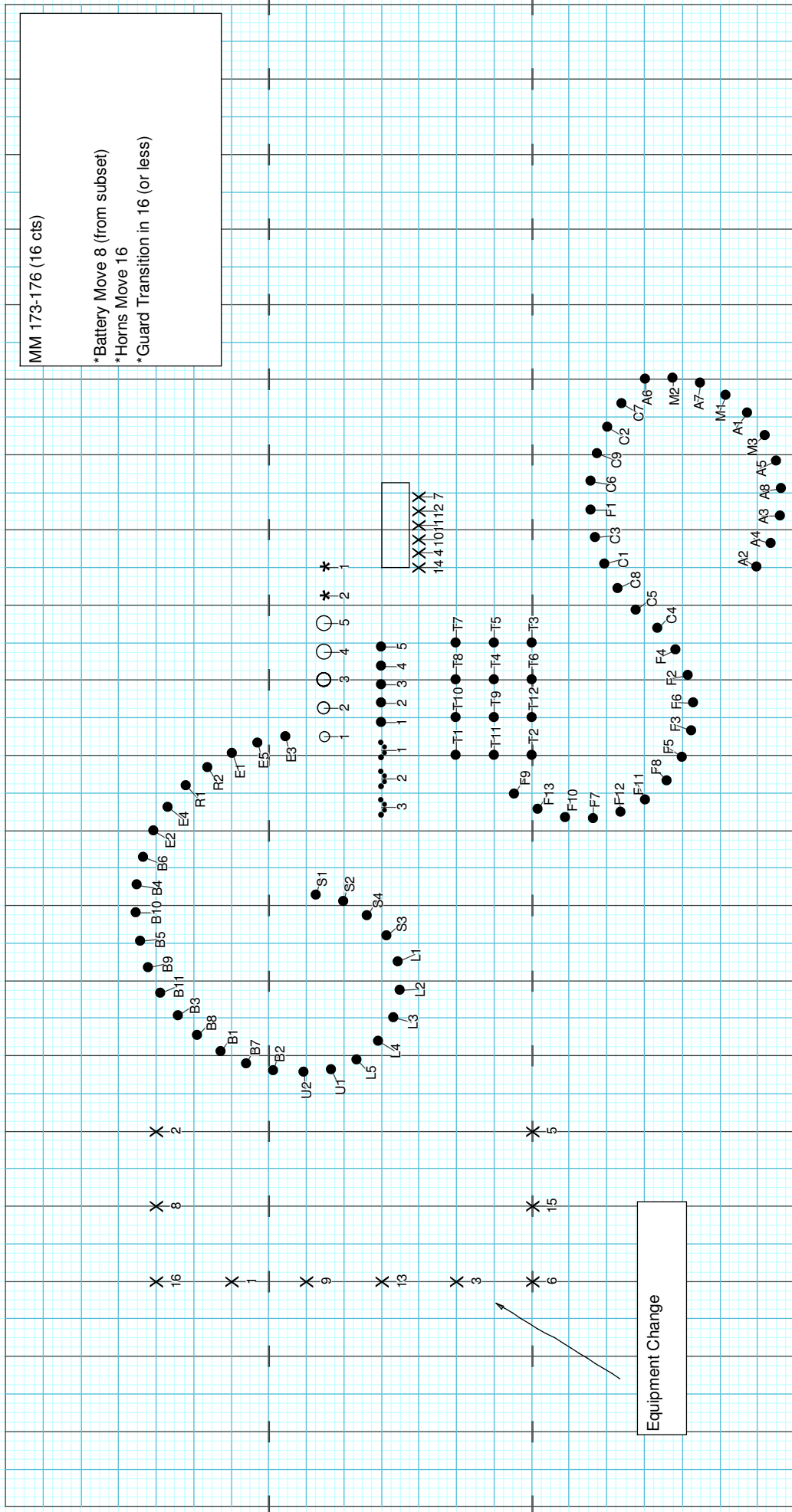


Director Viewpoint



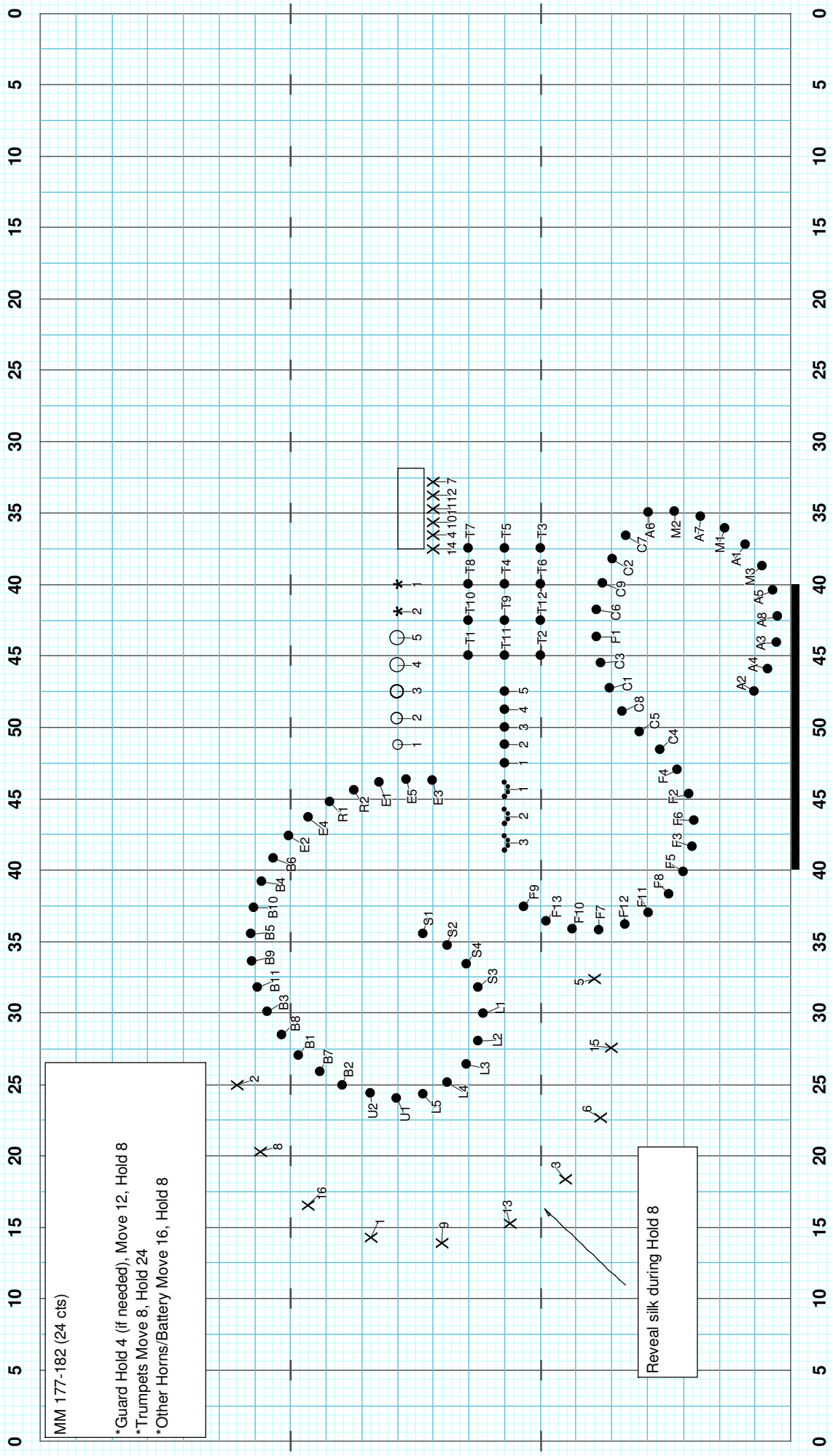
Director Viewpoint

MM 177-182 (24 cts)

- *Guard Hold 4 (if needed), Move 12, Hold 8
- *Trumpets Move 8, Hold 24
- *Other Horns/Battery Move 16, Hold 8

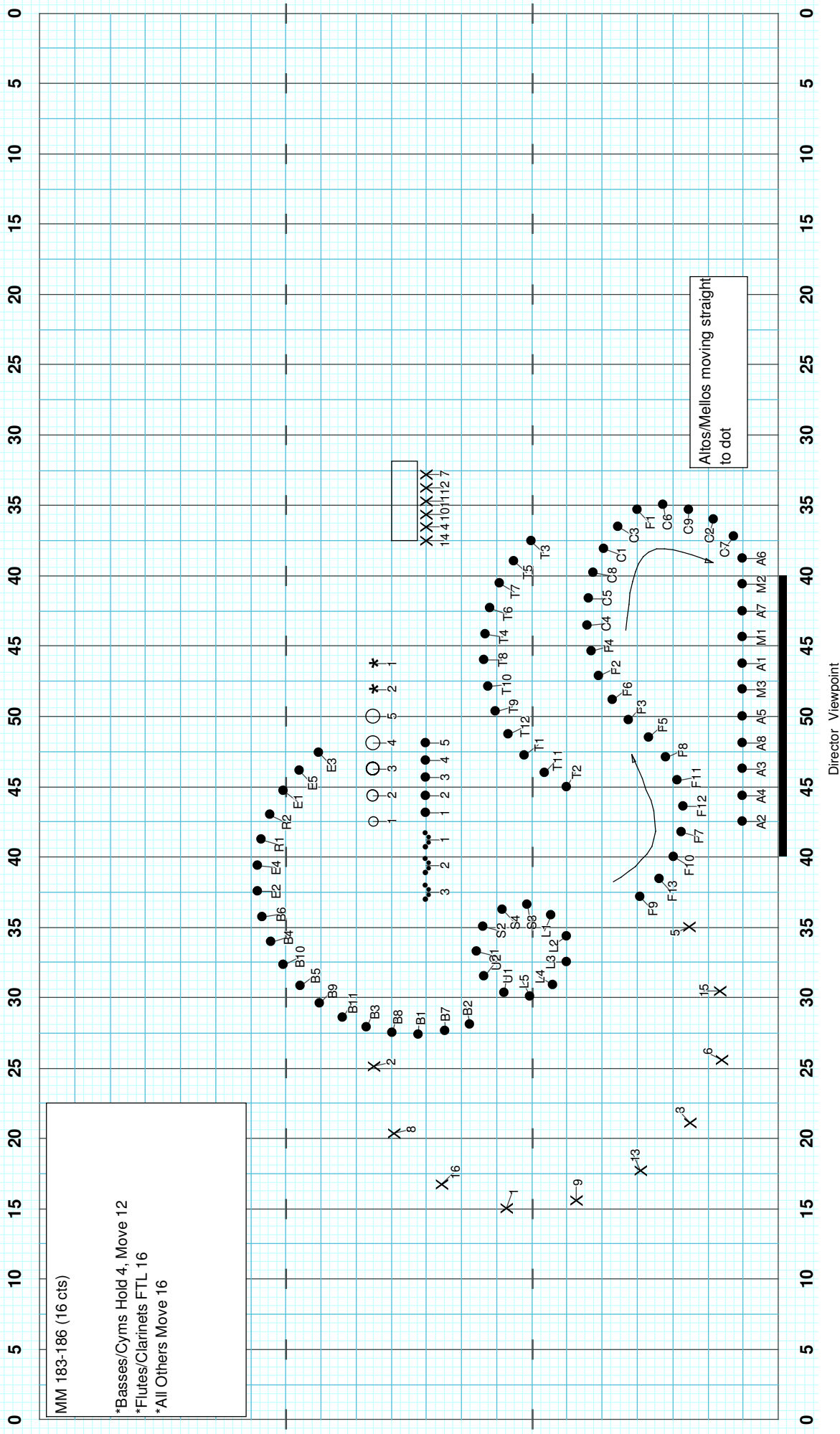
Reveal silk during Hold 8

Director Viewpoint

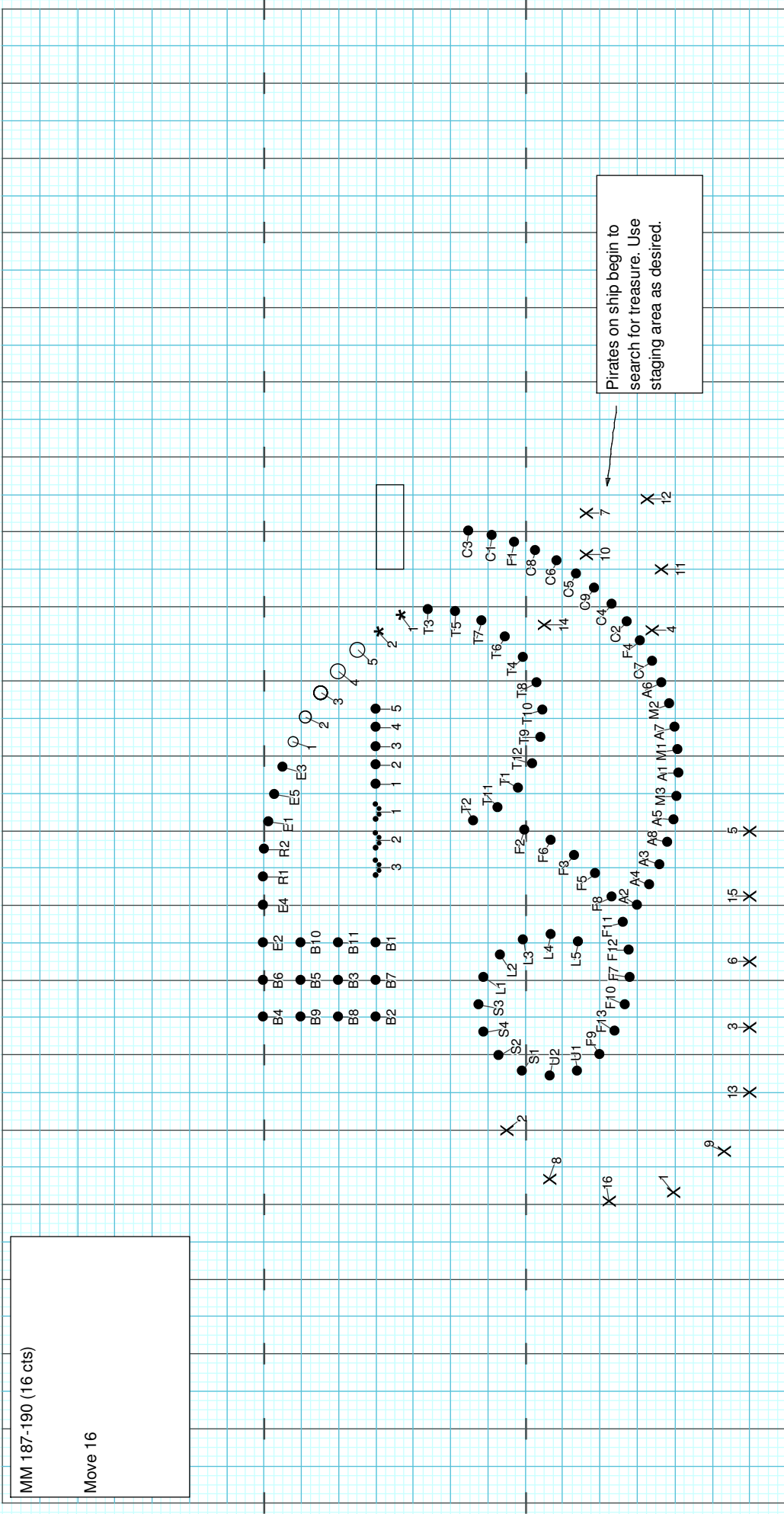


MM 183-186 (16 cts)

*Basses/Cyms Hold 4, Move 12
 *Flutes/Clarinets FTL 16
 *All Others Move 16



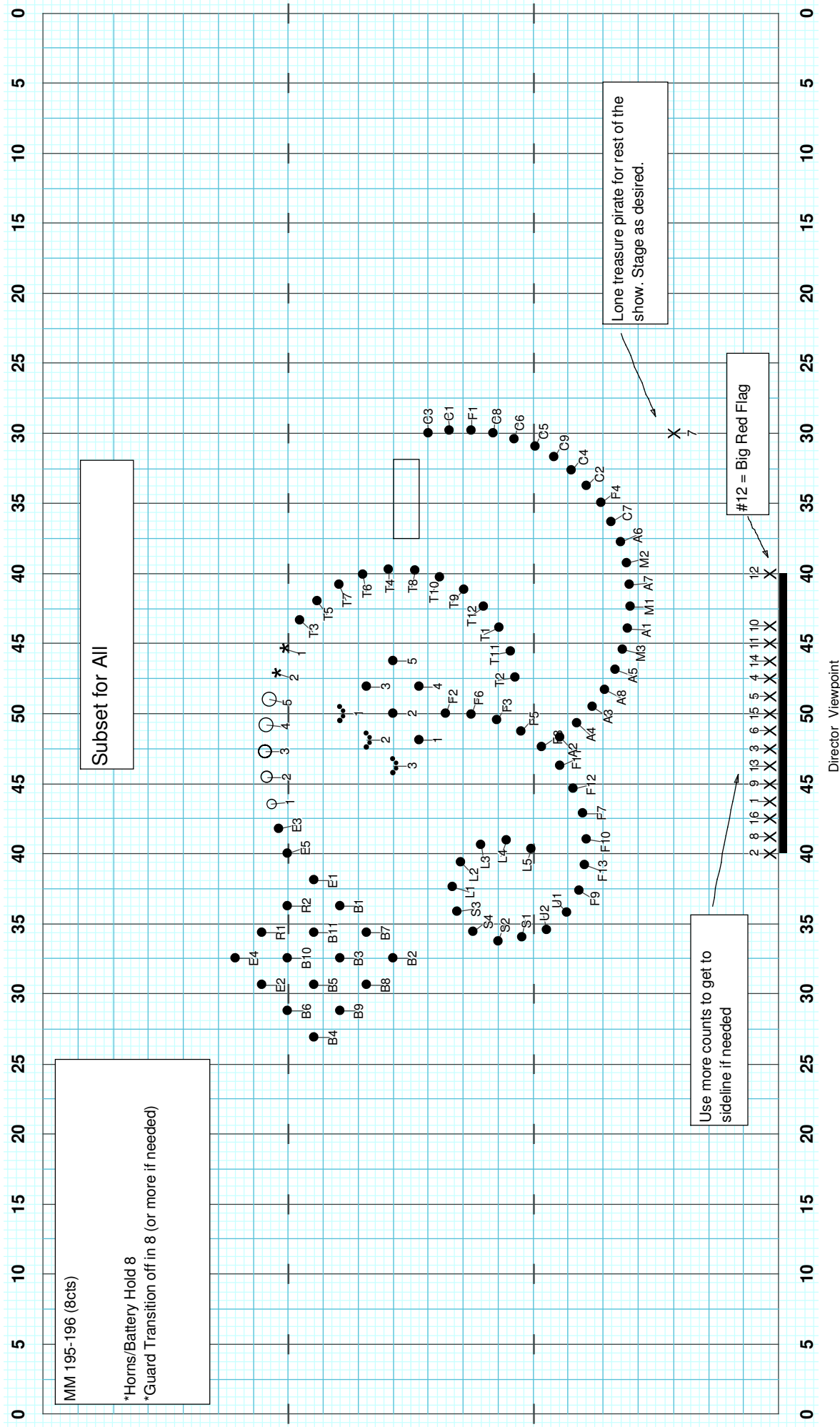
Director Viewpoint



Director Viewpoint

Drill: Pirates - Movement 4

Set #45A Count: 96



2010 Drill Design

By

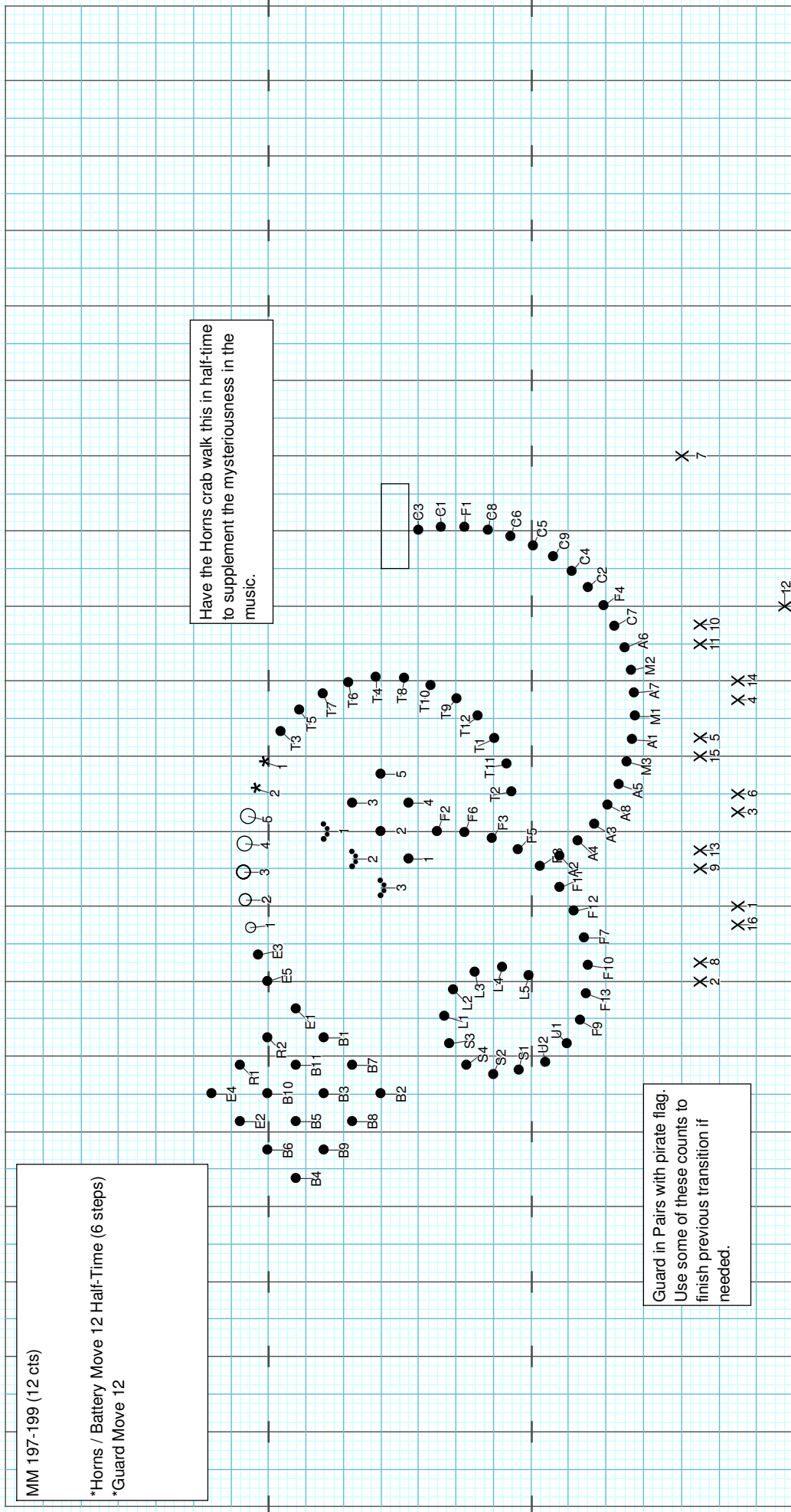
Eric V. Salas

MM 197-199 (12 cts)

*Horns / Battery Move 12 Half-Time (6 steps)
*Guard Move 12

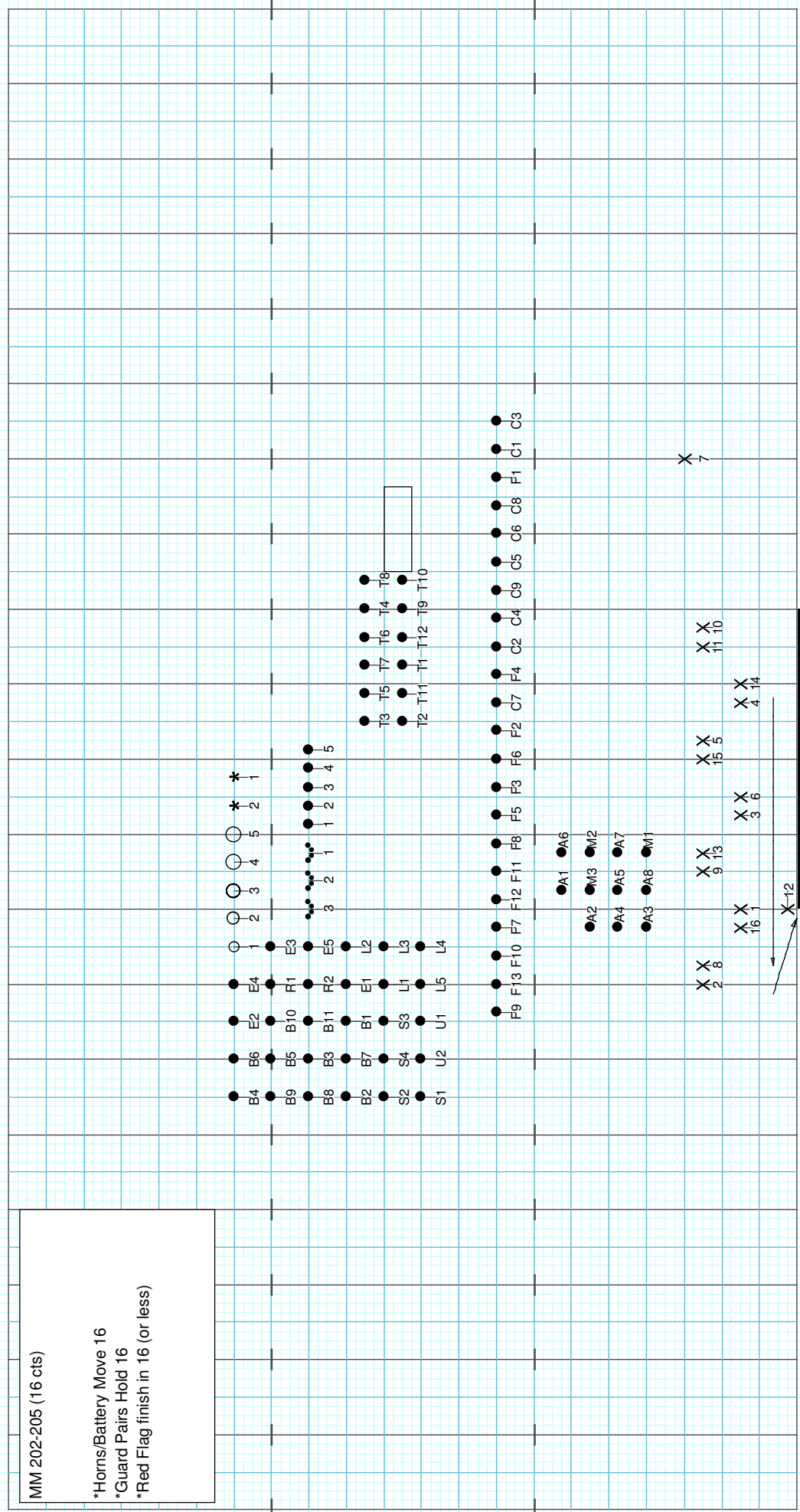
Have the Horns crab walk in half-time to supplement the mysteriousness in the music.

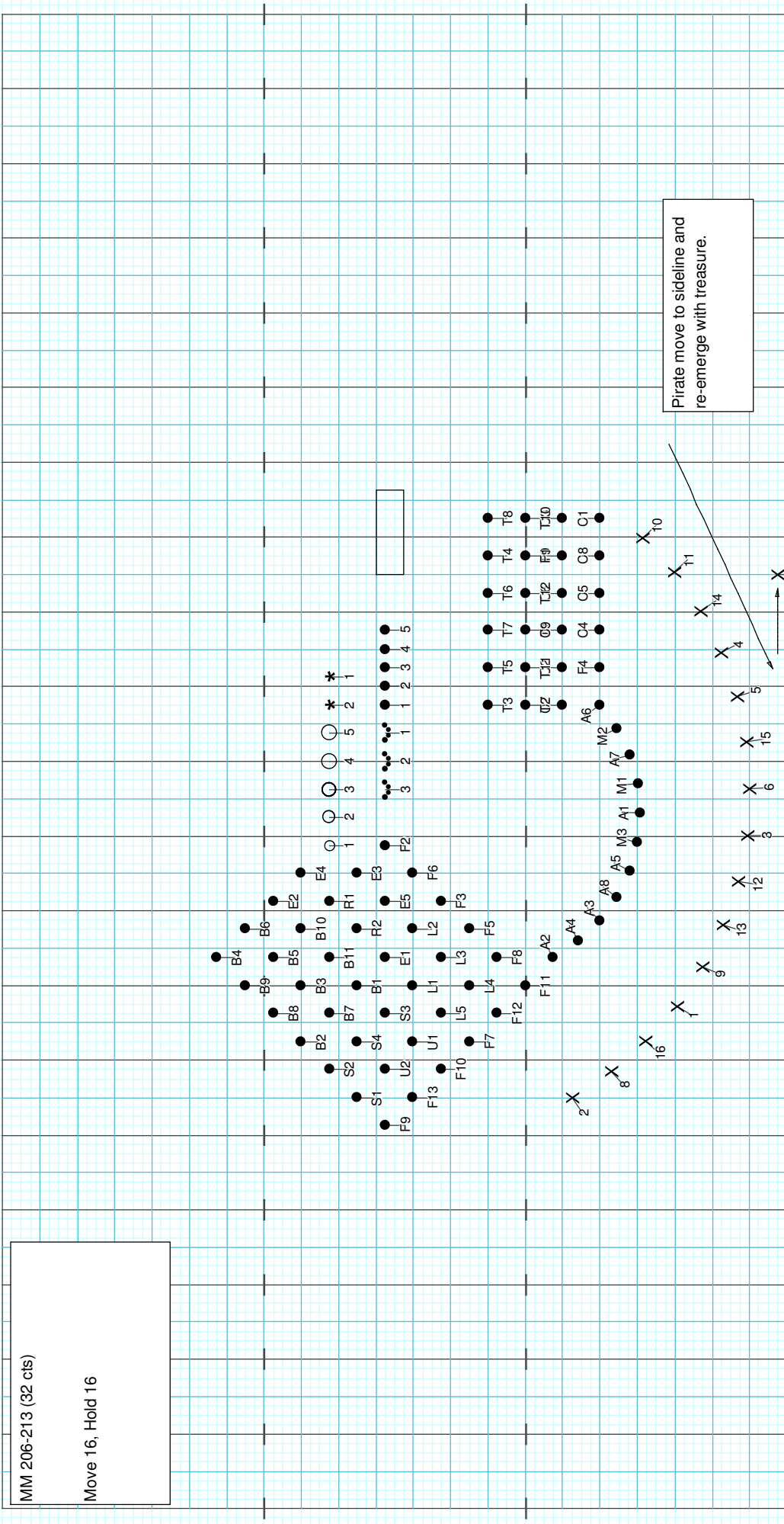
Guard in Pairs with pirate flag. Use some of these counts to finish previous transition if needed.

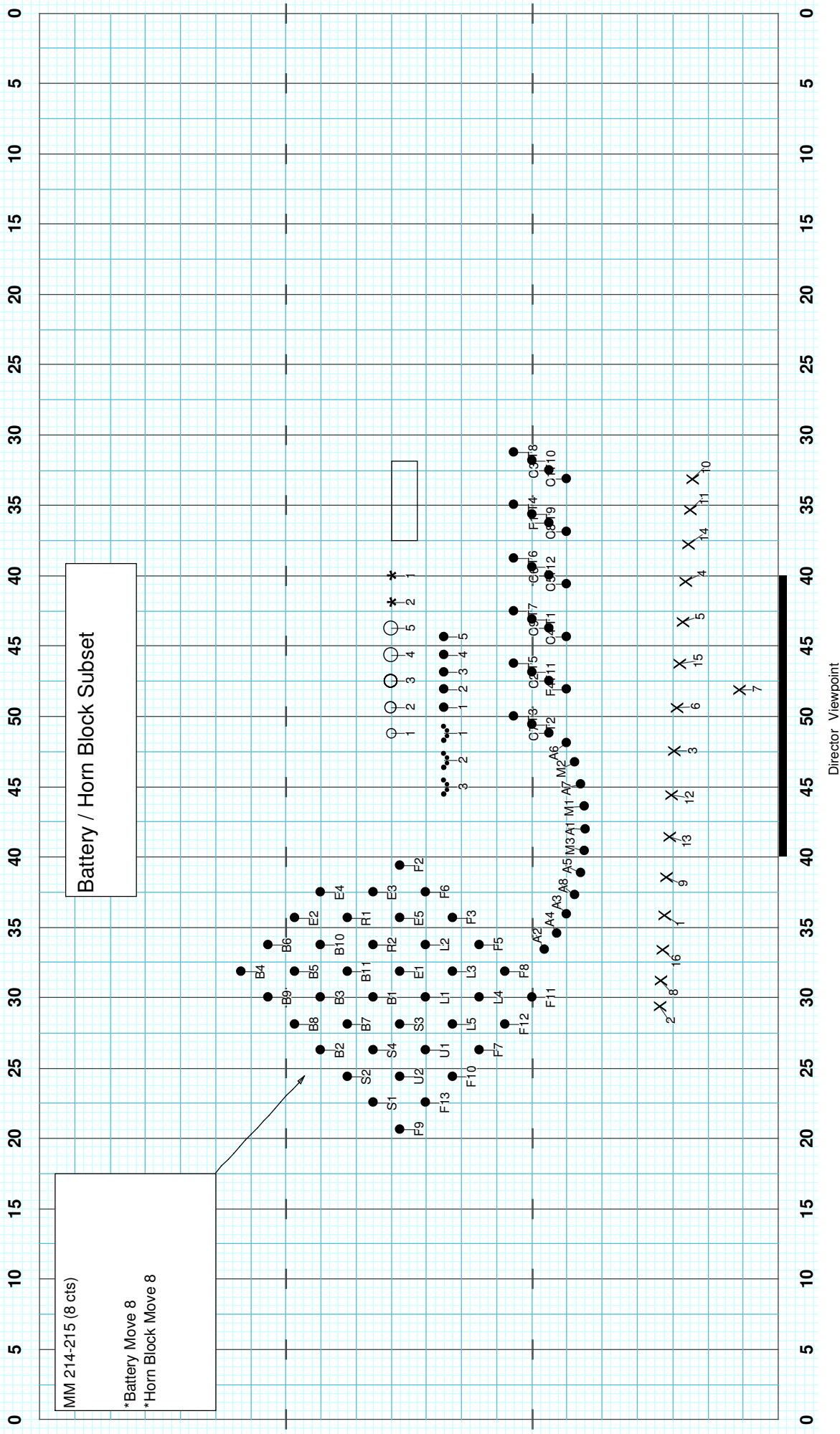


MM 202-205 (16 cts)

*Horns/Battery Move 16
 *Guard Pairs Hold 16
 *Red Flag finish in 16 (or less)



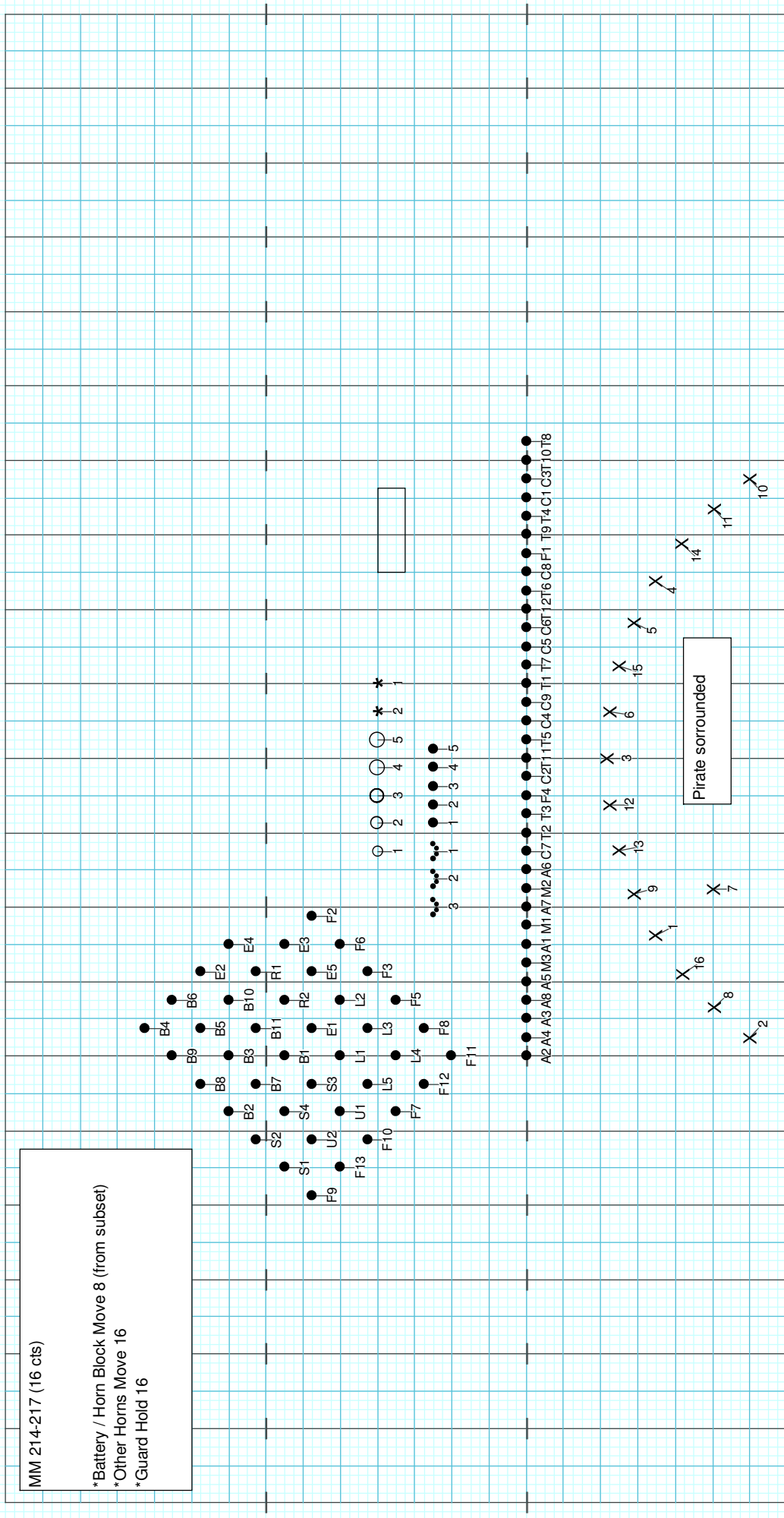




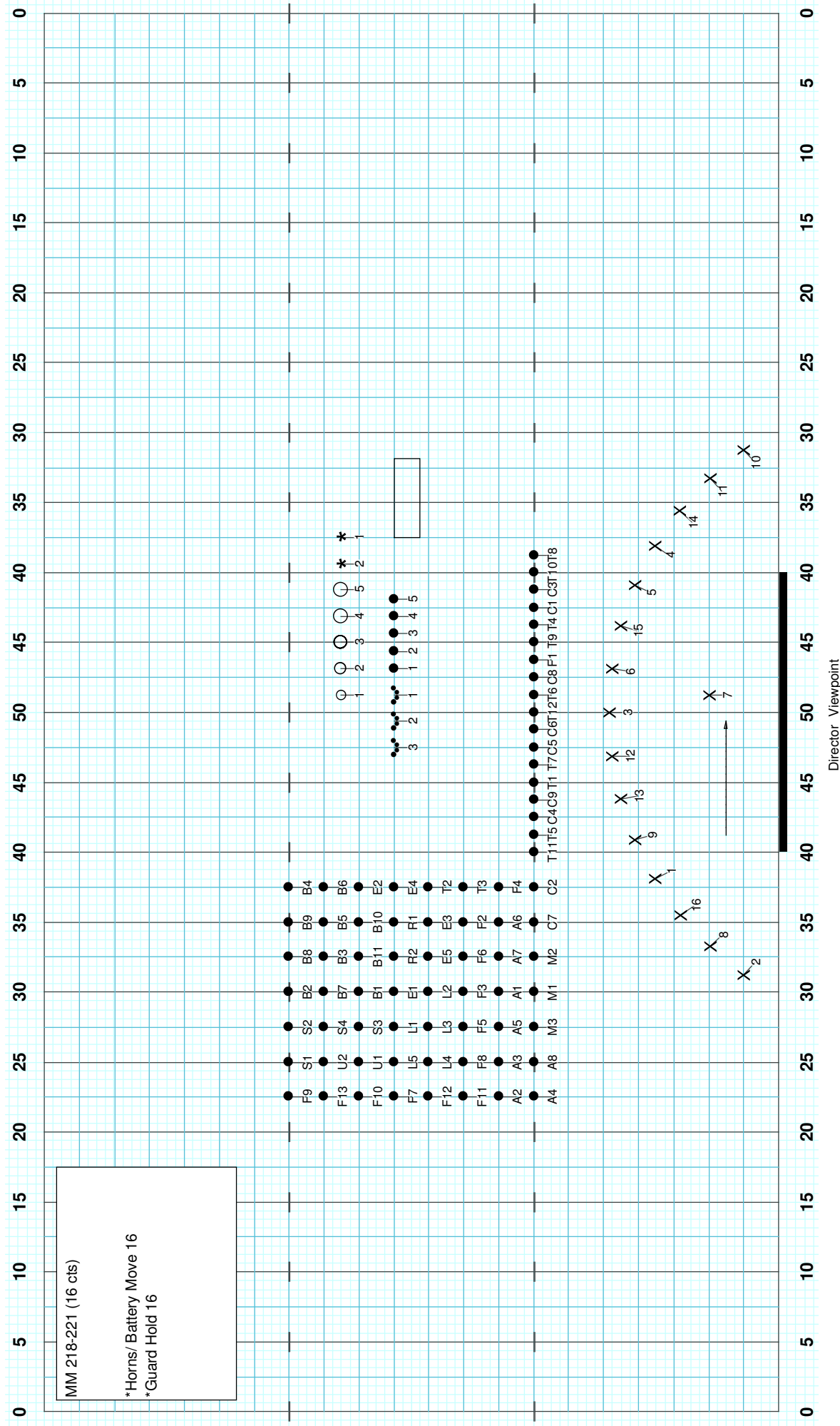
*Battery / Horn Block Move 8 (from subset)

*Other Horns Move 16

*Guard Hold 16

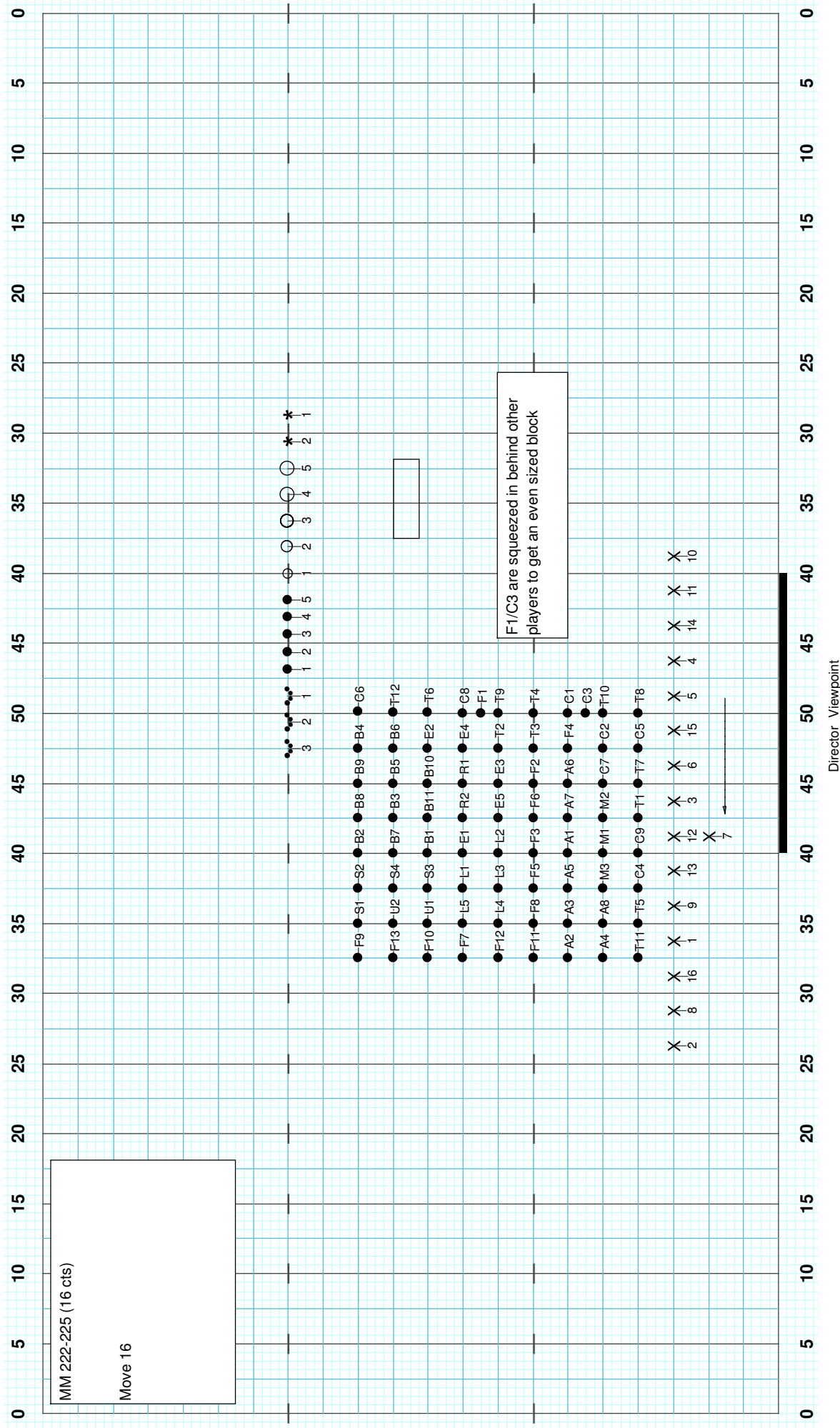


Director Viewpoint

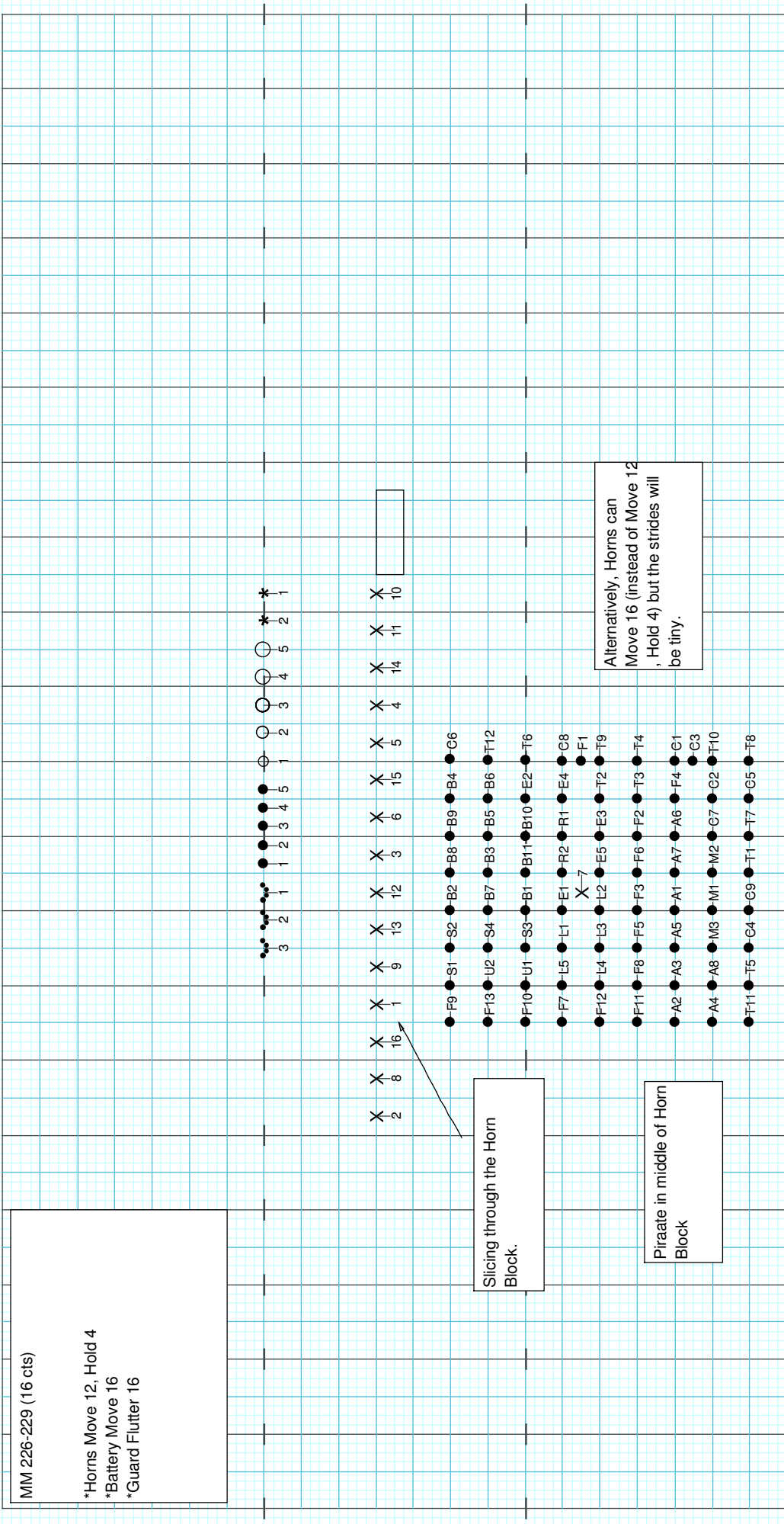


Director Viewpoint

MM 222-225 (16 cts)
Move 16



Director Viewpoint



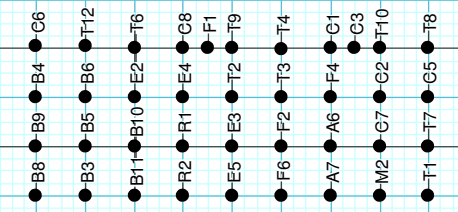
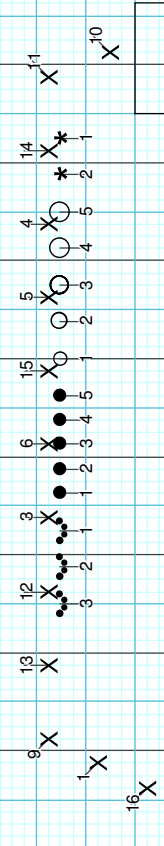
0 5 10 15 20 25 30 35 40 45 50 0 5 10 15 20 25 30 35 40 45 50 0

Director Viewpoint

*Horns Move 8

Horn Subset

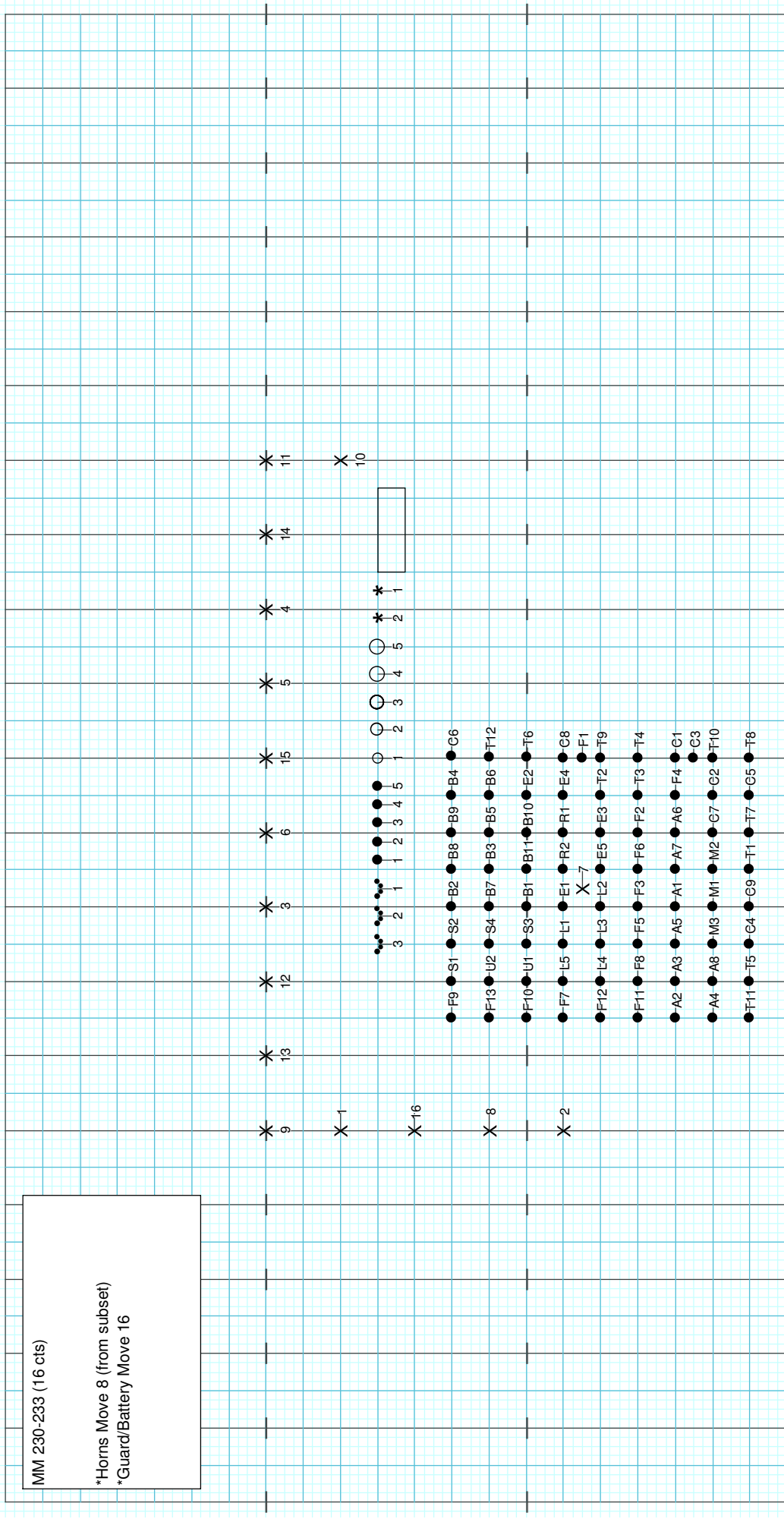
Note where the Guard is in relation to the Battery at this point. You can use this as a subset for the pass-through between these two sections. We can also open up the snare /quad spacing to allow more room for the Guard. Basses will need the drum facing Front by Count 8 to allow enough room for the Guard.



Director Viewpoint

*Horns Move 8 (from subset)

*Guard/Battery Move 16



Director Viewpoint

MM 233-234 (8 cts)

*Guard / Battery Hold 8
 *Some Horns Hold 2, Move 2, Hold 4
 *Other Horns Hold 8

