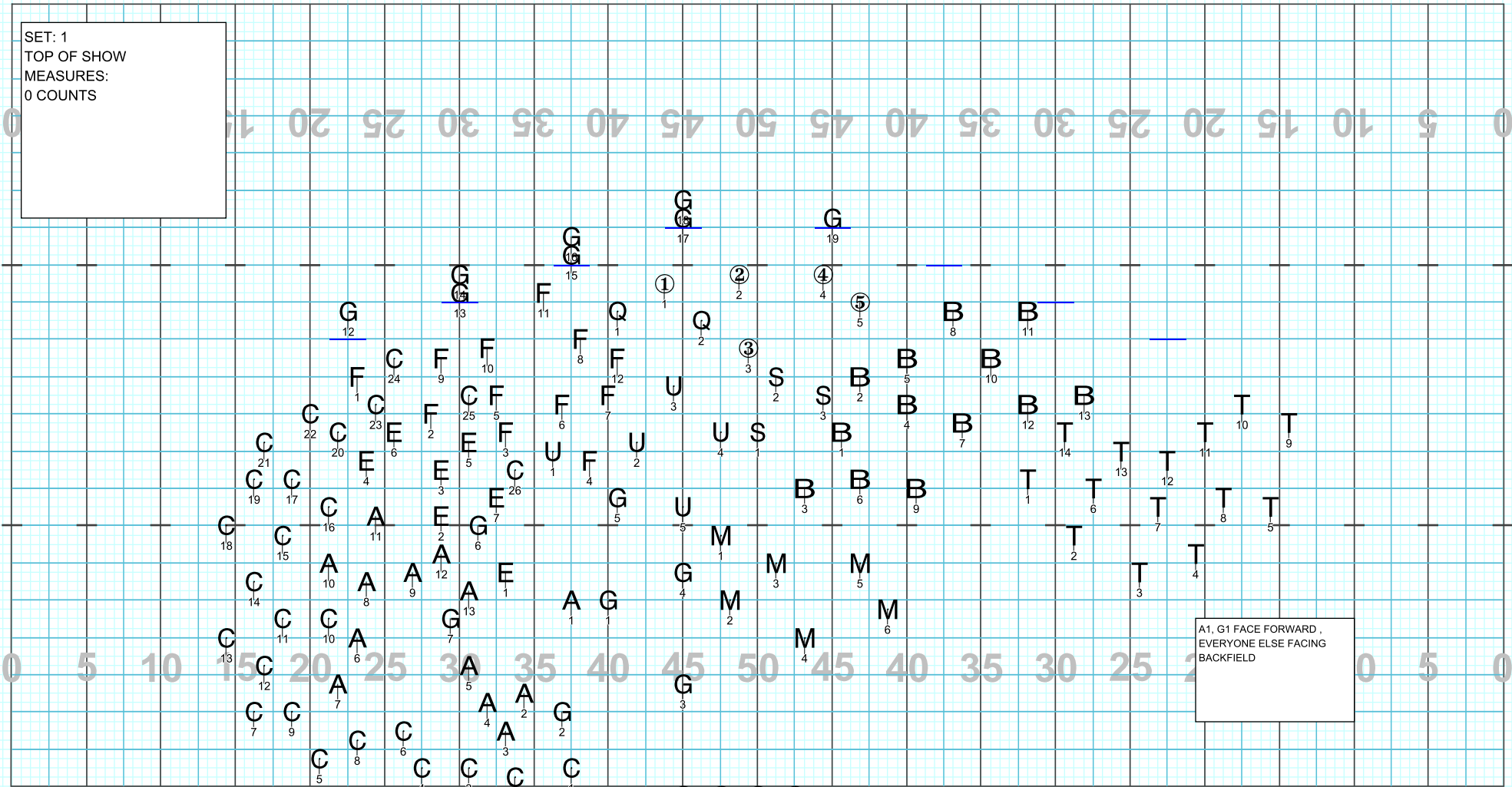


SET: 1
TOP OF SHOW
MEASURES:
0 COUNTS



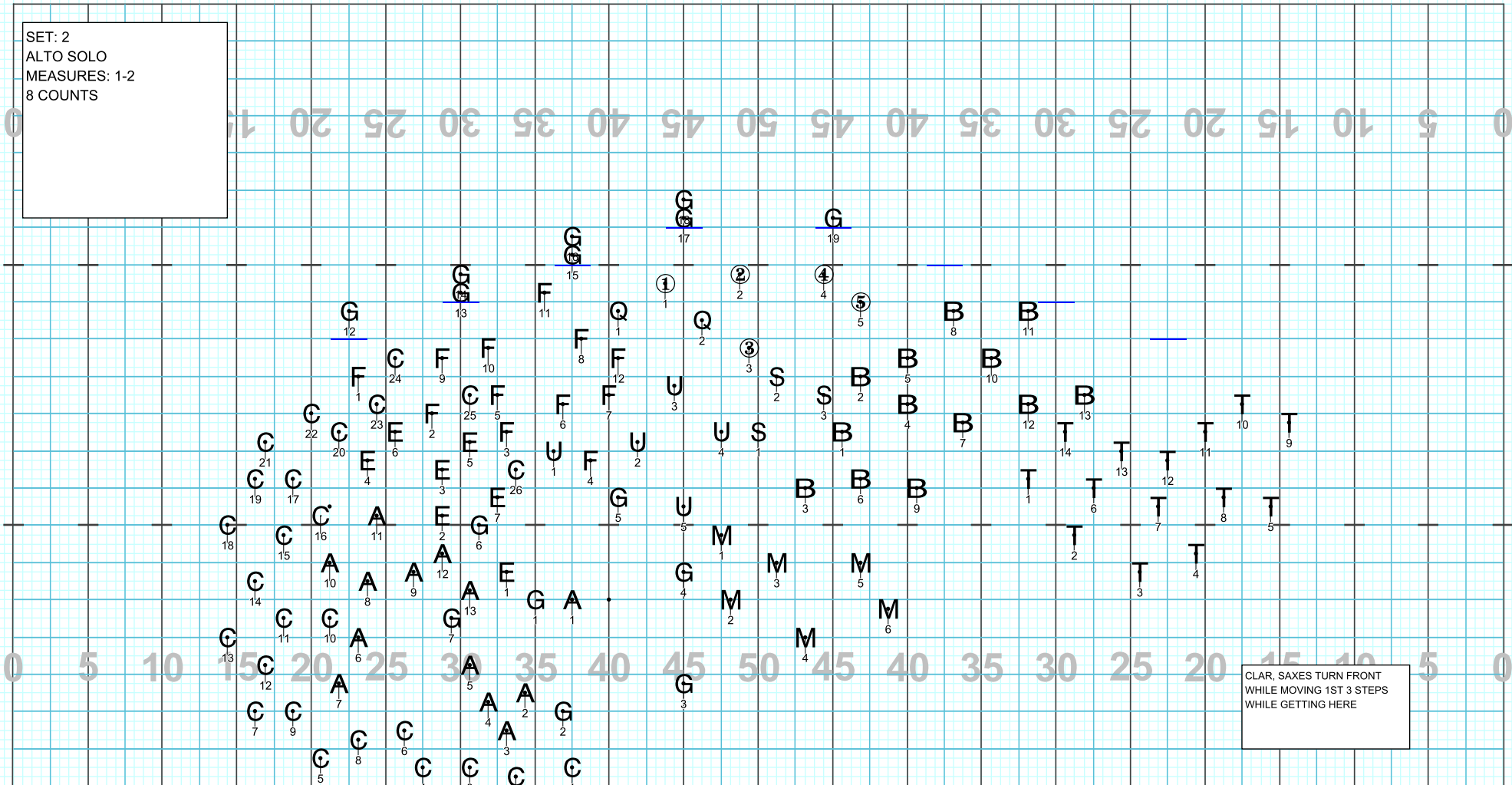
A1, G1 FACE FORWARD.
EVERYONE ELSE FACING
BACKFIELD



Director Viewpoint

Set #1 Counts: 0 Measures: TOP OF SHOW

SET: 2
ALTO SOLO
MEASURES: 1-2
8 COUNTS



CLAR, SAXES TURN FRONT
WHILE MOVING 1ST 3 STEPS
WHILE GETTING HERE



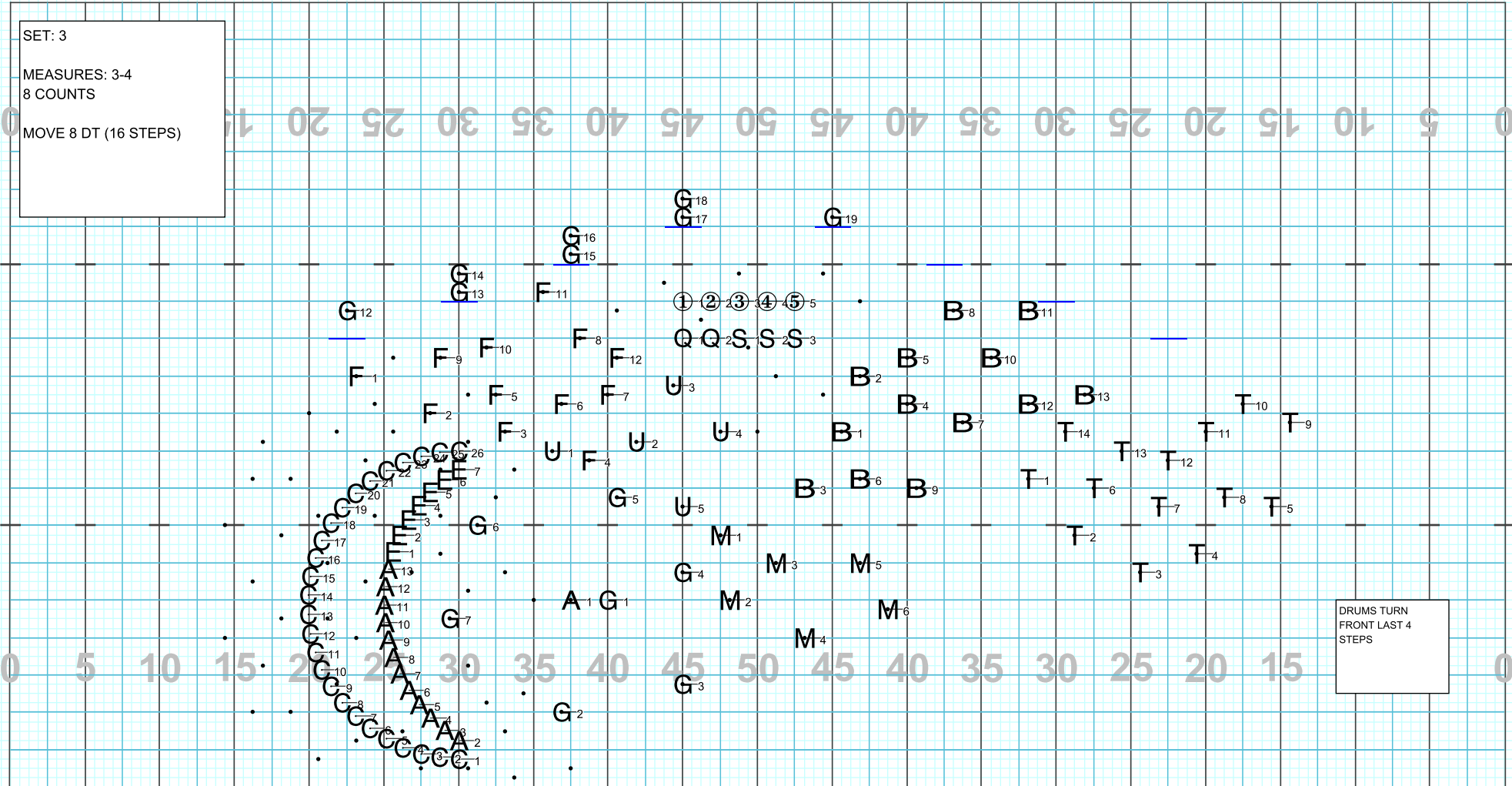
Director Viewpoint

Set #2 Counts: 8 Measures: 1-2 ALTO SOLO

2024 GRAFTON PT1.3dj

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SET: 3
MEASURES: 3-4
8 COUNTS
MOVE 8 DT (16 STEPS)



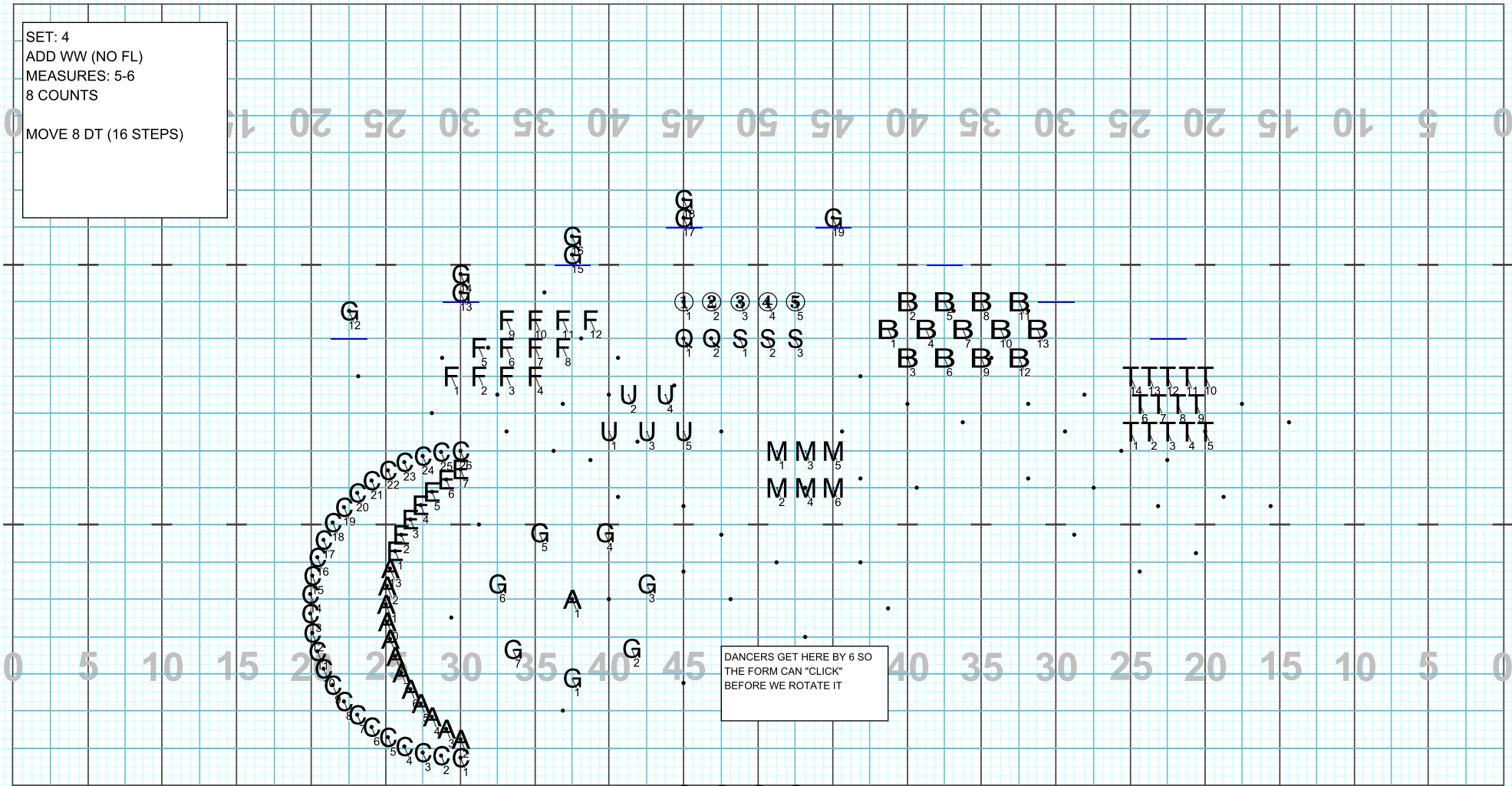
DRUMS TURN
FRONT LAST 4
STEPS



Director Viewpoint

Set #3 Counts: 8 Measures: 3-4

SET: 4
ADD WW (NO FL)
MEASURES: 5-6
8 COUNTS
MOVE 8 DT (16 STEPS)



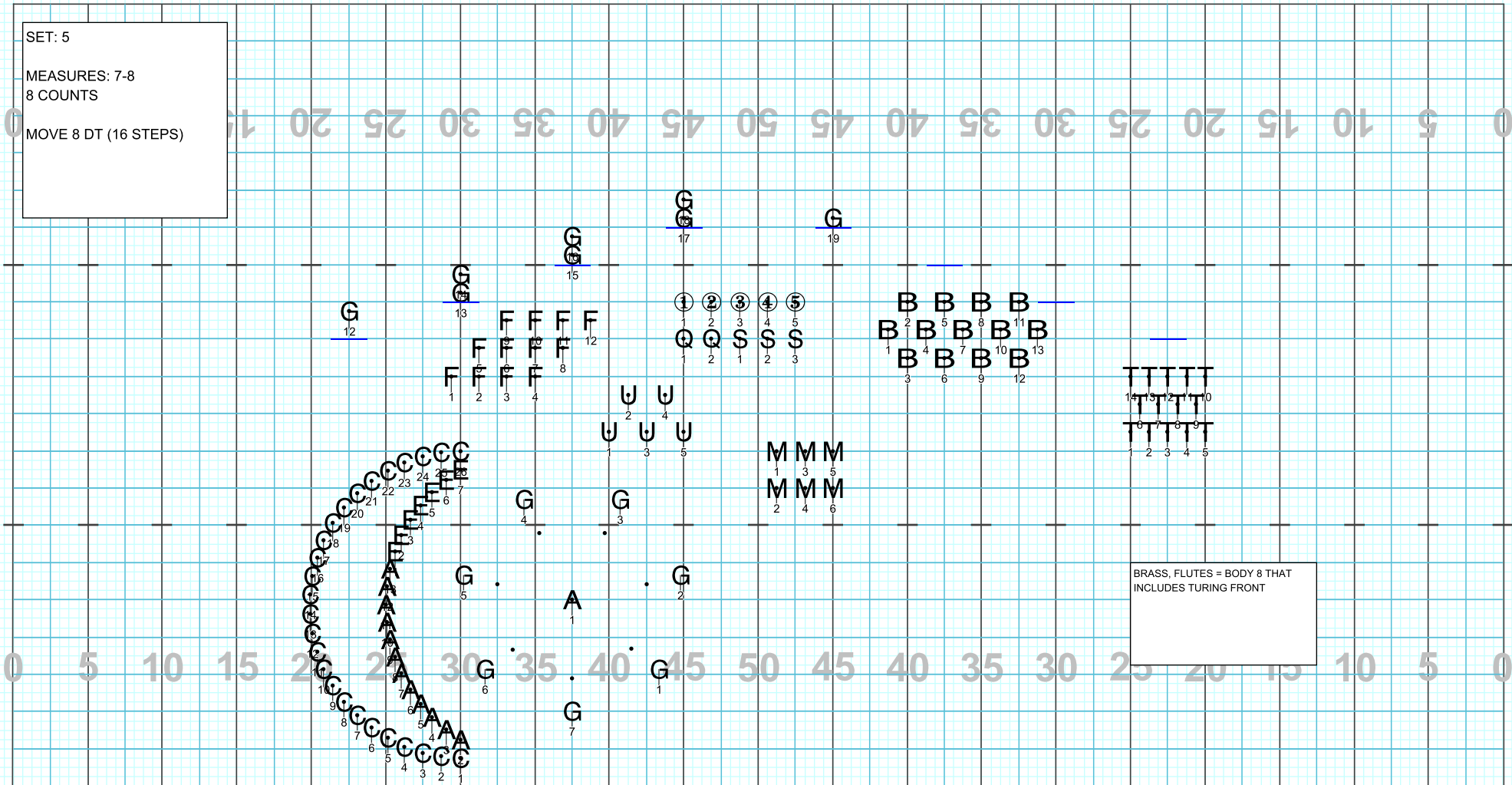
DANCERS GET HERE BY 6 SO
THE FORM CAN "CLICK"
BEFORE WE ROTATE IT



Director Viewpoint

Set #4 Counts: 8 Measures: 5-6 ADD WW (NO FL)

SET: 5
MEASURES: 7-8
8 COUNTS
MOVE 8 DT (16 STEPS)



BRASS, FLUTES = BODY 8 THAT
INCLUDES TURING FRONT



Director Viewpoint

Set #5 Counts: 8 Measures: 7-8

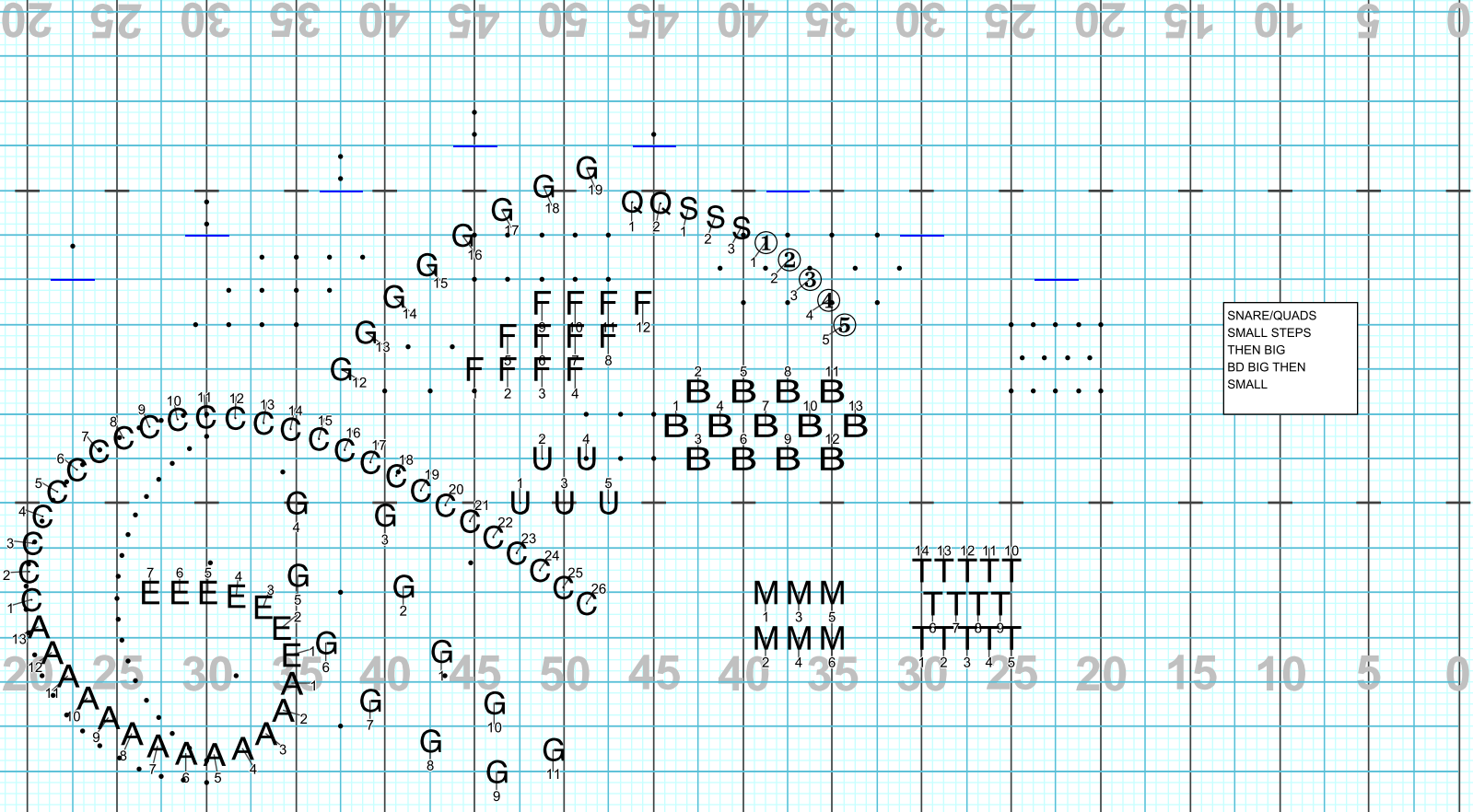
2024 GRAFTON PT1.3dj

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Created on Pyware 3D.

SET: 6
TUTTI- BUILD
MEASURES: 9-12
16 COUNTS
LETTER A
MOVE 16 DT (32 STEPS)

SNARE/QUADS
SMALL STEPS
THEN BIG
BD BIG THEN
SMALL

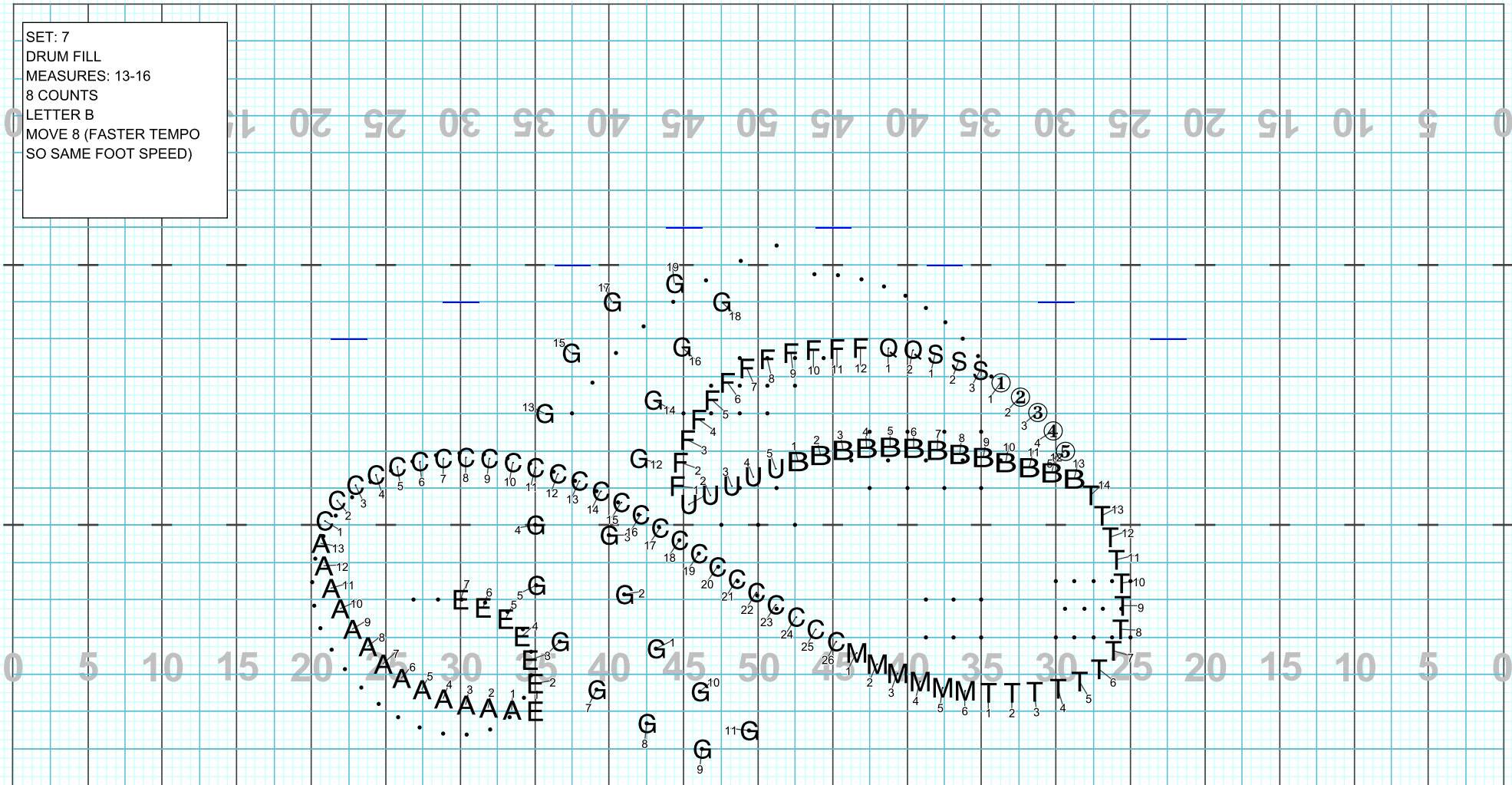
CLARINETS FOLLOW THE LEADER
-- THIS DOES NOT ANIMATE
CORRECTLY!



Director Viewpoint

Set #6 Counts: 16 Measures: 9-12 TUTTI- BUILD

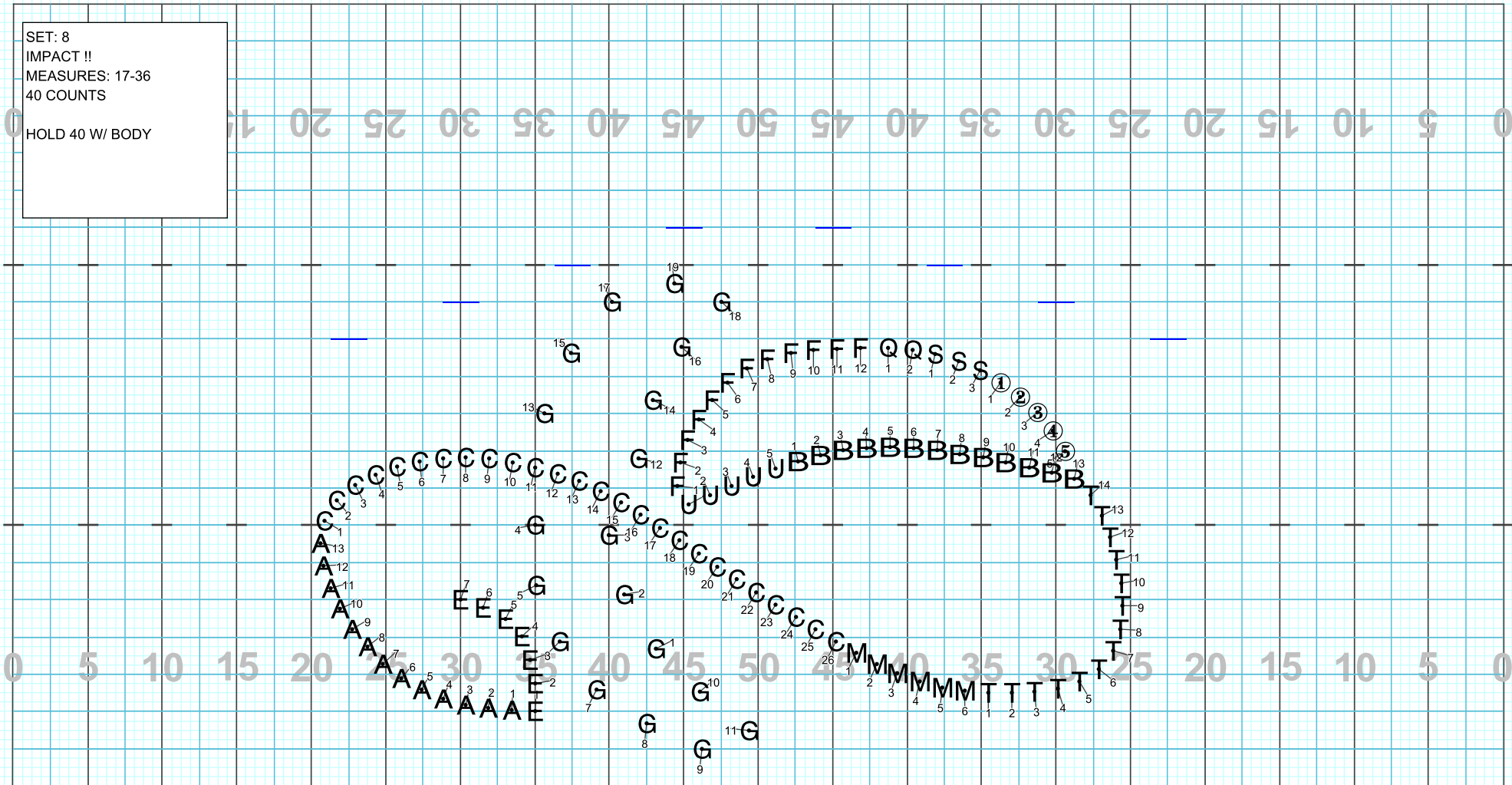
SET: 7
DRUM FILL
MEASURES: 13-16
8 COUNTS
LETTER B
MOVE 8 (FASTER TEMPO
SO SAME FOOT SPEED)



Director Viewpoint

Set #7 Counts: 8 Measures: 13-16 DRUM FILL

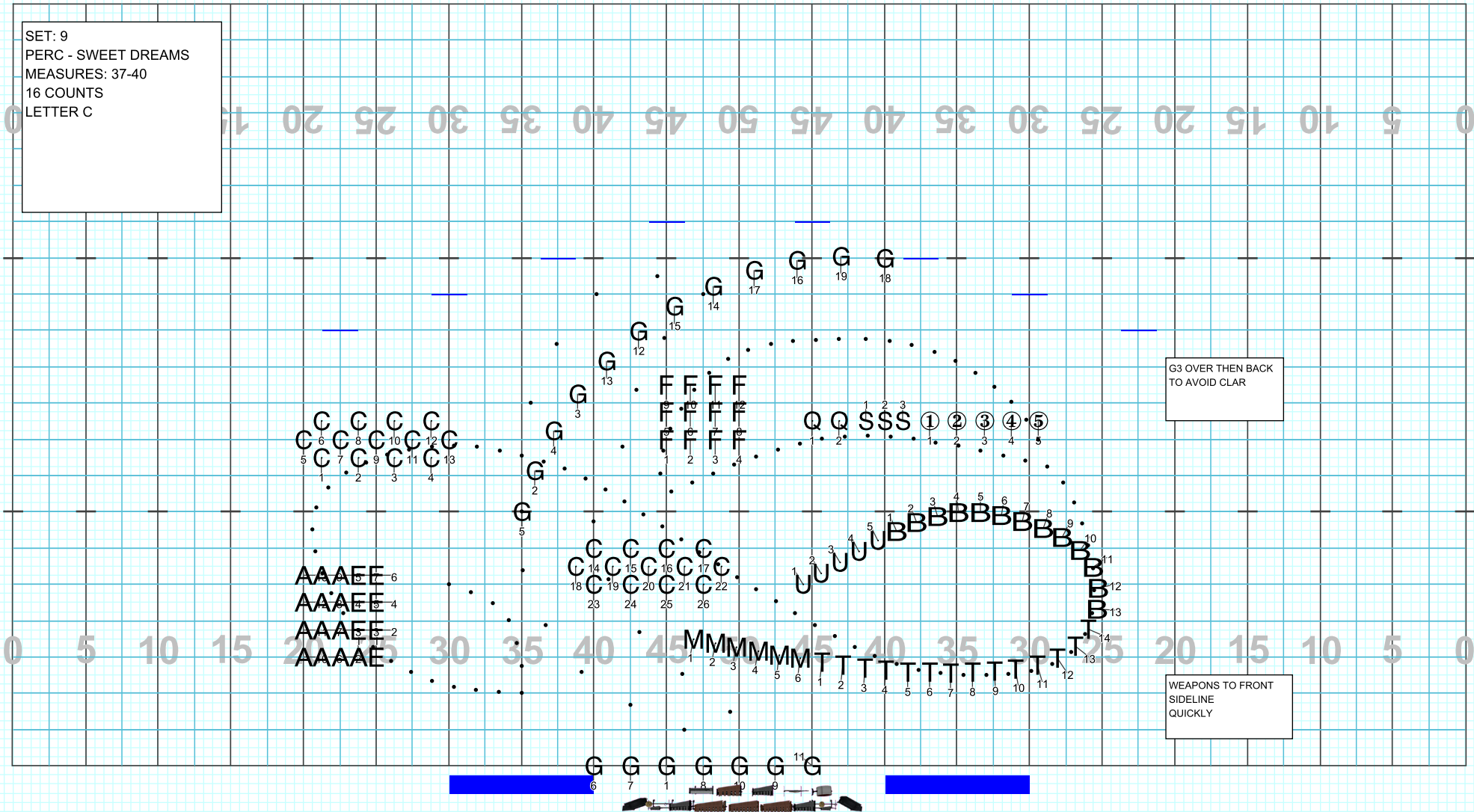
SET: 8
IMPACT !!
MEASURES: 17-36
40 COUNTS
HOLD 40 W/ BODY



Director Viewpoint

Set #8 Counts: 40 Measures: 17-36 IMPACT !!

SET: 9
PERC - SWEET DREAMS
MEASURES: 37-40
16 COUNTS
LETTER C



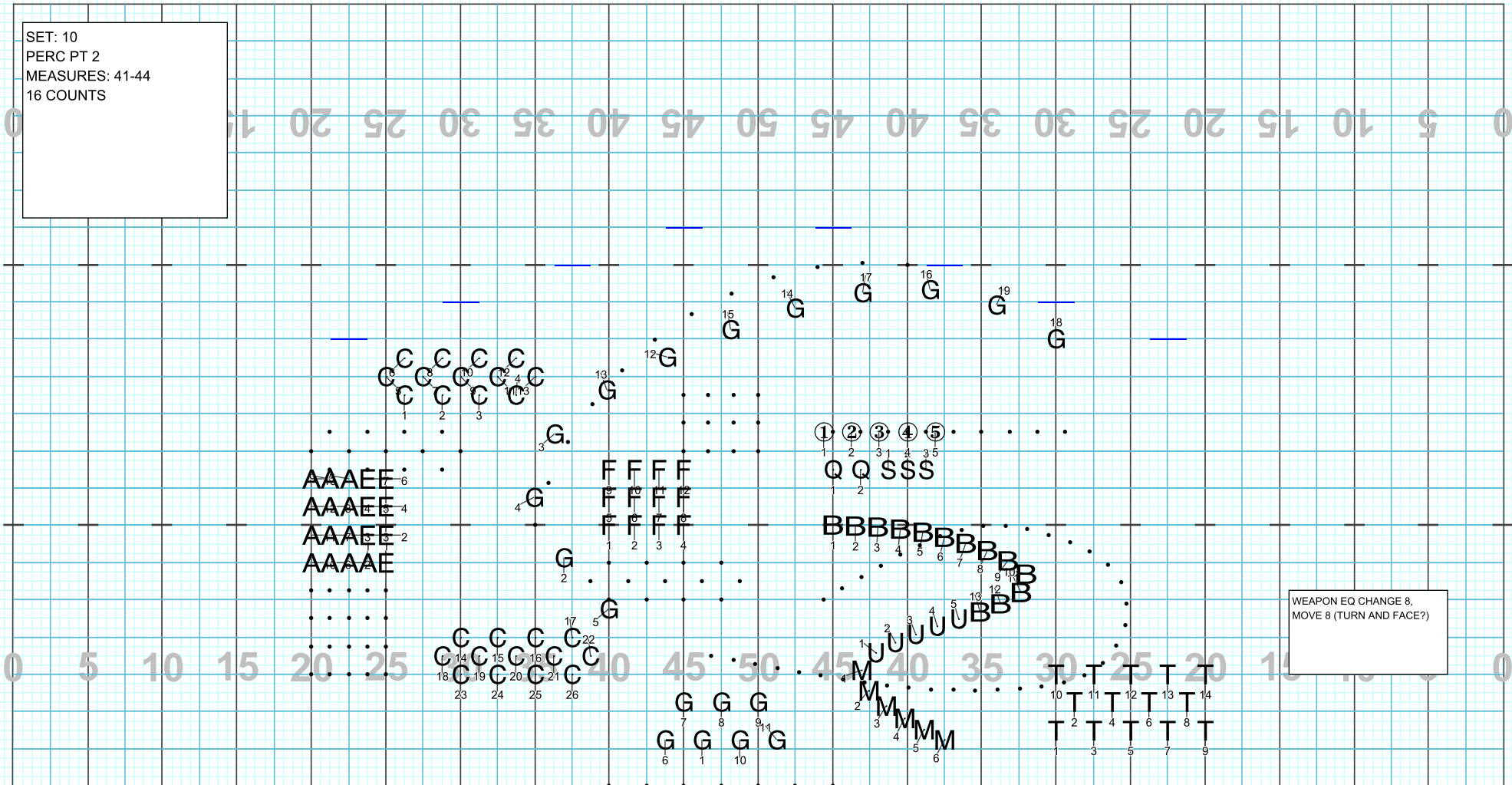
G3 OVER THEN BACK
TO AVOID CLAR

WEAPONS TO FRONT
SIDELINE
QUICKLY



Director Viewpoint

SET: 10
PERC PT 2
MEASURES: 41-44
16 COUNTS



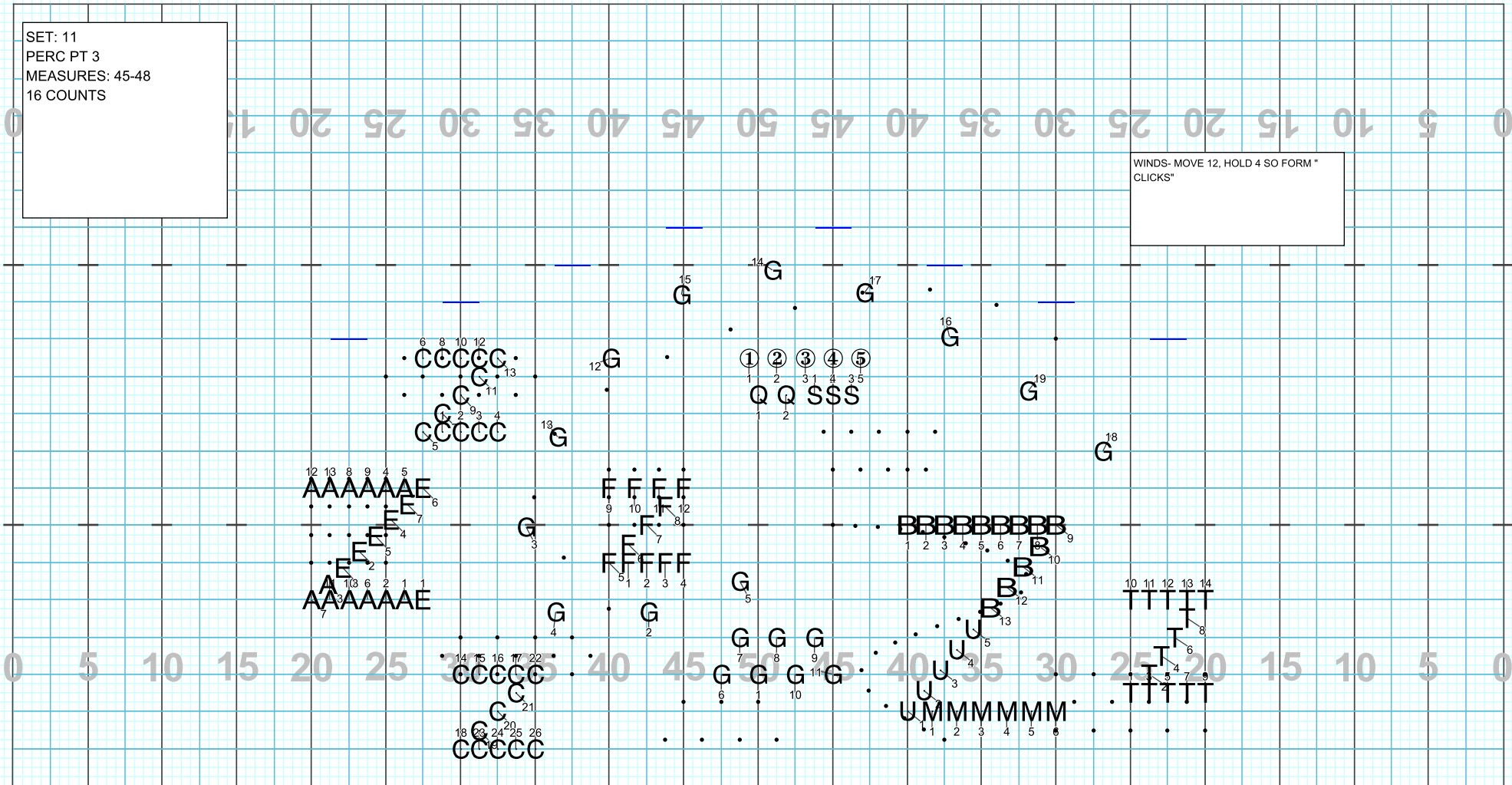
WEAPON EQ CHANGE 8,
MOVE 8 (TURN AND FACE?)



Director Viewpoint

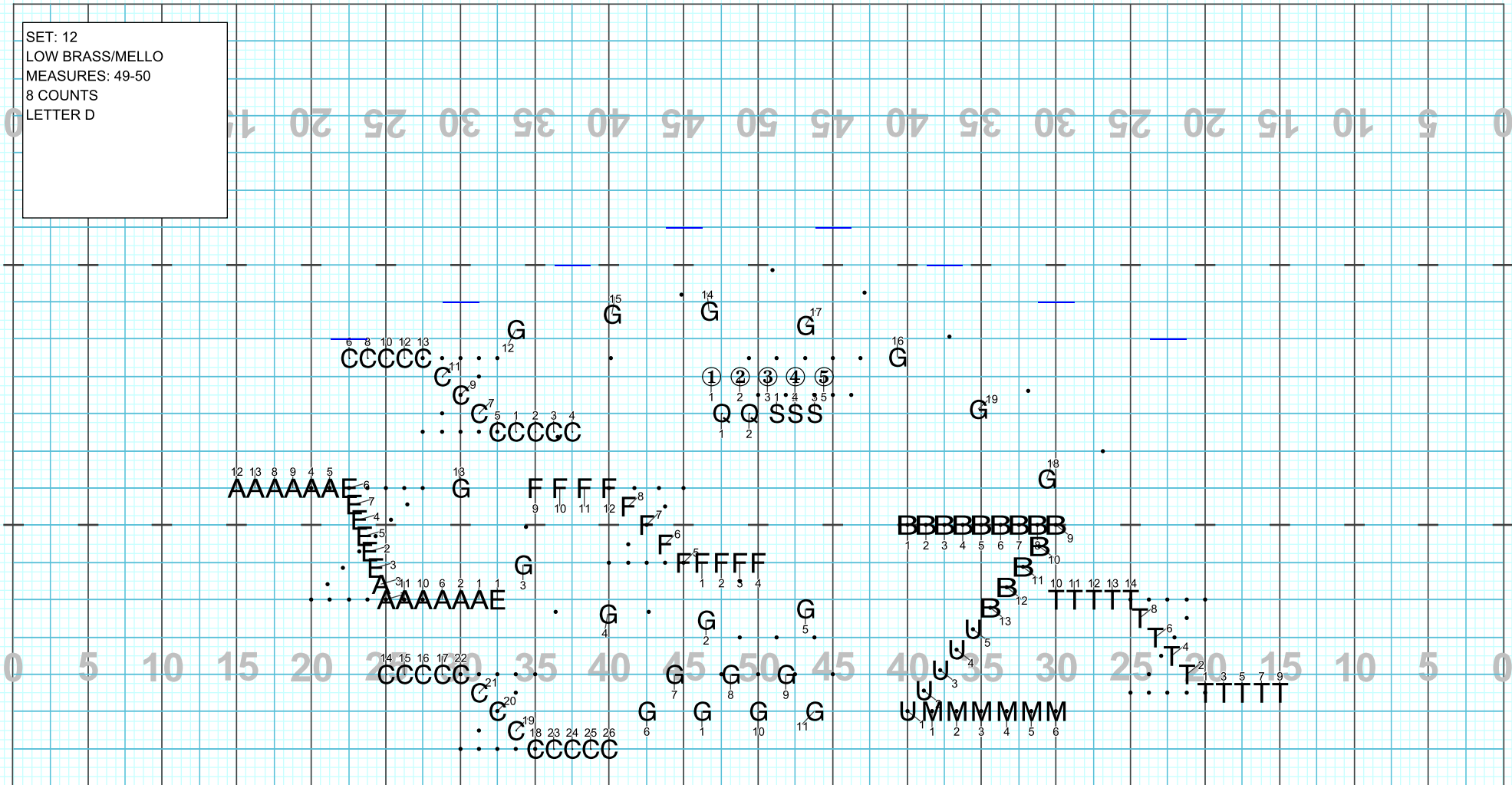
SET: 11
PERC PT 3
MEASURES: 45-48
16 COUNTS

WINDS- MOVE 12, HOLD 4 SO FORM "
CLICKS"



Director Viewpoint

SET: 12
LOW BRASS/MELLO
MEASURES: 49-50
8 COUNTS
LETTER D

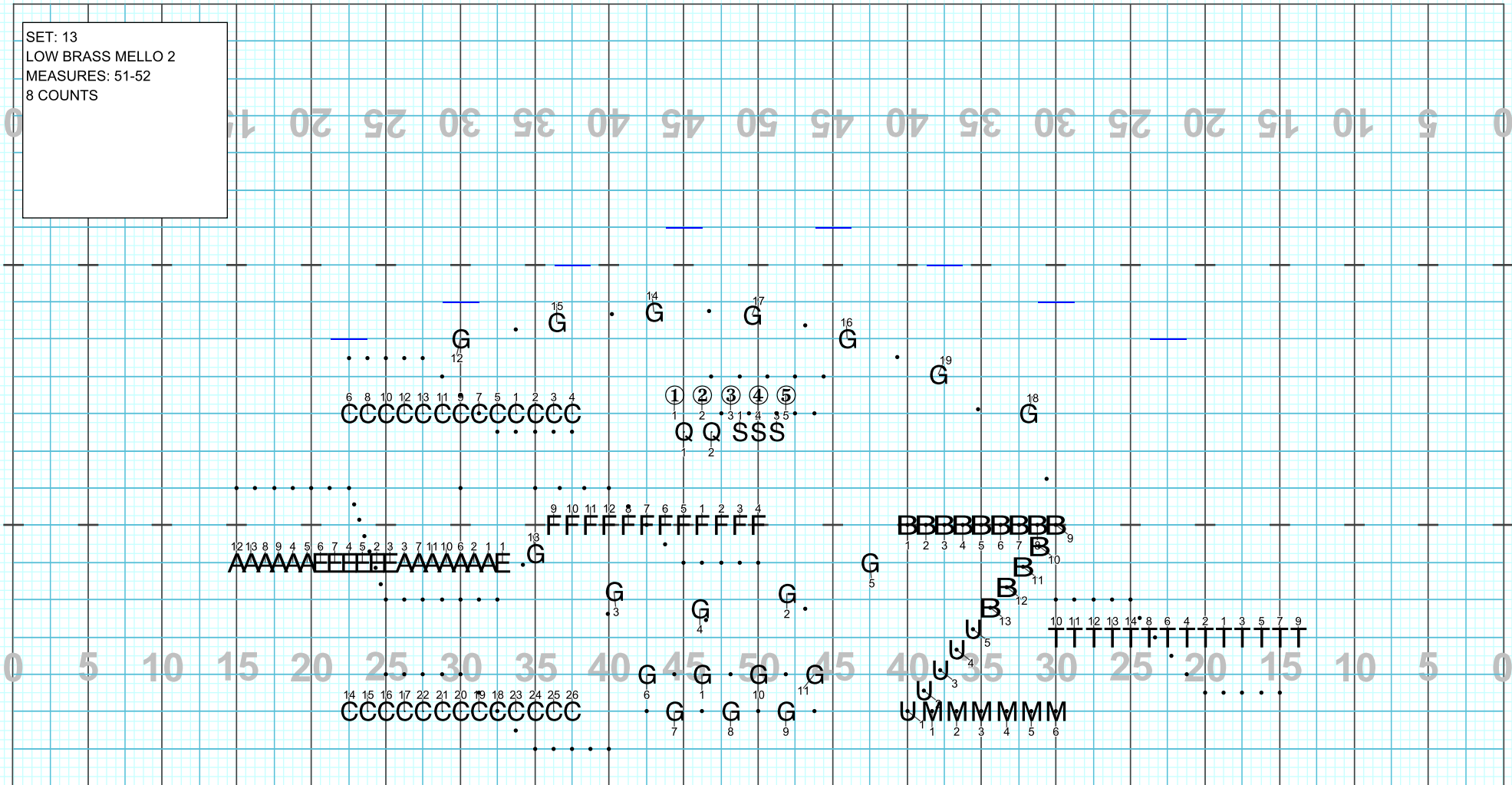


Director Viewpoint

Set #12 Counts: 8 Measures: 49-50

LOW BRASS/MELLO

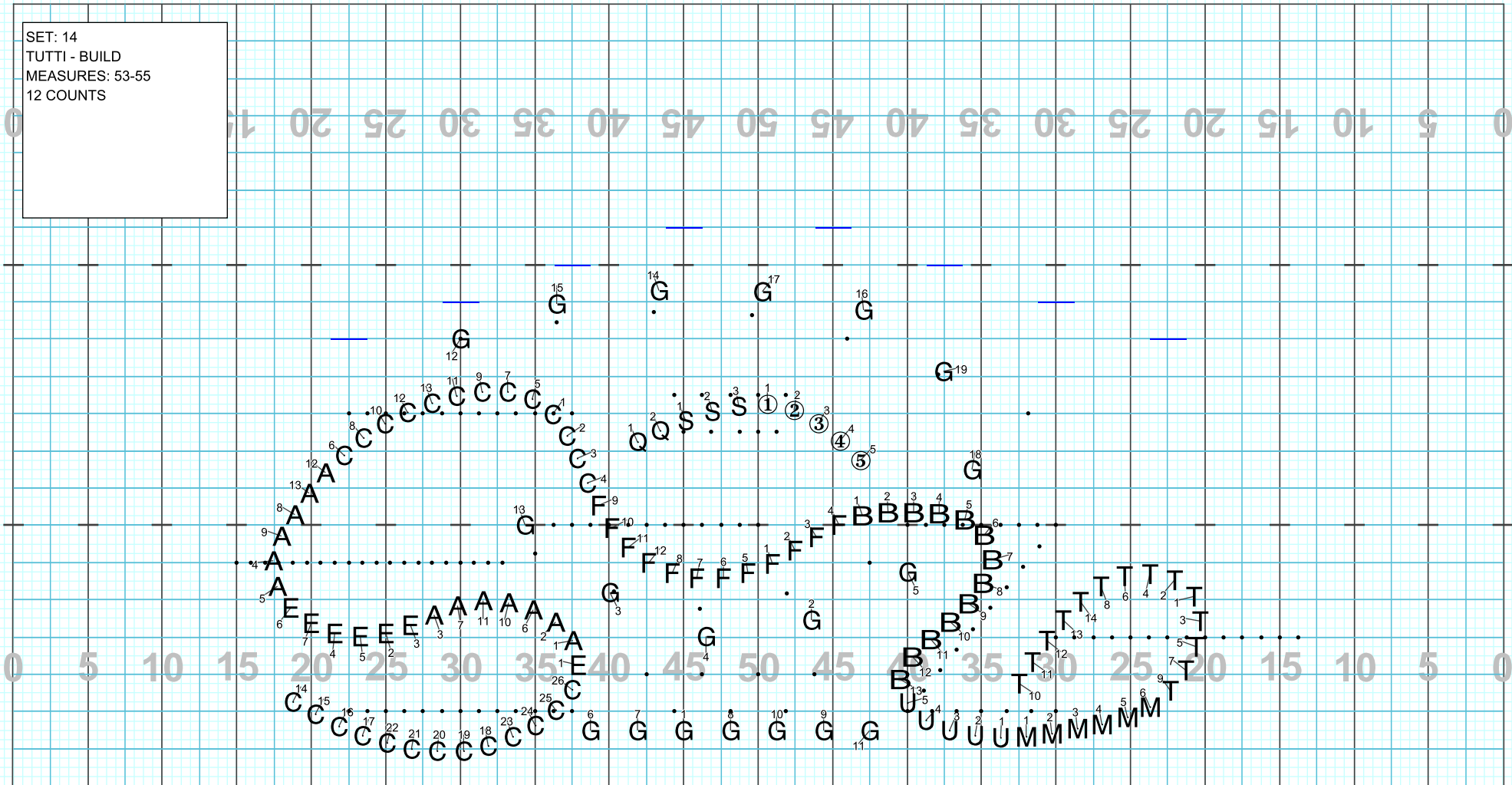
SET: 13
LOW BRASS MELLO 2
MEASURES: 51-52
8 COUNTS



Director Viewpoint

Set #13 Counts: 8 Measures: 51-52 LOW BRASS MELLO 2

SET: 14
TUTTI - BUILD
MEASURES: 53-55
12 COUNTS

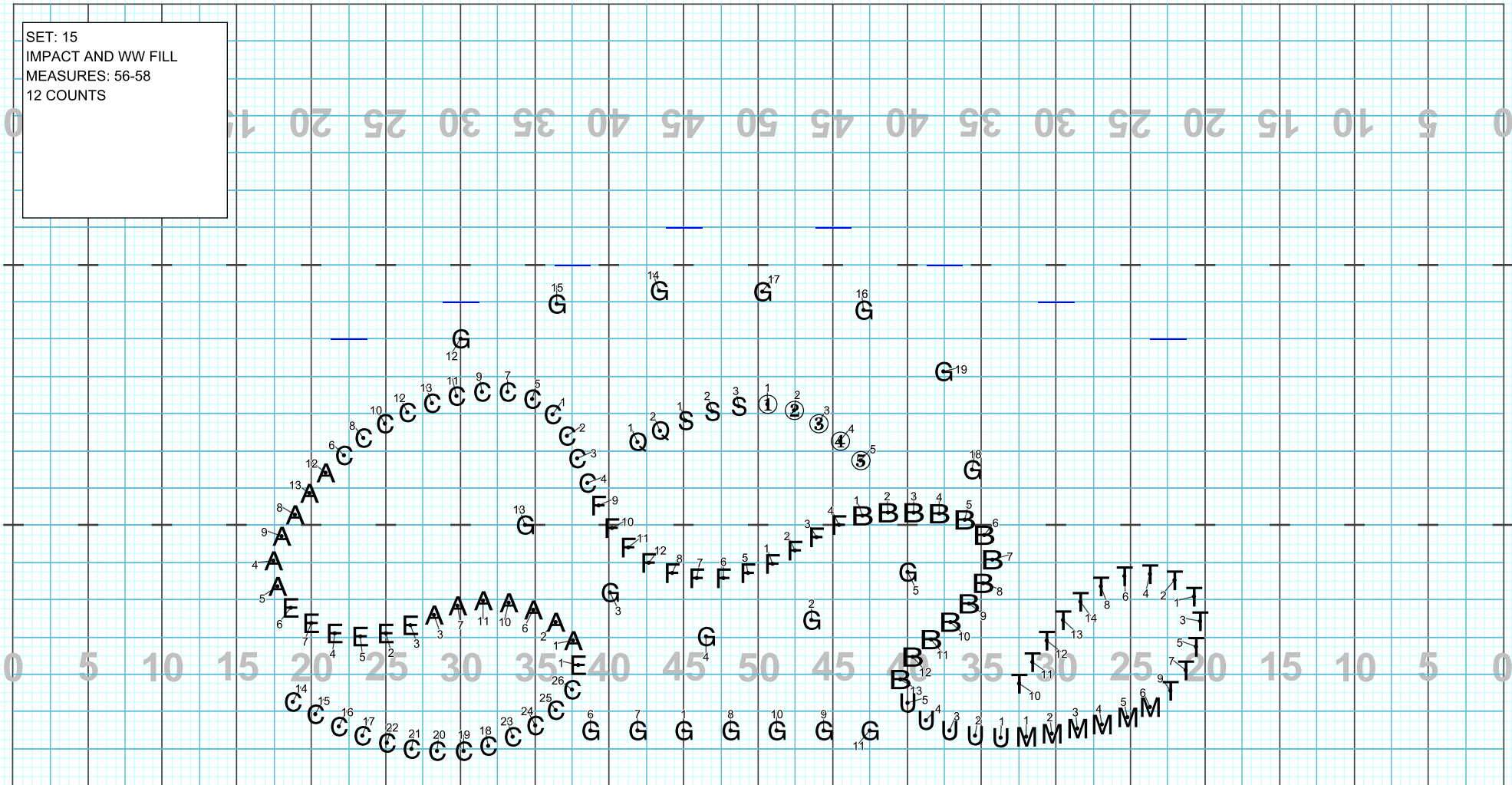


Director Viewpoint

Set #14 Counts: 12 Measures: 53-55

TUTTI - BUILD

SET: 15
IMPACT AND WW FILL
MEASURES: 56-58
12 COUNTS

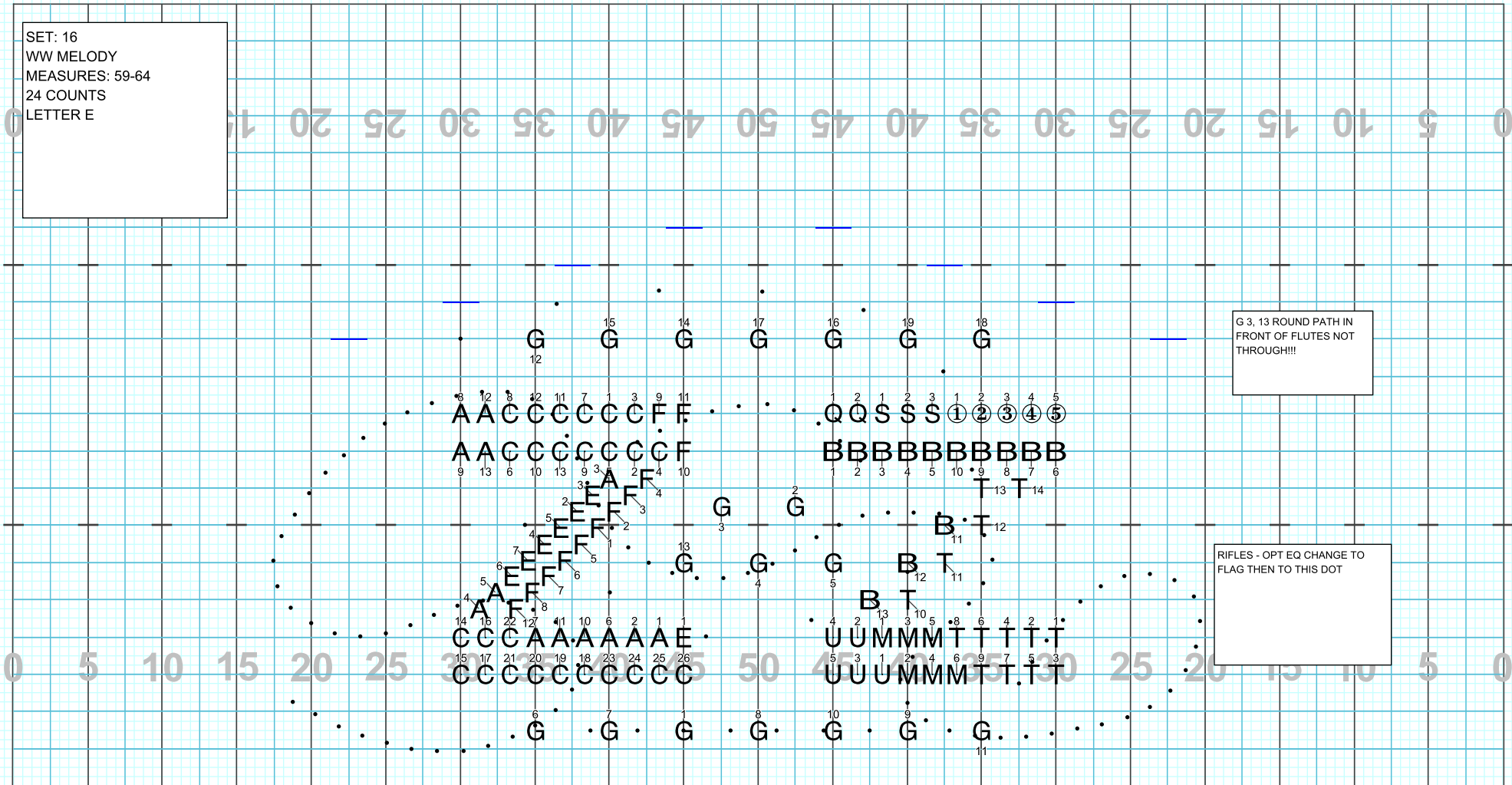


Director Viewpoint

Set #15 Counts: 12 Measures: 56-58

IMPACT AND WW FILL

SET: 16
WW MELODY
MEASURES: 59-64
24 COUNTS
LETTER E



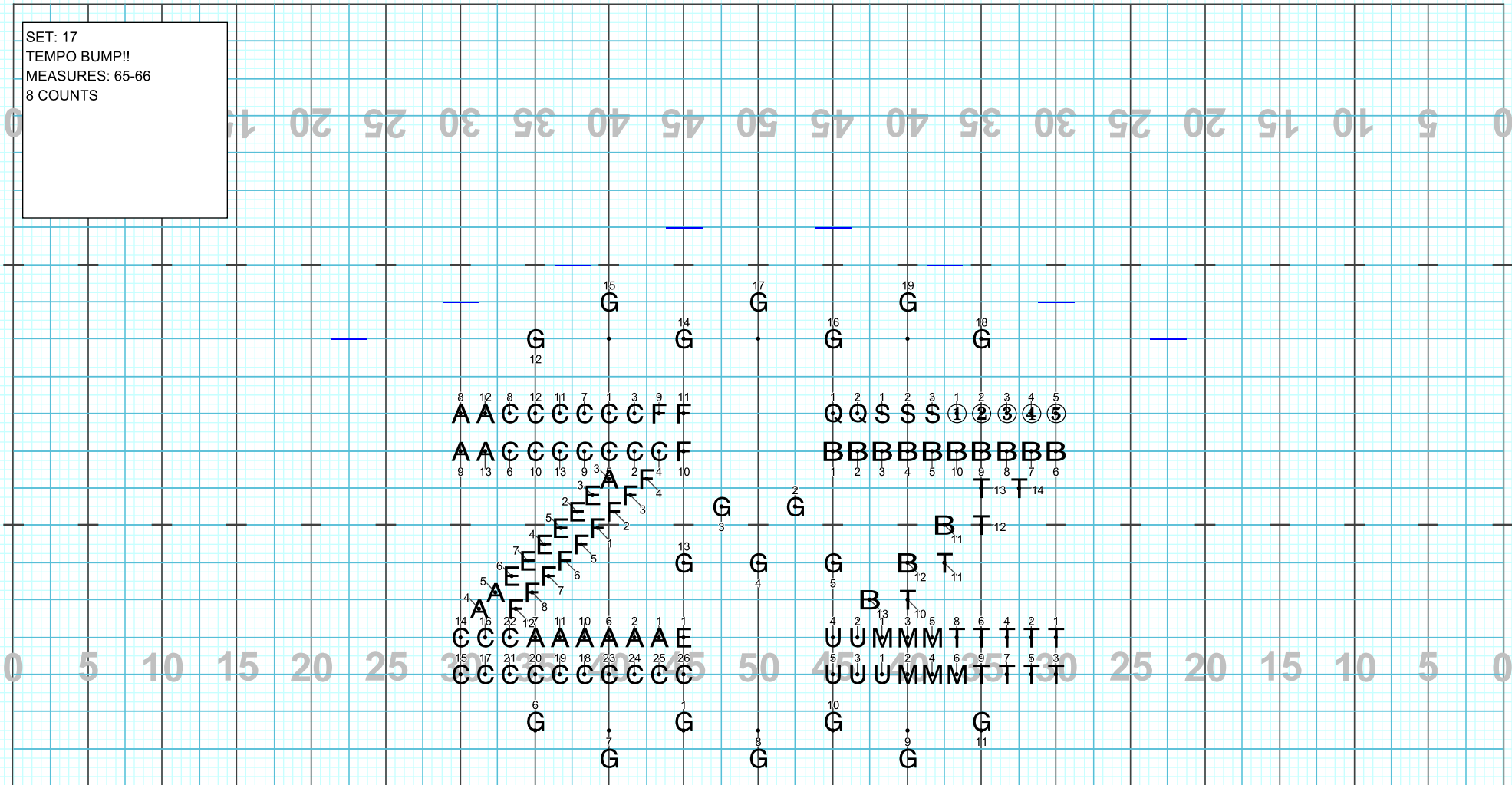
G 3, 13 ROUND PATH IN FRONT OF FLUTES NOT THROUGH!!!

RIFLES - OPT EQ CHANGE TO FLAG THEN TO THIS DOT



Director Viewpoint

SET: 17
TEMPO BUMP!!
MEASURES: 65-66
8 COUNTS

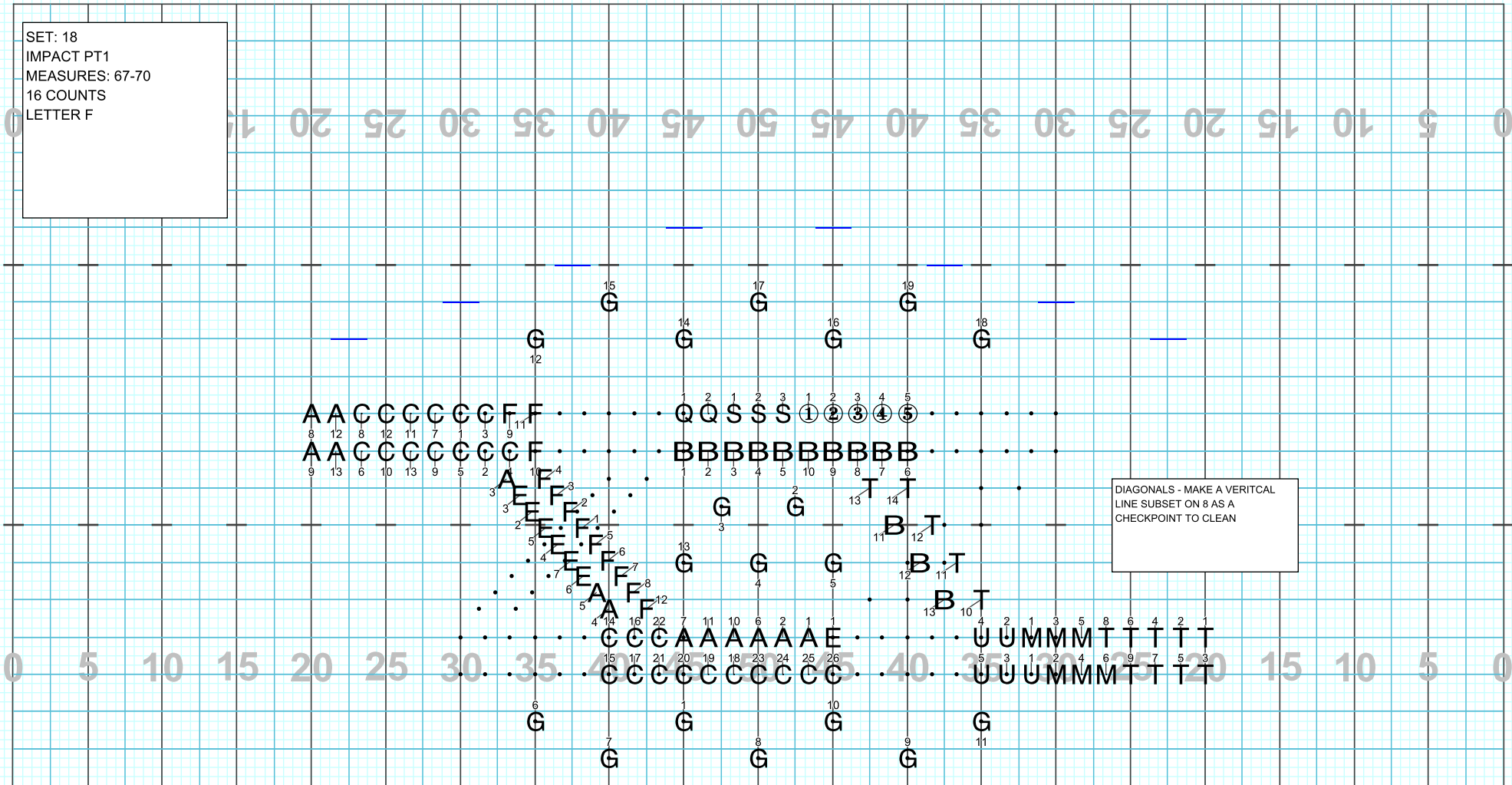


Director Viewpoint

Set #17 Counts: 8 Measures: 65-66

TEMPO BUMP!!

SET: 18
IMPACT PT1
MEASURES: 67-70
16 COUNTS
LETTER F

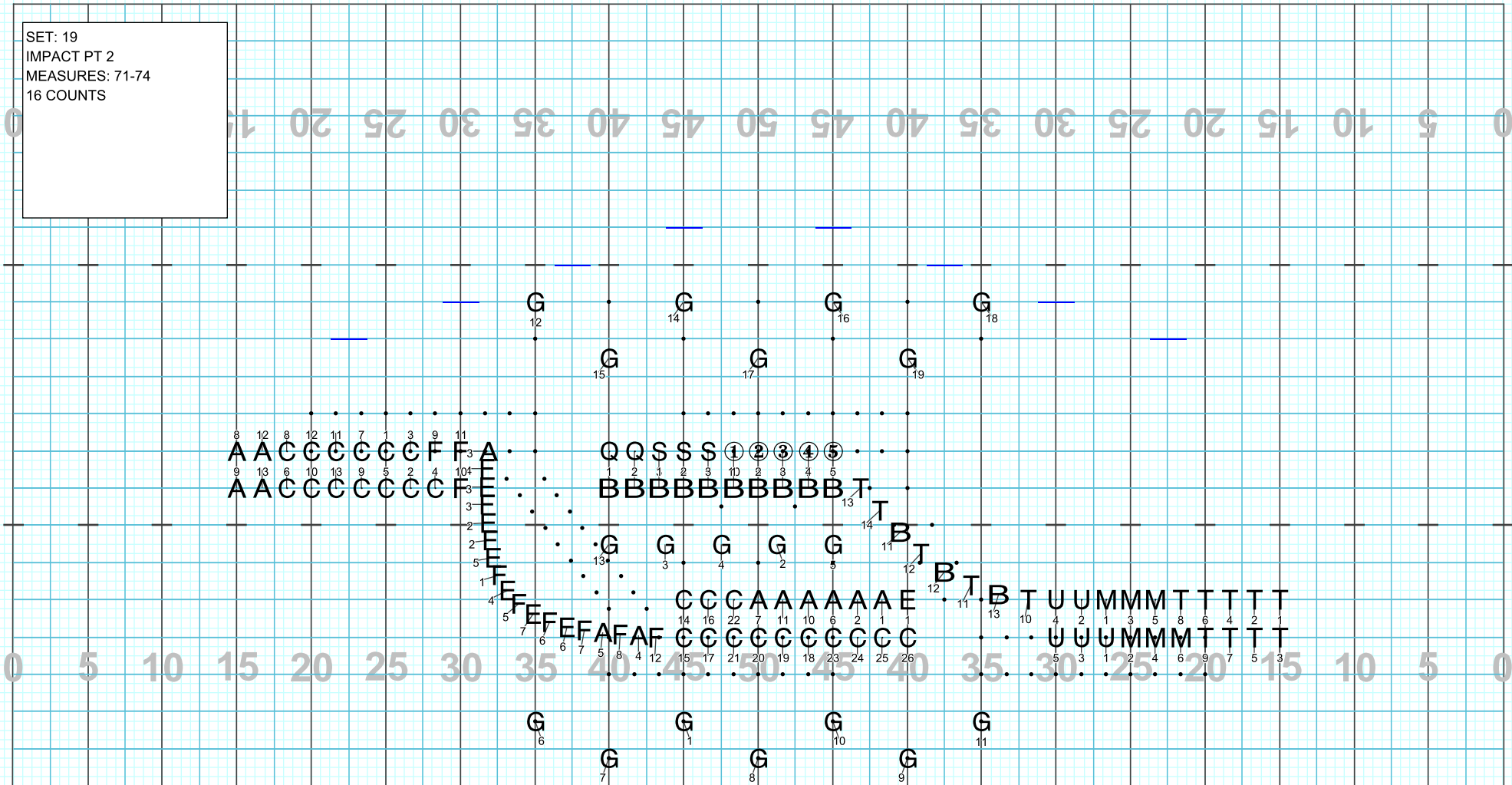


Director Viewpoint

Set #18 Counts: 16 Measures: 67-70

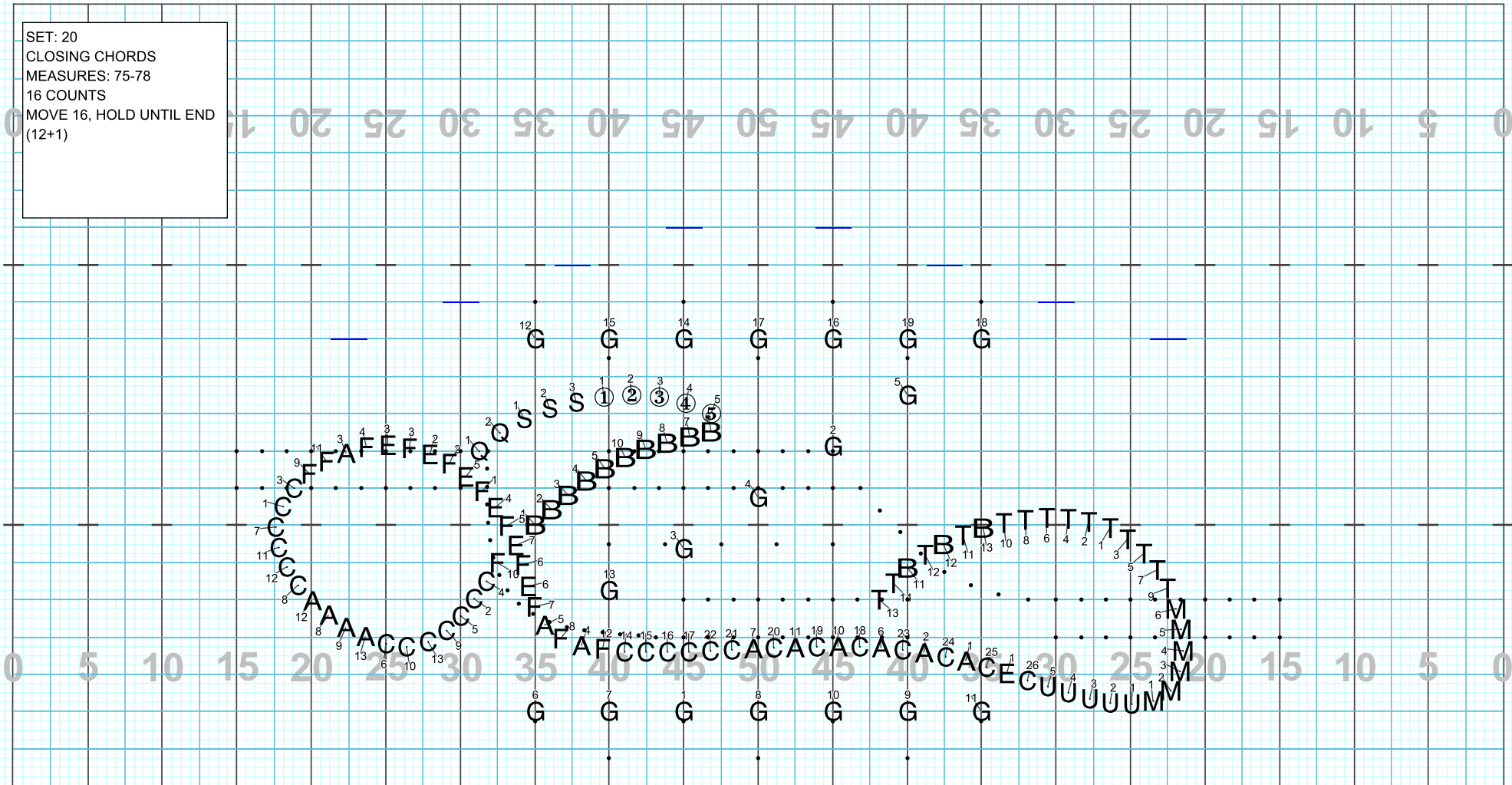
IMPACT PT1

SET: 19
IMPACT PT 2
MEASURES: 71-74
16 COUNTS



Director Viewpoint

SET: 20
CLOSING CHORDS
MEASURES: 75-78
16 COUNTS
MOVE 16, HOLD UNTIL END
(12+1)



Director Viewpoint

Set #20 Counts: 16 Measures: 75-78

CLOSING CHORDS