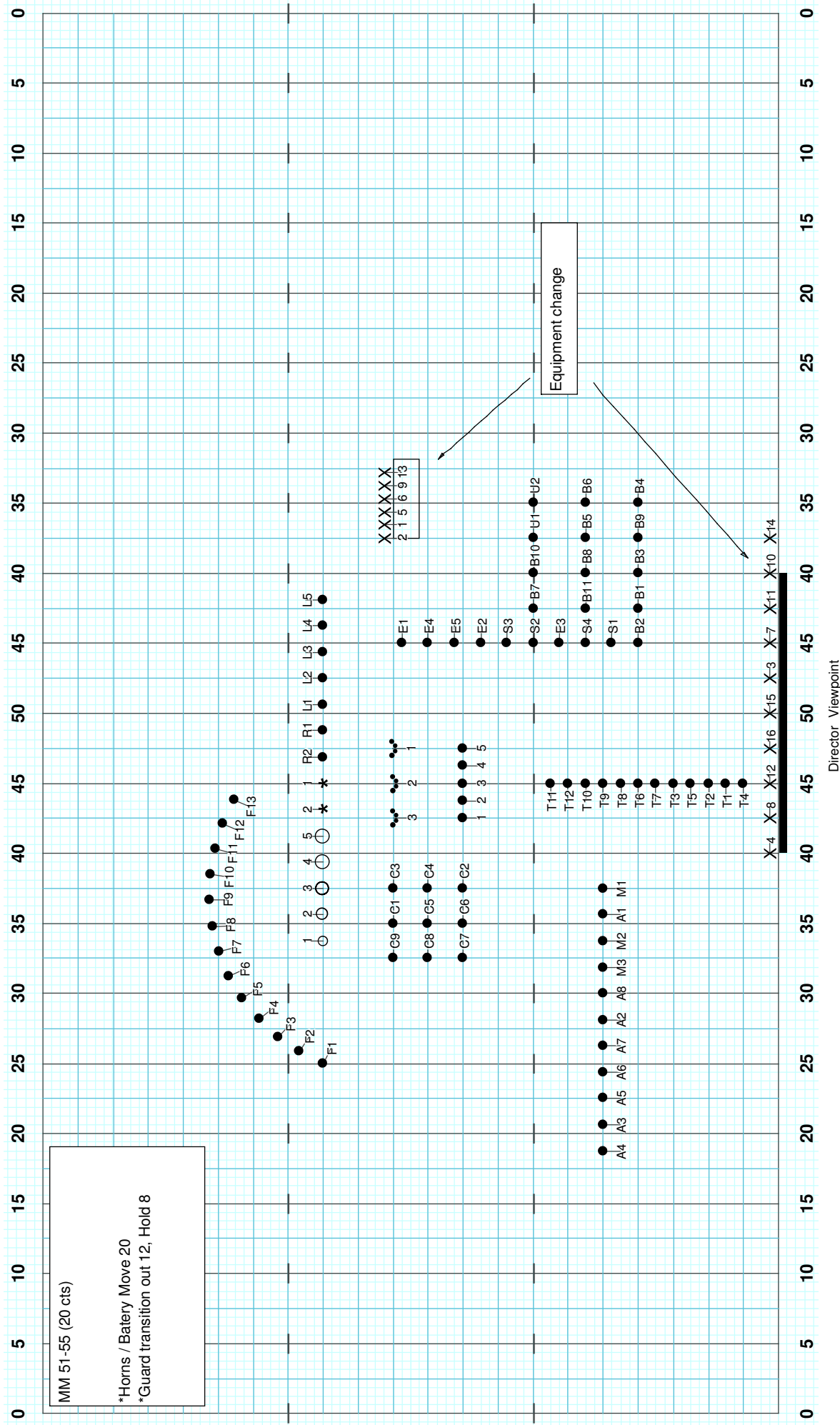


Pirates - Movement 2
Opening Set

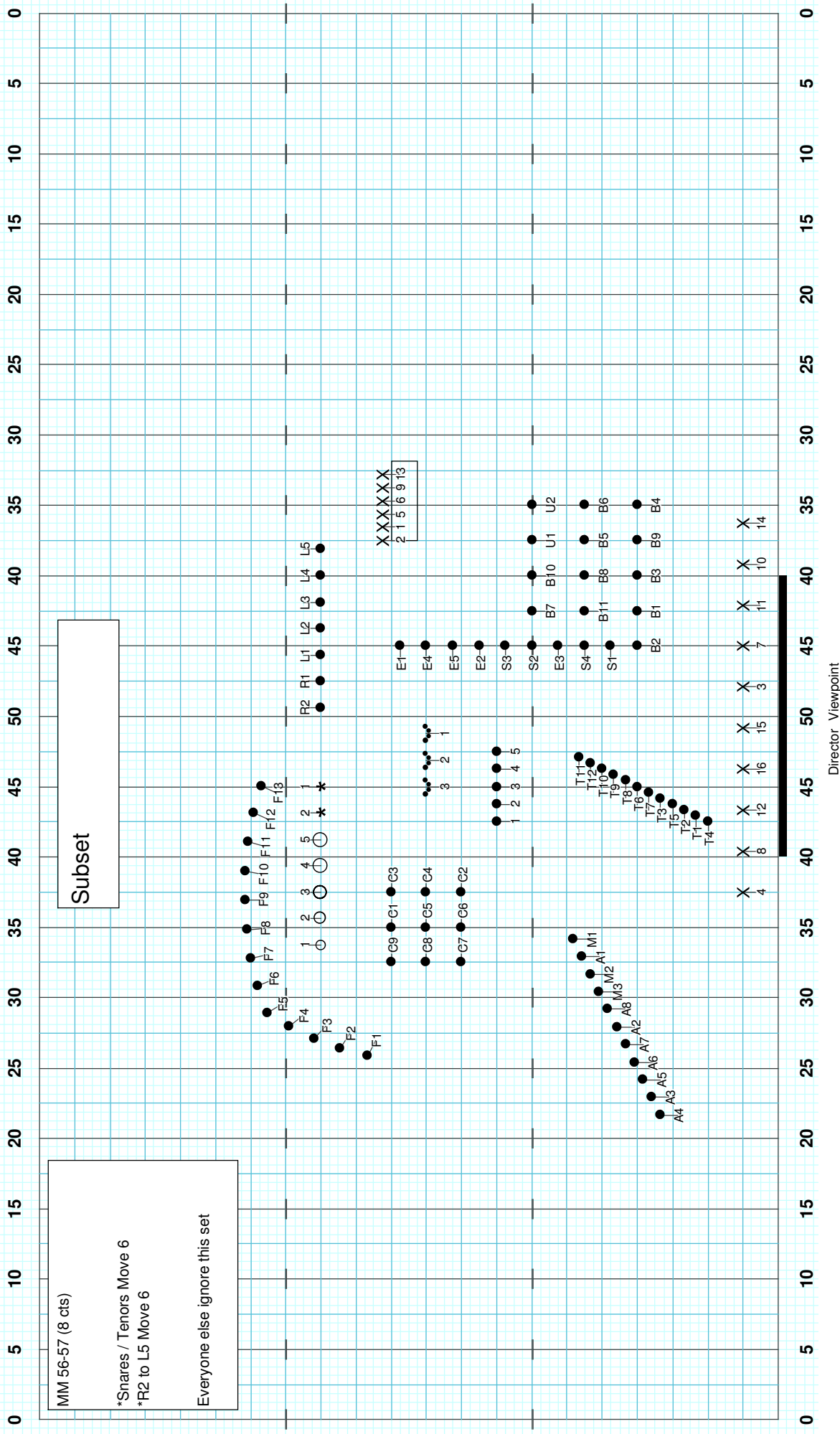
MM 51-55 (20 cts)
 *Horns / Batory Move 20
 *Guard transition out 12, Hold 8



Director Viewpoint

MM 56-57 (8 cts)
 *Snares / Tenors Move 6
 *R2 to L5 Move 6
 Everyone else ignore this set

Subset



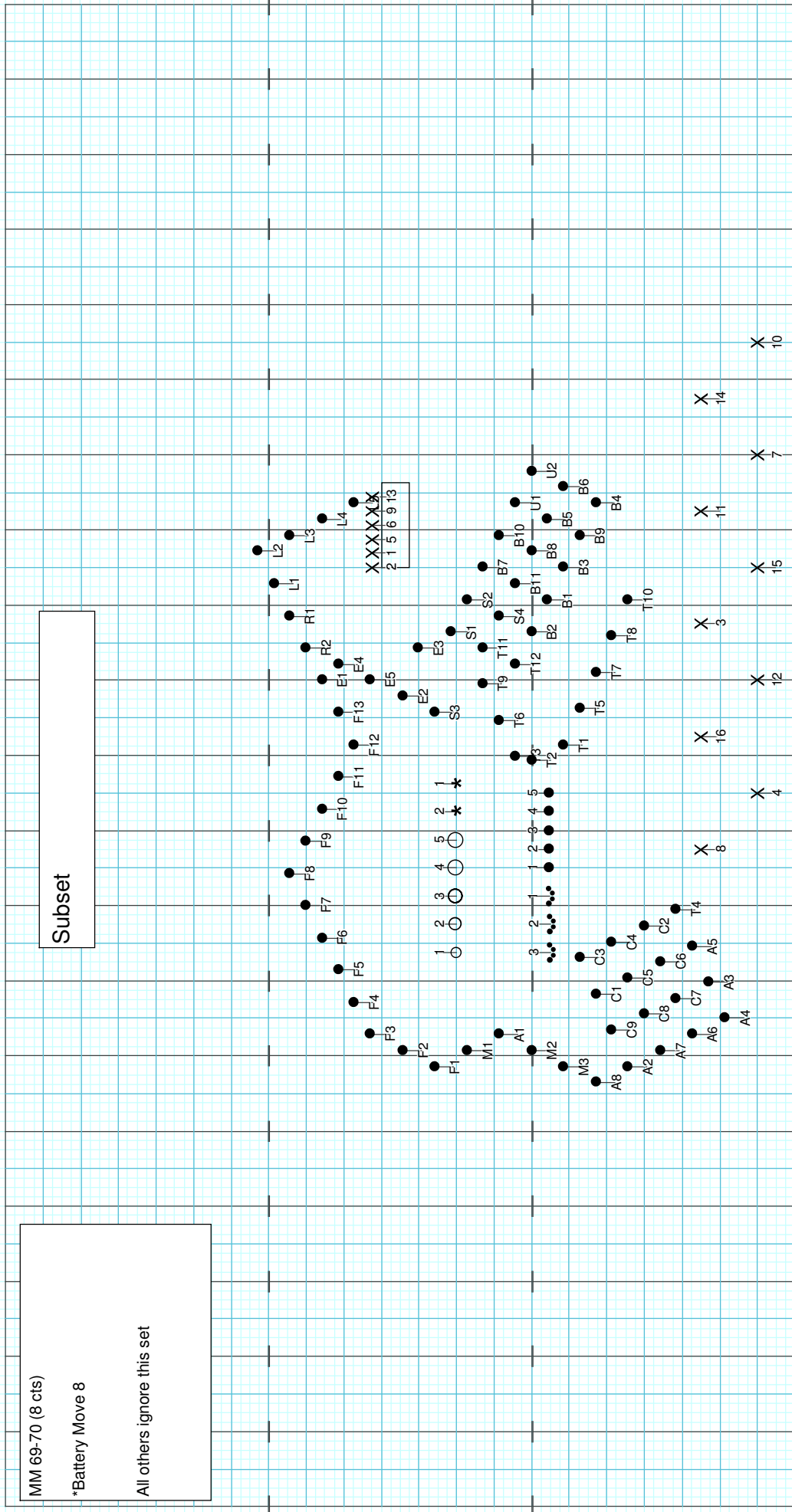
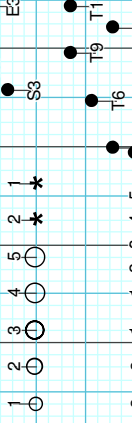
MM 69-70 (8 cts)

*Battery Move 8

All others ignore this set

Subset

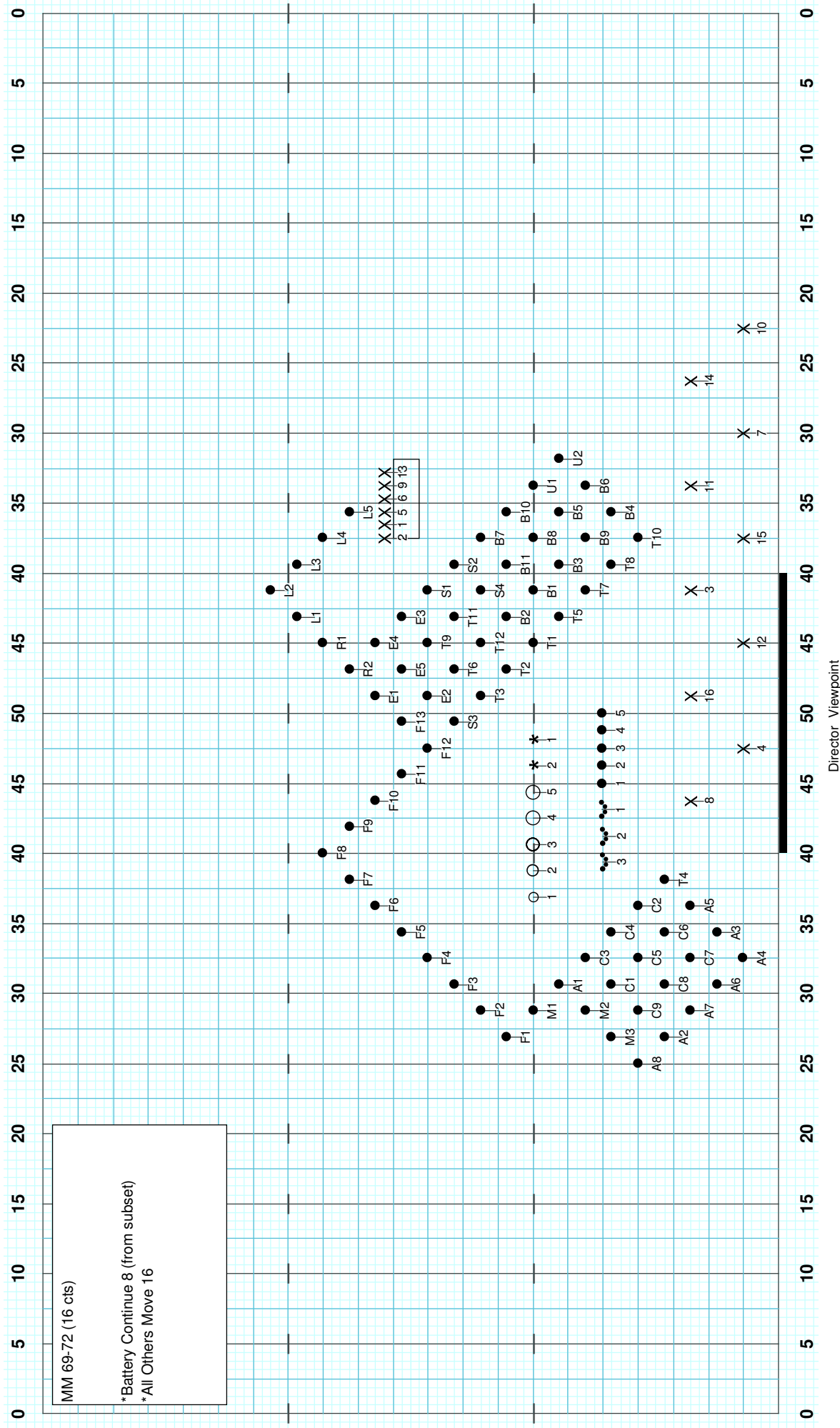
XXXXXX
2 1 5 6 9 13



MM 69-72 (16 cts)

*Battery Continue 8 (from subset)

*All Others Move 16



Director Viewpoint

MM 73-76 (16 cts)

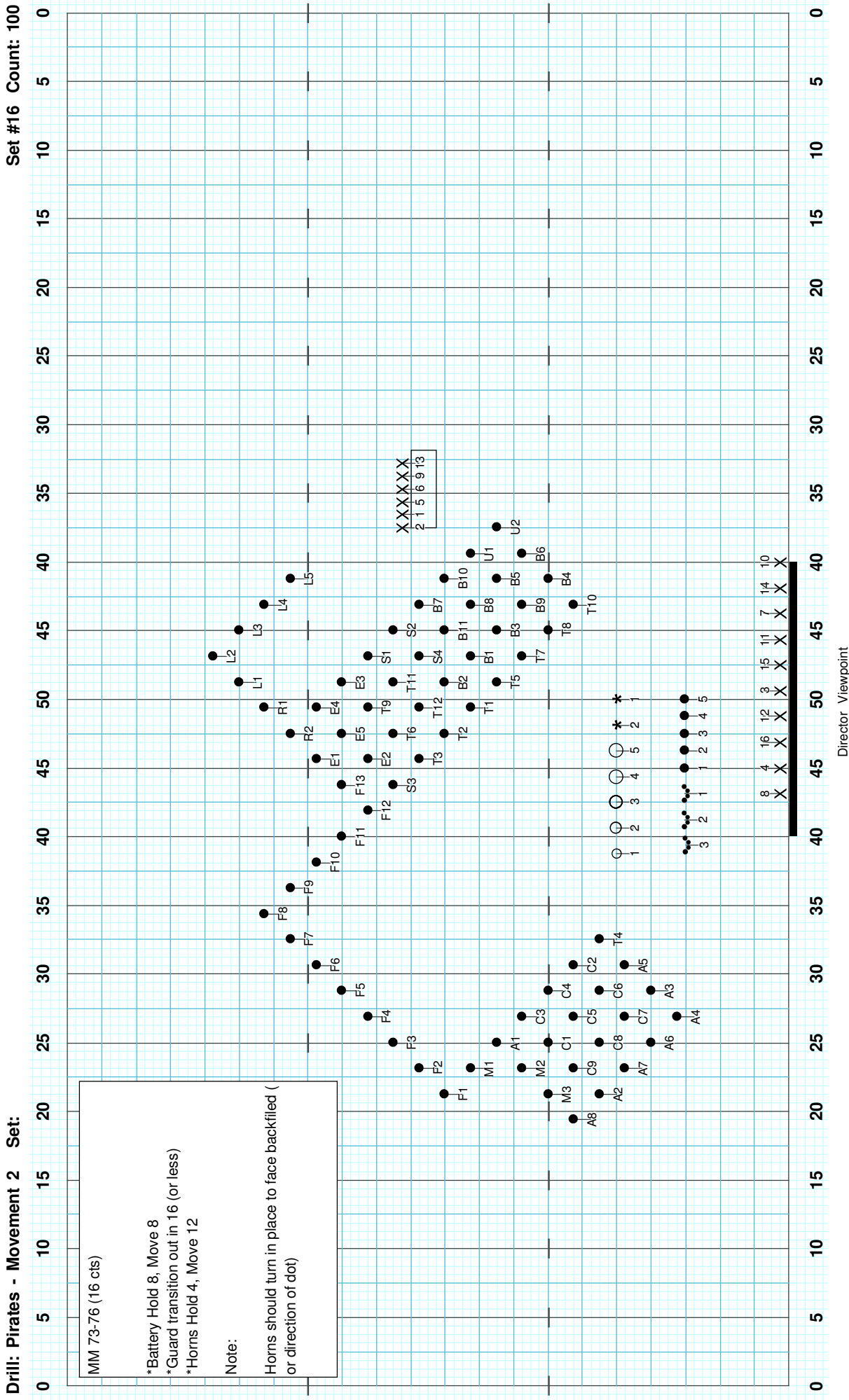
*Battery Hold 8, Move 8

*Guard transition out in 16 (or less)

*Horns Hold 4, Move 12

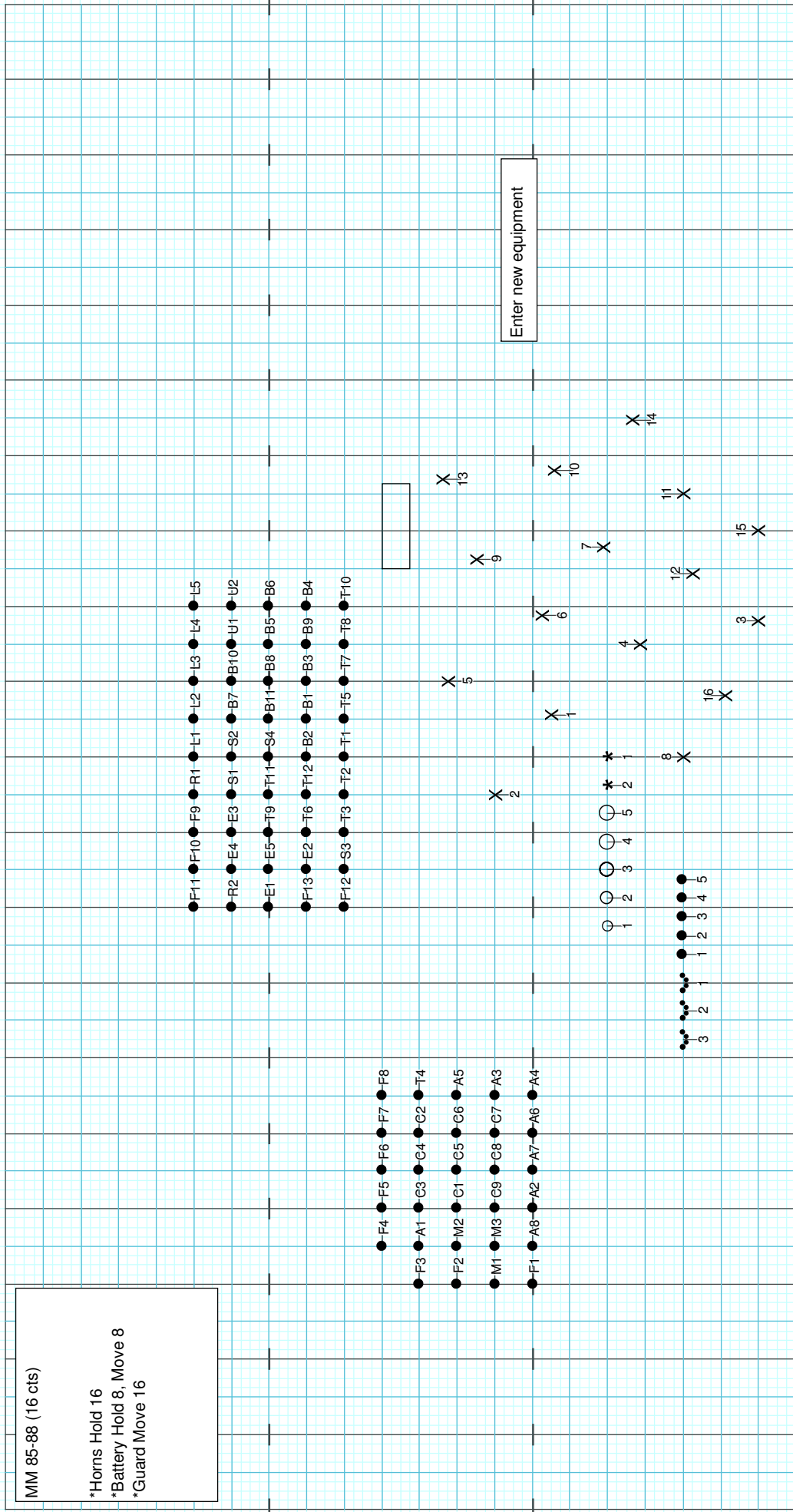
Note:

Horns should turn in place to face backfied (or direction of dot)



MM 85-88 (16 cts)

*Horns Hold 16
 *Battery Hold 8, Move 8
 *Guard Move 16



Director Viewpoint

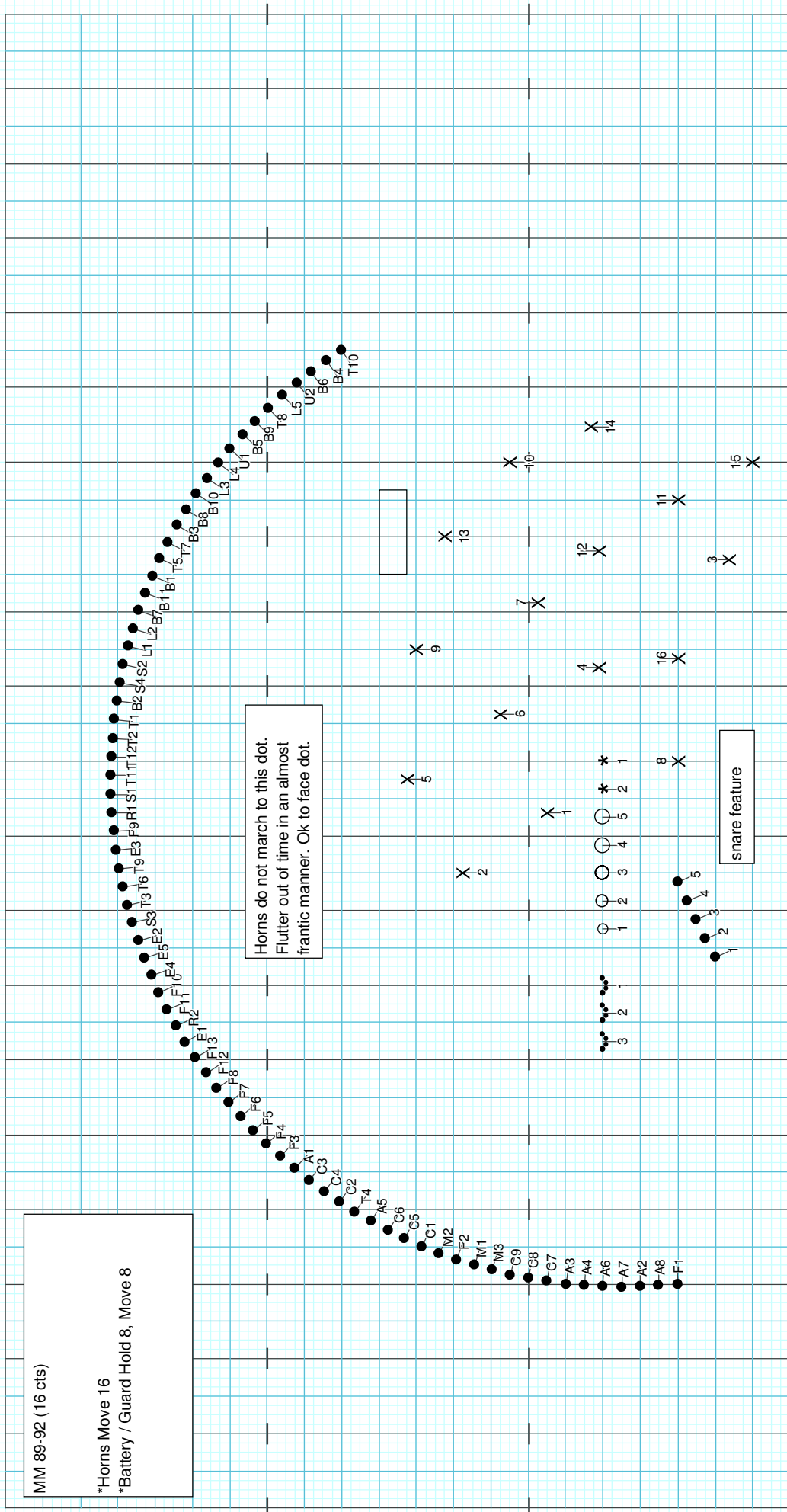
*Horns Move 16

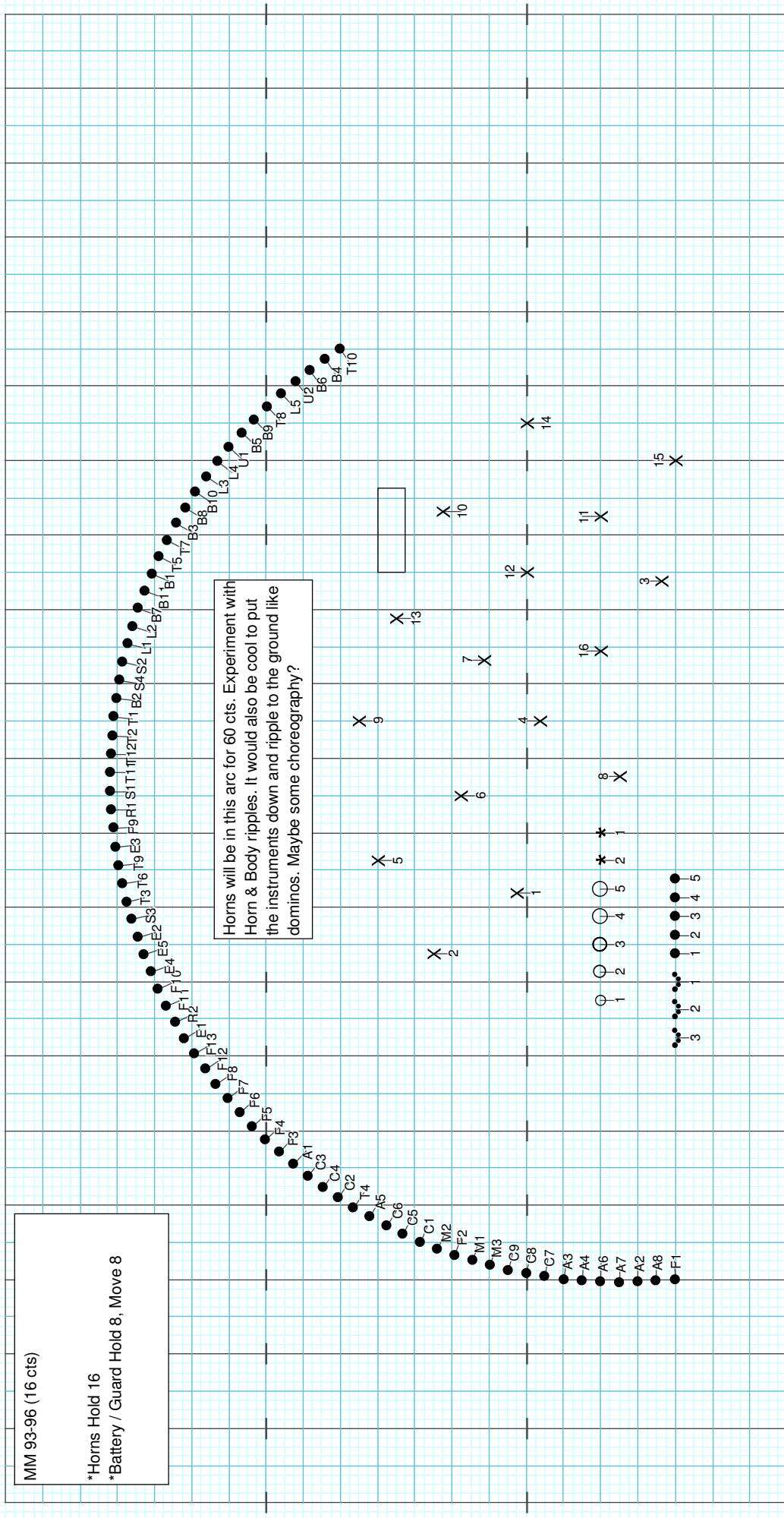
*Battery / Guard Hold 8, Move 8

Horns do not march to this dot.
Flutter out of time in an almost
frantic manner. Ok to face dot.

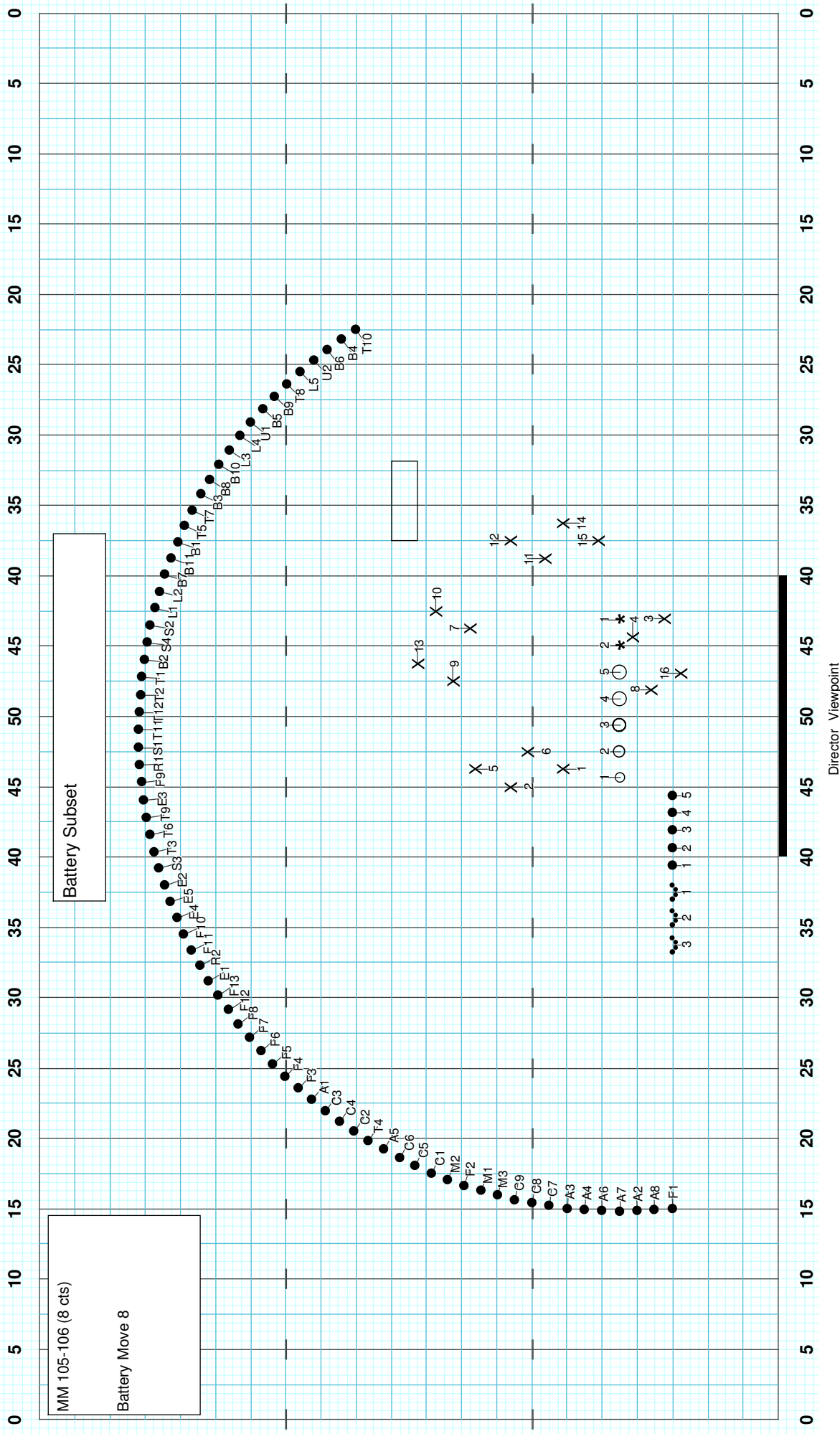
snare feature

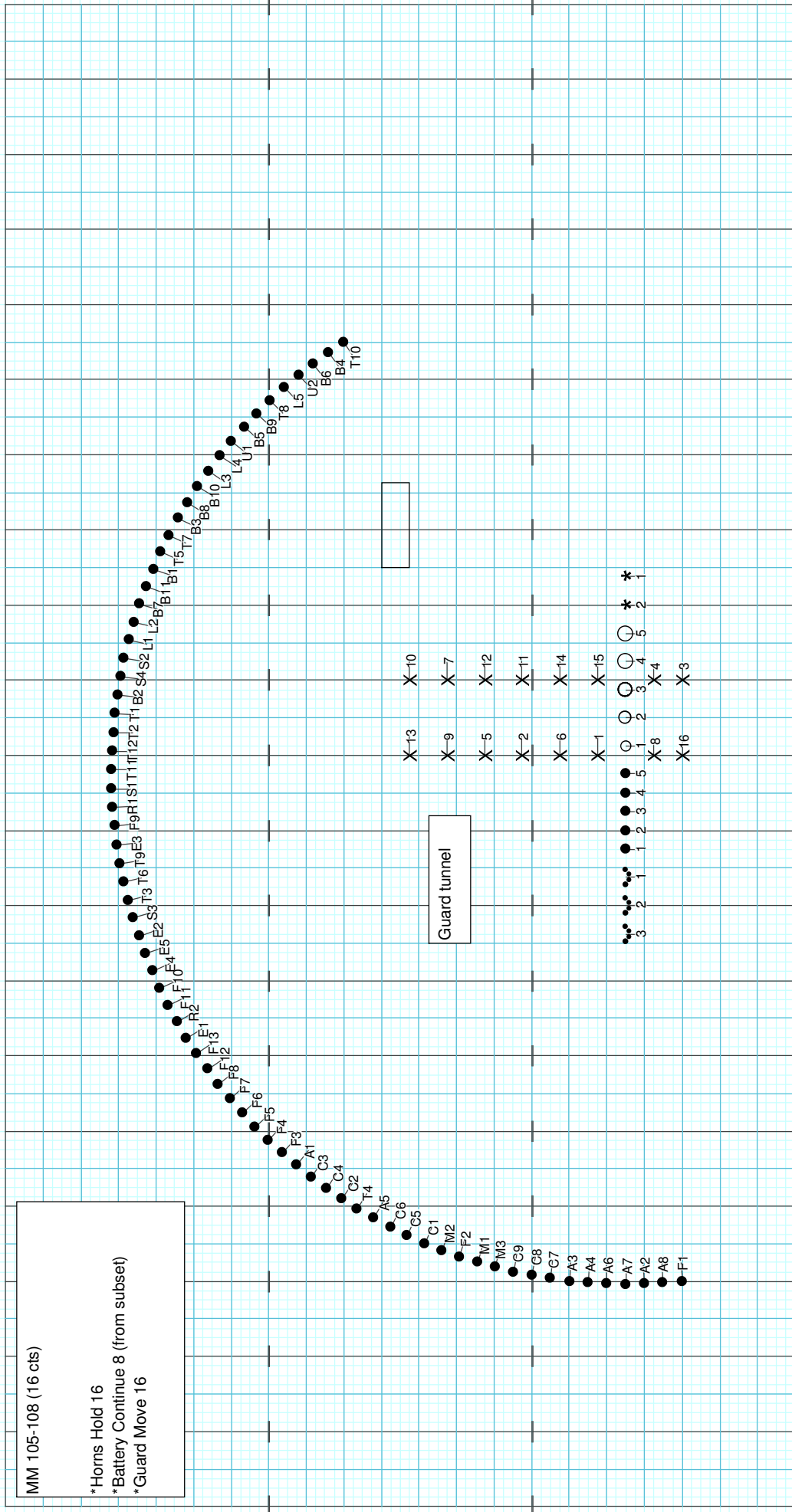
Director Viewpoint

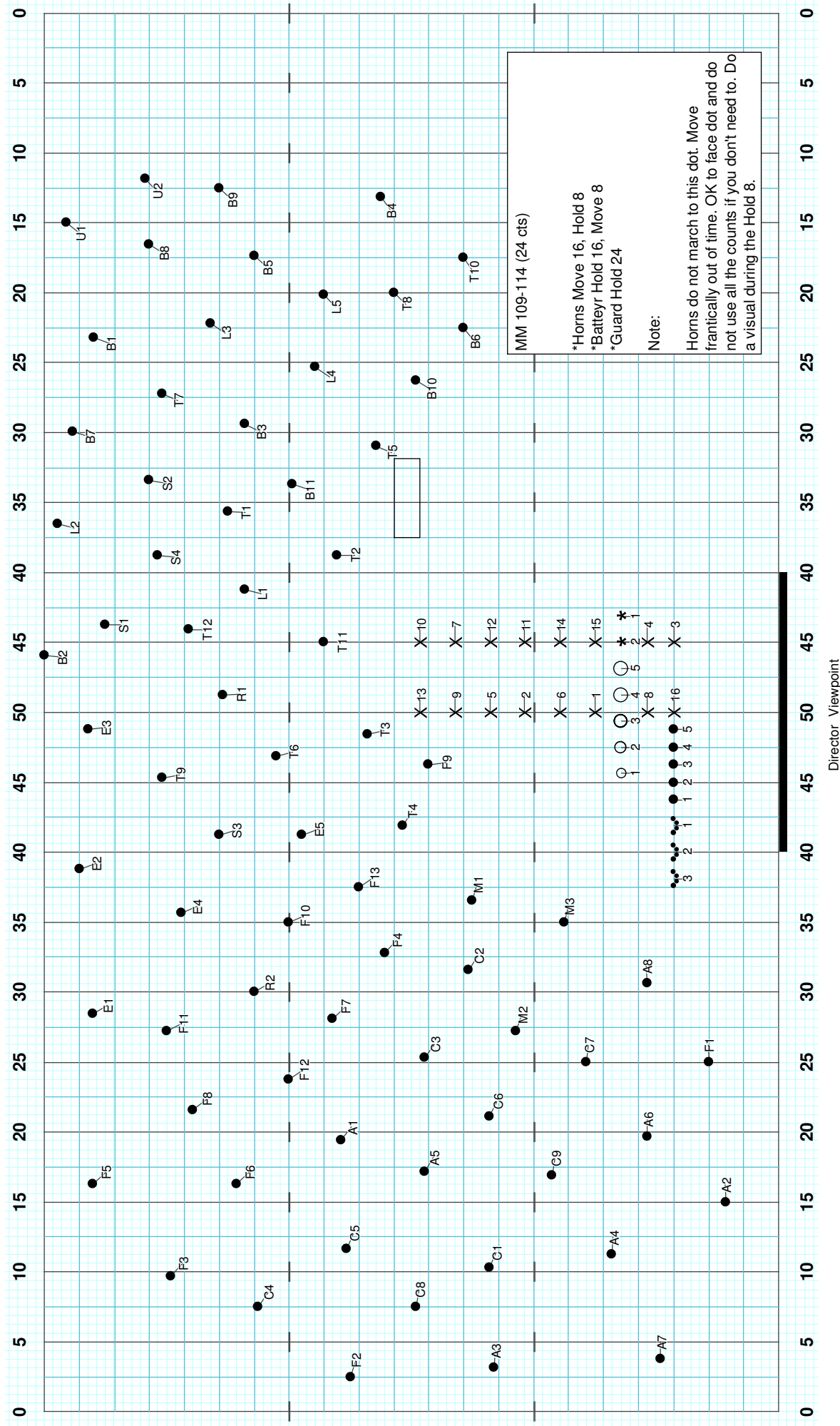


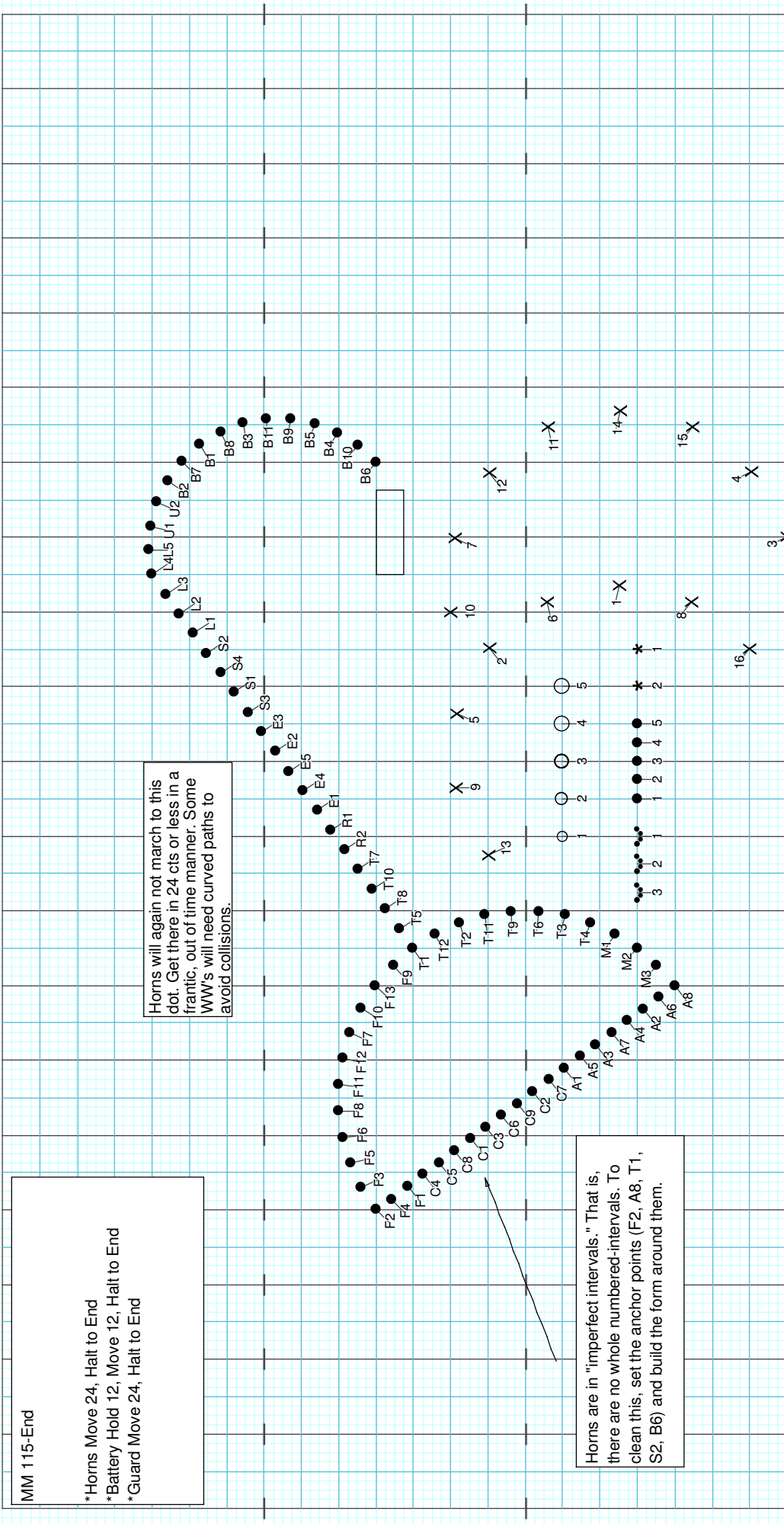


Director Viewpoint









MM 115-End

- *Horns Move 24, Halt to End
- *Battery Hold 12, Move 12, Halt to End
- *Guard Move 24, Halt to End

Horns will again not march to this dot. Get there in 24 cts or less in a frantic, out of time manner. Some WW's will need curved paths to avoid collisions.

Horns are in "imperfect intervals." That is, there are no whole numbered-intervals. To clean this, set the anchor points (F2, A8, T1, S2, B6) and build the form around them.

Director Viewpoint