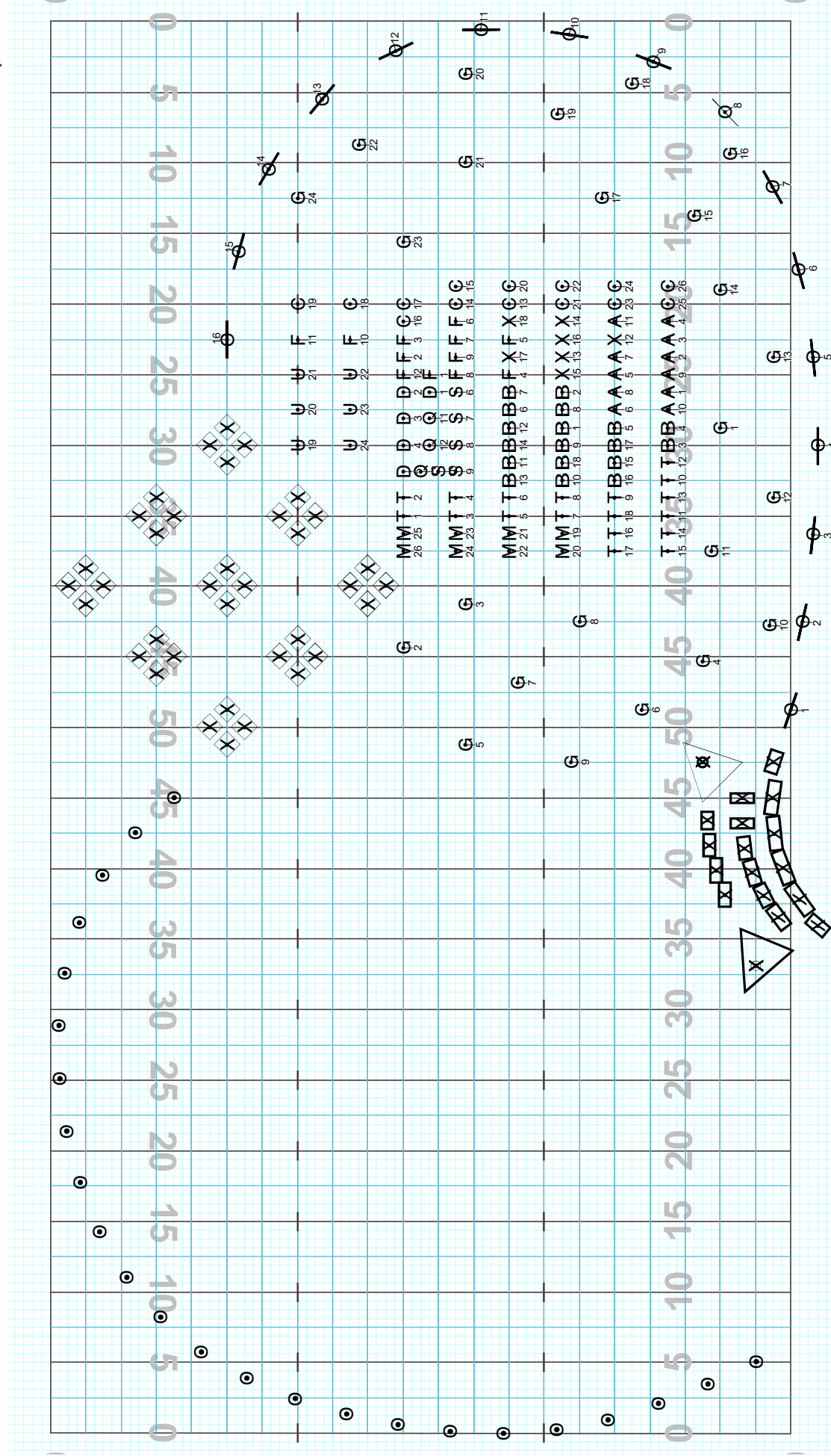
Winds: Last pod groups get in here. Runners from the pairs are still in motion for another 4. They can wait in teh pairs a little longer if we want move motion to here. So wait longer and run faster is an option.



Drums/PROPS:

Guard:

Edmond 2021

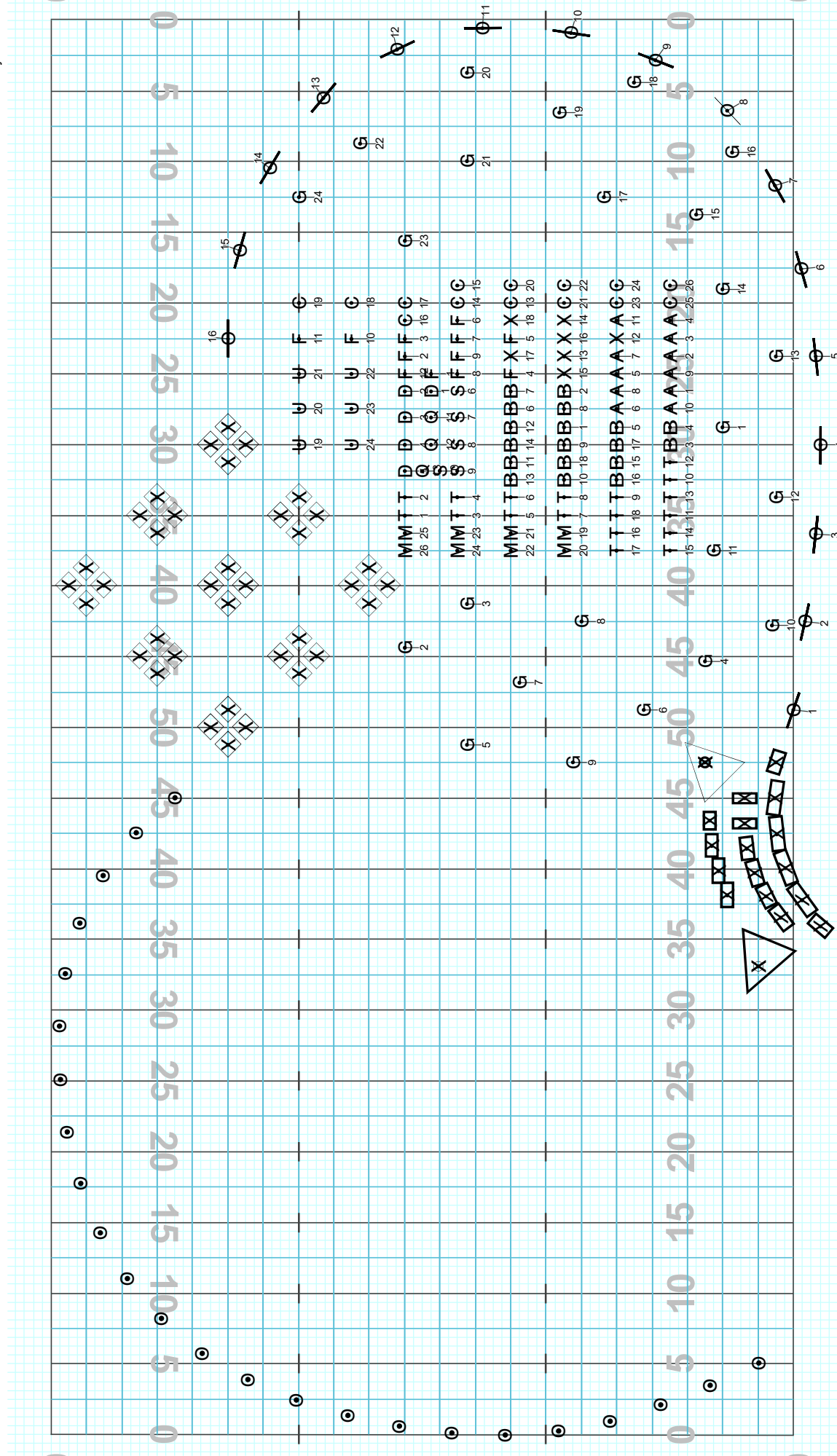


Set #6 Counts: 4 Measures: A5

Winds: We need a layered turn to the front here. It's tight intervals, so something where they swing their horns over the top for added motion and avoid hitting your friends. The layer should start with the middle files and go out both directions. B1 and A10 files go first. They idea can start 4, 8, or 12 counts before this if needed. Anytime after the first pods get here, we can start the layered turn to the front while other files are still arriving.

Guard: I have them in 4 counts before the hit, to pick up the winds ripple. BUT, We could still be running in here if you would rather see motion up to the down beat. Have them stay out in the ring longer if so.

Drums/PROPS: Add a turn that fits with the winds.



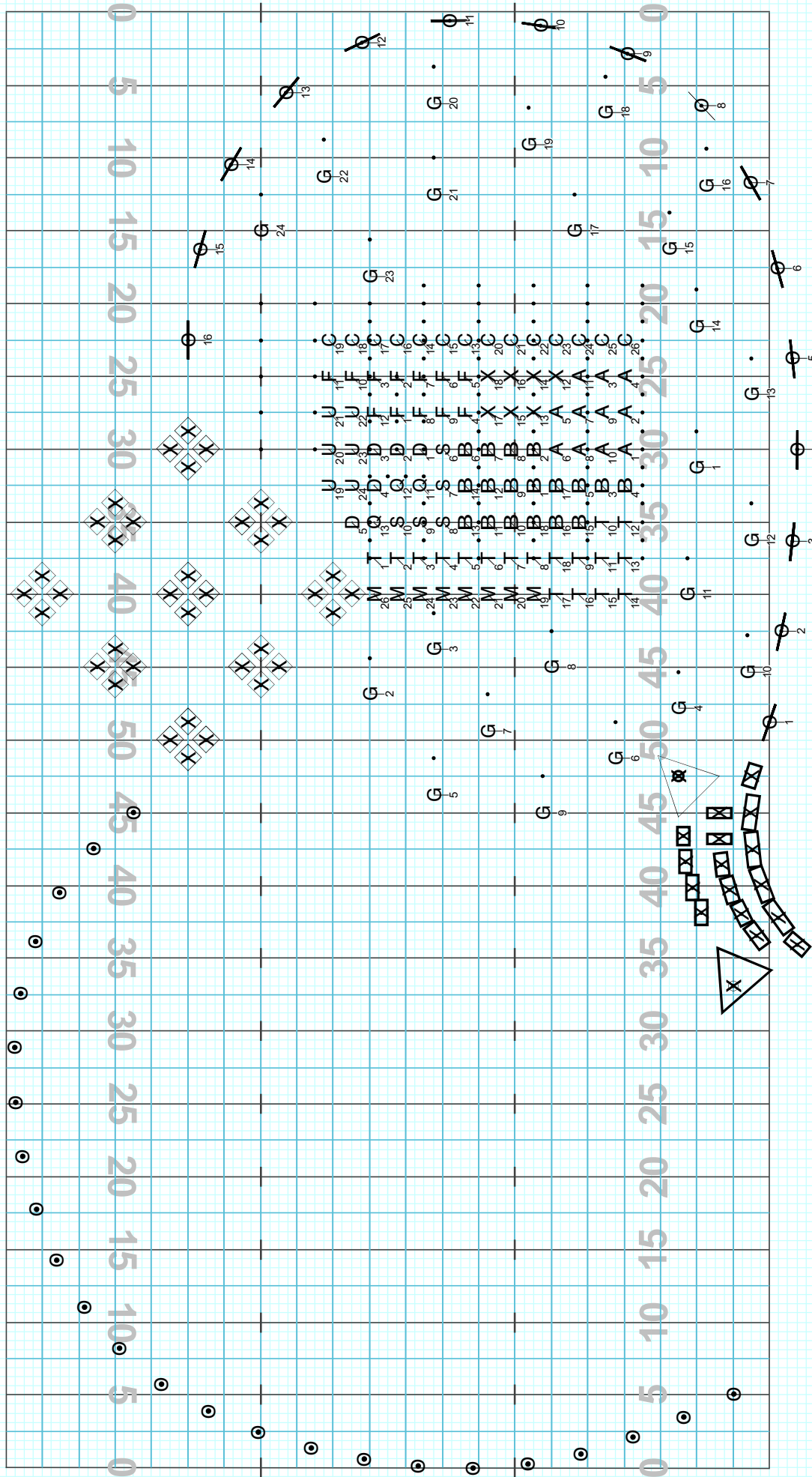
Set #7 Counts: 36 Measures: B1-10 HALT 36

Winds:

Guard: ALL IN

Drums/PROPS:

Edmond 2021

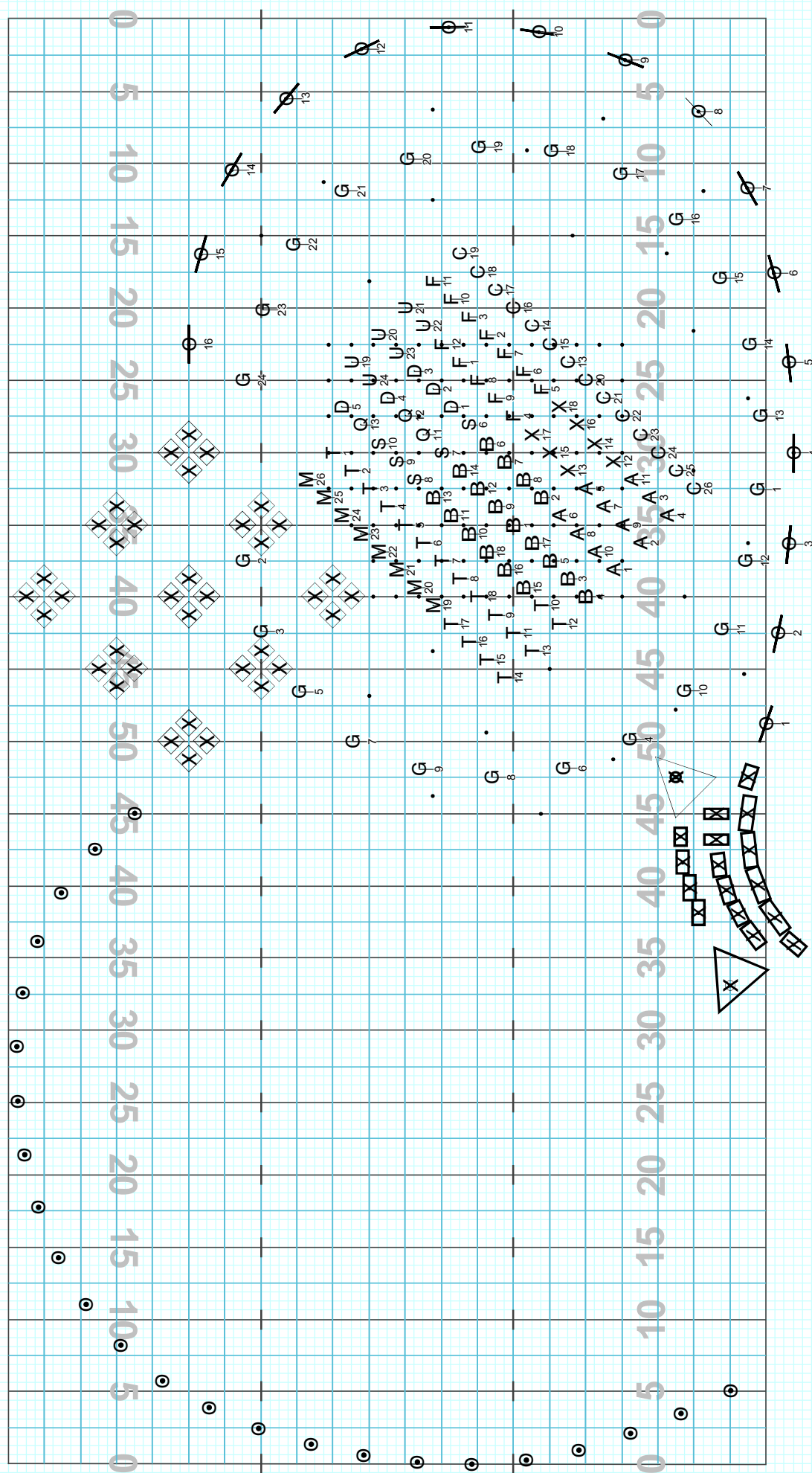


Set #8 Counts: 8 Measures: B11-12

Winds:

Guard:

Drums/PROPS:

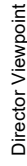


Set #9 Counts: 16 Measures: B13-16

Winds:

Guard:

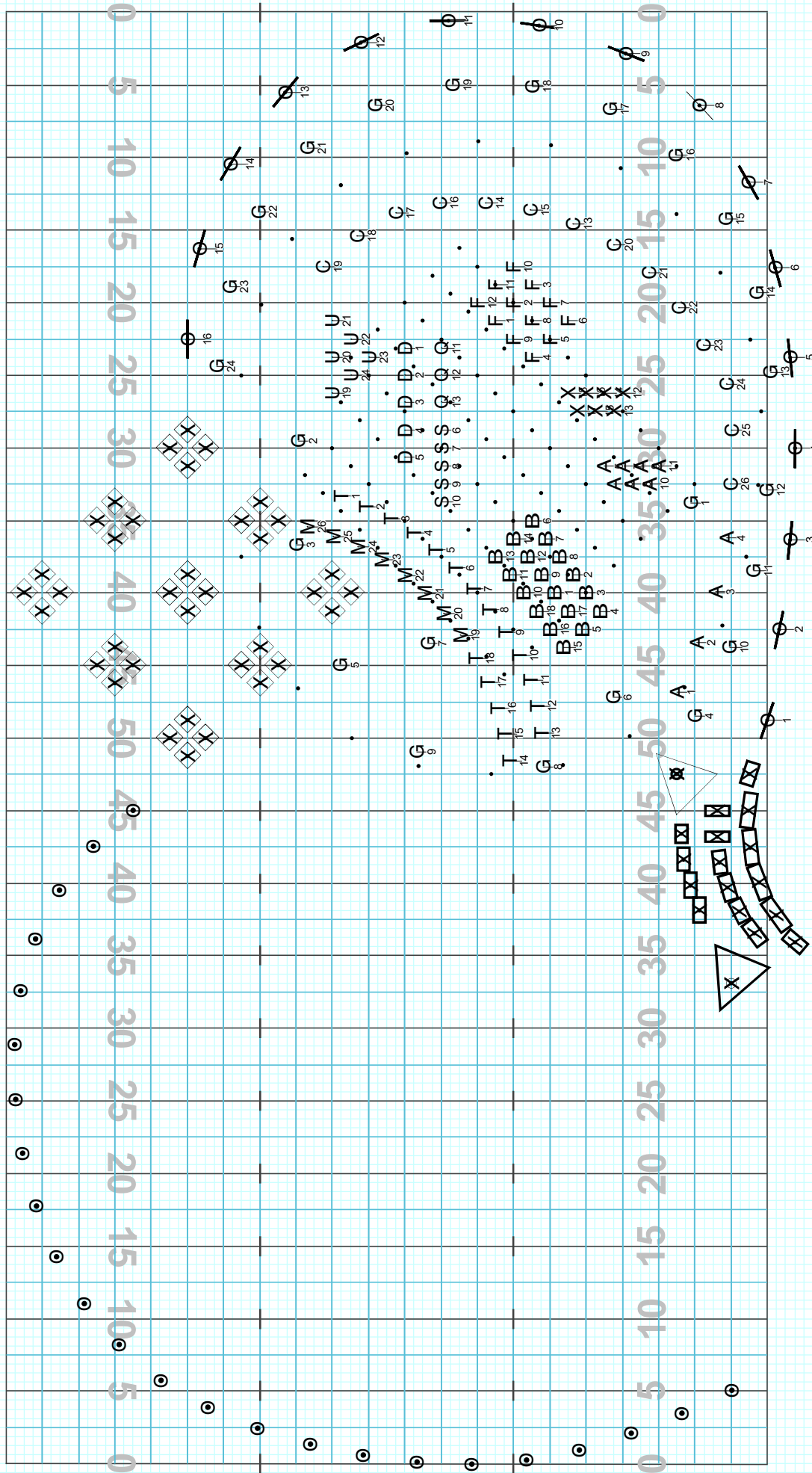
Drums/PROPS:



Winds:

Guard:

Drums/PROPS:



Director Viewpoint

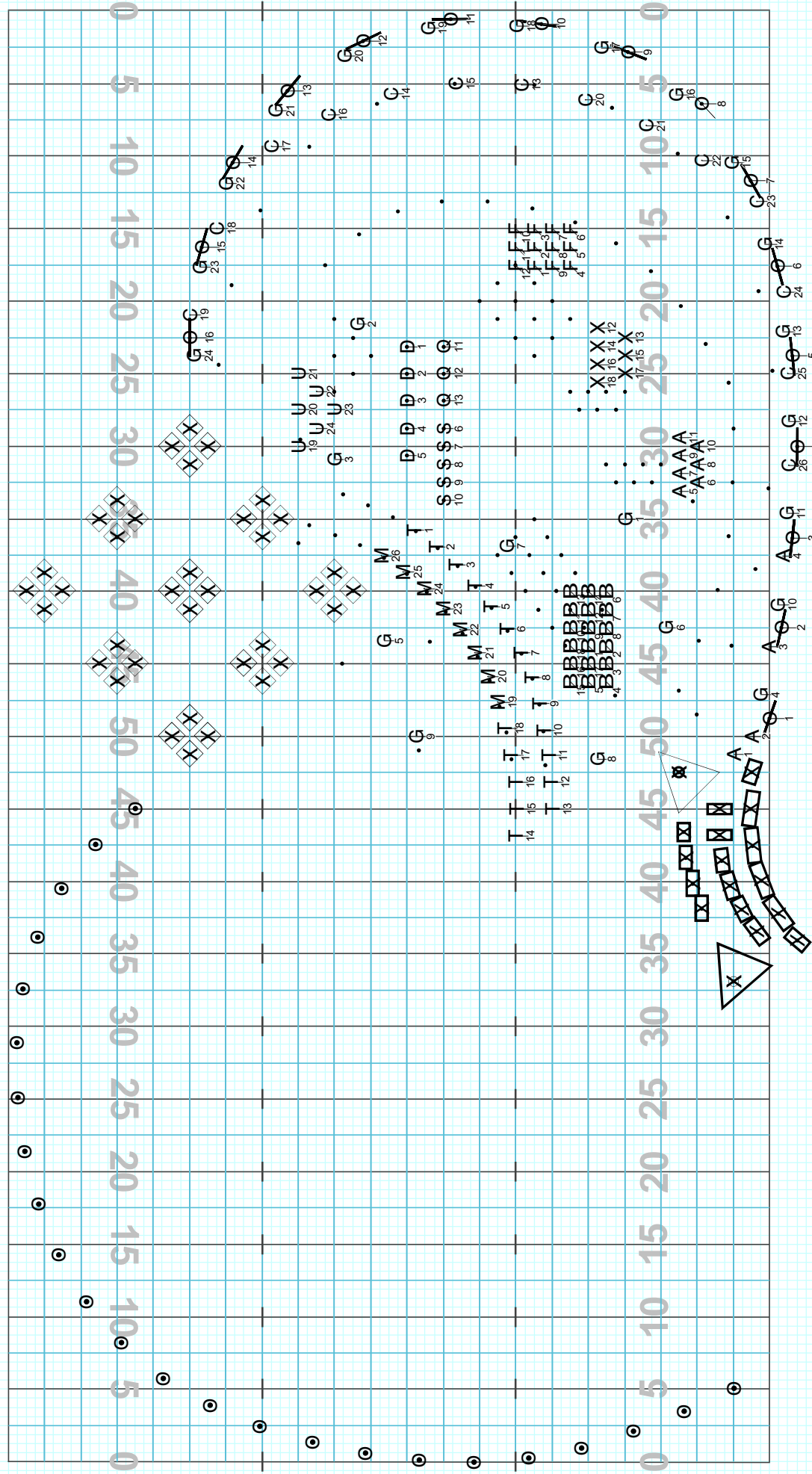
Set #10A Counts: 8 Measures: C1-2

Winds: The C/A arc can face direction of travel and run on ct

1

Guard: 16 flags are running to the props to move them. G1-3, 5-9 hold focus.

Drums/PROPS:



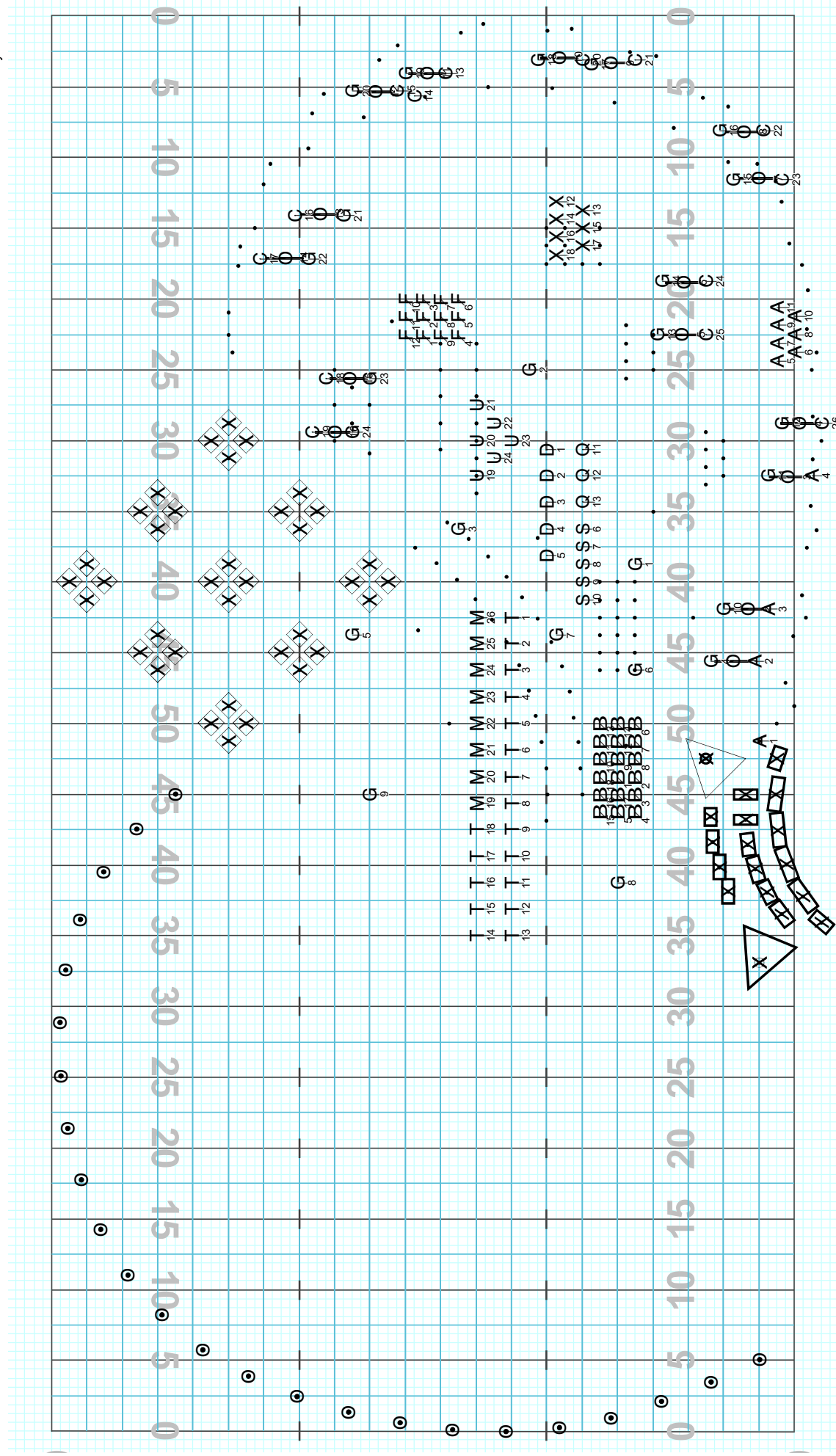
Director Viewpoint

Set #11 Counts: 8 Measures: C3-4

Winds: C/A - still running to props. If the outside crew can make it all the way to their prop by here, that's ok. I put the arc in here in case the steps are too big and they can't quite get there.

Guard: 16 at the props ready to move.
8 spinning to hold focus.

Drums/PROPS:



Director Viewpoint

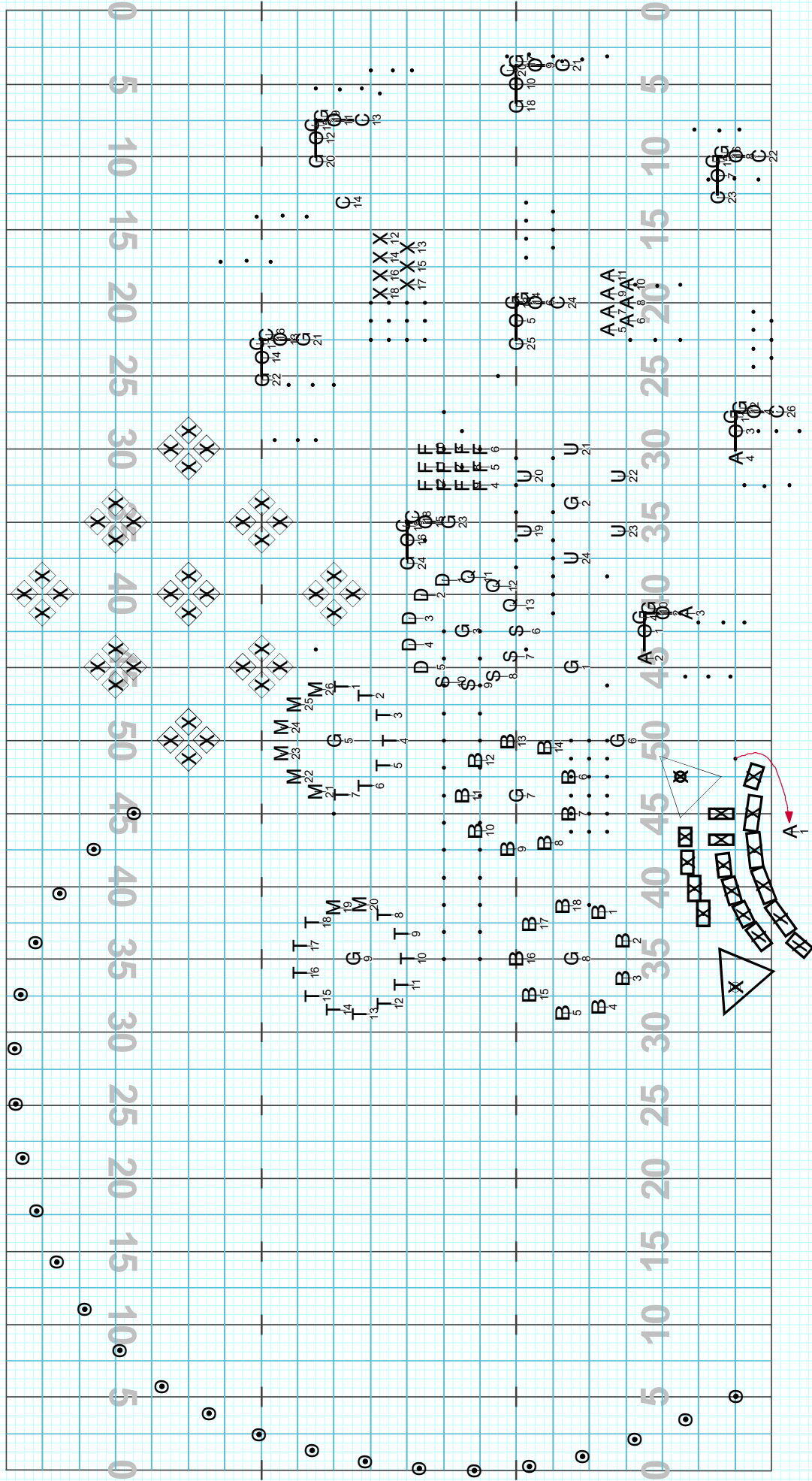
Set #12 Counts: 16 Measures: D1-4

Winds: Props on the move. Guard should start to pull them, and the winds can help get the props parallel to the yardlines. For those that are finishing running from the last set, get there as soon as you can. The guard partner might start pulling a count before you arrive. try to get the props parallel in the first 4 counts if possible. They will look better traveling all the same.

Guard: Props on the move. Guard should start to pull them, and the winds can help get the props parallel to the yardlines. For those that are finishing running from the last set, get there as soon as you can. The guard partner might start pulling a count before you arrive. try to get the props parallel in the first 4 counts if possible. They will look better traveling all the

Drums/PROPS:

Edmond 2021

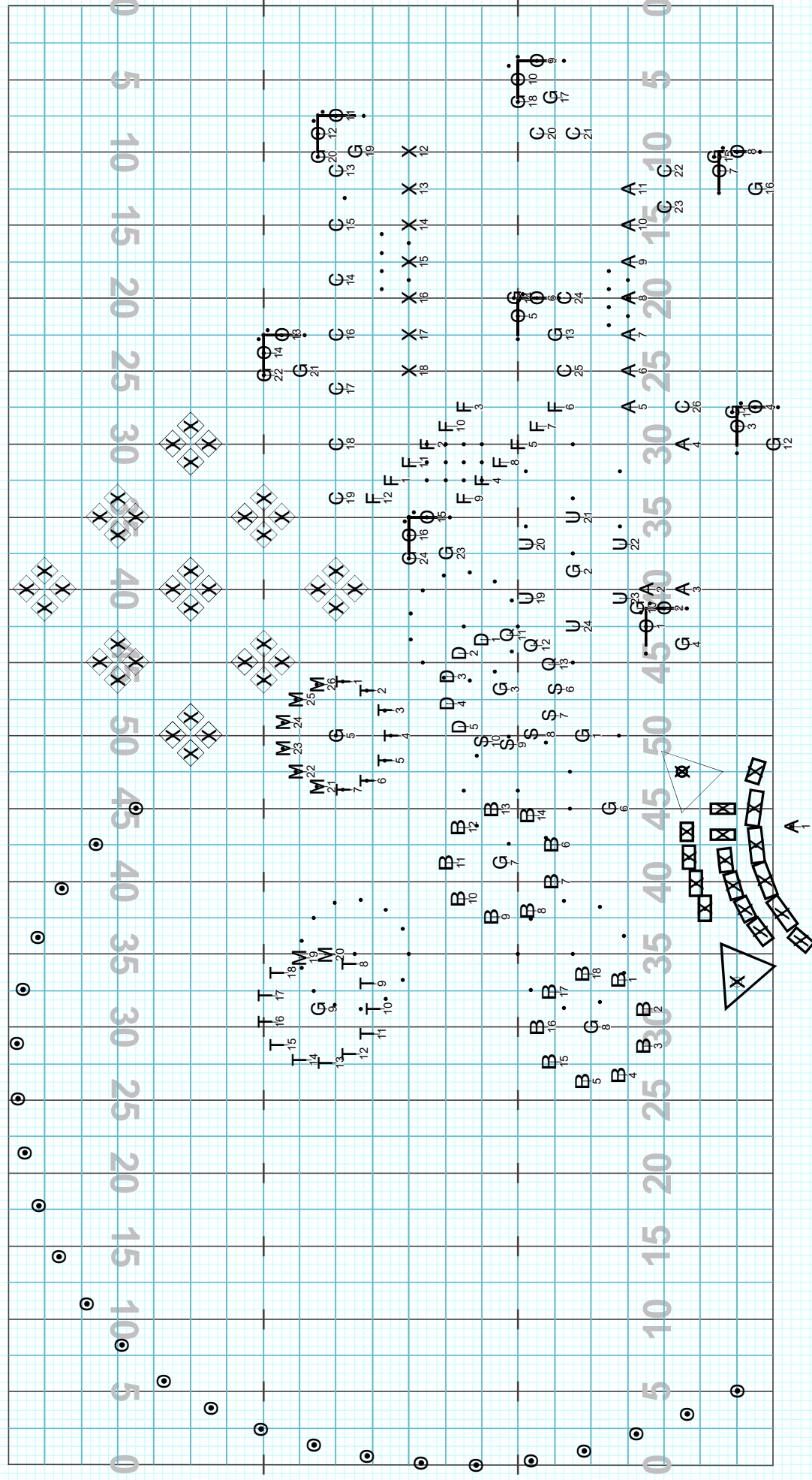


Set #13 Counts: 16 Measures: D5-8

Winds: PROPS done moving. Keep them parallel for most the move, and rotate to here in the last 4.
C14 is an extra body. Use them if someone is out, or needs help.

Guard: PROPS done moving. Keep them parallel for most the move, and rotate to here in the last 4.

Drums/PROPS:



Director Viewpoint

Set #13A Counts: 8 Measures: E1-2

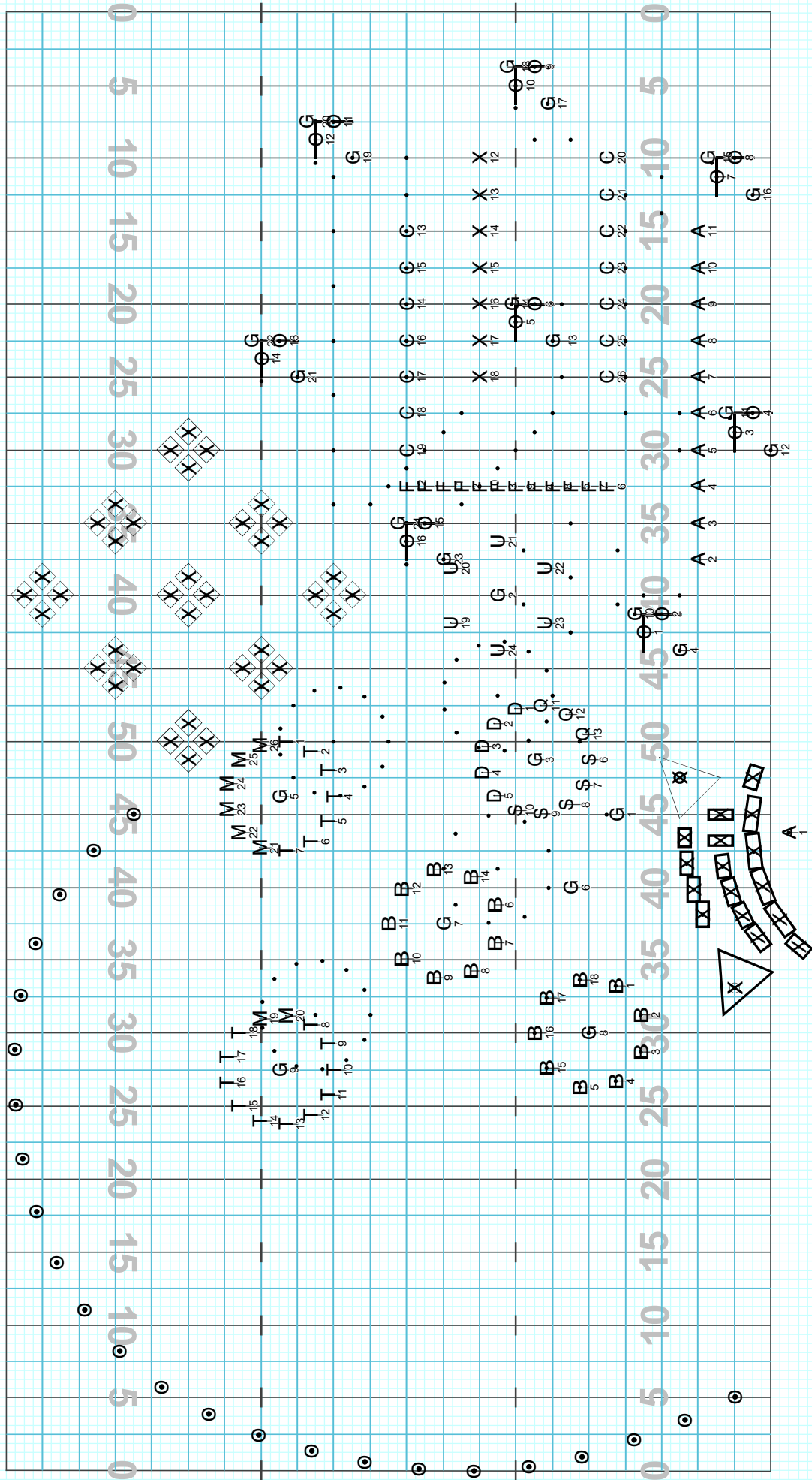
Winds: prop movers can leave right on 1
I have one circle halted every 8 cts so we can do a little pod
visual moment. T/M pod halted here

Guard: prop movers stay for 8 to make sure the props are
right.

One circle halts each 8, so the guard person inside can do a
solo.
G5 solo

Drums/PROPS:

Edmond 2021



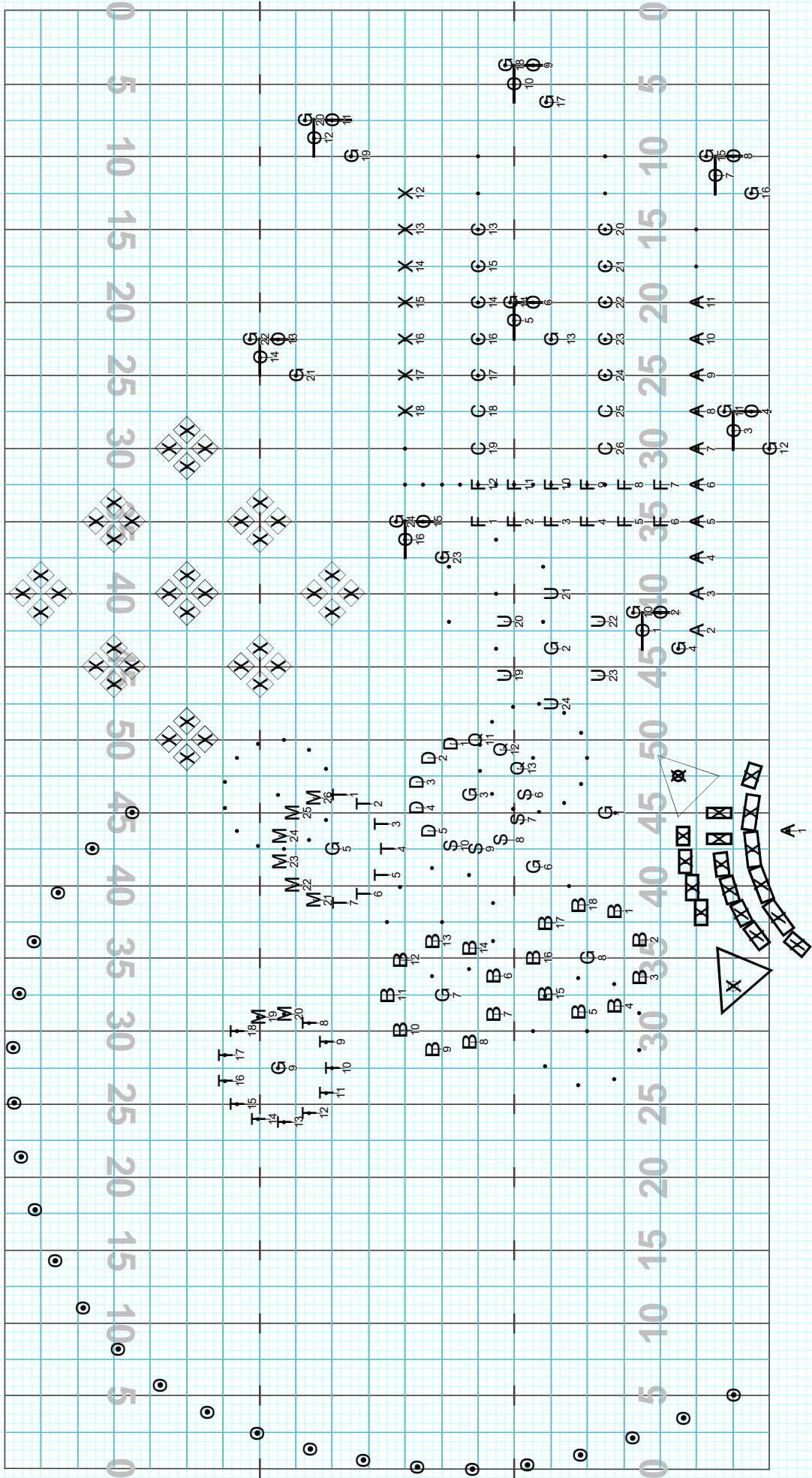
Set #14 Counts: 8 Measures: E3-4

Winds: B1 circle halted

Guard: G8 solo

Prop movers start to scatter out. Adjust as needed.

Drums/PROPS:



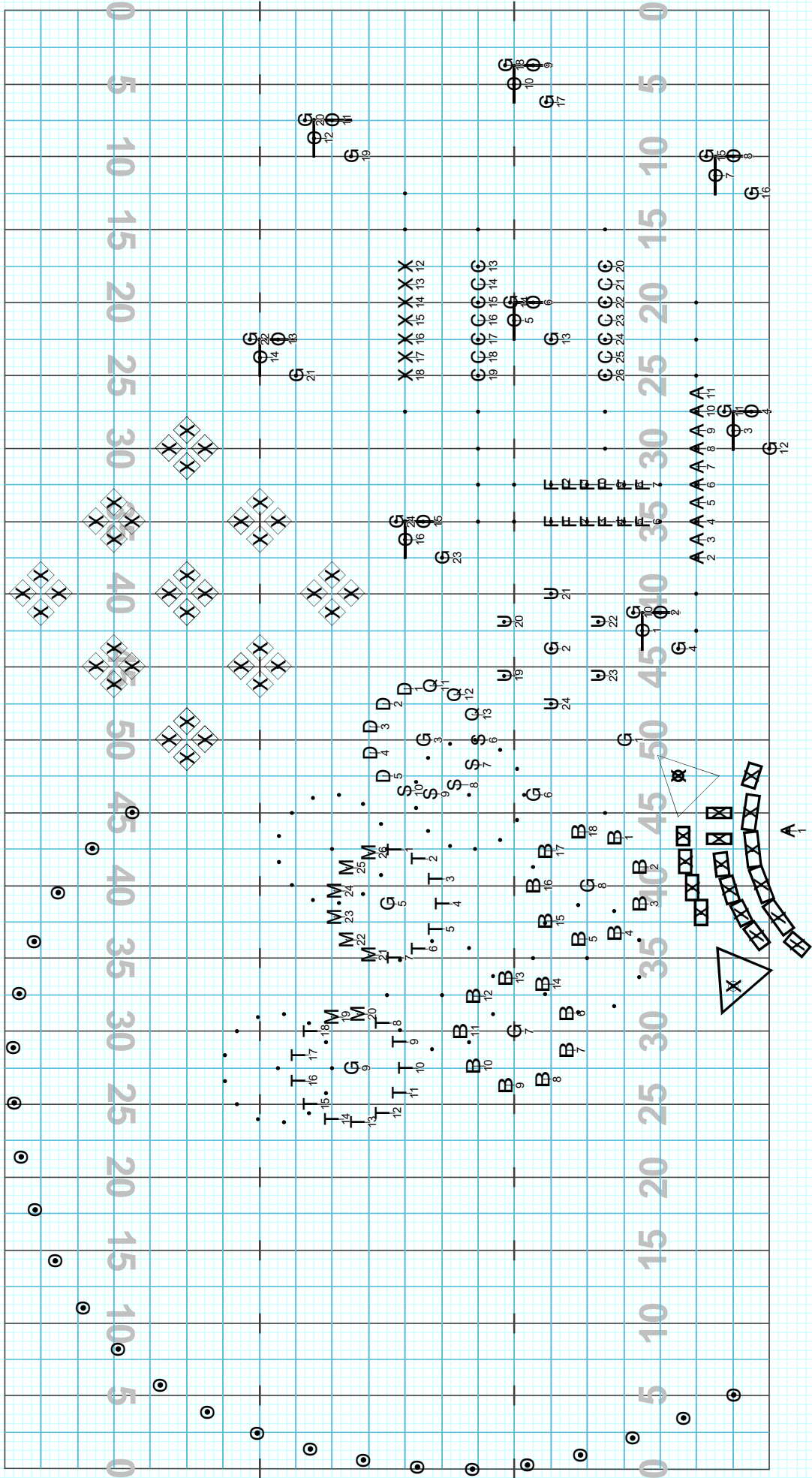
Set #14A Counts: 8 Measures: E5-6

Winds: T10 circle halted

Guard: G9 solo

Drums/PROPS:

Edmond 2021



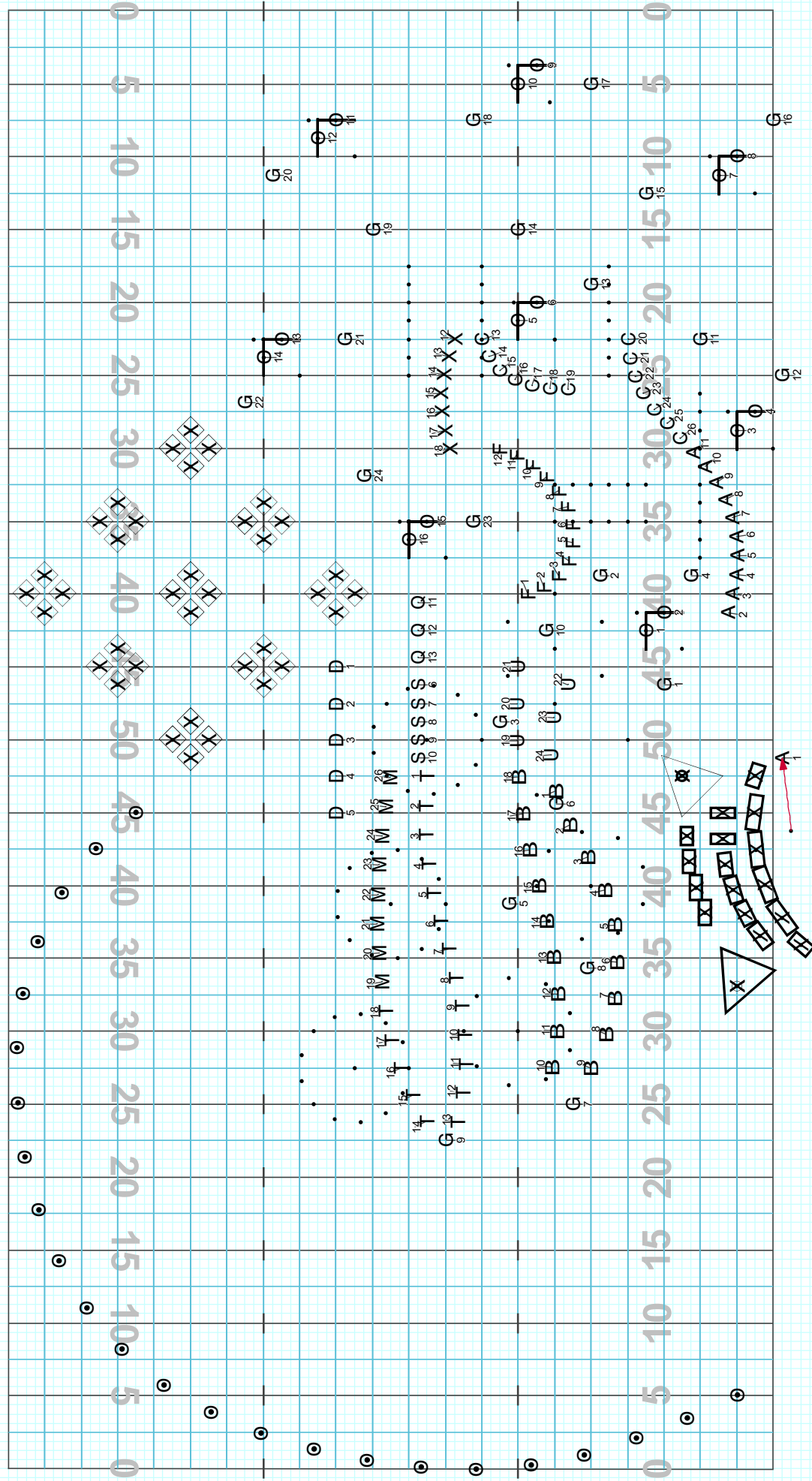
Director Viewpoint

Set #15 Counts: 8 Measures: E7-8

Winds: U circle halted

Guard: G2 solo

Drums/PROPS:

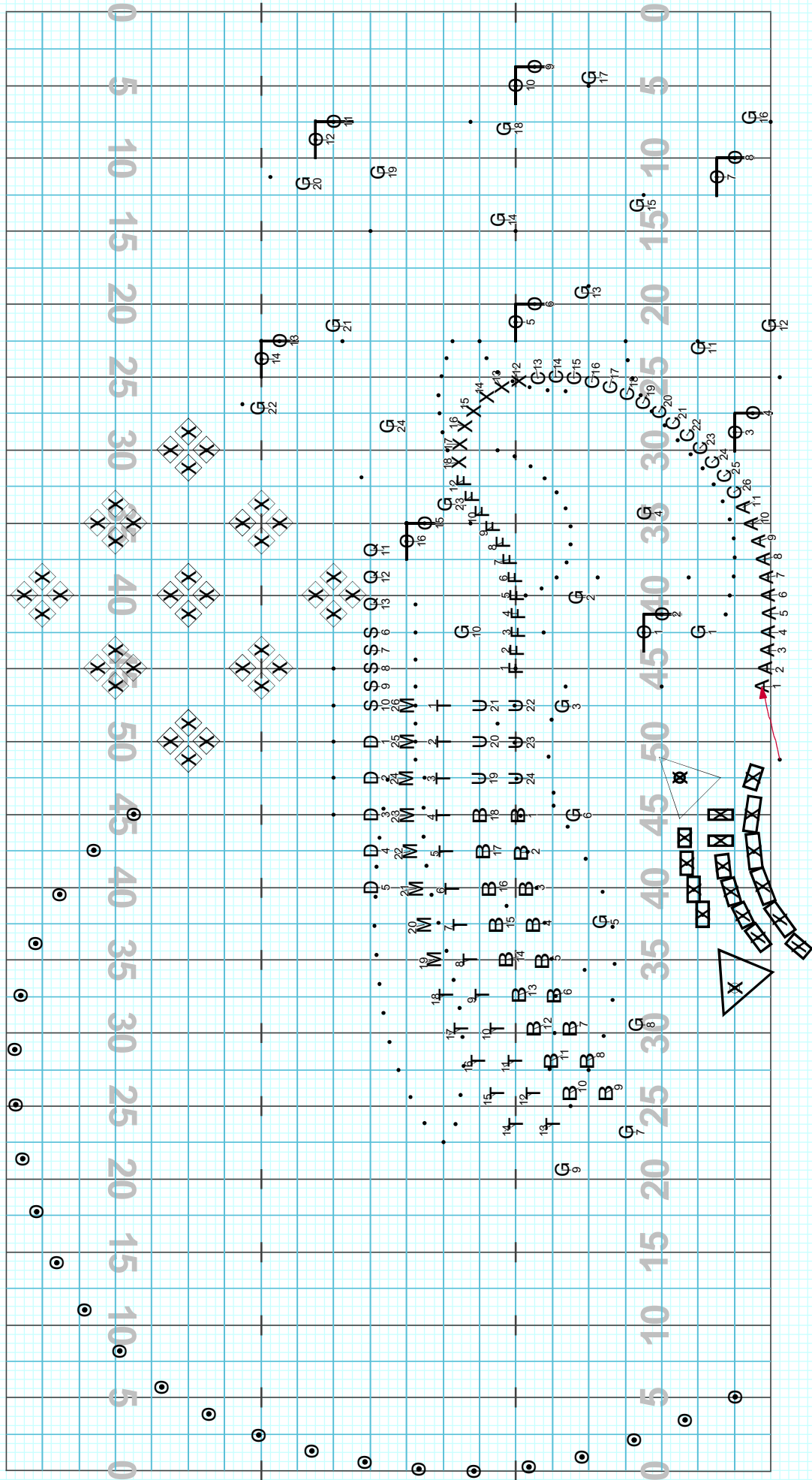


Set #15A Counts: 8 Measures: F1-2

Winds: This subset is here to clean this up. It works without, but will better with this.

Drums/PROPS:

Guard:



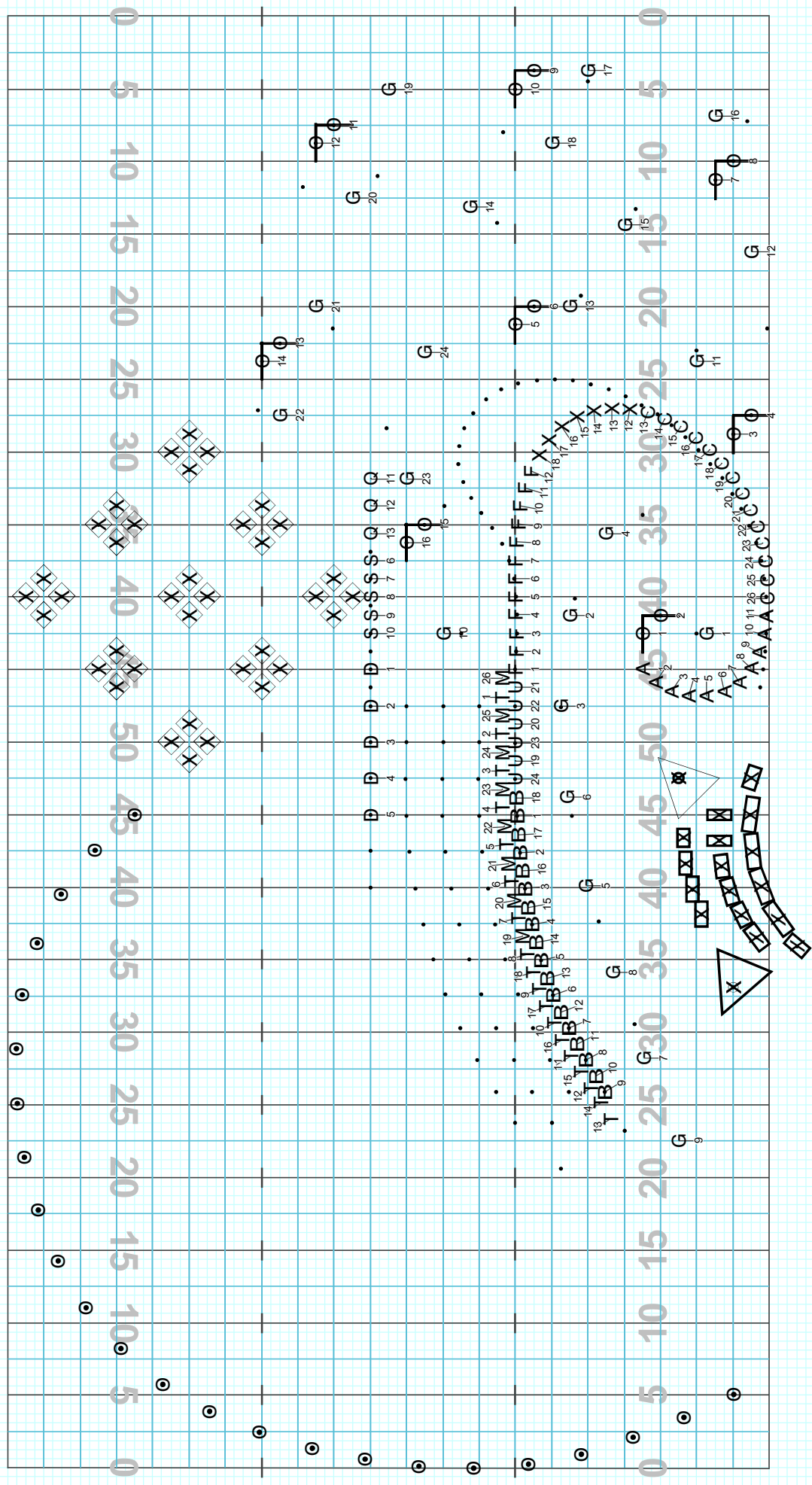
Director Viewpoint

Set #16 Counts: 8 Measures: F3-4

Winds: A1 back n the drill

Guard:

Drums/PROPS:



Director Viewpoint

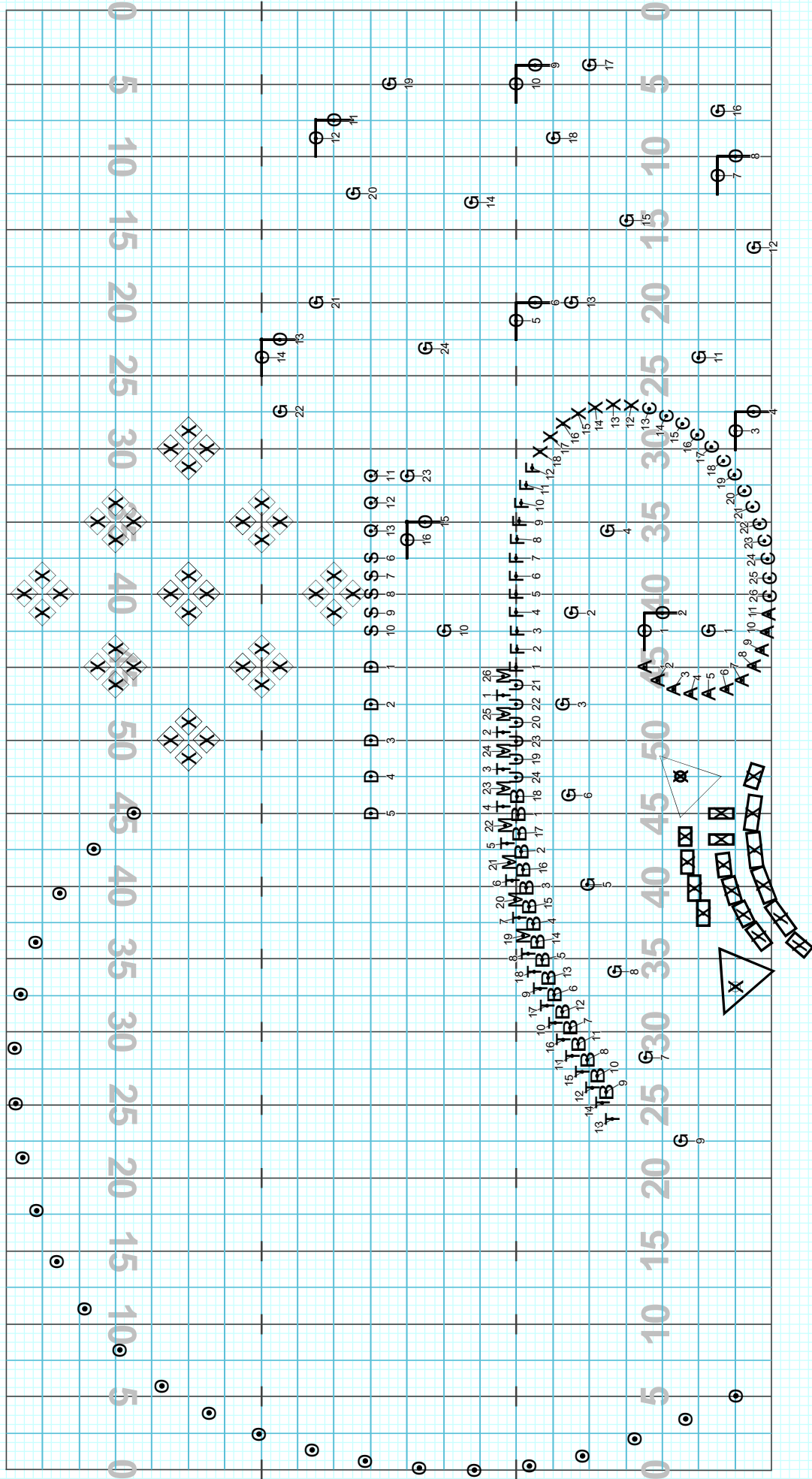
Set #17 Counts: 12 Measures: F5-7

Guard:

Drums/PROPS:

Winds: Brass front arc kneel 1-4
Second arc move 4, kneel 5-8
Third arc move 8, stay standing
Fourth arc move 12.
The idea is that the high brass are tucked up tight in the windows so we get a wall of brass. Adjust and pose as needed.

Edmond 2021



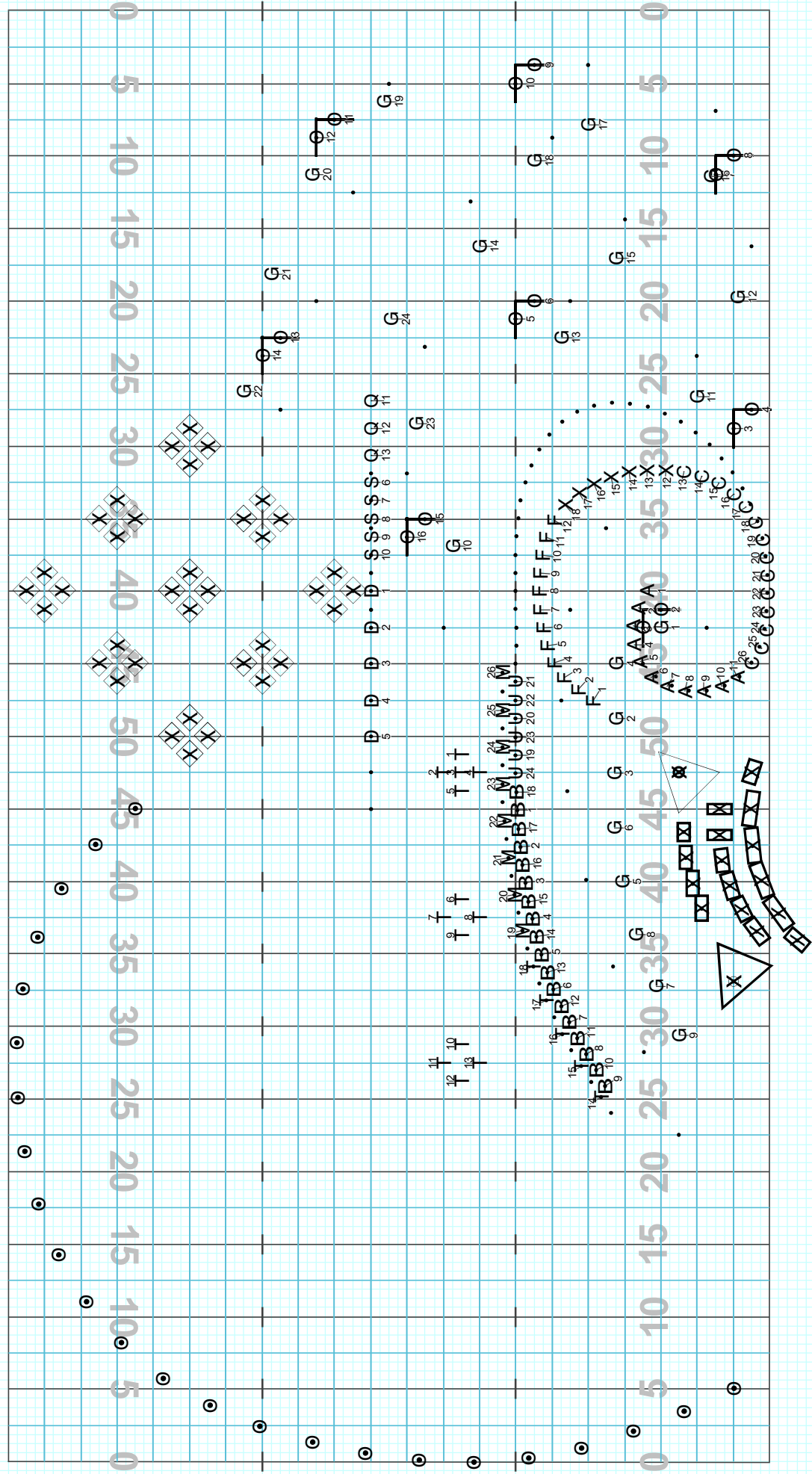
Director Viewpoint

Set #18 Counts: 8 Measures: F8-9 HALT 8

Drums/PROPS:

Guard:

Winds:

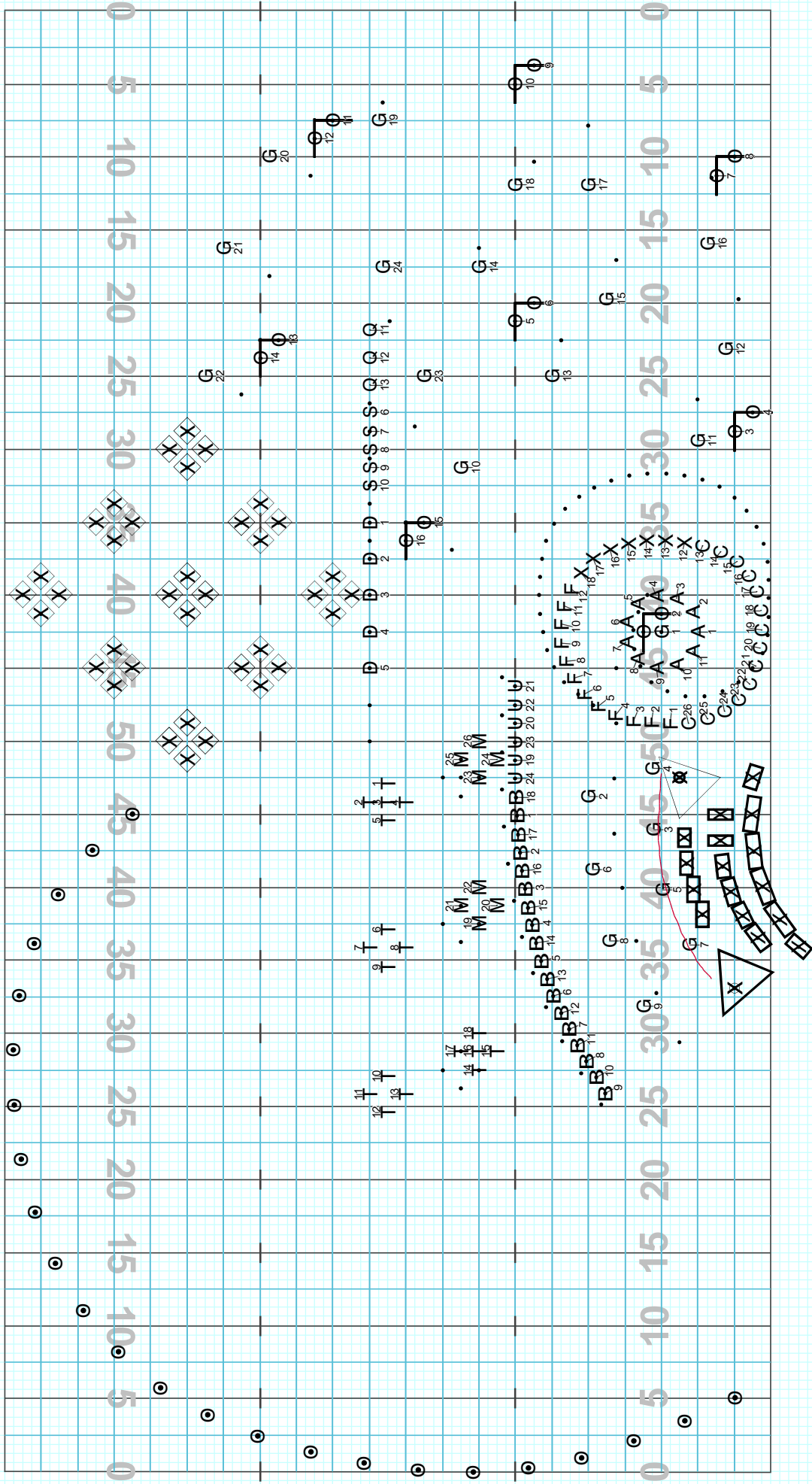


Set #18A Counts: 8 Measures: G1-2

Winds: Brass can do body here until they need to leave. They should turn and face back as they leave. First brass group goes on 1.

Drums/PROPS:

Edmond 2021



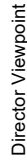
Director Viewpoint

Set #19 Counts: 8 Measures: G3-4

Winds: second brass group goea. low brass keep doing body.
The third group should be standing by the end of this set.

Guard: G3,4,5,7 should get giant mallets prest behind the pit

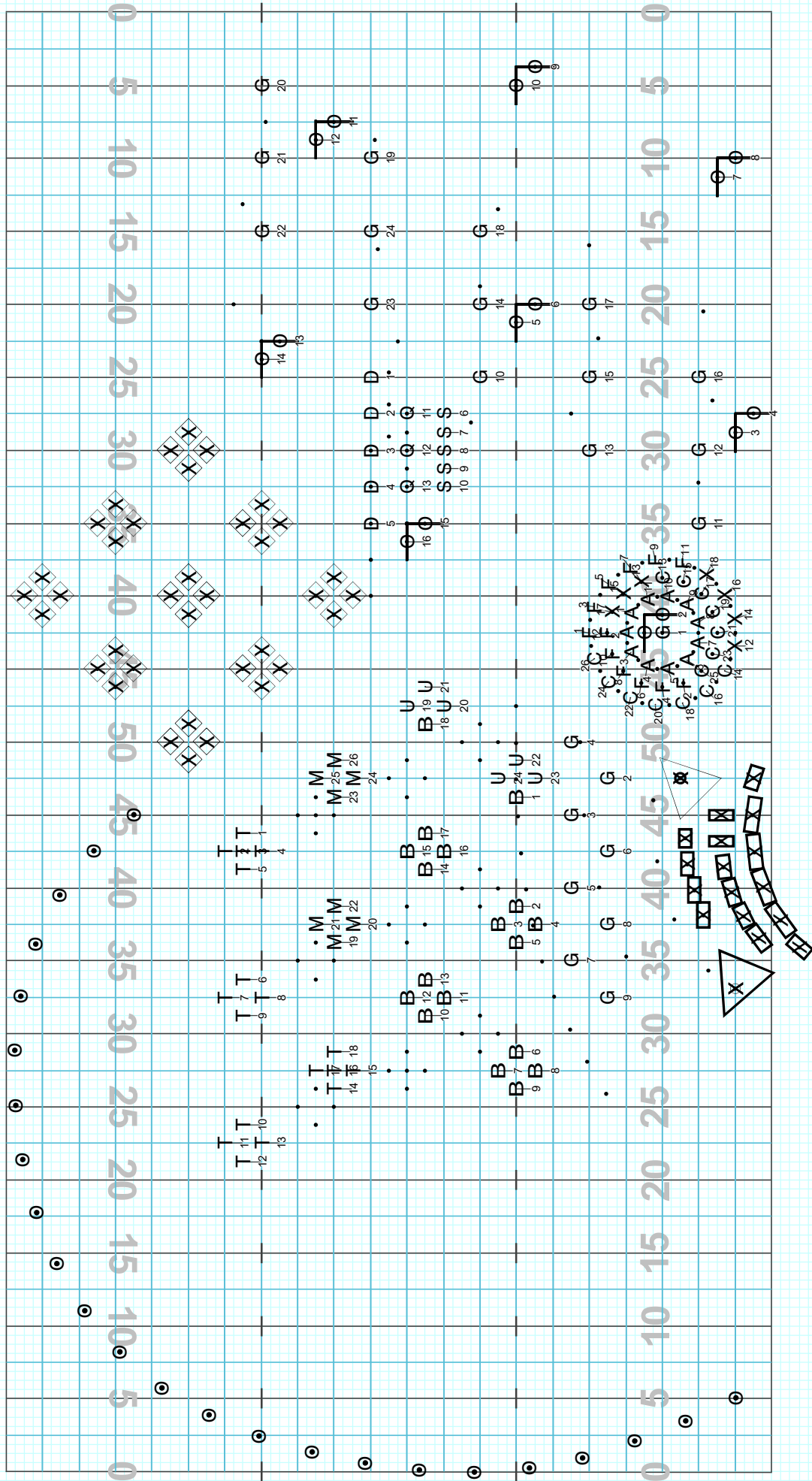
Drums/PROPS:



Winds: Third brass group
WW - wrap into circles.

Drums/PROPS:

Edmond 2021



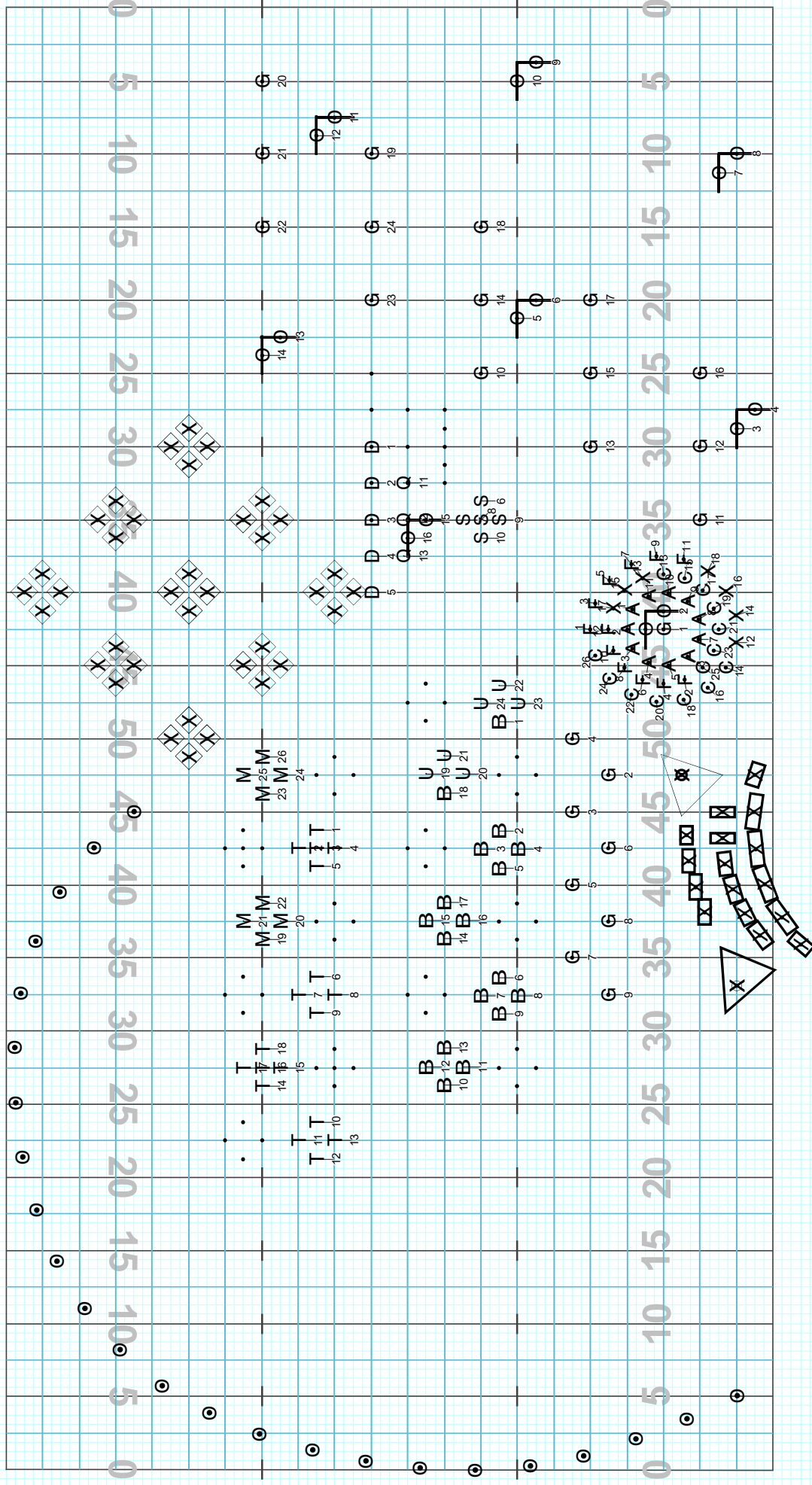
Set #20 Counts: 8 Measures: G7-8

Winds: last brass group goes.

WW - middle ring rotates opposite direction here to add energy.

Guard: HQ gets trapped inside.
G2-9 with giant mallets

Drums/PROPS:

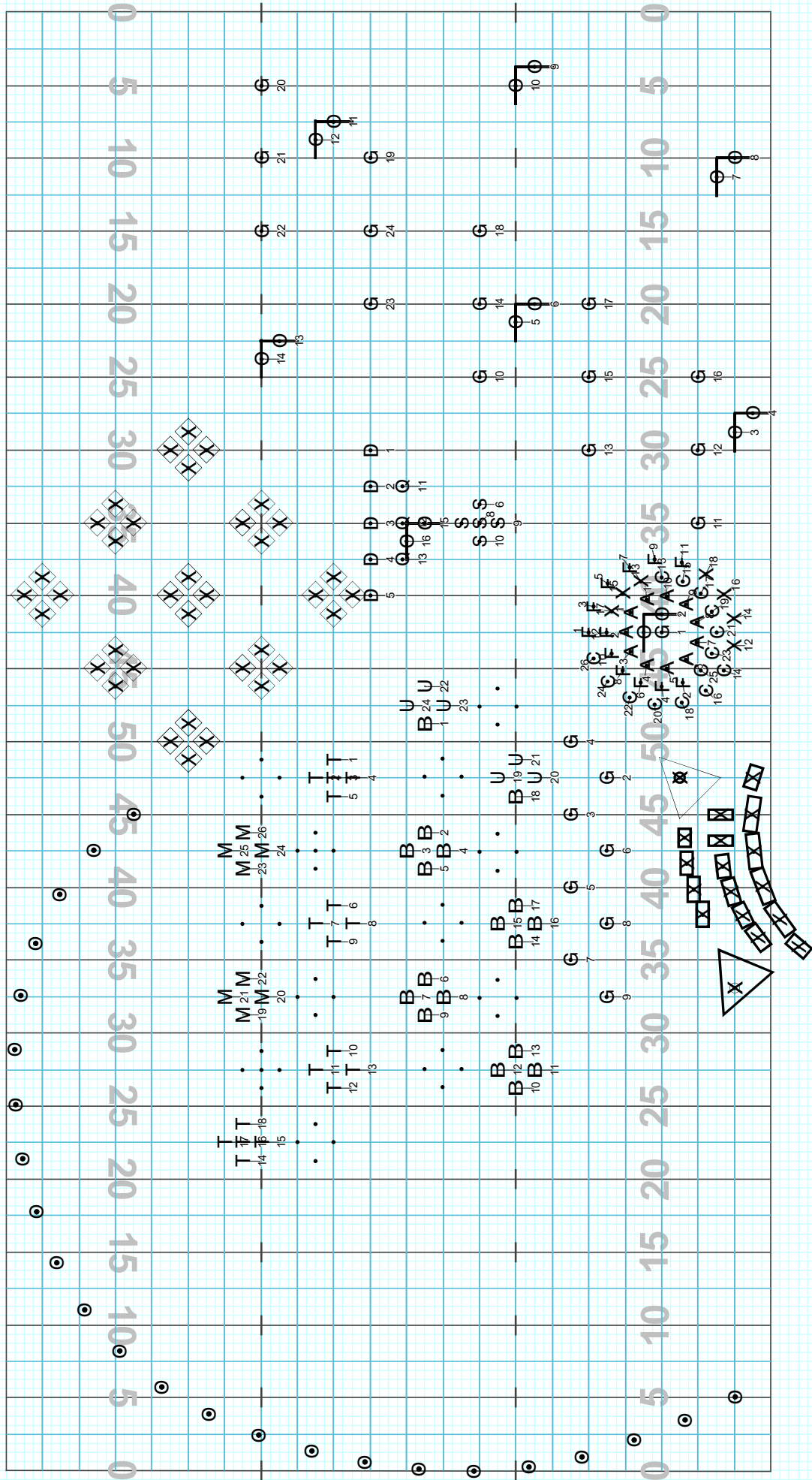


Winds: Brass can face different directions per row. We can add arm-ography thru this section.
WW might wanted a scultted pose here. Maybe low, so we can see HQ.

Guard: HQ no spin
Side 2 should be focus.

Drums/PROPS:

Edmond 2021



Director Viewpoint

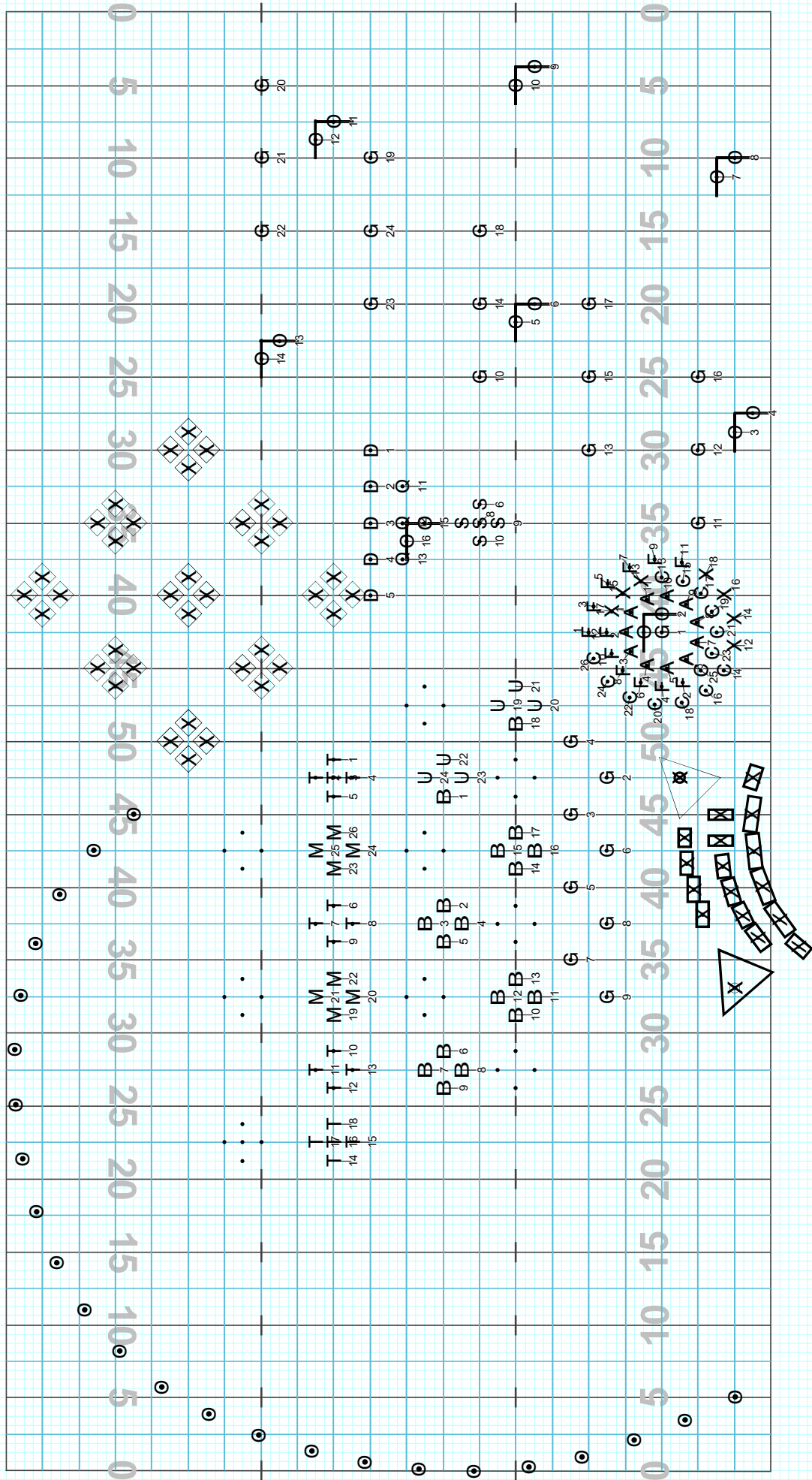
Set #21 Counts: 8 Measures: H3-4

Winds: Brass last row face front by the end of this 8

Guard: Side 2focus

Drums/PROPS:

Edmond 2021

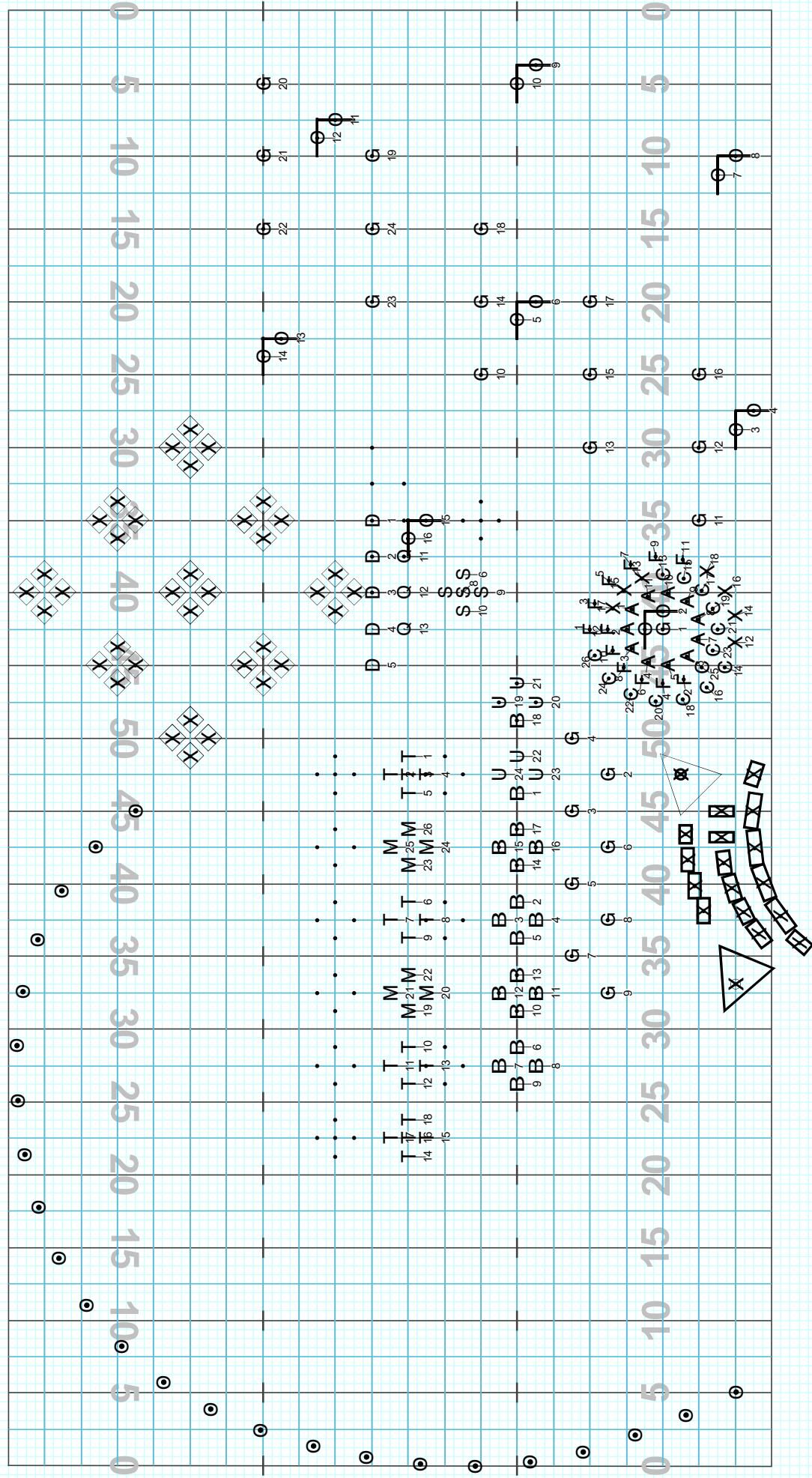


Set #21A Counts: 8 Measures: H5-6

Winds: last row face forward. Next row of pods they fill between should face front by the end of this 8.

Guard:

Drums/PROPS:



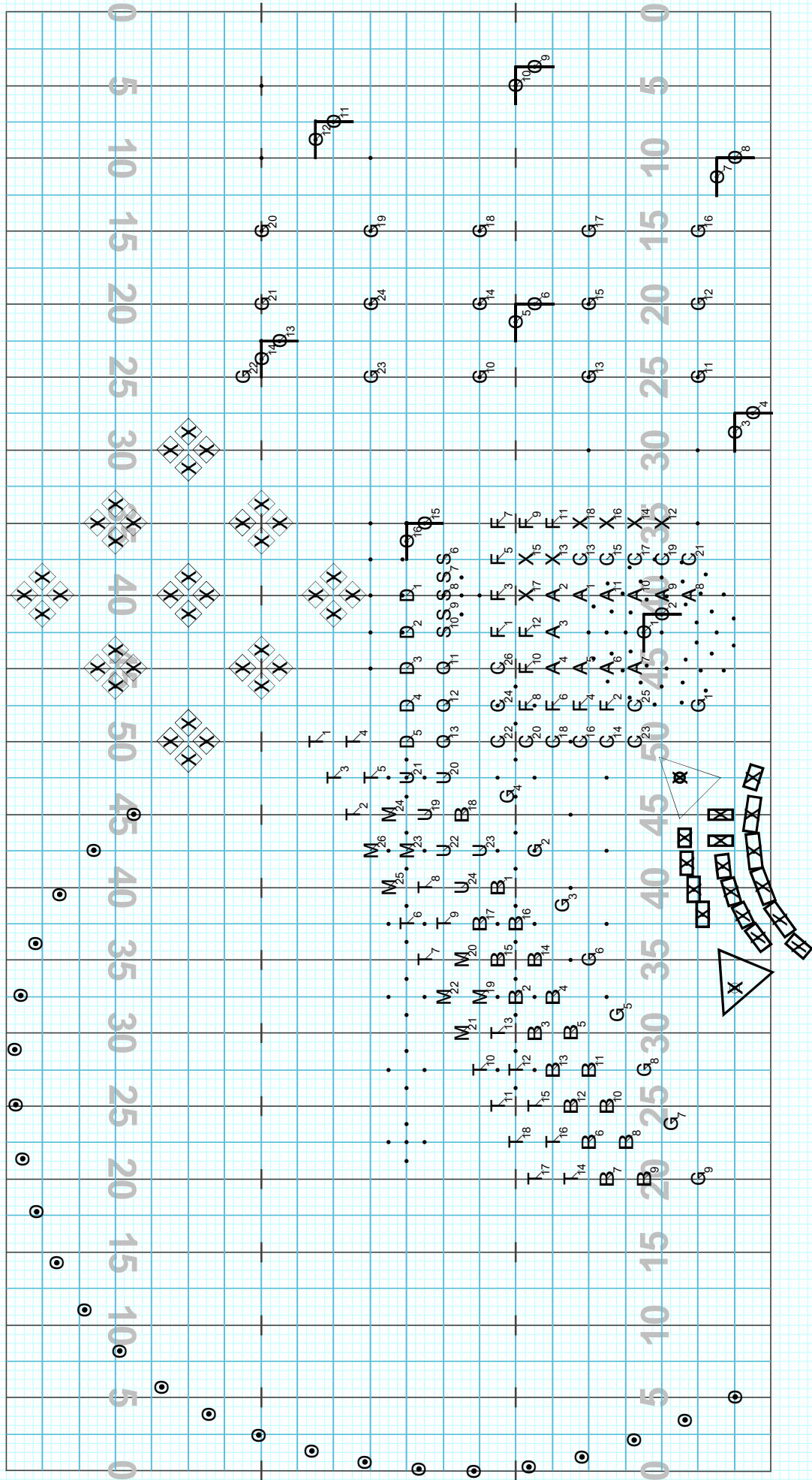
Set #22 Counts: 8 Measures: H7-8

Winds: Brass all face front by the end of this.

WW should get out of poses by the end of the WW feature.
So they can leave on 1.

Guard:

Drums/PROPS:



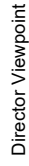
Director Viewpoint

Set #23 Counts: 14 Measures: 11-(4)

Winds:

Guard:

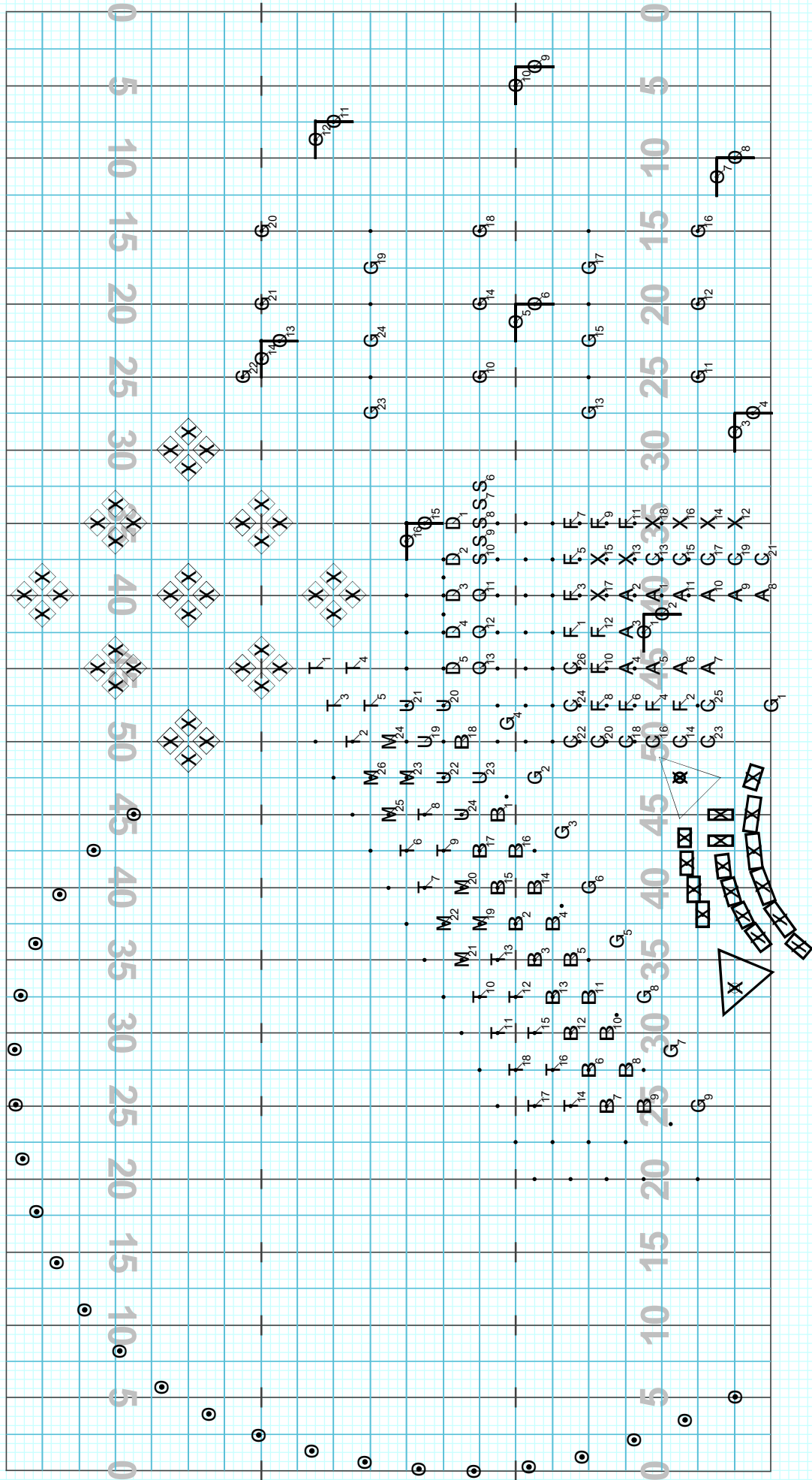
Drums/PROPS:



Winds:

Guard:

Drums/PROPS:

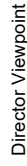


Set #25 Counts: 16 Measures: J1-4

Winds: HALFTIME

Guard:

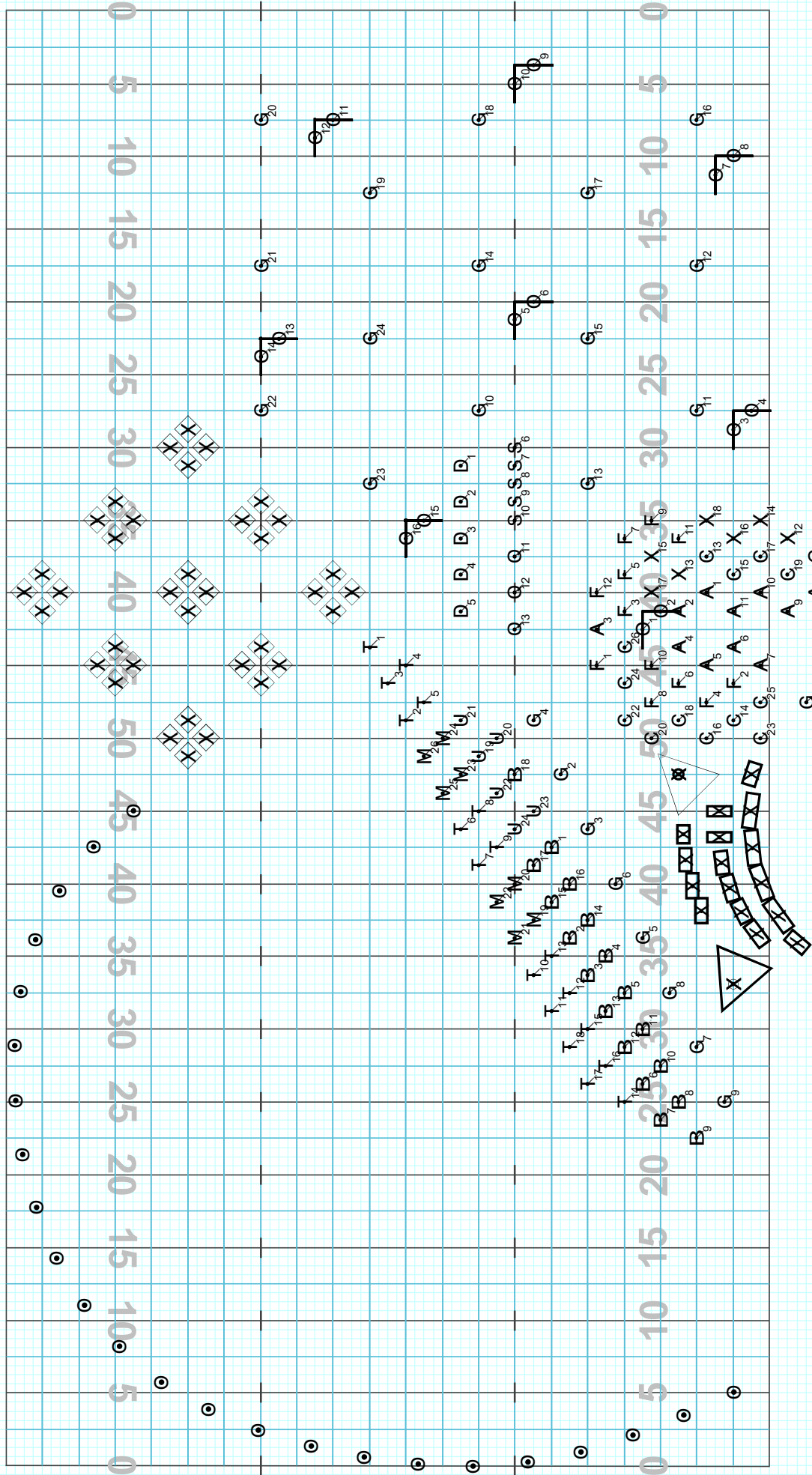
Drums/PROPS:



Winds: HALFTIME

Guard:

Drums/PROPS:



Director Viewpoint

Set #27 Counts: 16 Measures: J7-10 HALT

Winds:

Guard:

Drums/PROPS: