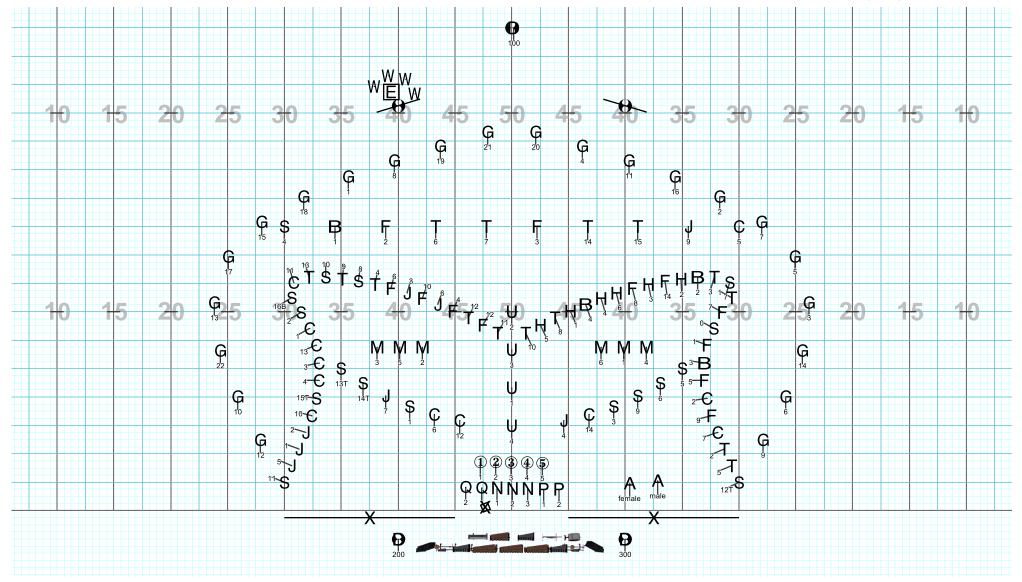
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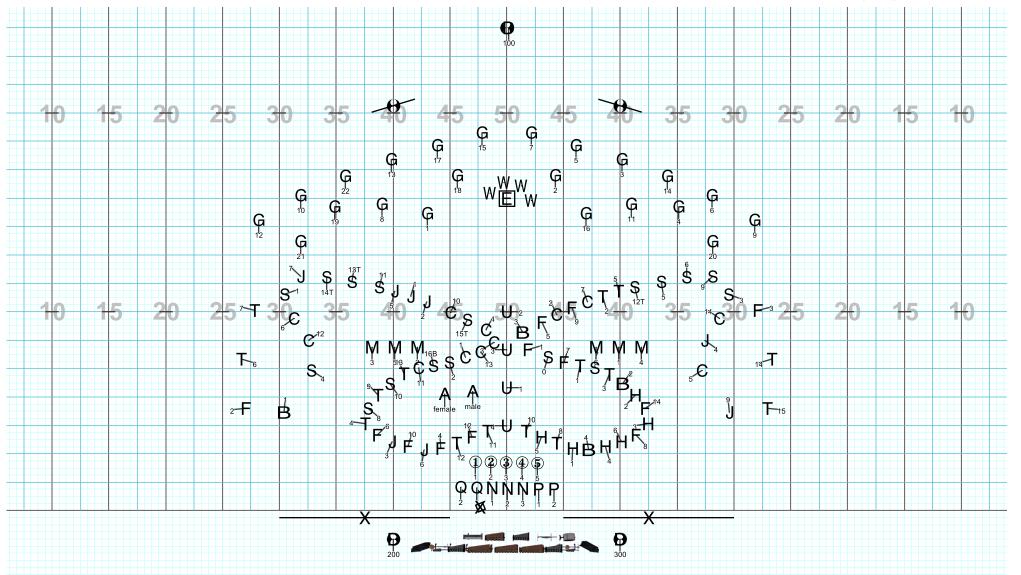


Director Viewpoint

Set #1 Counts: 0

General Brass WW Battery Guard

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Director Viewpoint

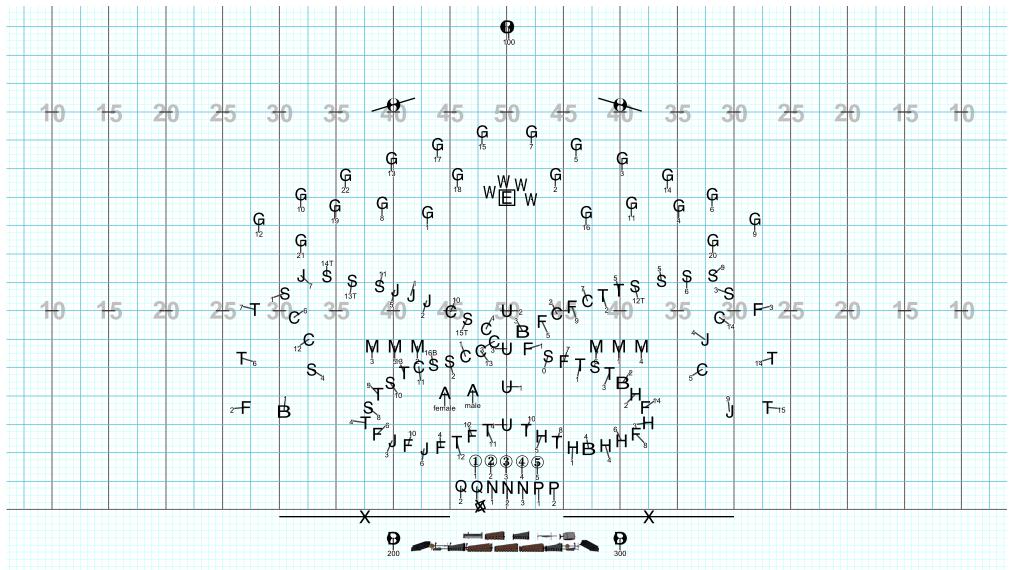
Set #2 Measures: m1-9 Counts: 45

"FTL 3 groups per side, mirrored)"

Feature Hold

FTL

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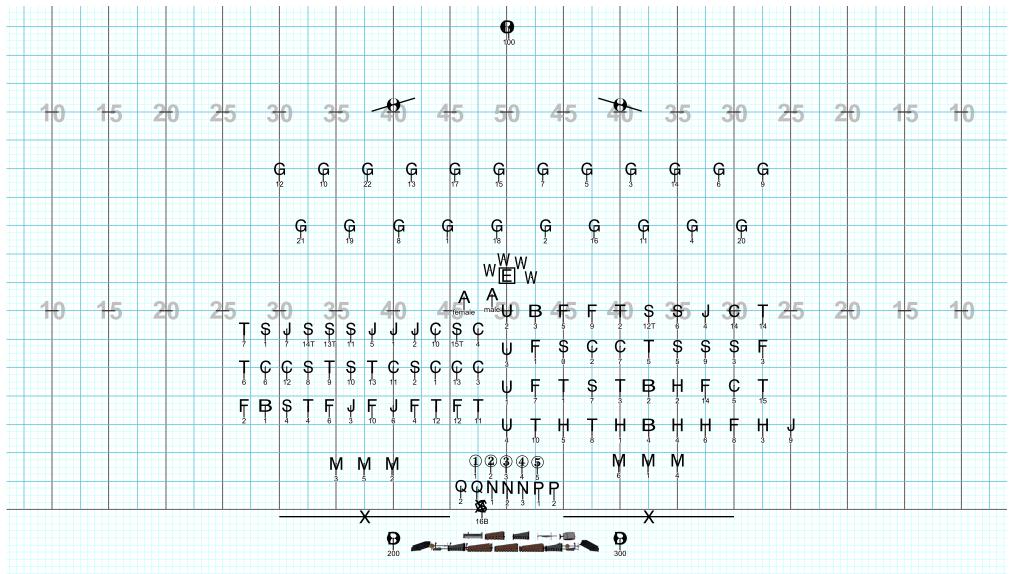


Director Viewpoint

Set #3 Measures: m10 Counts: 6

Hold and Body visual

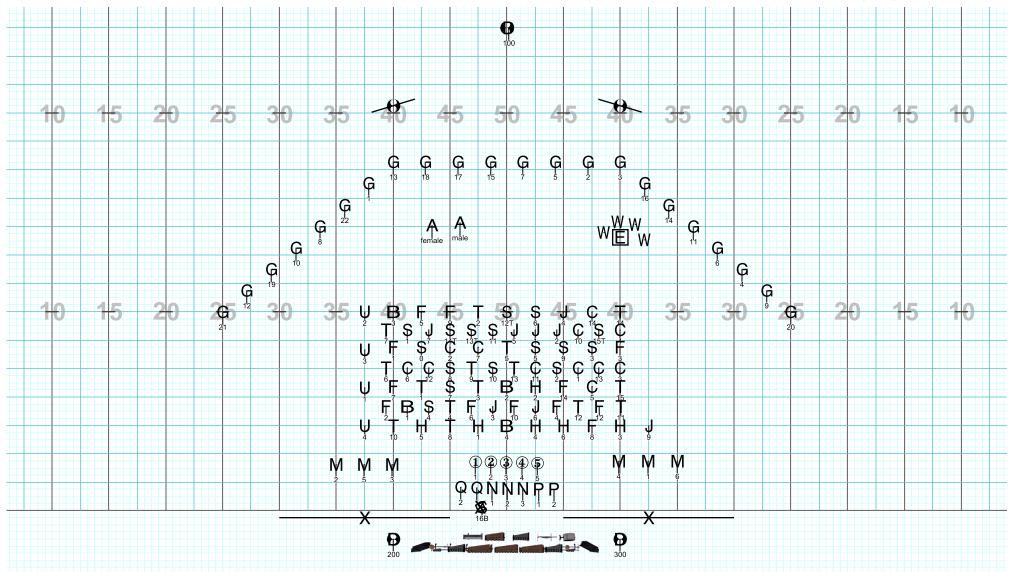
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Director Viewpoint

Set #4 Measures: m11-14 Counts: 16

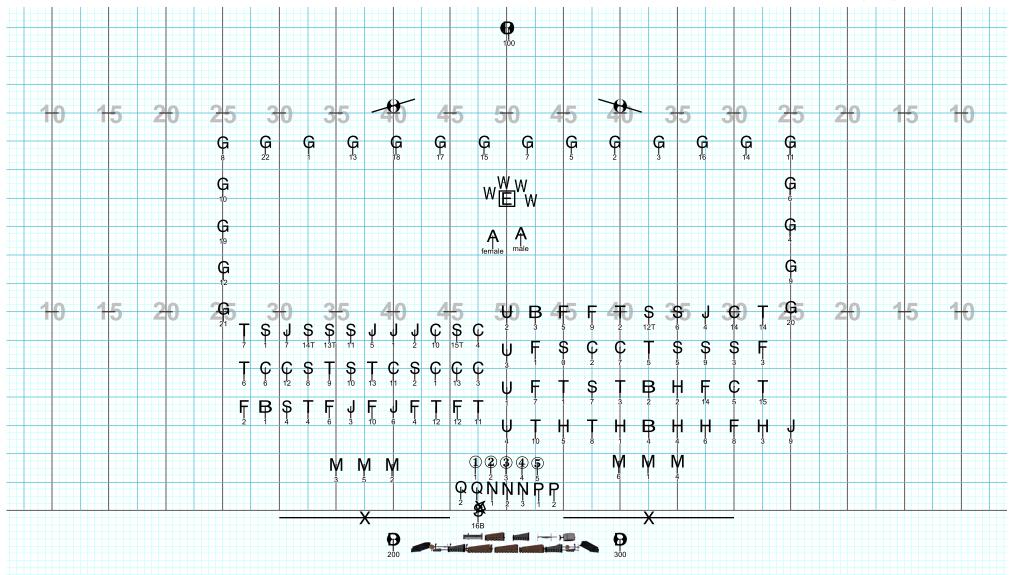
Float to lines



Director Viewpoint

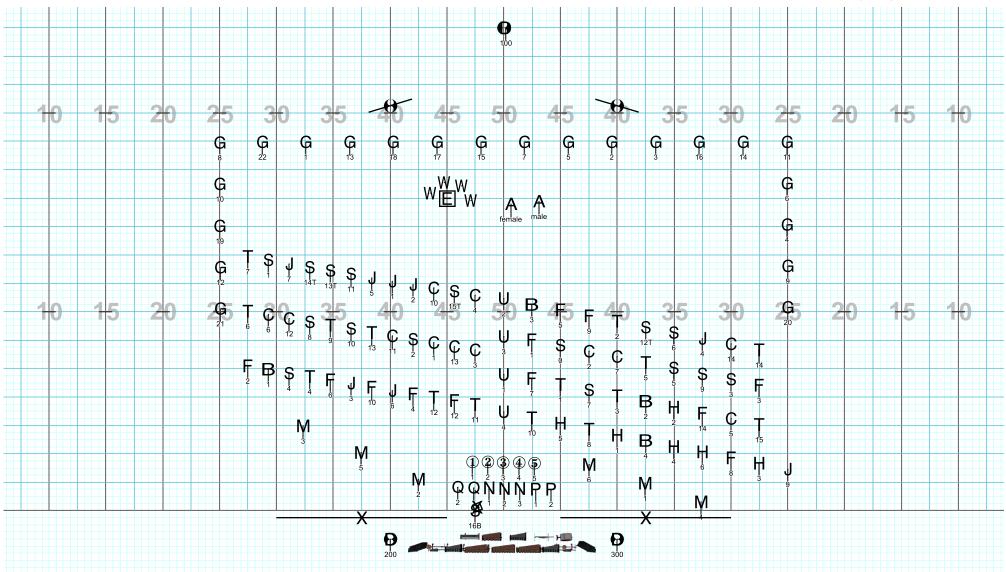
Set #4A Measures: A15-18 Counts: 20

Pass thru lines



Director Viewpoint

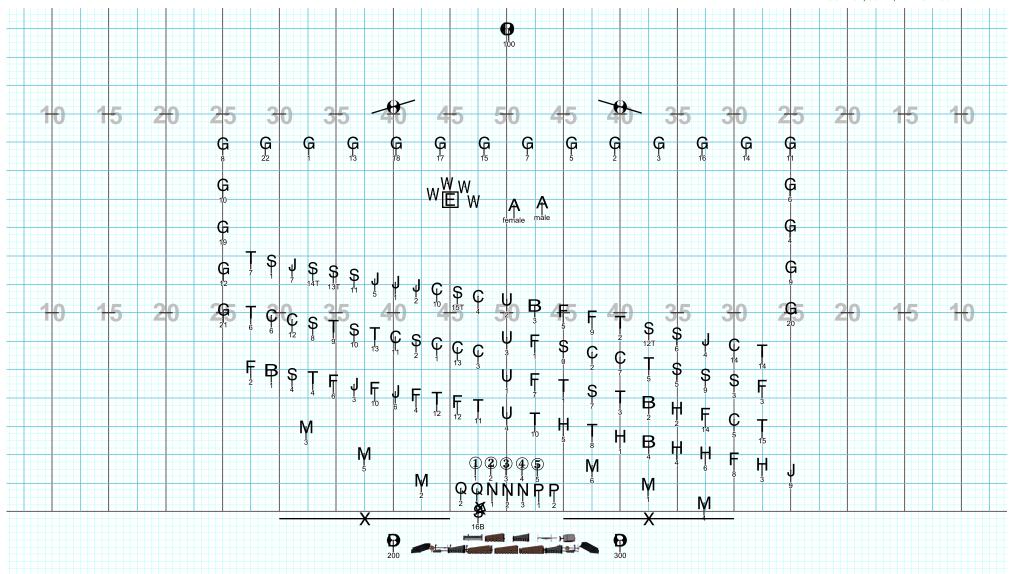
Set #5 Measures: 19-22 Counts: 20
Pull out lines. Crab step with one
group if desired



Director Viewpoint

Set #6 Measures: 23-24 Counts: 10

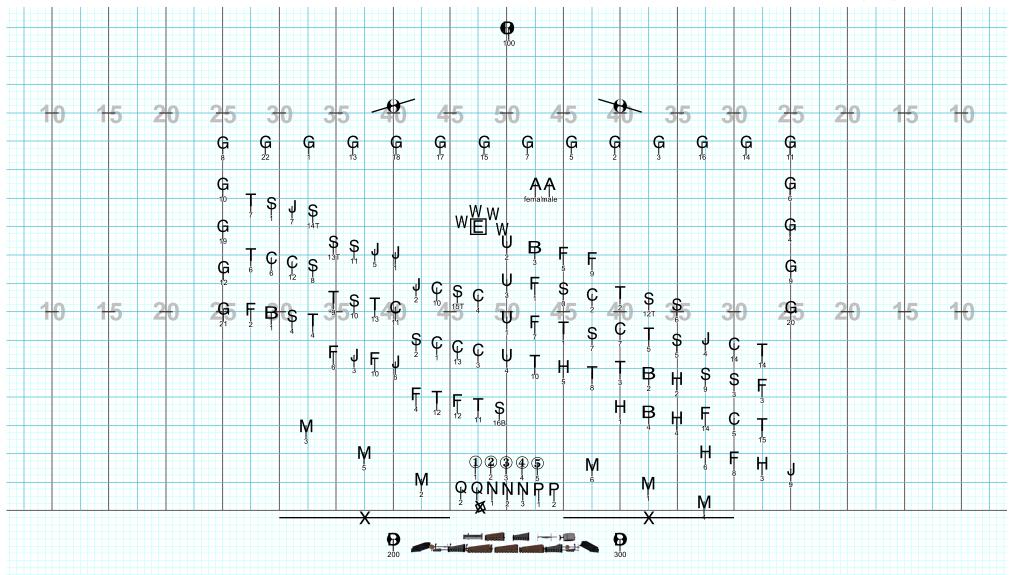
Slant lines



Director Viewpoint

Set #7 Measures: 25 Counts: 4

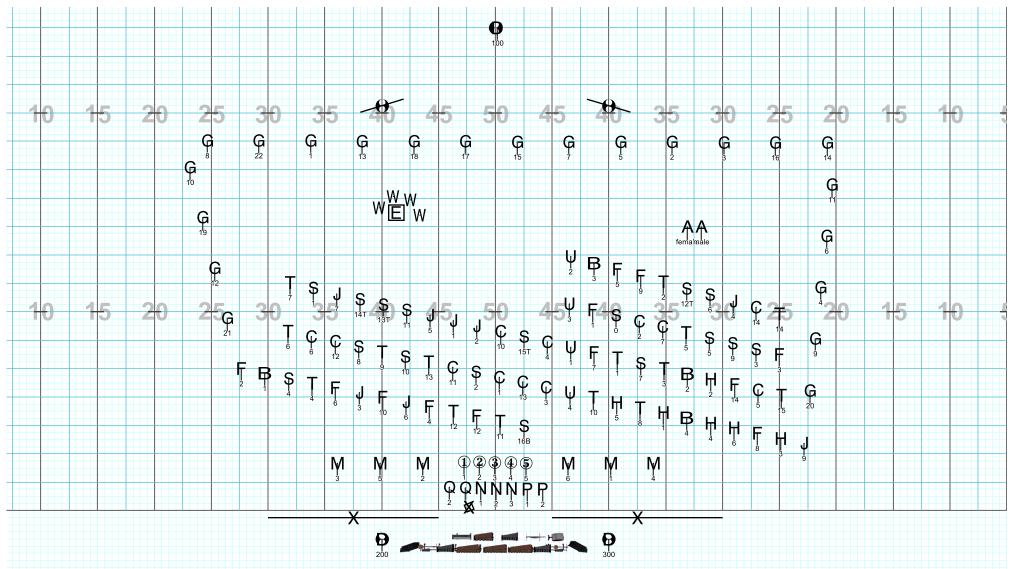
Hold with horn flash



Director Viewpoint

Set #8 Measures: B 26-31 Counts: 24

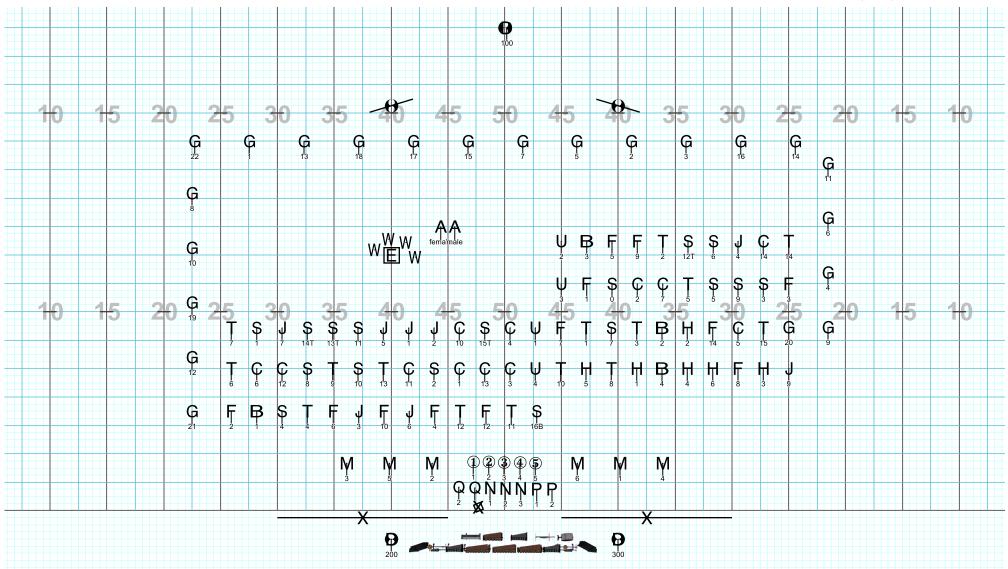
Step 4box drill. 12 back and 12 return



Director Viewpoint

Set #9 Measures: 32-34 Counts: 12

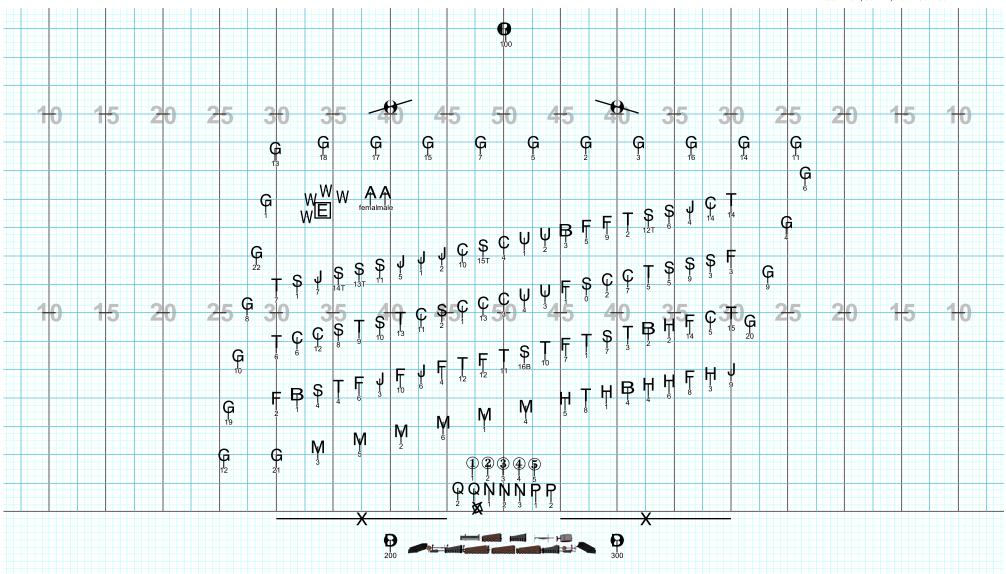
float boxes to lines



Director Viewpoint

Set #10 Measures: 35-37 Counts: 12

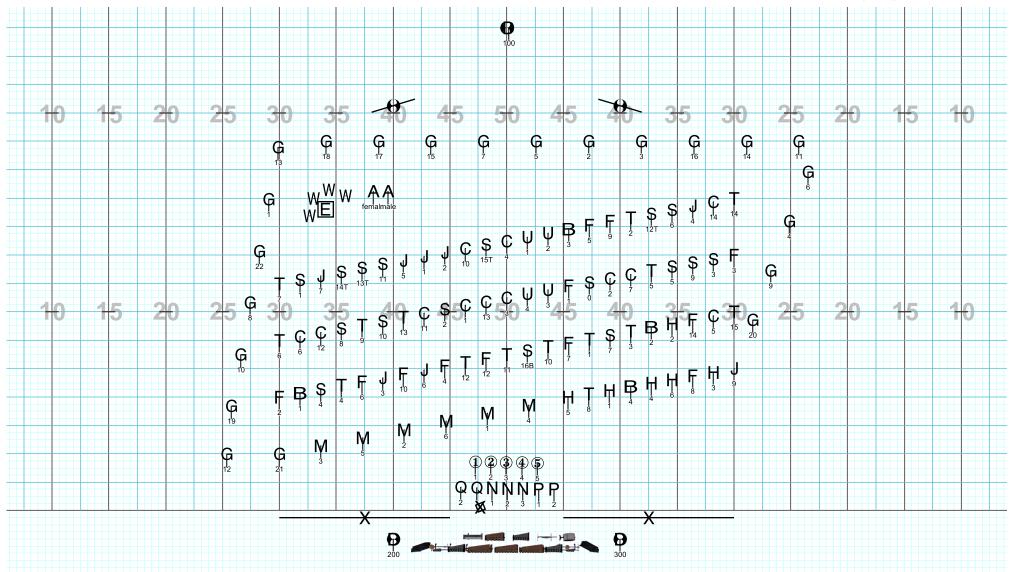
rotate lines



Director Viewpoint

Set #11 Measures: 38-40 Counts: 12

Slant lines opposite way from previous

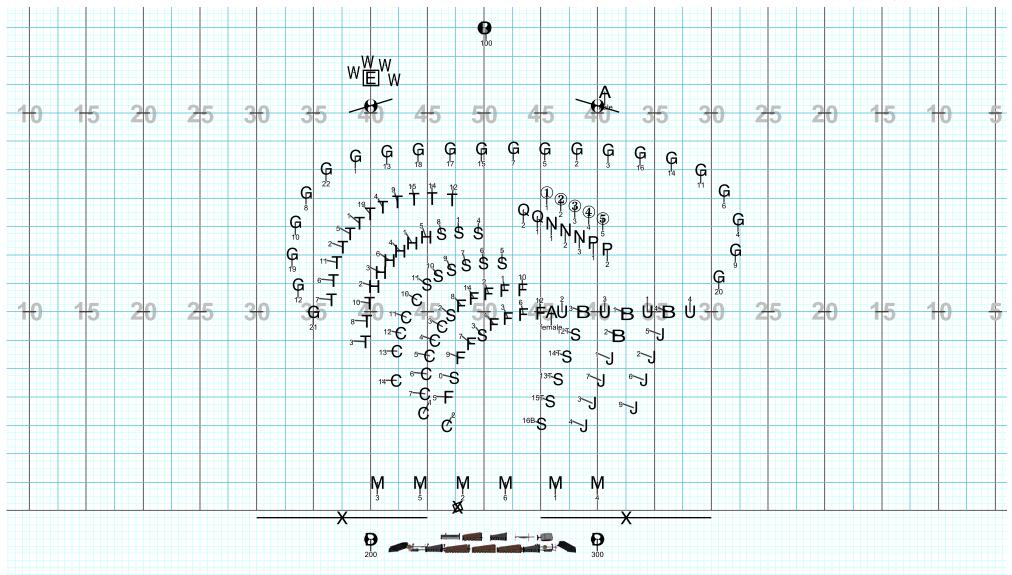


Director Viewpoint

Set #12 Measures: 41-44 Counts: 16

Layered body visual (by line)

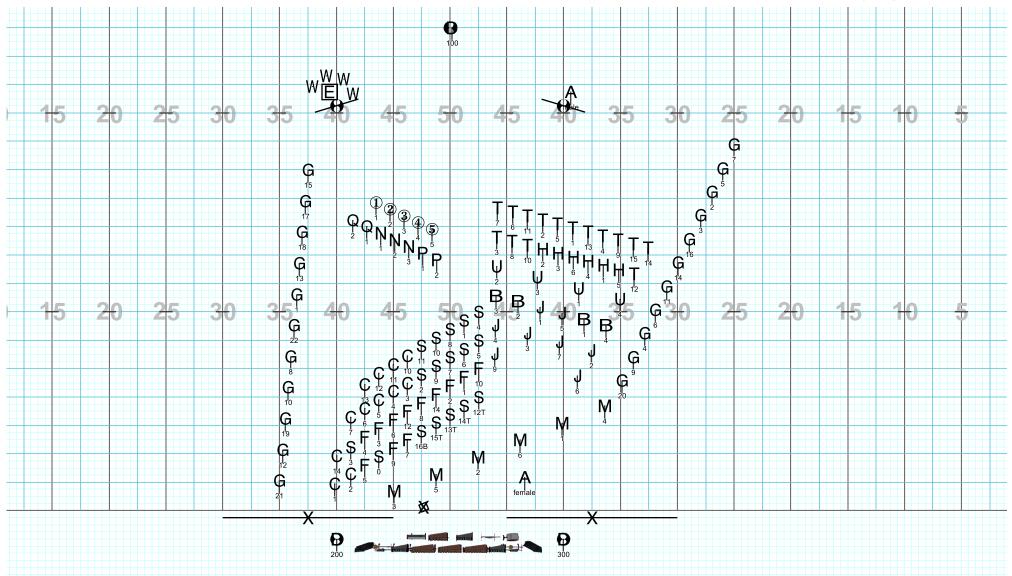
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Director Viewpoint

Set #13 Measures: 45-(C 47)-50 Counts: 24

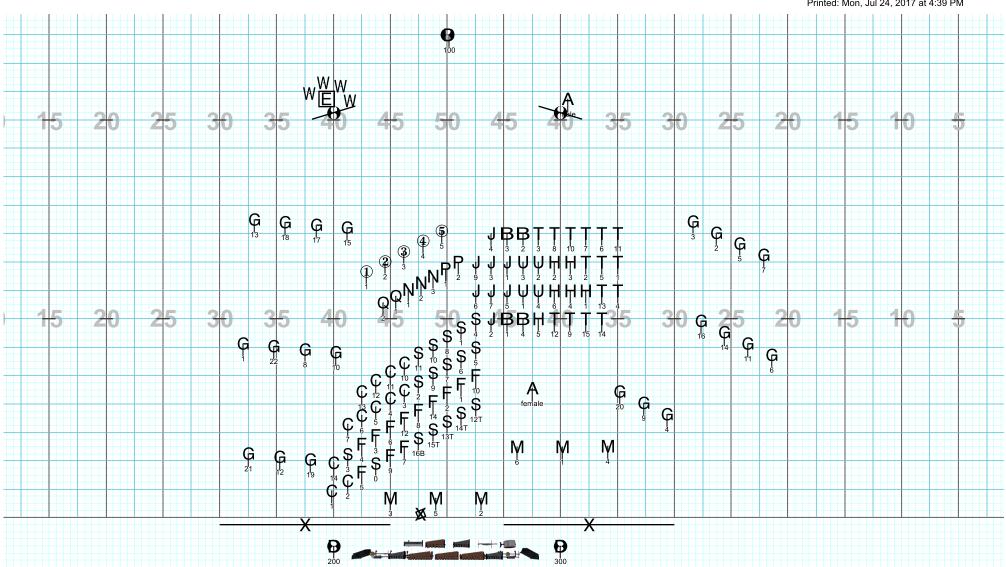
Full scatter drill to next set. Cheer and hoot a little



Director Viewpoint

Set #14 Measures: 51-58 Counts: 32
Begin split for Low Brass and WW
feature and Brass Feature

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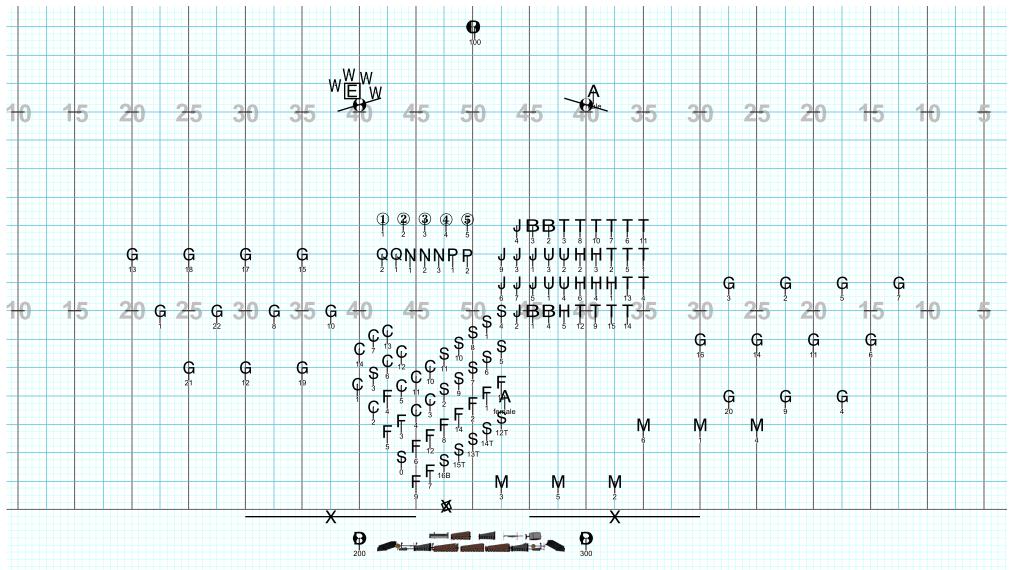
Director Viewpoint

Set #15 Measures: D 59-62 Counts: 16

Good spy begins looking for escape Rotate form to box route

WW Feature

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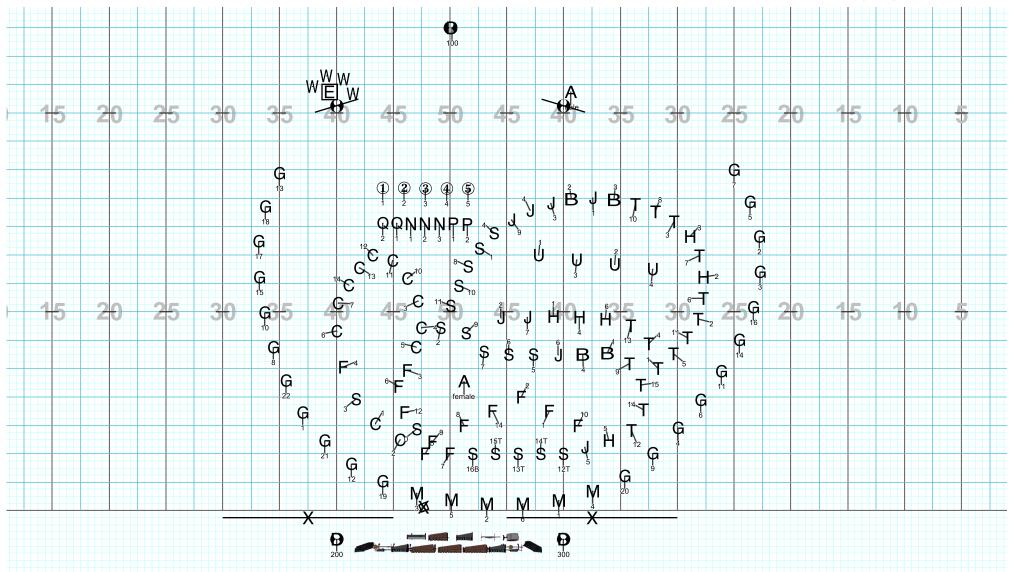


Director Viewpoint

Set #16 Measures: 63-66 Counts: 16

Good spy continues Brass feature

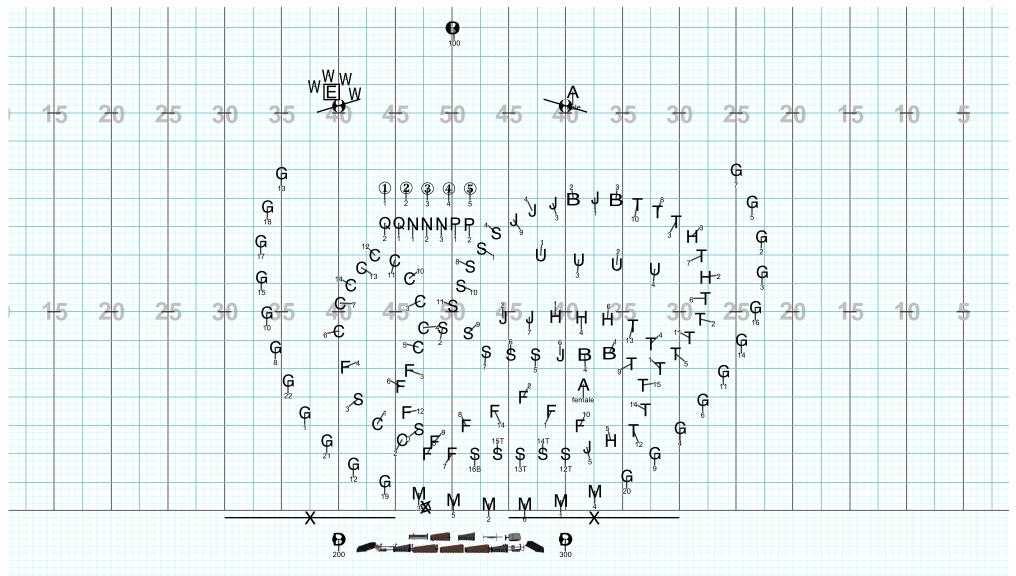
WW step-2 drill for far side A then expand



Director Viewpoint

Set #17 Measures: 67-70 Counts: 16 Morph and expand all to curvilinear

form

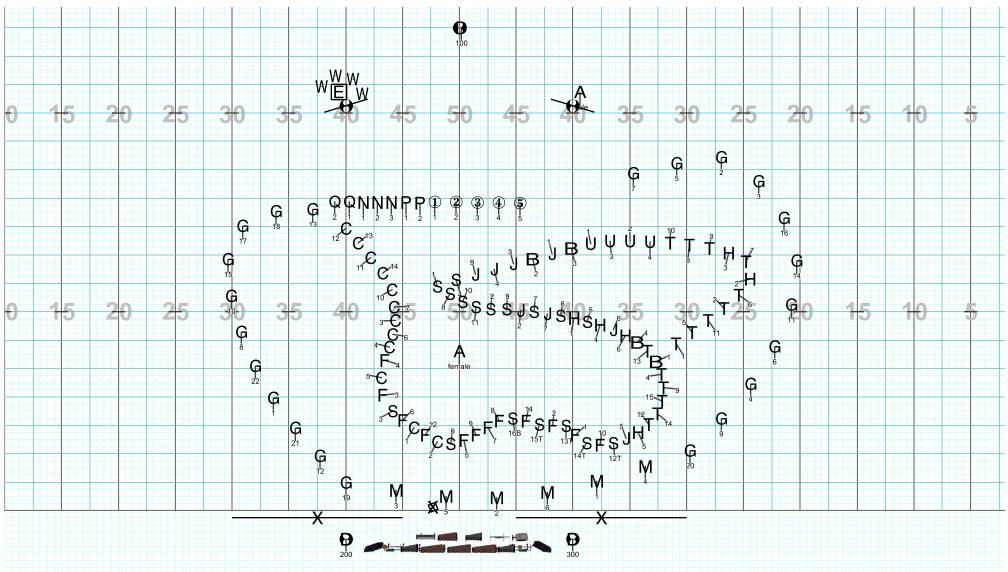


Director Viewpoint

Set #18 Measures: 71-72 Counts: 8
"All hold (quick body vis is possible

here, but not required"

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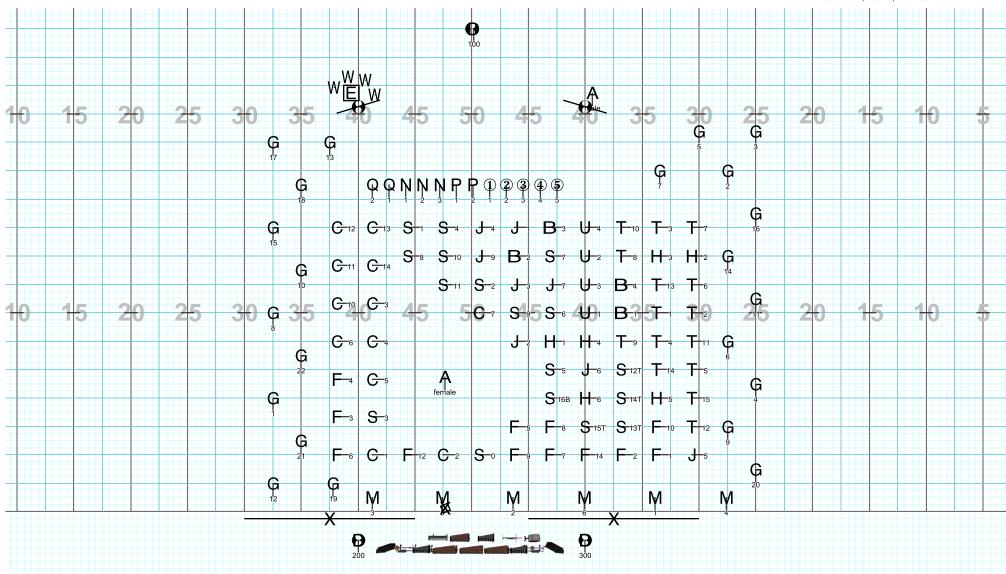


Director Viewpoint

Set #19 Measures: E 73-74 Counts: 10

"Good spy is trapped by band motion, continues running around to find exit point "

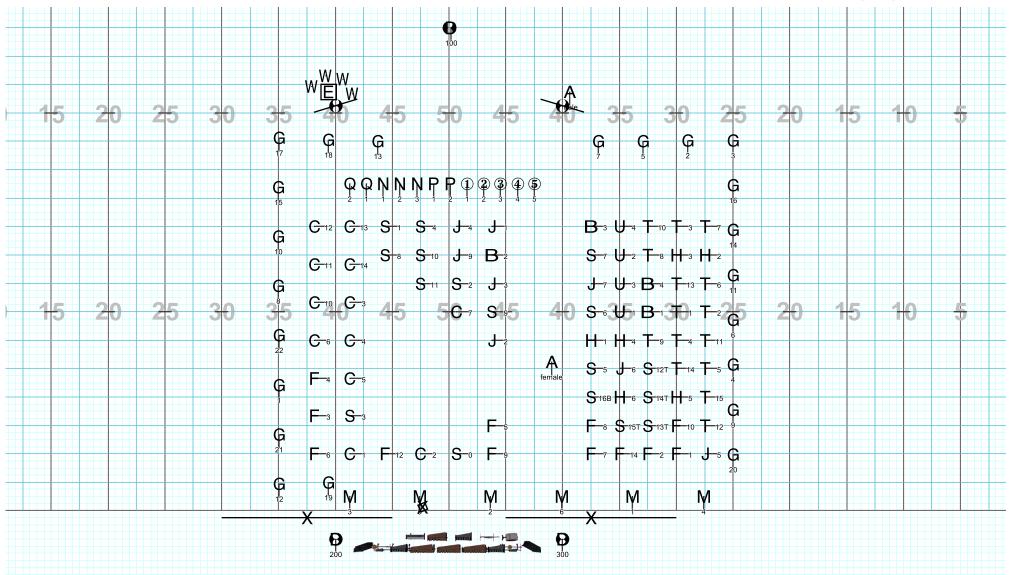
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Director Viewpoint

Set #20 Measures: 75-76 Counts: 10 Band expands to prison bars tpo

trap good spy



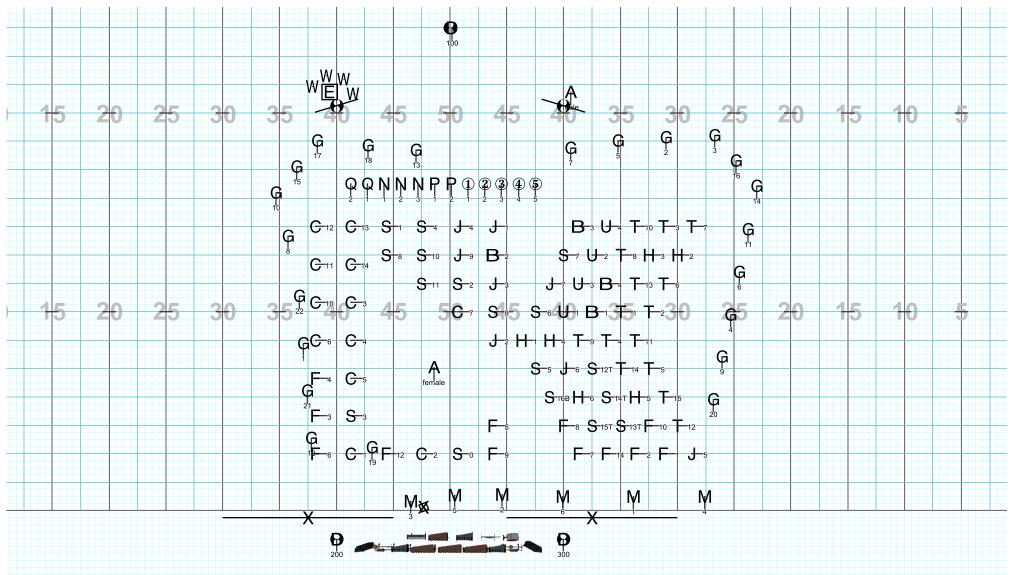
Director Viewpoint

Set #21 Measures: 77-78 Counts: 10

Spy tries to escape by Brass

Brass on side B move out

WW body vis on hold

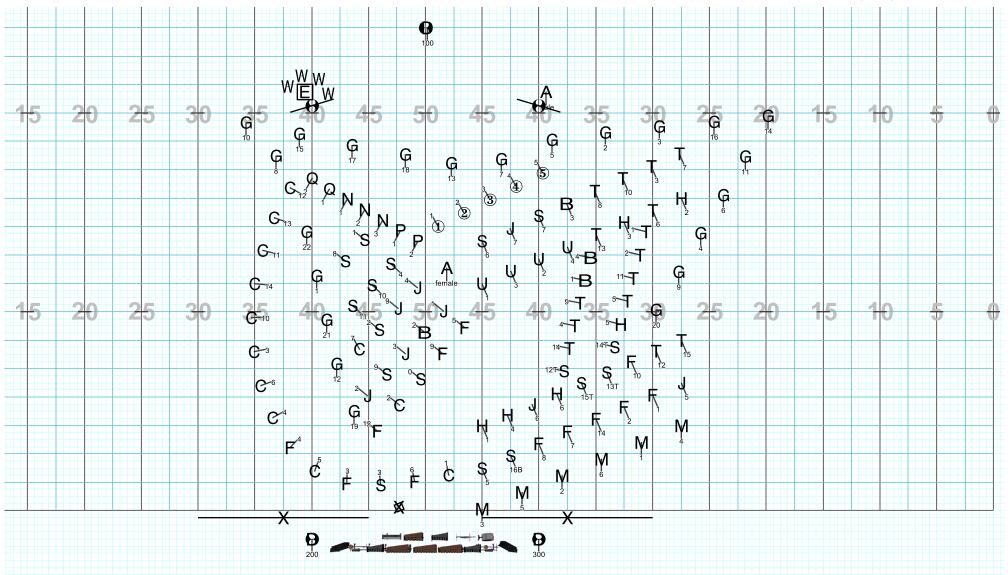


Director Viewpoint

Set #22 Measures: 79-80 Counts: 10

Spy runs back from Brass push back Brass step-2 to chevron the box

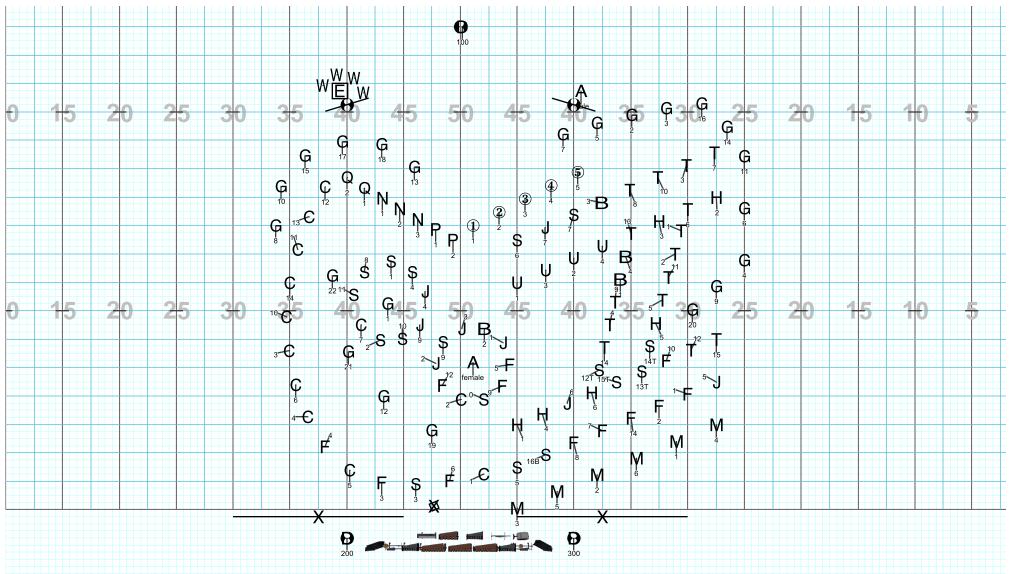
Far Side A WW quick rotate and return Mid WW body visual



Director Viewpoint

Set #23 Measures: 81-84 Counts: 16

"Band collapses on good spy, but she escapes"

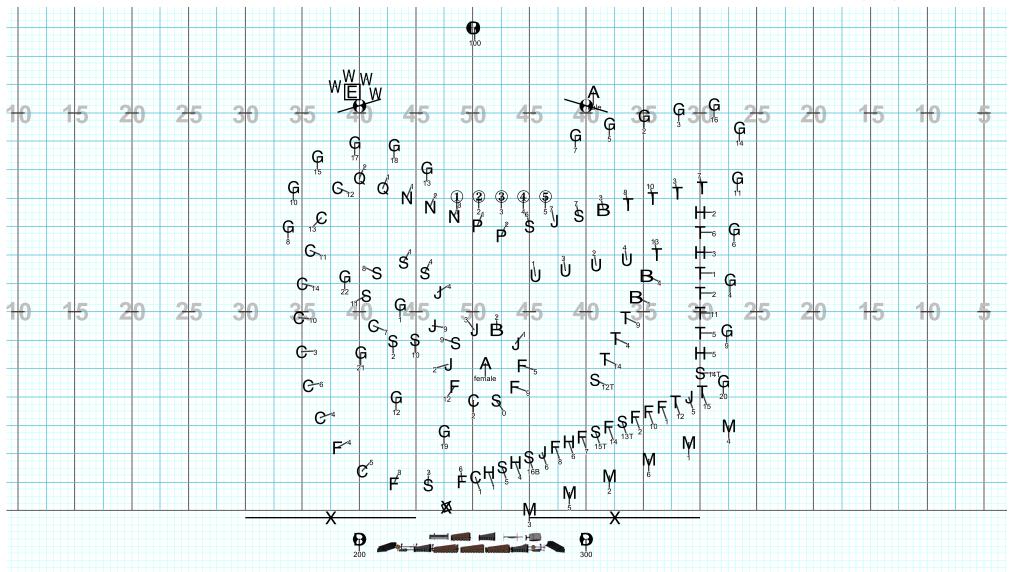


Director Viewpoint

Set #24 Measures: 85-86 Counts: 8

"small group in center form 00 all others hold, Good spy and one guard enter 00, other Guard fills in "

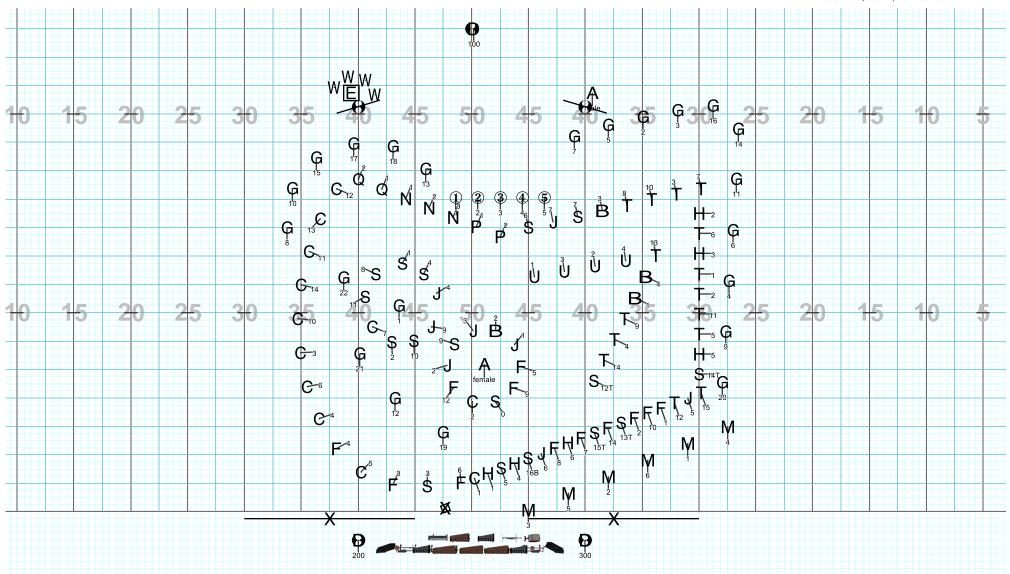
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Director Viewpoint

Set #25 Measures: 87-88 Counts: 8

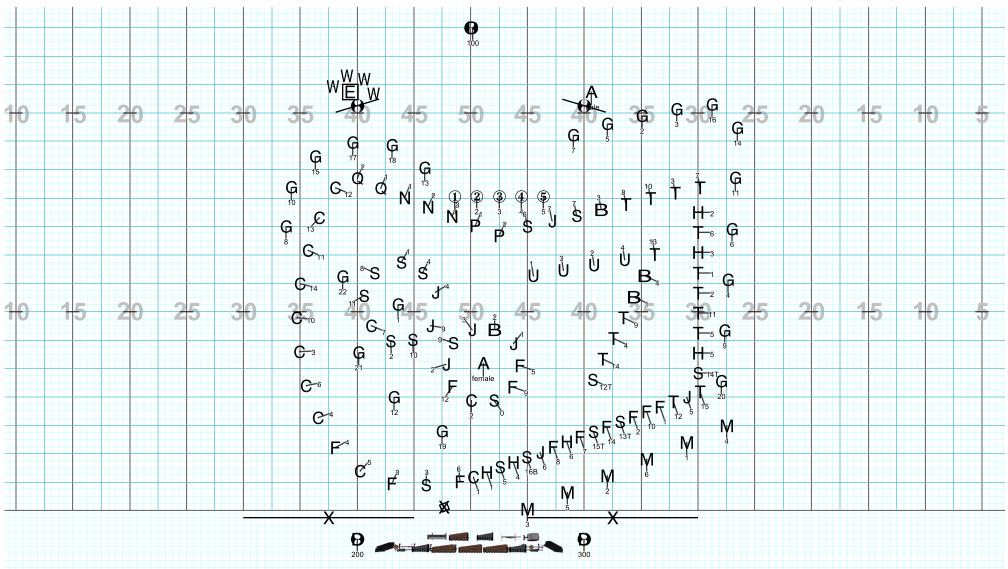
Step out vis for 00 followed by all step out on next down beat



Director Viewpoint

Set #26 Measures: 89-91 Counts: 12

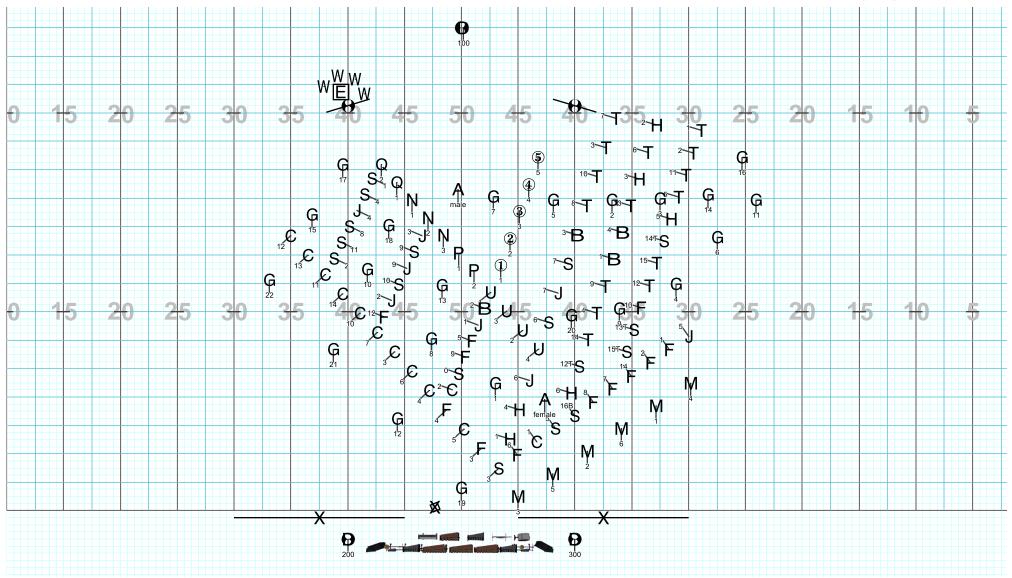
"All step out, Good Spy shows case triumphantly"



Director Viewpoint

Set #27 Measures: 92-93 Counts: 8

Hold for Applause



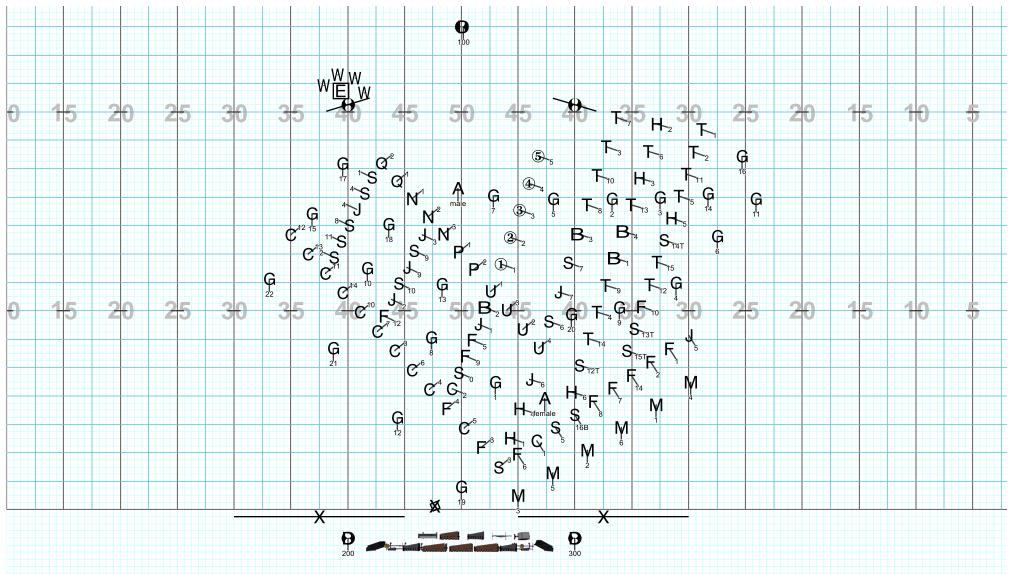
Director Viewpoint

Set #27A Measures: 94-97 Counts: 16

"Good spy moves forward, removes Float to final form coat and reveals double agent status, bad spy enters from the

Float to final form

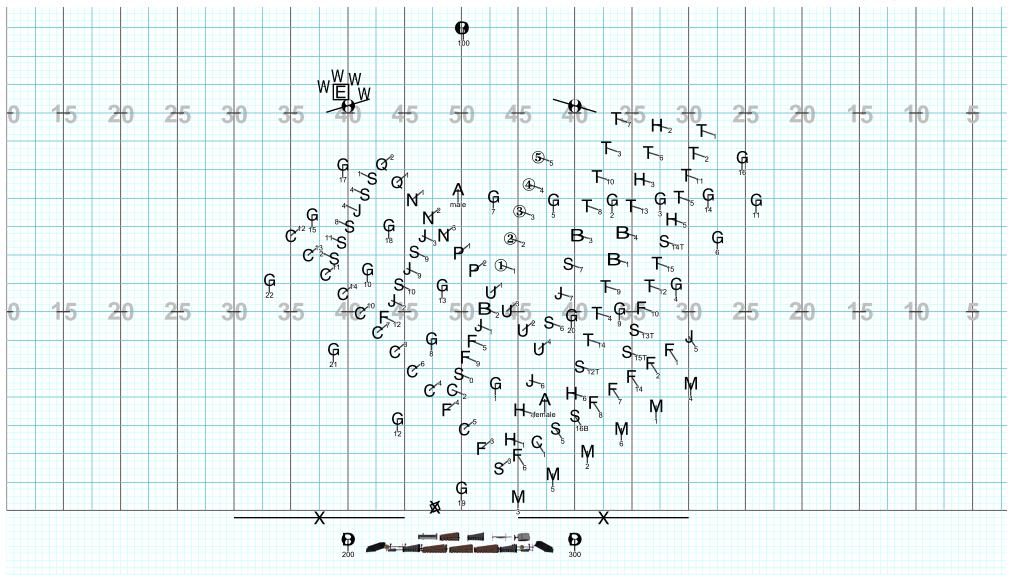
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Director Viewpoint

Set #28 Measures: 98-99 Counts: 8 Hold and body vis (point to double

agent)



Director Viewpoint

Set #29 Measures: 100-101 Counts: 8

Big Hit Body vis and down