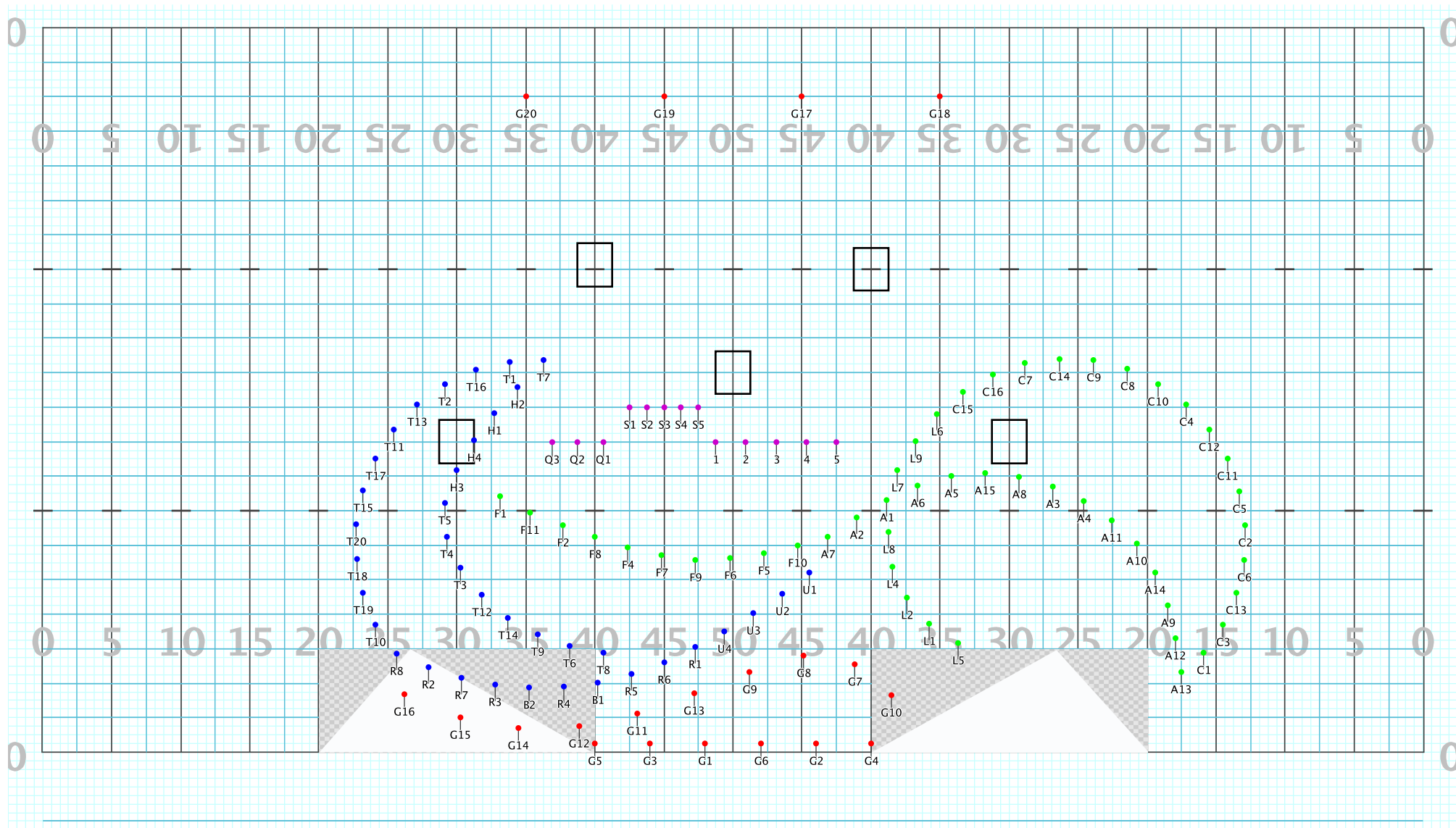


Director Viewpoint

Set #37 Counts: 16 Measures: 137-140 Valley Center 'High Score!' Mvmt 3

All Move 16. Turn Front during count off.

G1-6 Transition to Yoga Ball Props



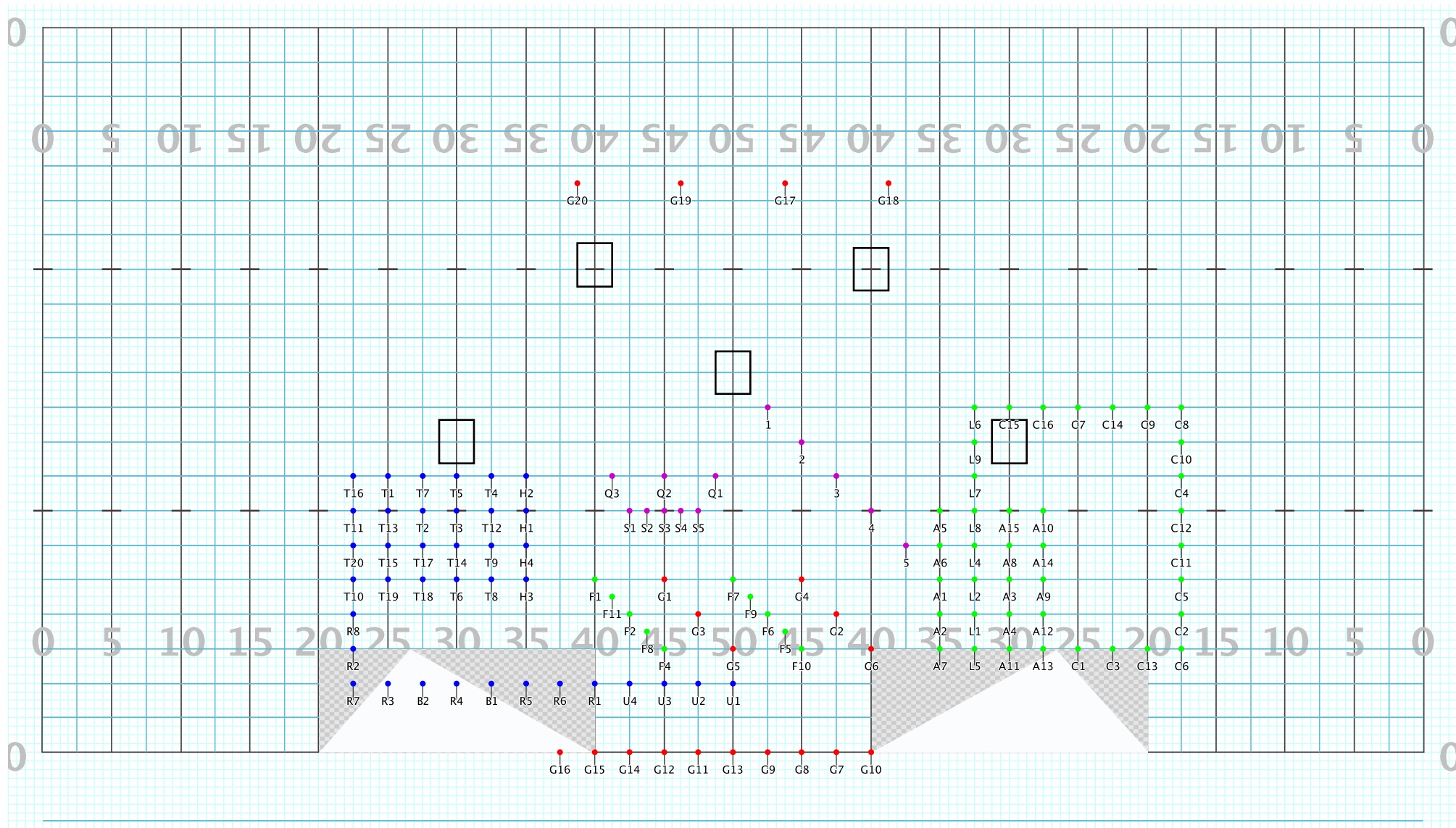
Director Viewpoint

**Set #38 Counts: 10 Measures: 141-143 Valley Center 'High Score!' Mvmt 3**

All Move 12. Horns up during last 4 counts for impact.

G7-G16 Still have swing flags from last movement for this intro section.

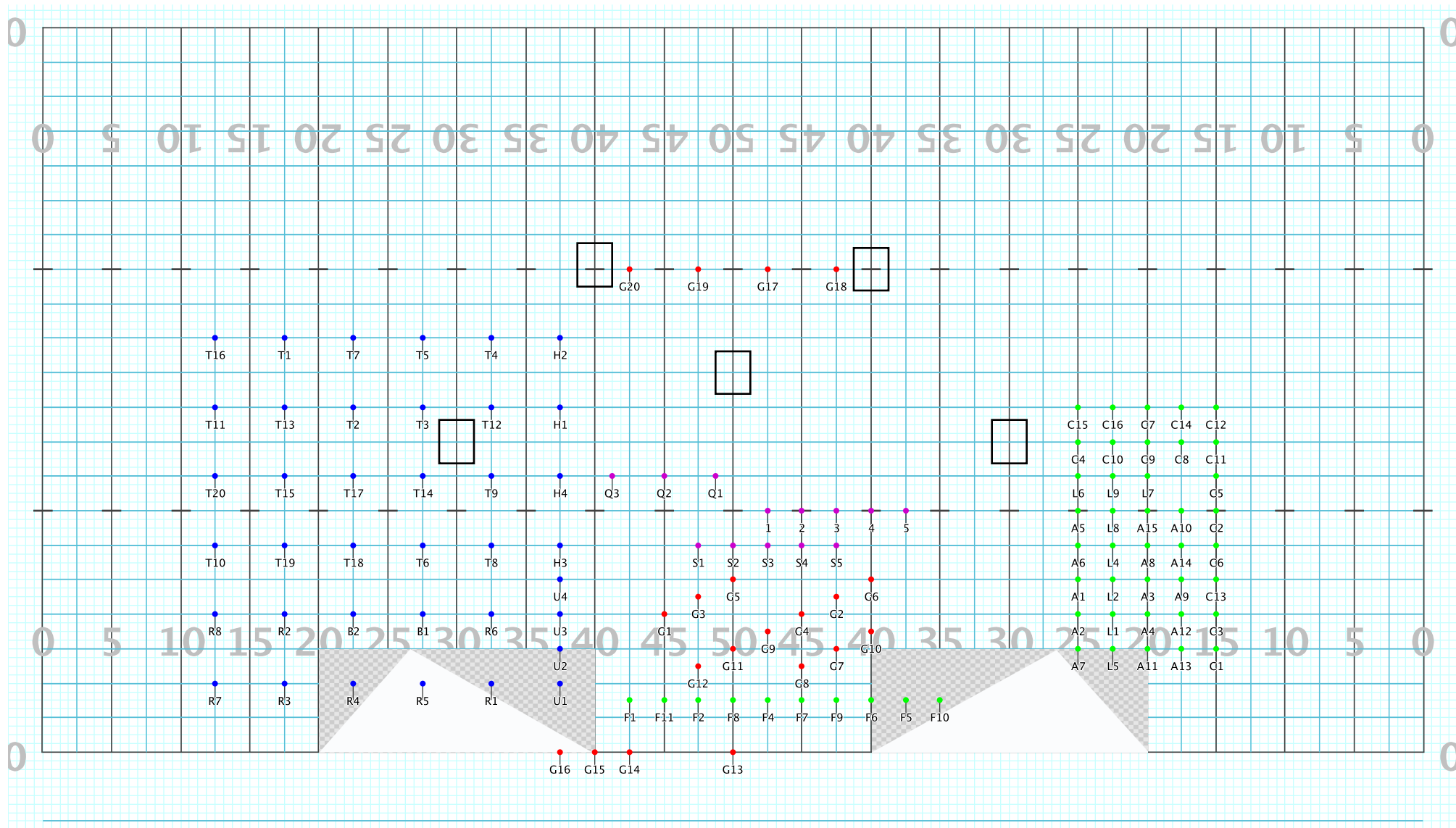




Director Viewpoint

**Set #40 Counts: 16 Measures: 152-155 Valley Center 'High Score!' Mvmt 3**

Winds/Tenors/Bases Move 16 (winds Facing Backfield to keep attention to drumline). Snare Hold for feature.  
 G7-G16 Move 12 to front sideline to change equipment, then hold 4. G1-G6 Featured visual melody with props. G17-20 Enter with new 6 ft flag, striped for next few sets, no choreography!

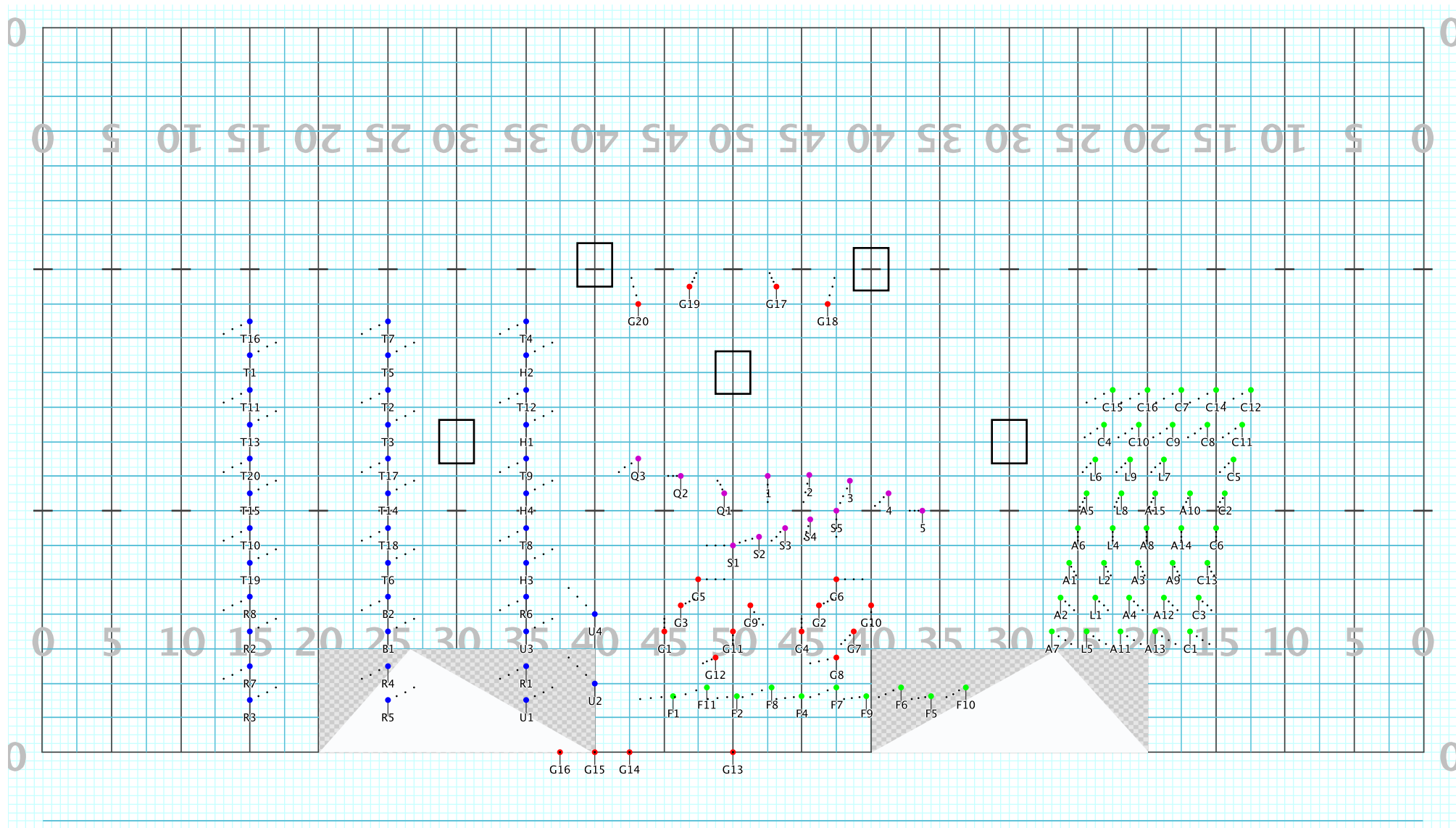


Director Viewpoint

**Set #41 Counts: 16 Measures: 156-159 Valley Center 'High Score!' Mvmt 3**

Winds Move 16 (still backfield). Snares/Bases Move 16, Tenors Hold 16 for feature.

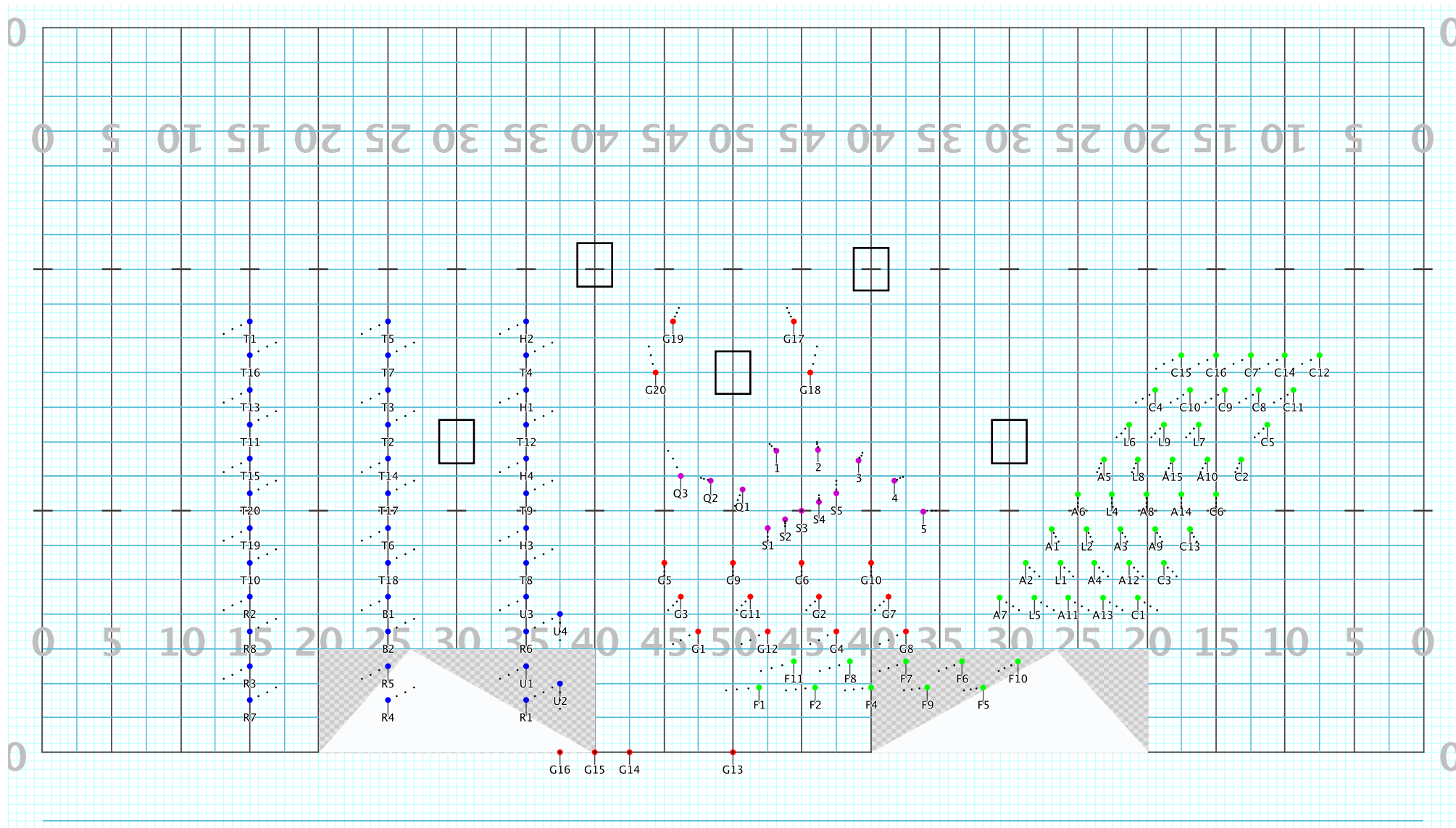
Guard move 16. G1-6 Face front (Featured) G7-12 Face backfield (transition onto stage, turn front last 2 counts)



Set #41A Counts: 4 Measures: Valley Center 'High Score!' Mvmt 3

Brass Subset after Count 4



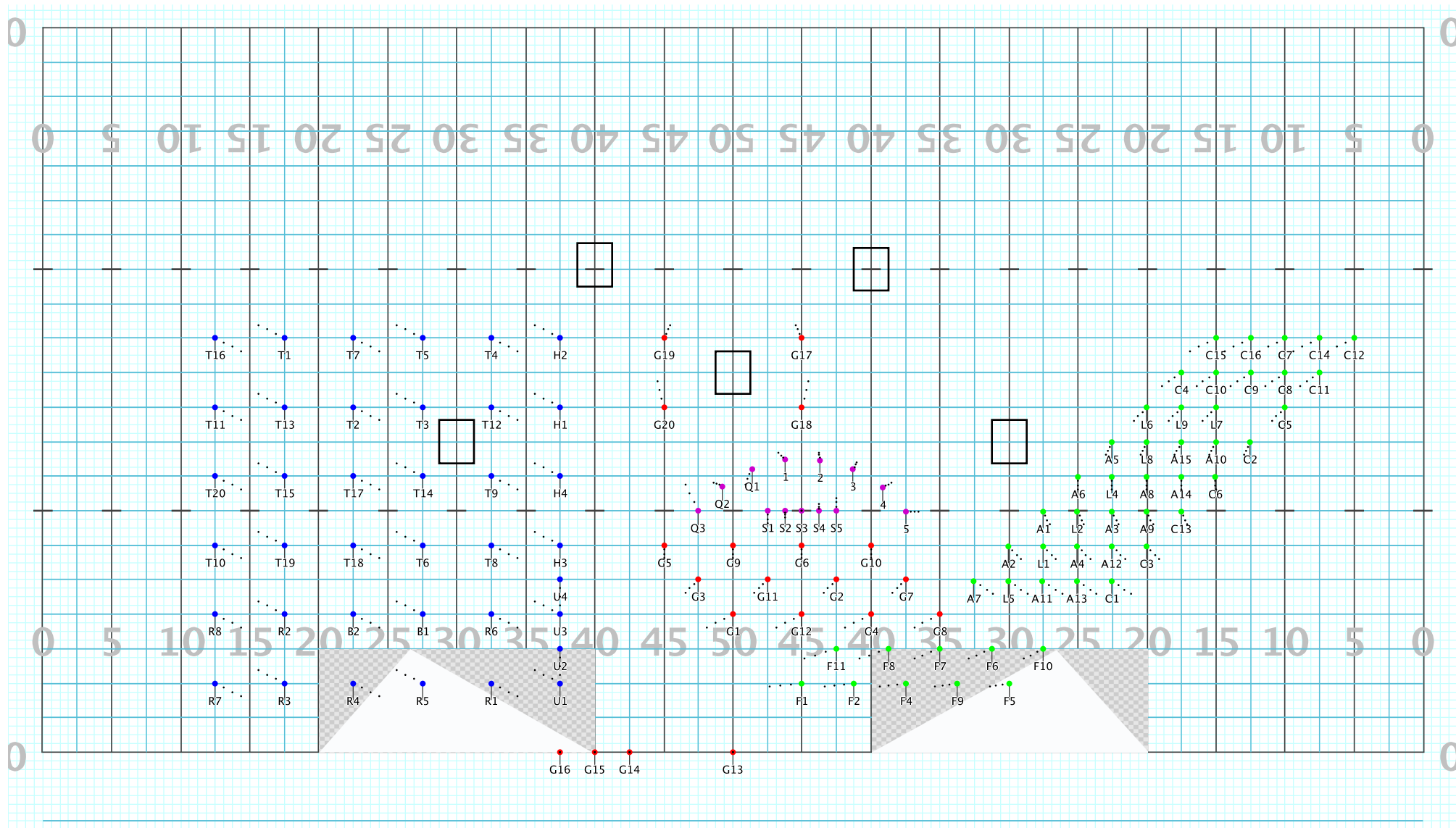


Director Viewpoint

Set #42A Counts: 4 Measures: Valley Center 'High Score!' Mvmt 3

Brass Subset after Count 4



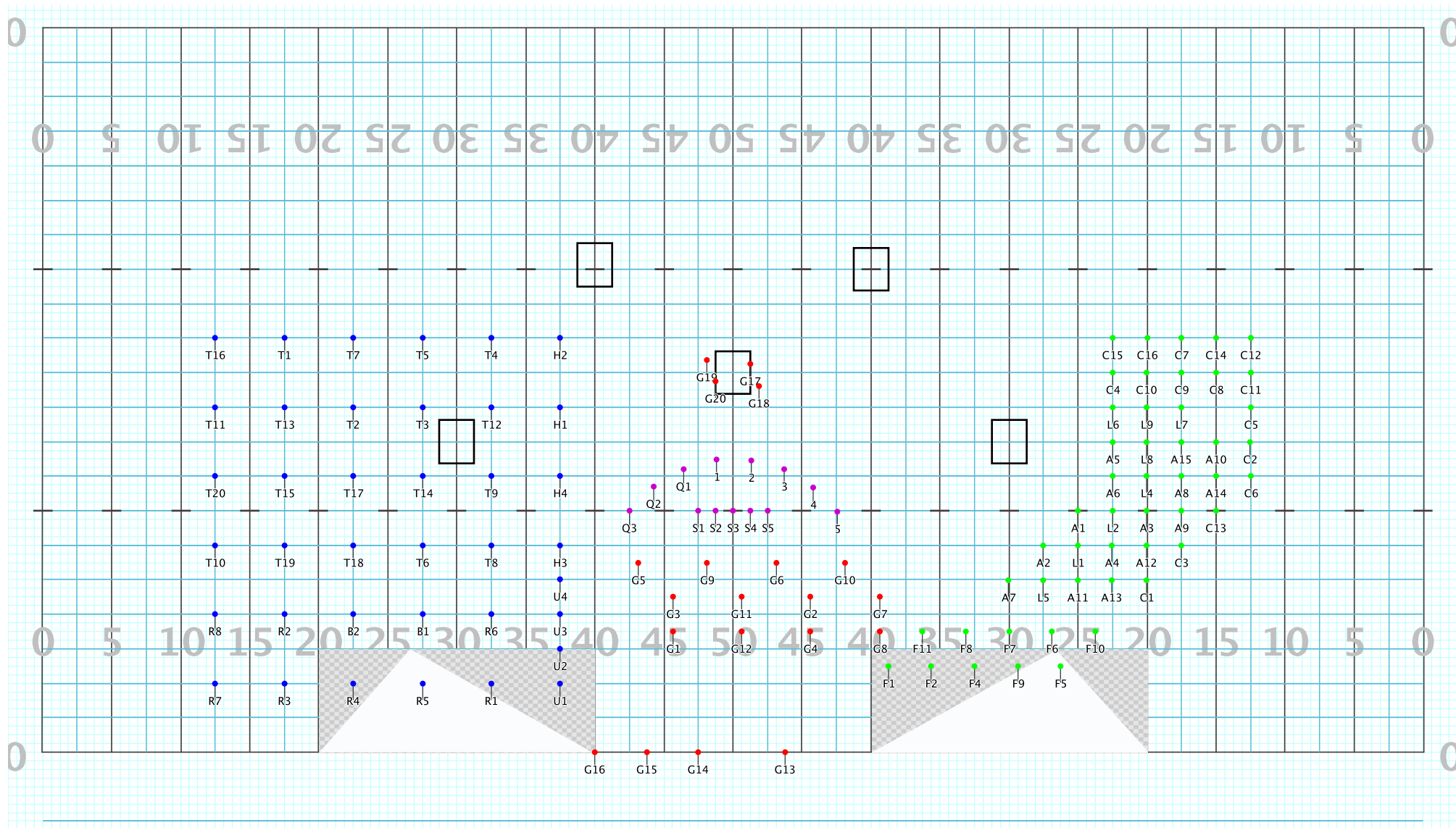


Director Viewpoint

Set #43 Counts: 4 Measures: 162-163 Valley Center 'High Score!' Mvmt 3

All Move 8.

Guard Move 8

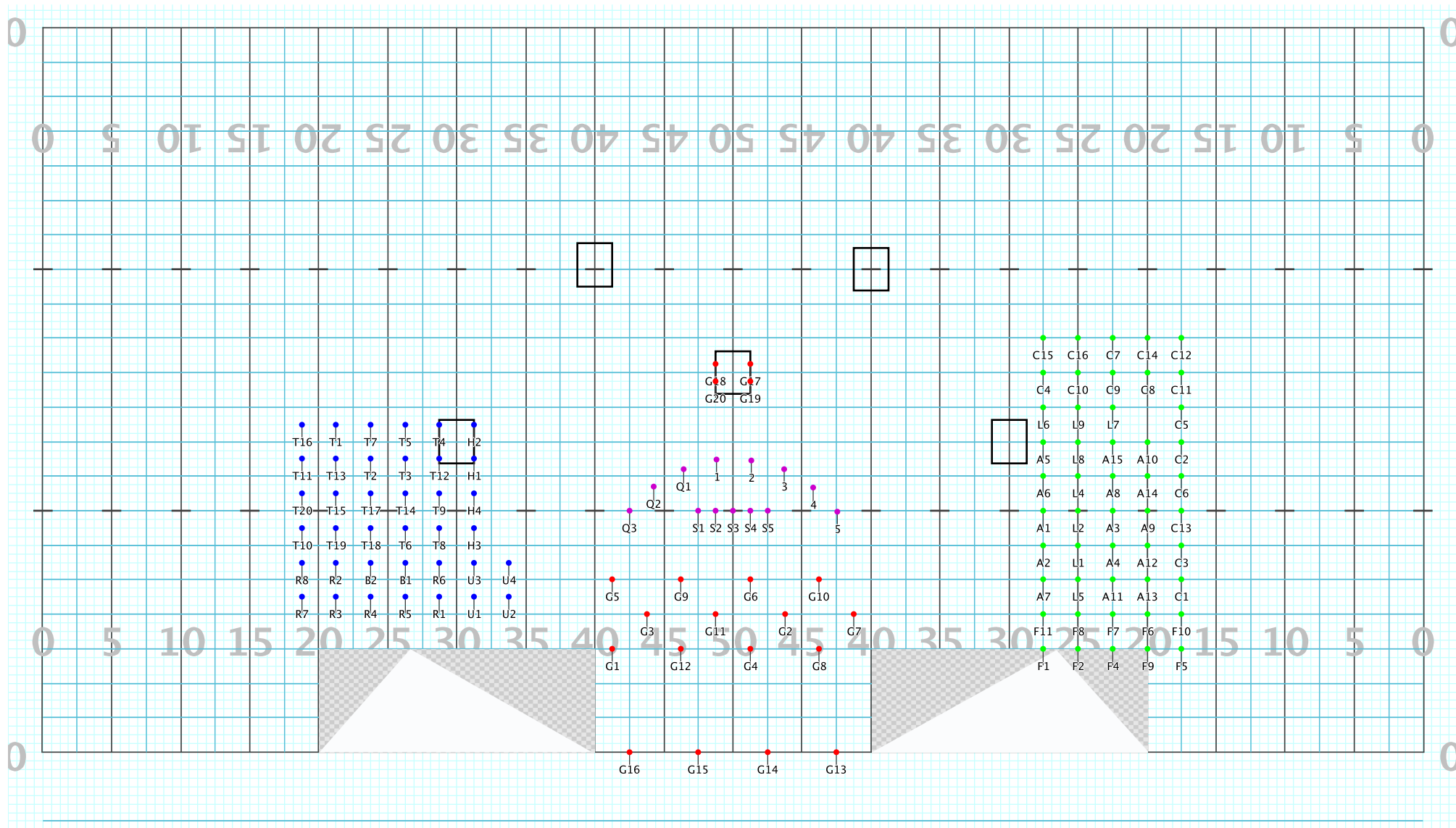


Director Viewpoint

**Set #44 Counts: 8 Measures: 164-165 Valley Center 'High Score!' Mvmt 3**

Brass Hold 8. Percussion Move 8. Woodwinds Move 8. Brass begins 4 count Dynamic ripple Guard Move 8. G17-20 move in on prop. Visual turning them to the front over the next 2 sets (16 counts) Horizontal rows sequentially from back to front.



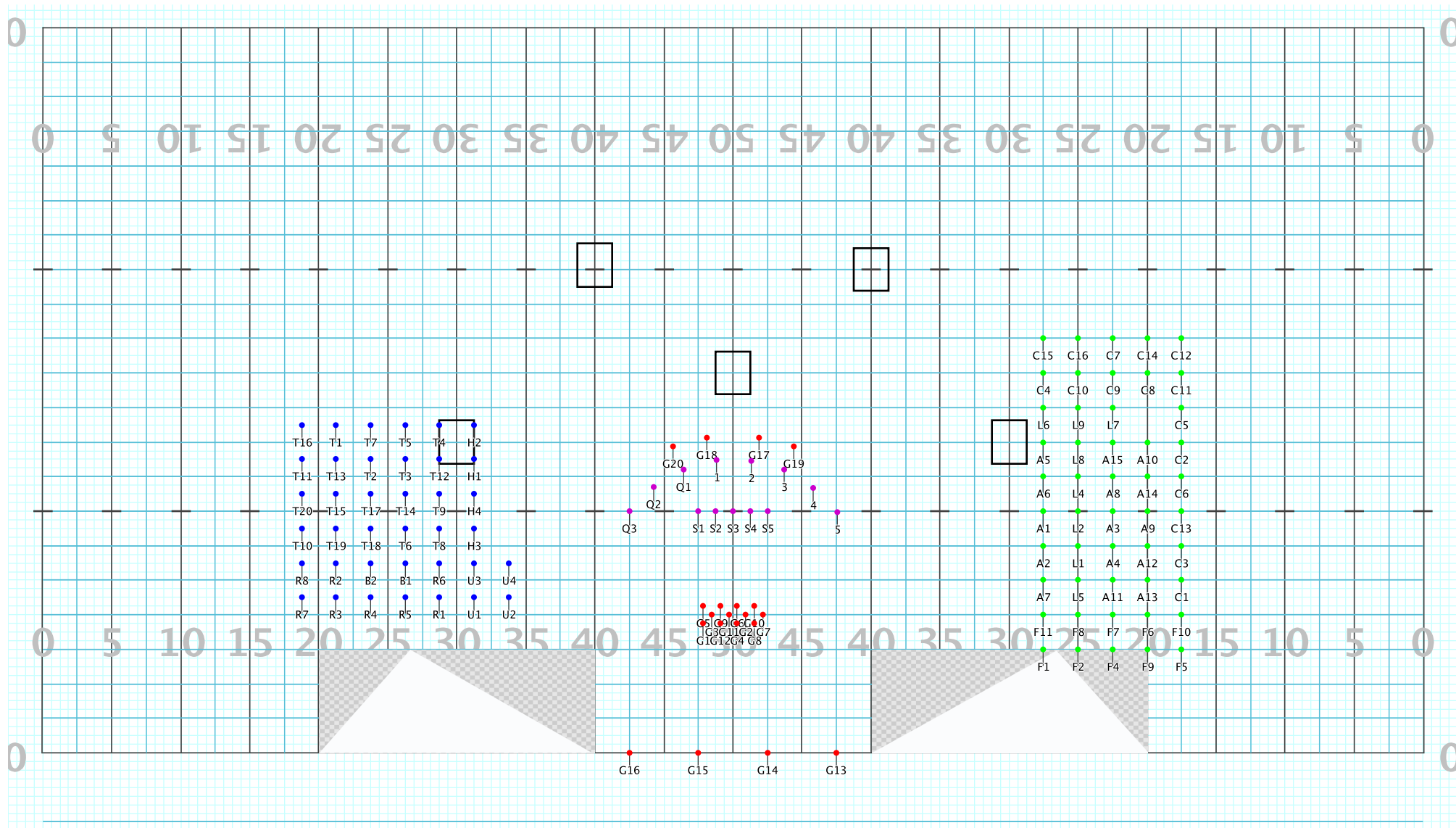


Director Viewpoint

**Set #46 Counts: 12 Measures: 168-170 Valley Center 'High Score!' Mvmt 3**

Brass Turn to center of block, condense block 12. Woodwinds (Backfield) Move 12.  
Percussion Hold 12

G 1-12 Hold for feature. G17-20 Pose around prop. G13-16 Await entrance.

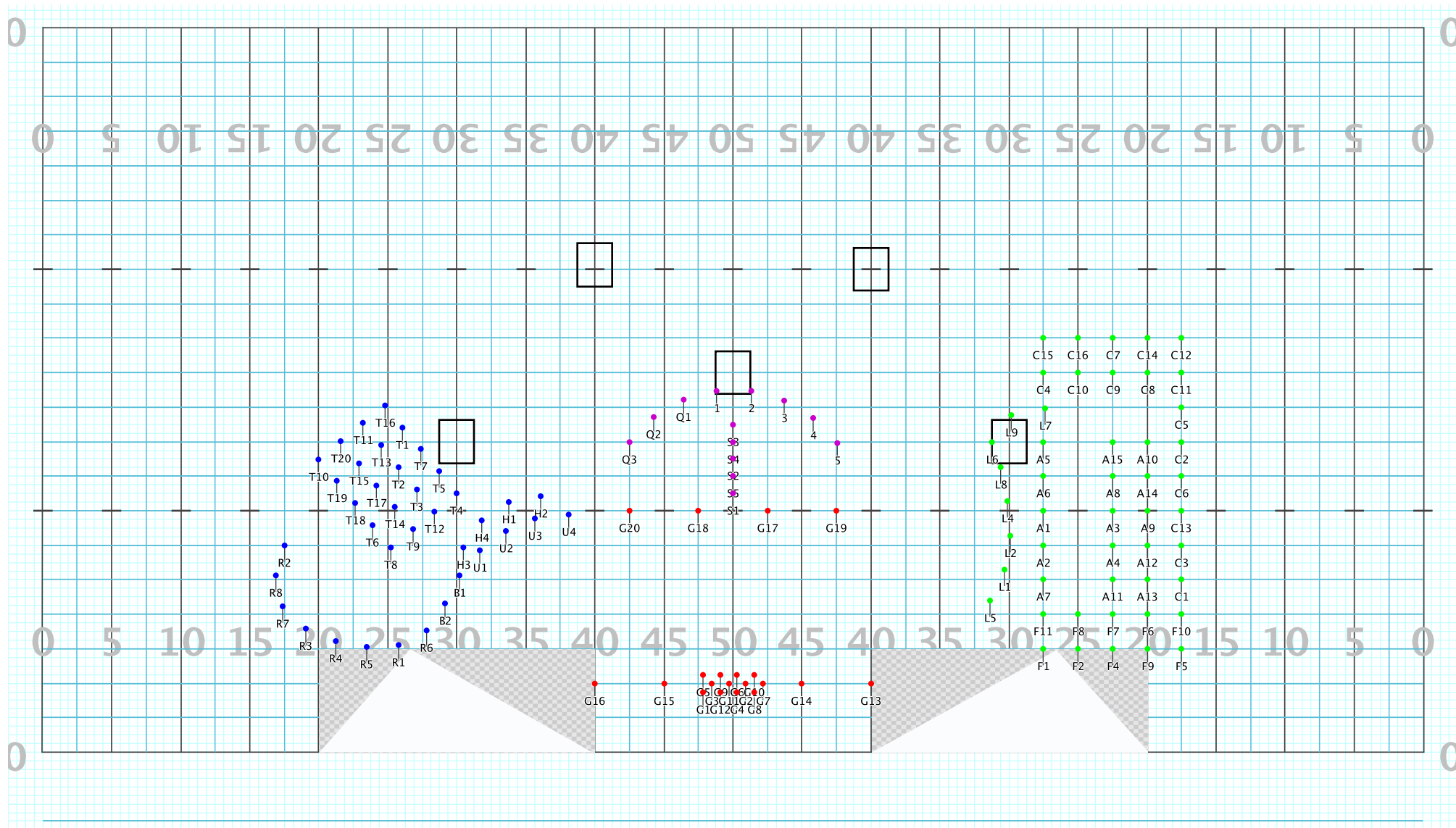


Director Viewpoint

**Set #47 Counts: 16 Measures: 171-174 Valley Center 'High Score!' Mvmt 3**

Percussion Hold 16. Winds Hold 8, then turn front 4 and Hold 4

G1-12 Condense counts 1-8 to Pod for Final Pose with props, then hold. G17-G20 hold 8, then move to positions counts 9-16 (flags still stripped)

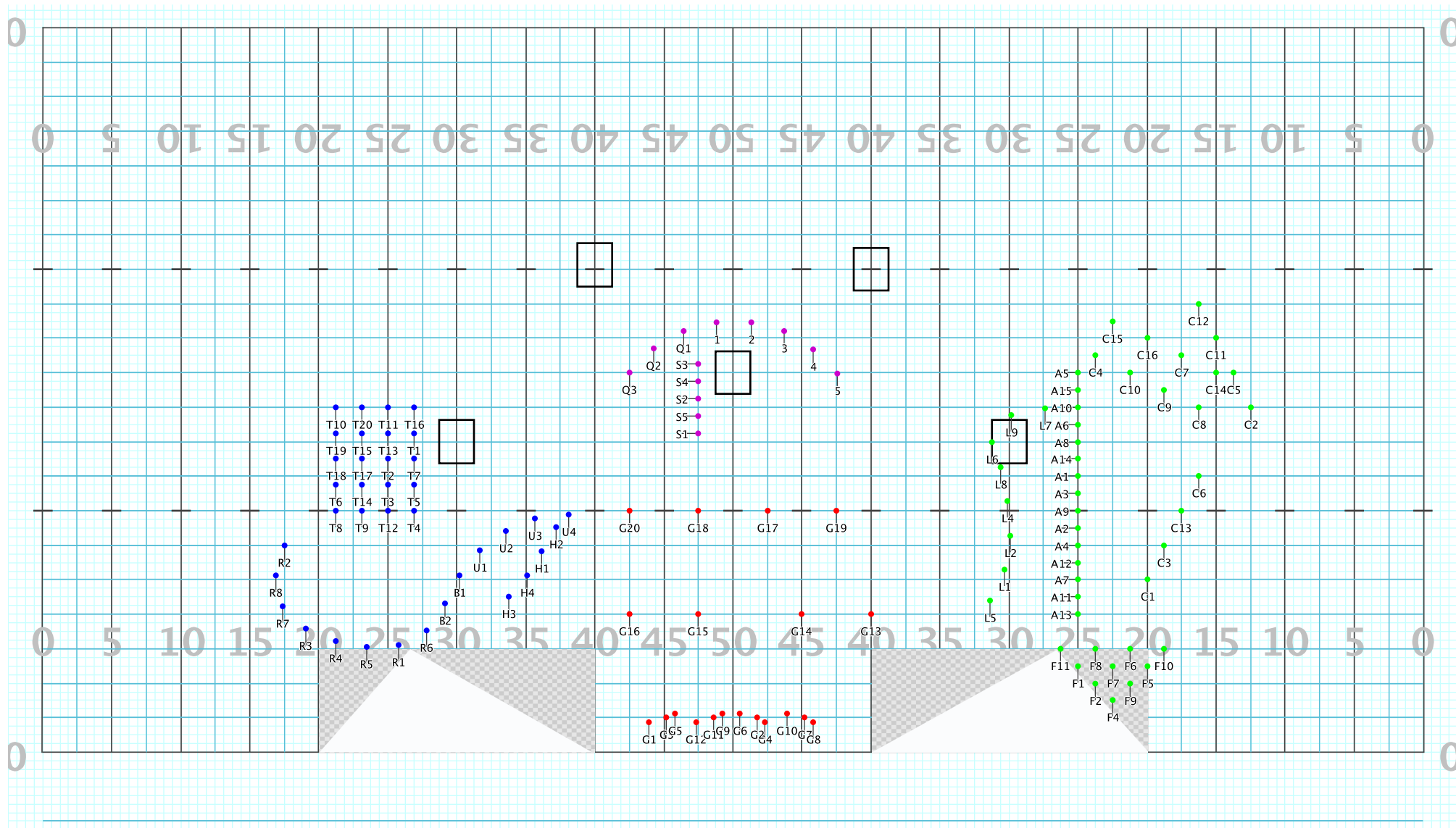


Director Viewpoint

**Set #48 Counts: 8 Measures: 175-176 Valley Center 'High Score!' Mvmt 3**

All Move or Hold 8. Trumpets, Clarinets, Altos. Percussion (???) face backfield, all other winds face front.

G1-12 pod transitions towards front sideline to change equipment. G17-20 Continue entrance (flags stripped). G13-16 enter flags stripped facing backfield.

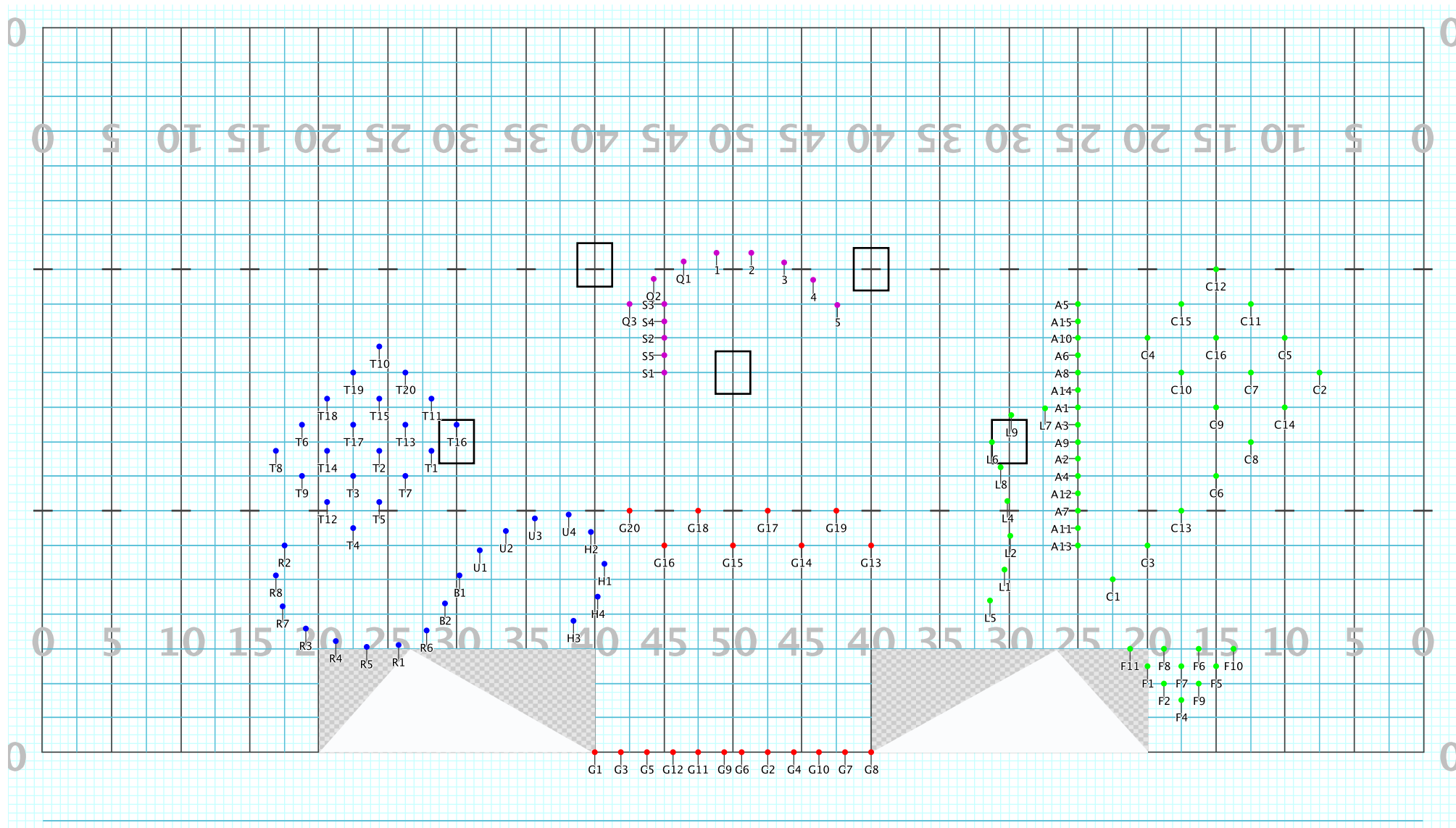


Director Viewpoint

**Set #48A Counts: 8 Measures: 177-178 Valley Center 'High Score!' Mvmt 3**

Low brass, Low Reeds Hold 8. All others Move 8. Trumpets, Clarinets, Alto Saxes remain backfield. (This is a subset of sorts for Trumpets and flutes, and Alto saxes.)

G 17-20 Visual Focus, begin add on 6 ft flag phrase (Color 1 if that happened). G1-12 continues transition to equipment change. G13-G16 continue transitioning on, facing backfield, flags stripped.



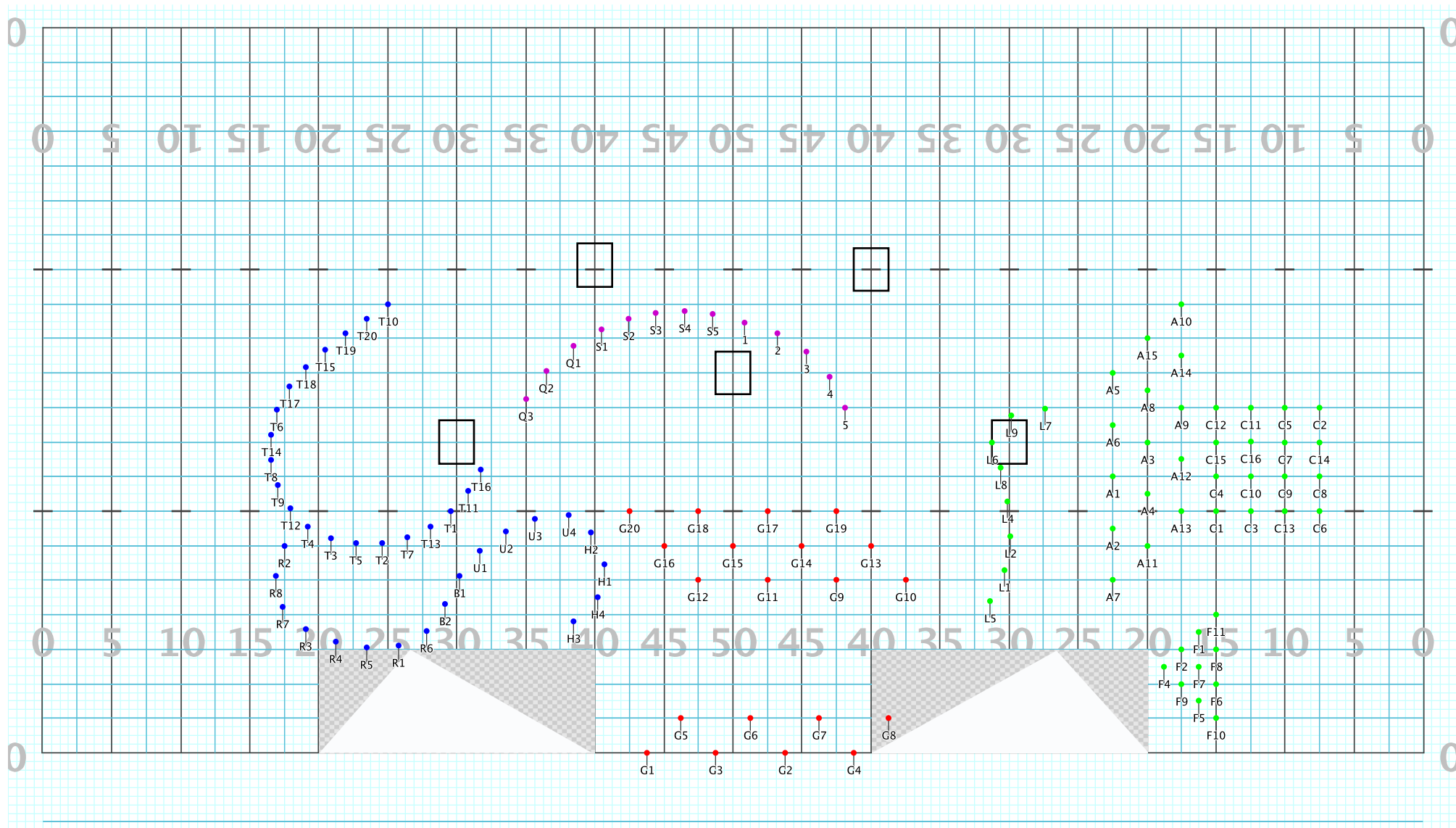
Director Viewpoint

**Set #49 Counts: 8 Measures: 179-180 Valley Center 'High Score!' Mvmt 3**

Move/Hold 8. Same instruments face front or back.

G17-20 Remain focus. G13-16 arrive to add on. G1-12 transition to 6 ft flag.



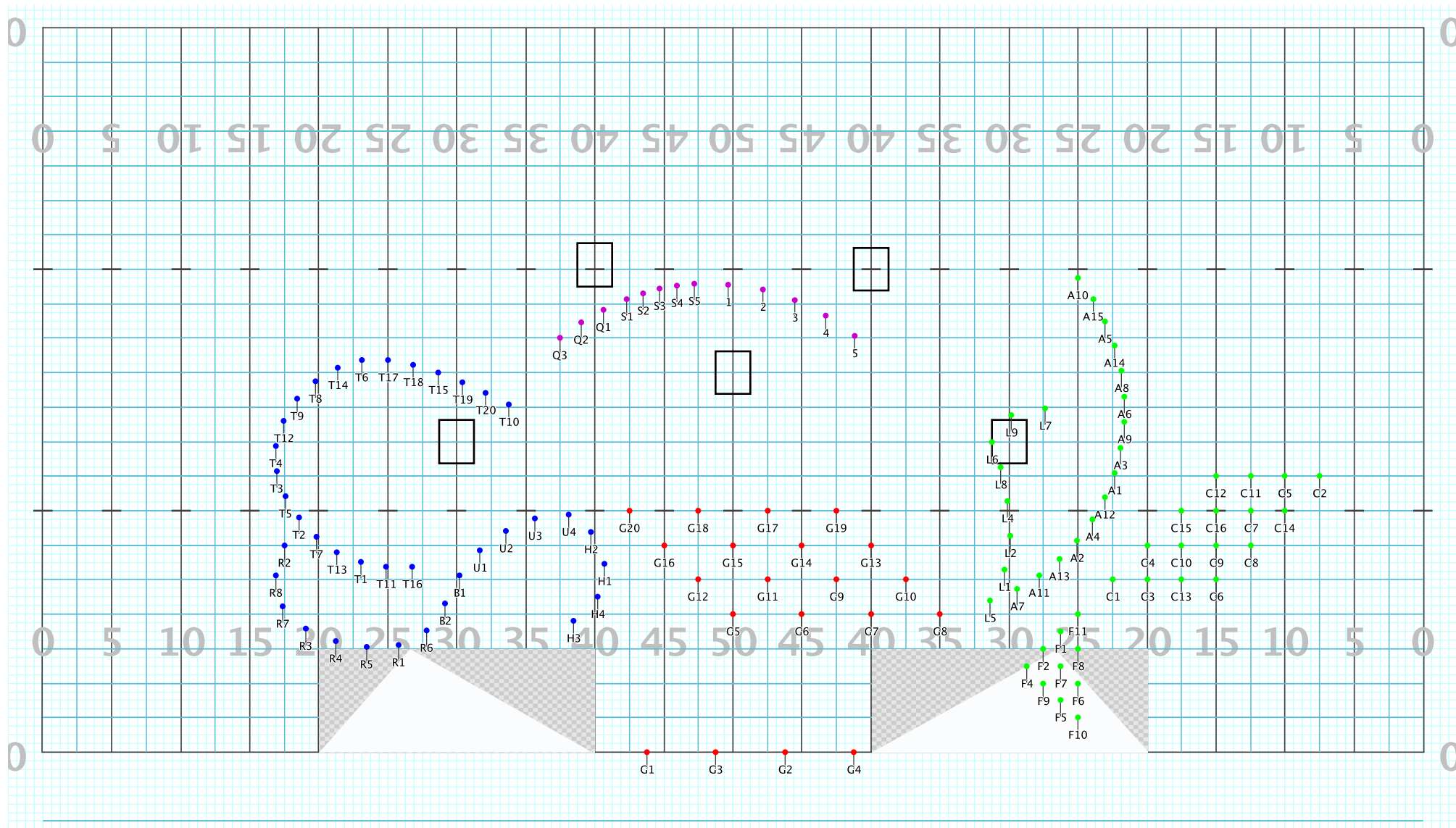


Director Viewpoint

**Set #50 Counts: 16 Measures: 181-184 Valley Center 'High Score!' Mvmt 3**

Move 16. All winds turn back front field first 4 counts (on the move).

G13-16 add on to phrase with G17-20 (they are the second color if this happened). G9-12 Leave count 1 facing back field flags stripped. G1-8 Hold 8 counts (equipment change to 6 ft), then move 8 to these spots facing backfield and flag stripped.

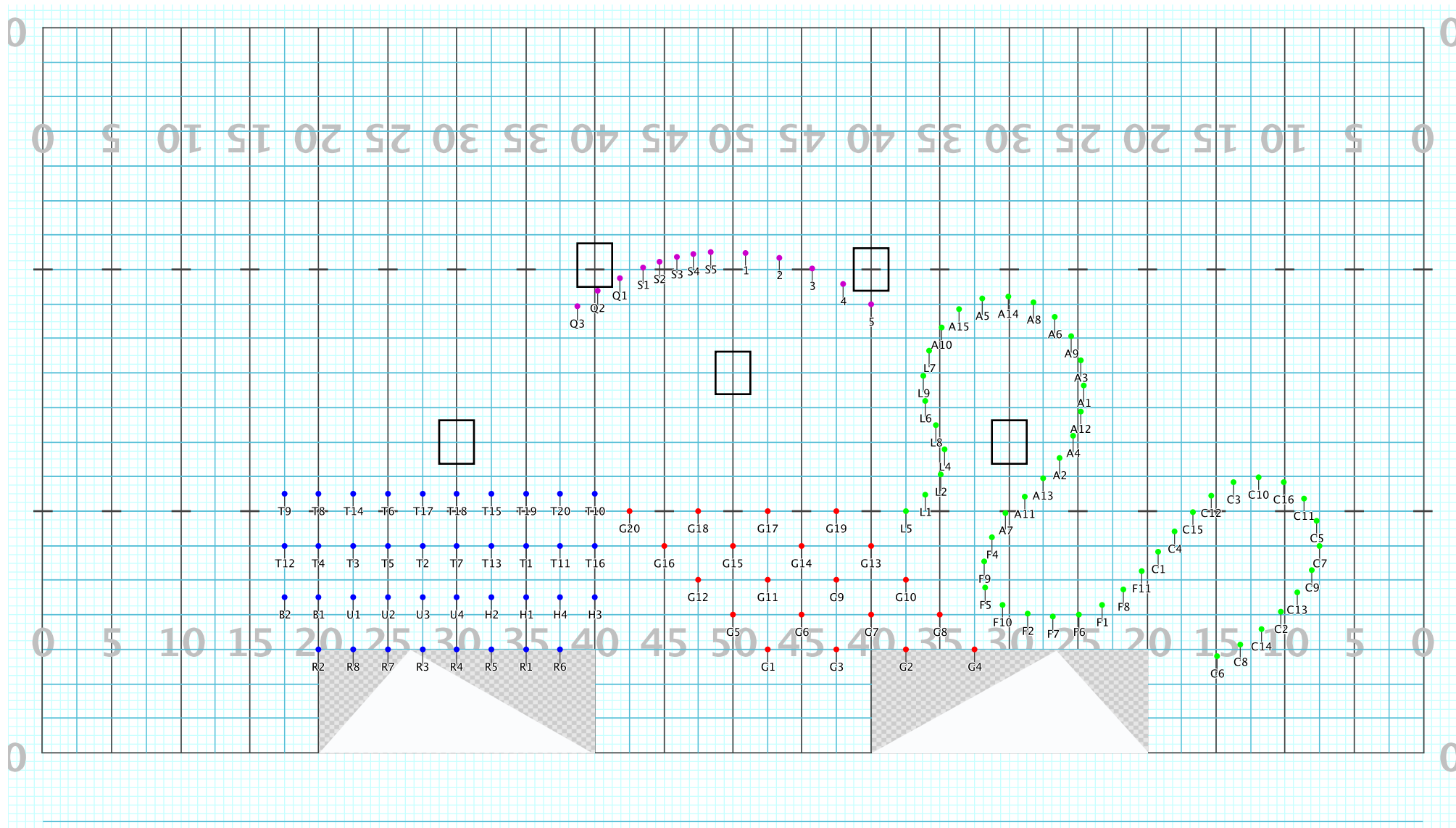


Director Viewpoint

**Set #51 Counts: 16 Measures: 185-188 Valley Center 'High Score!' Mvmt 3**

Move/Hold 16.

G9-12 Add on to phrase with G13-20 (they are the third color variation of the flag). G5-8 move onto stage flag stripped.

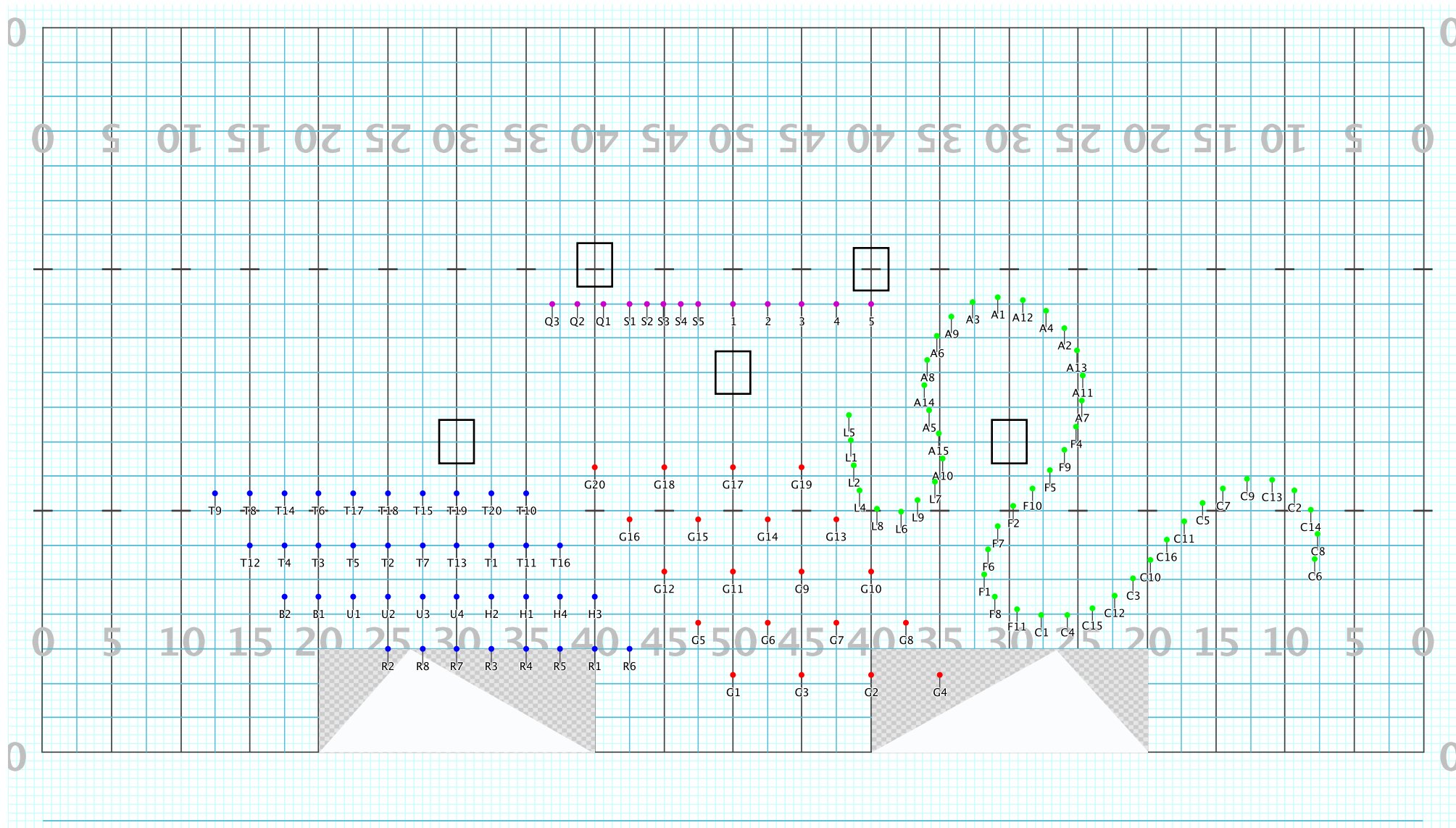


Director Viewpoint

**Set #52 Counts: 30 Measures: 189-196 Valley Center 'High Score!' Mvmt 3**

Move 16, Hold 14

G5-8 Add on to phrase (they are the fourth color variation). G1-4 Move 16, then add on to phrase with G9-20 Counts 13-30 (they are the fifth color variation).

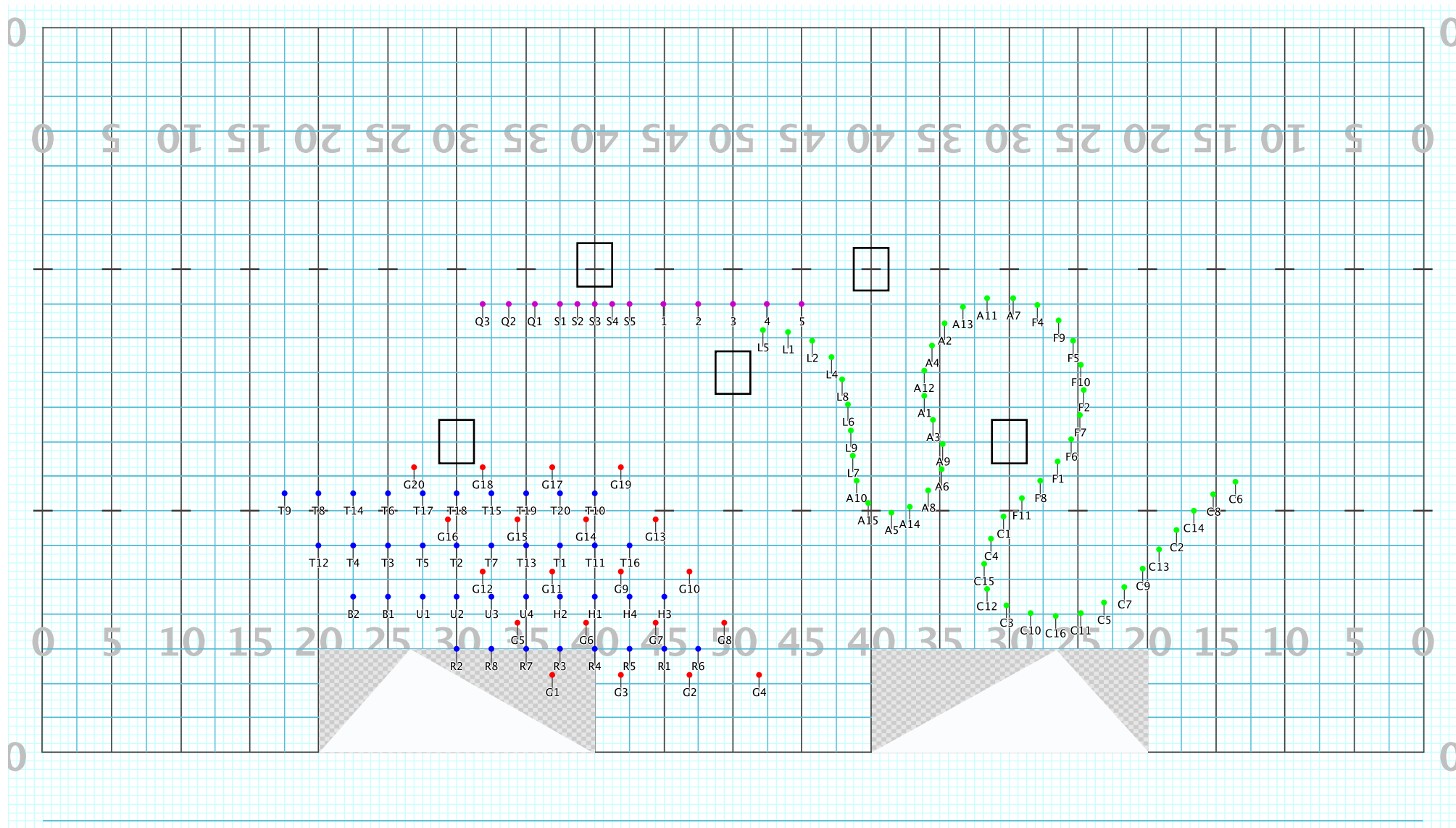


Director Viewpoint

**Set #53 Counts: 16 Measures: 197-200 Valley Center 'High Score!' Mvmt 3**

Brass move Half Time 16 (8 Steps); Woodwinds FTL (face direction of travel) 16 counts single time. Percussion is your choice (single or half time?)

Guard can either Move 16, or Hold 8, then Move 8 depending on choreography.

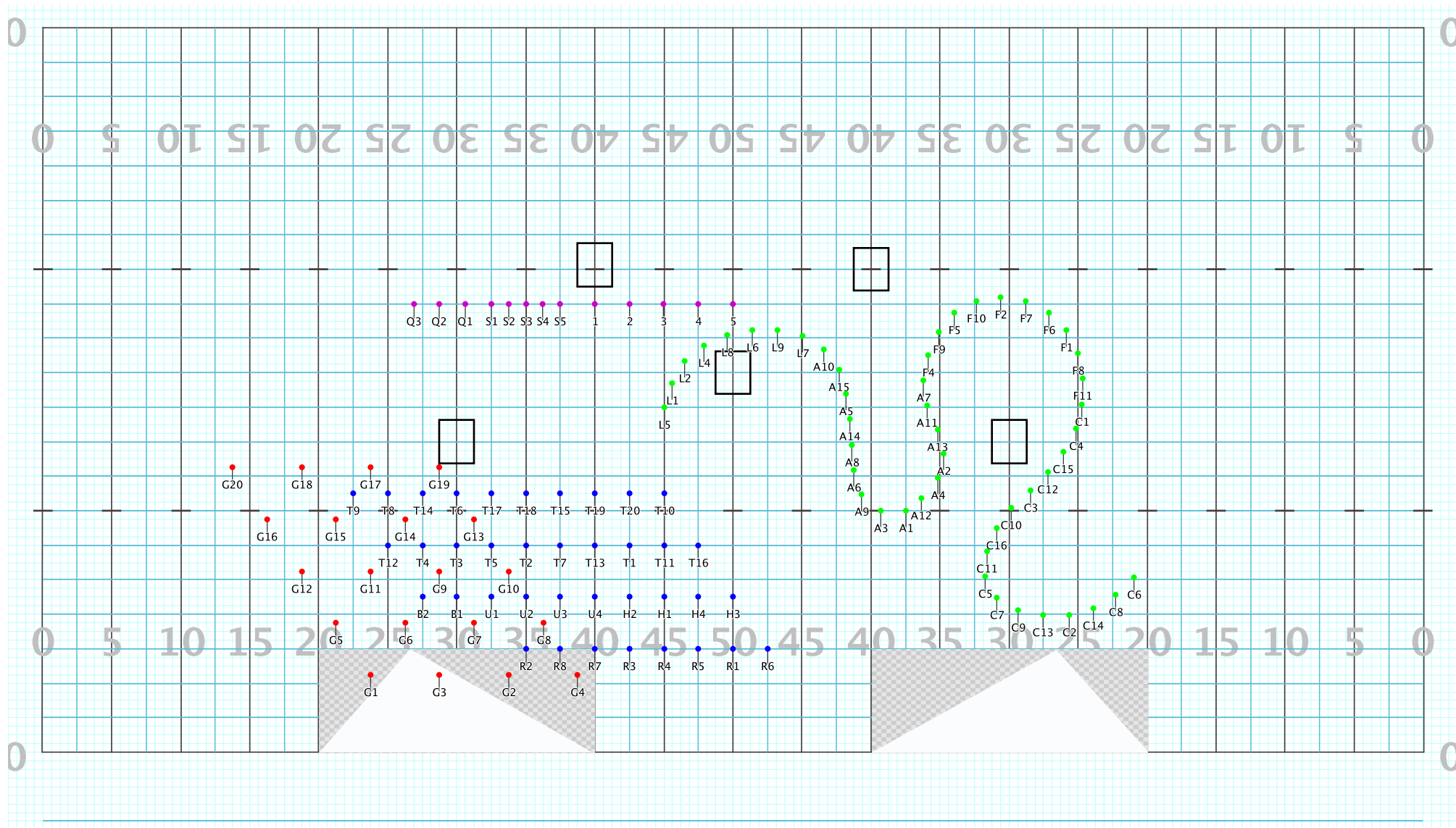


Director Viewpoint

**Set #54 Counts: 16 Measures: 201-204 Valley Center 'High Score!' Mvmt 3**

Brass Continue HT 16 (8 Steps); Woodwinds continue FTL 16, Percussion Move 16 (your choice ST or HT)

Guard Slide 16 (6-to-5 yards step size), Face direction of travel.

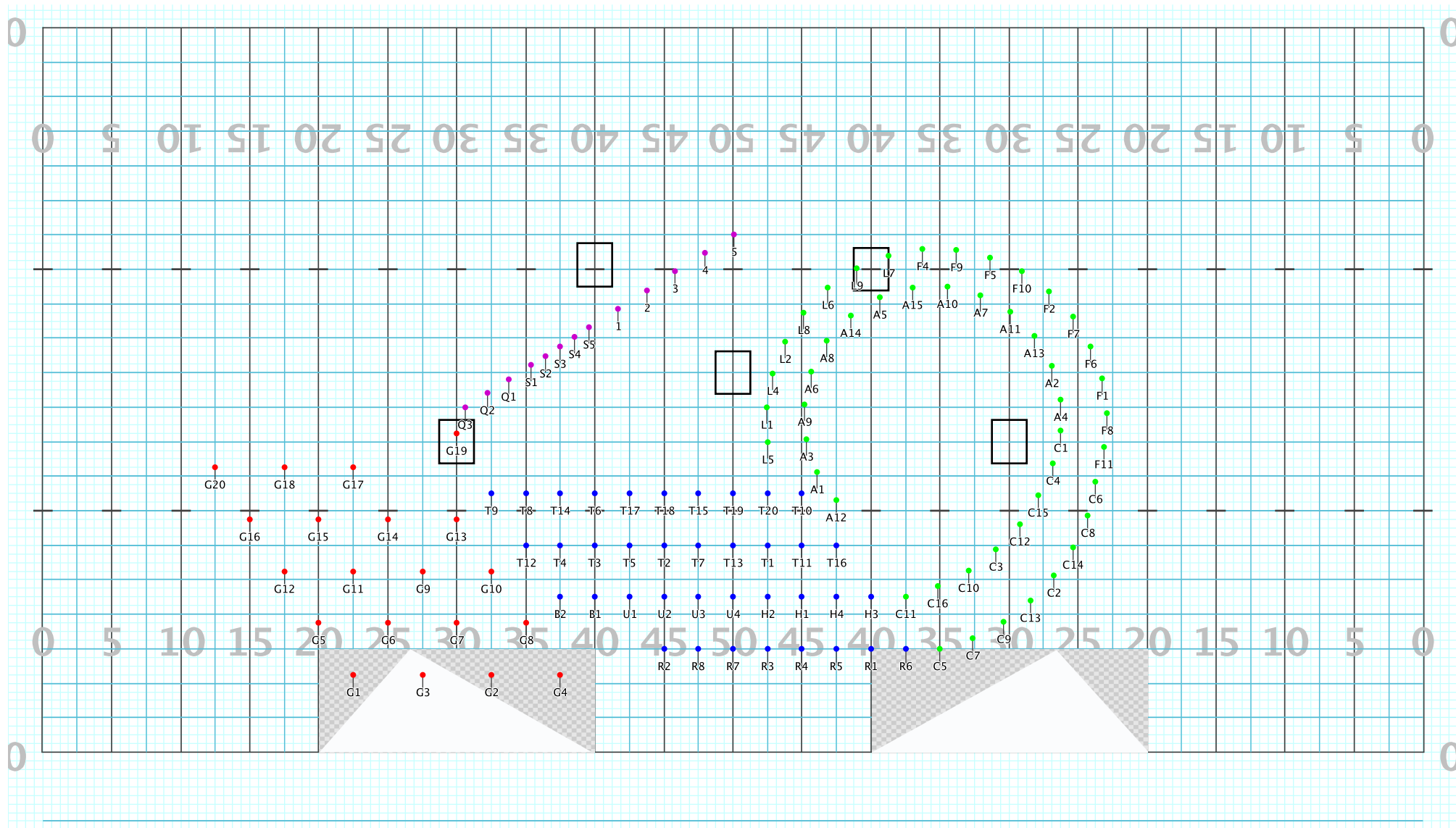


Director Viewpoint

**Set #55 Counts: 16 Measures: 205-208 Valley Center 'High Score!' Mvmt 3**

Brass Continue HT 16 (8 Steps); Woodwinds continue FTL 16, Percussion Move 16 (your choice ST or HT)

Guard Slide 16 (6-to-5 yards step size), Face direction of travel.



Director Viewpoint

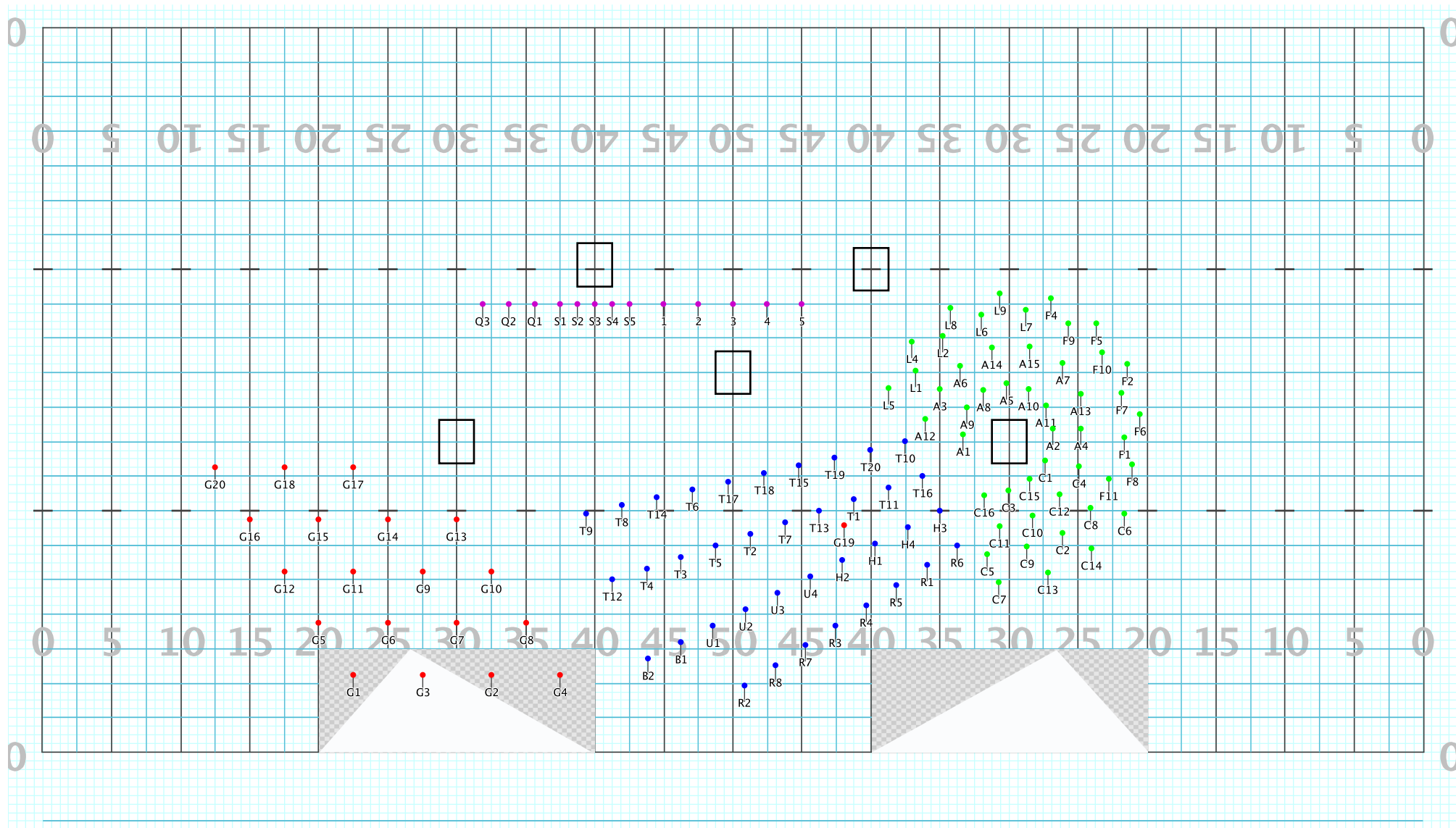
Set #56 Counts: 16 Measures: 209-212 Valley Center 'High Score!' Mvmt 3

Winds/Percussion Move 16 Single time

Guard Move 2, Hold 14 (to finish Phrase). G19: Move 2, Hold 10, drops out of phrase to go to prop to get Yoga Ball (Pinball Prop)





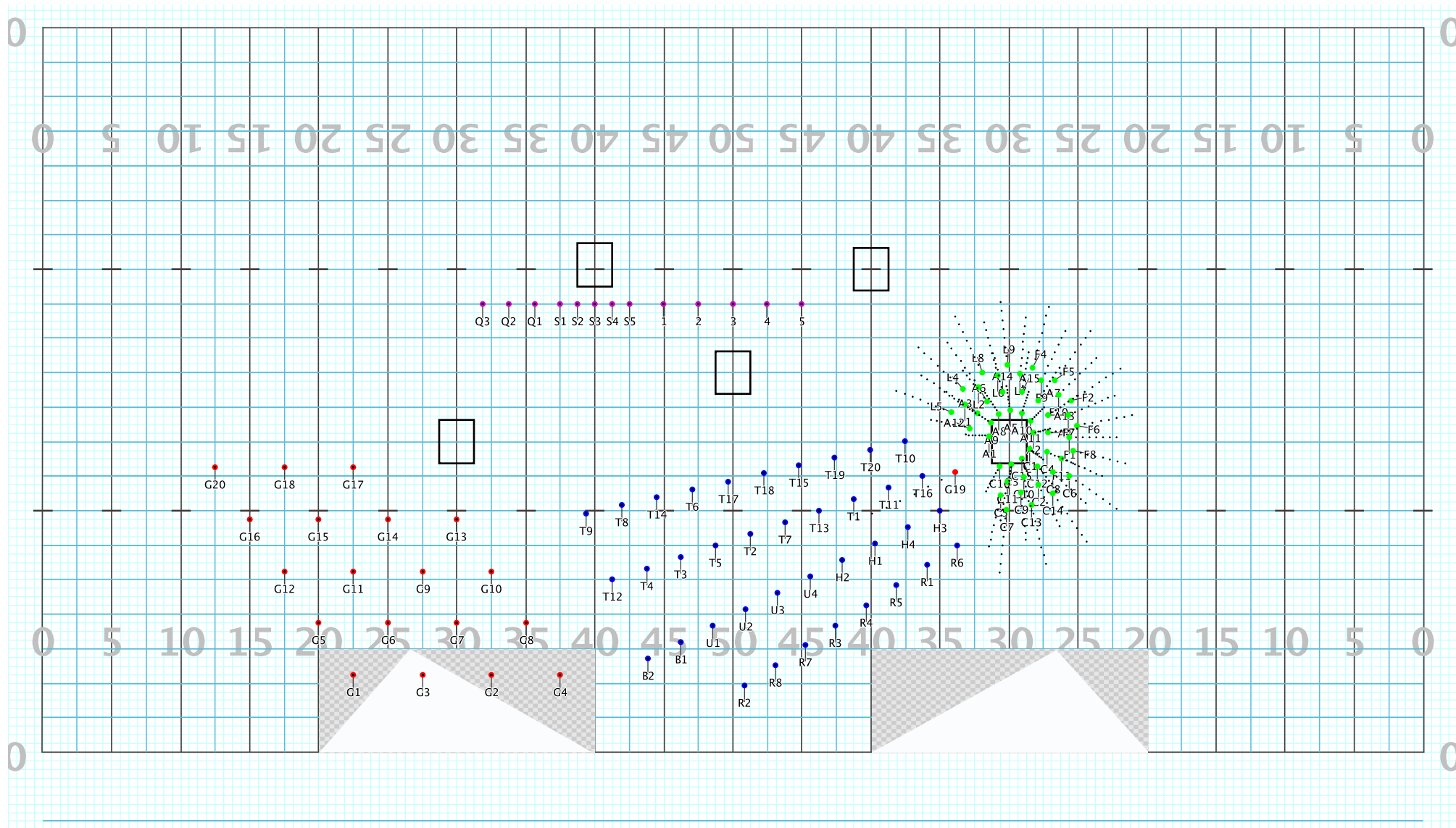


Director Viewpoint

**Set #58 Counts: 12 Measures: 217-219 Valley Center 'High Score!' Mvmt 3**

Move 12 (Woodwind spots can be approximate if they have trouble making their dots-the effect is to surround the bumper prop)

Guard hold, except G19, continues up alley between brass lines.

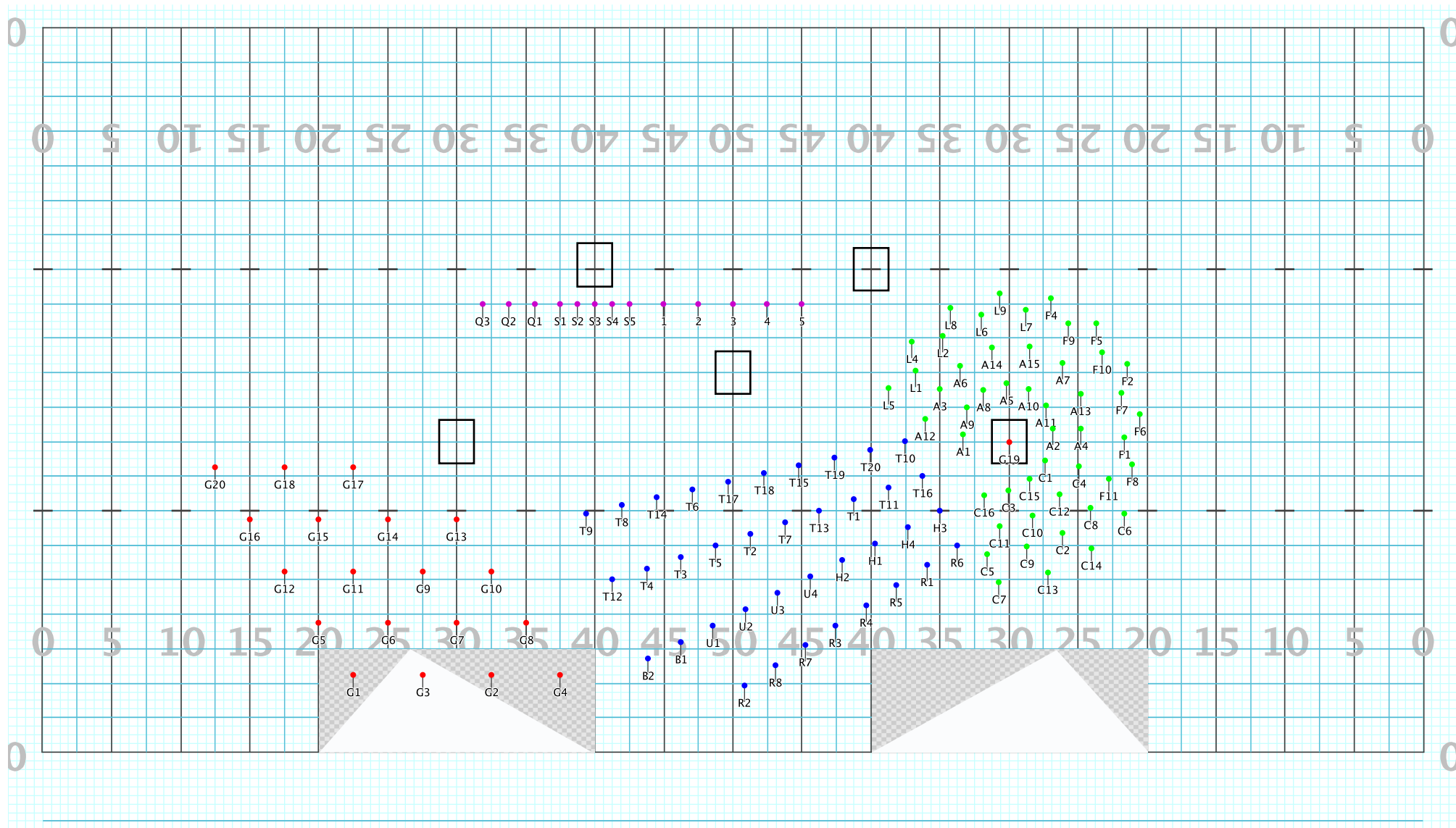


Director Viewpoint

**Set #58A Counts: 8 Measures: 220-221 Valley Center 'High Score!' Mvmt 3**

Effect Option: As G19 takes Pinball to top of bumper, woodwinds condense 8 counts, hold 4 for her resolution, then rush back out to original dots!

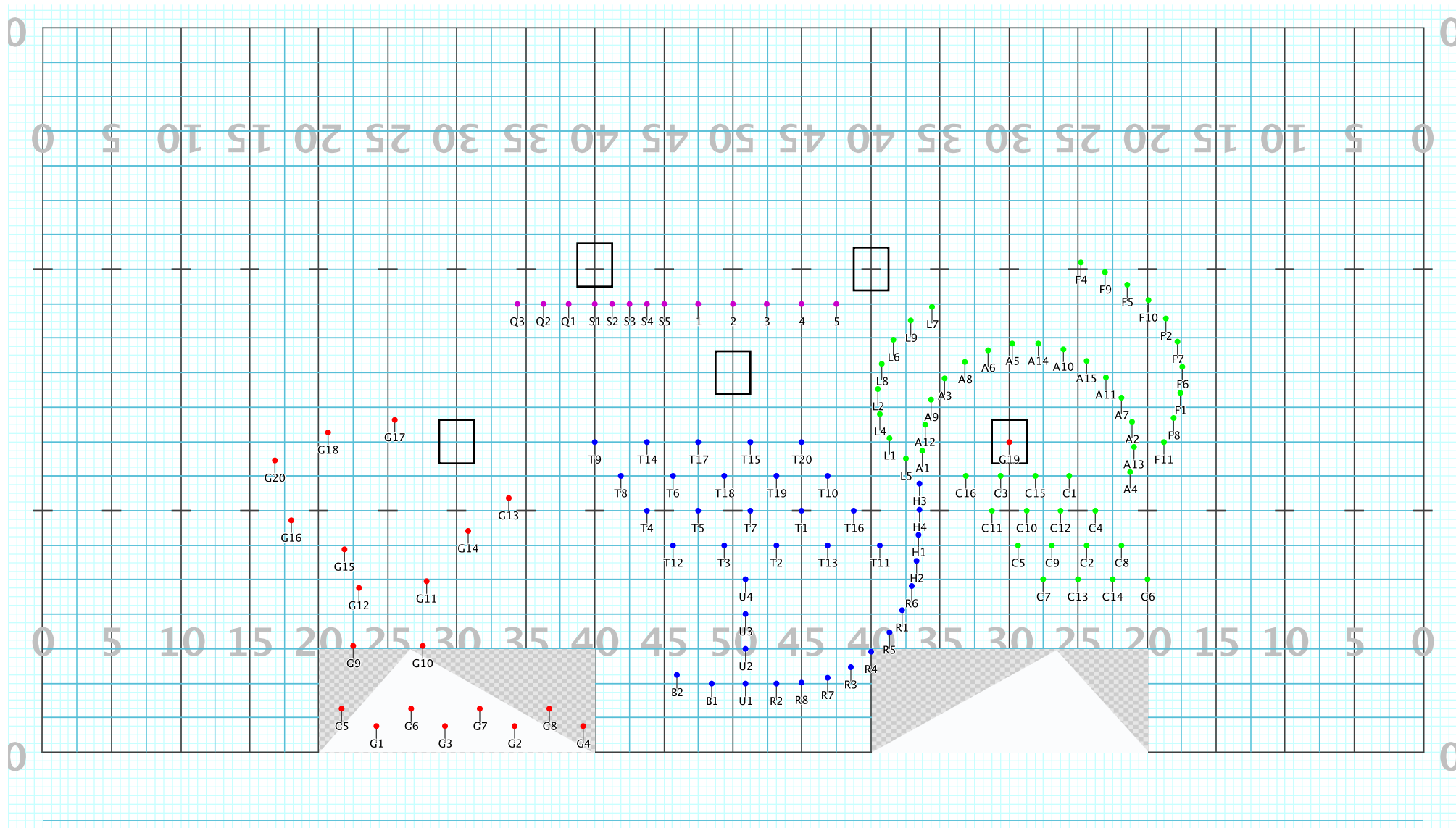
Brass do 'POINT' Visual ripple from 'down' the diagonals to 'up' the diagonals quickly in 8 counts, to emphasize the path of G19 and the Pinball!



Director Viewpoint

Set #59 Counts: 8 Measures: 222-223 Valley Center 'High Score!' Mvmt 3

Brass/Perc Hold 8; WW: Hold 4, 'rush' back out to original positions 4 (free time in the feet)

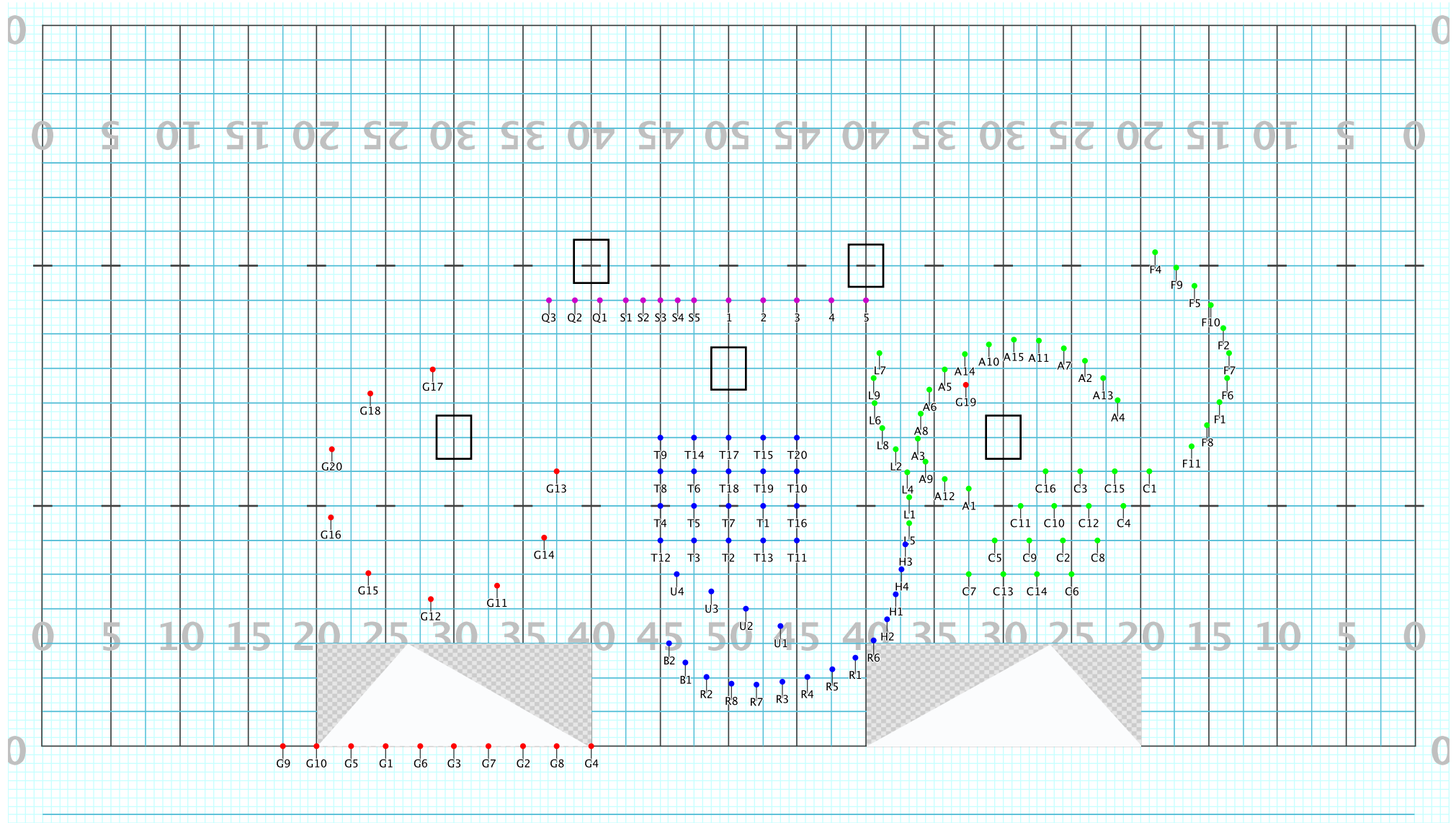


Director Viewpoint

Set #60 Counts: 8 Measures: 224-225 Valley Center 'High Score!' Mvmt 3

Move 8

G1-G10 Strip and begin transition to sideline for equipment change. G11-G20 Stripped, body led choreo

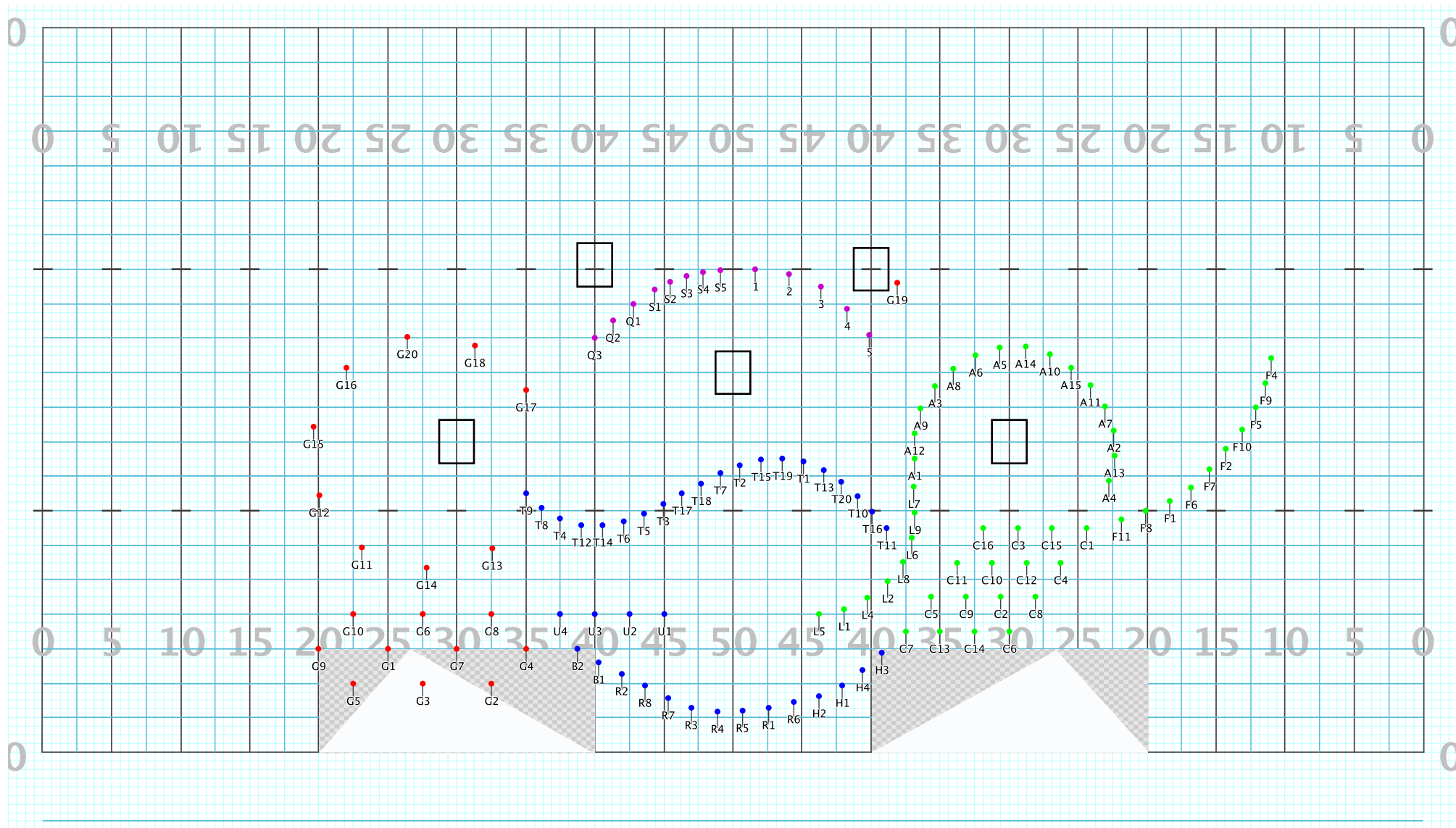


Director Viewpoint

Set #61 Counts: 8 Measures: 226-227 Valley Center 'High Score!' Mvmt 3

Move 8

G11-20 continue strip work, G19 transitions off prop to equipment change; G1-G8 Move 4, Hold 4, G9-G10 Move 8

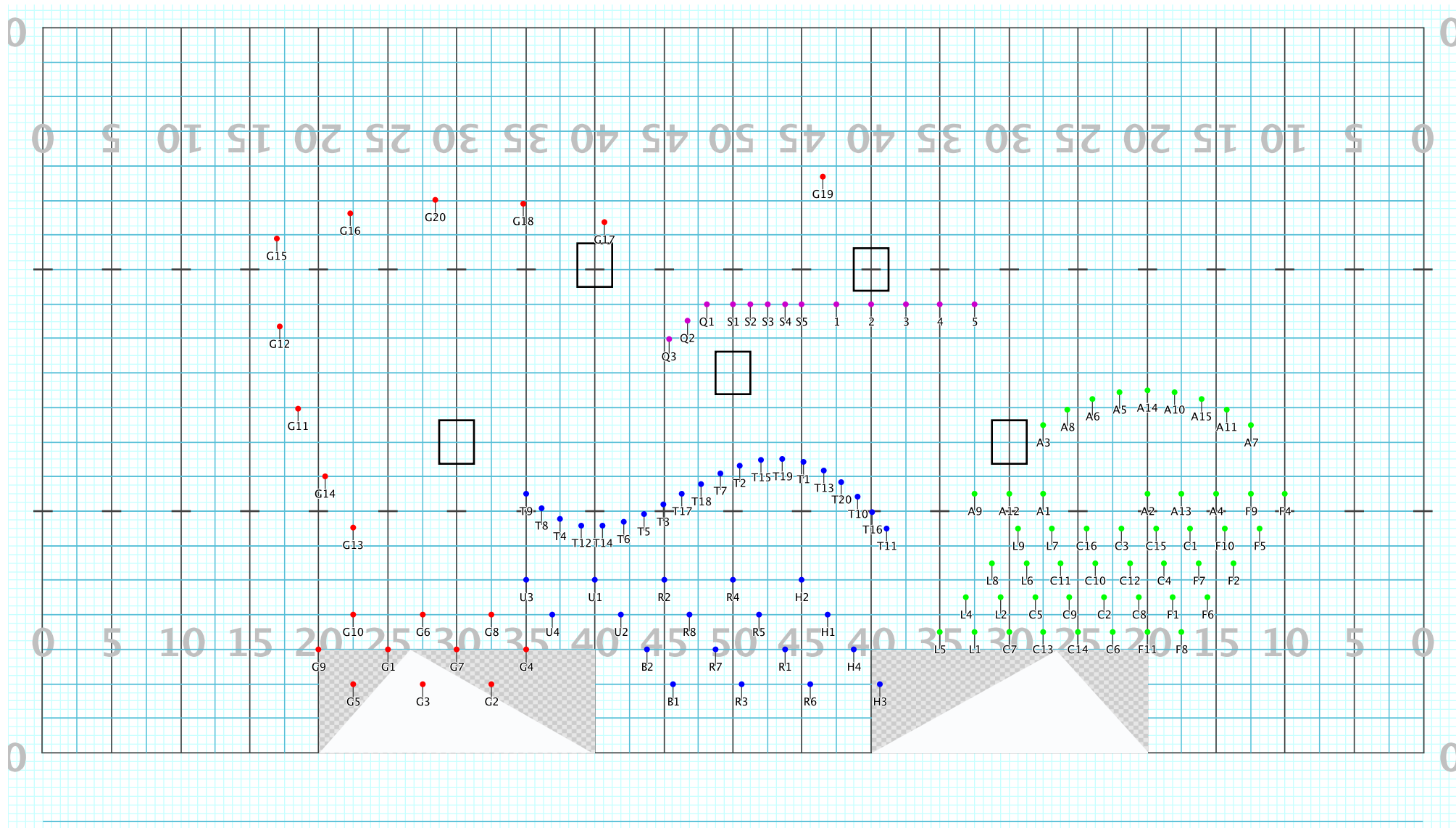


Director Viewpoint

Set #62 Counts: 16 Measures: 228-231 Valley Center 'High Score!' Mvmt 3

Winds/Perc: Move 16

G11-G20 Open flags and are focus here for 16. G1-10: Hold 4; Move 12 (facing backfield) with new 6 ft flag (stripped).

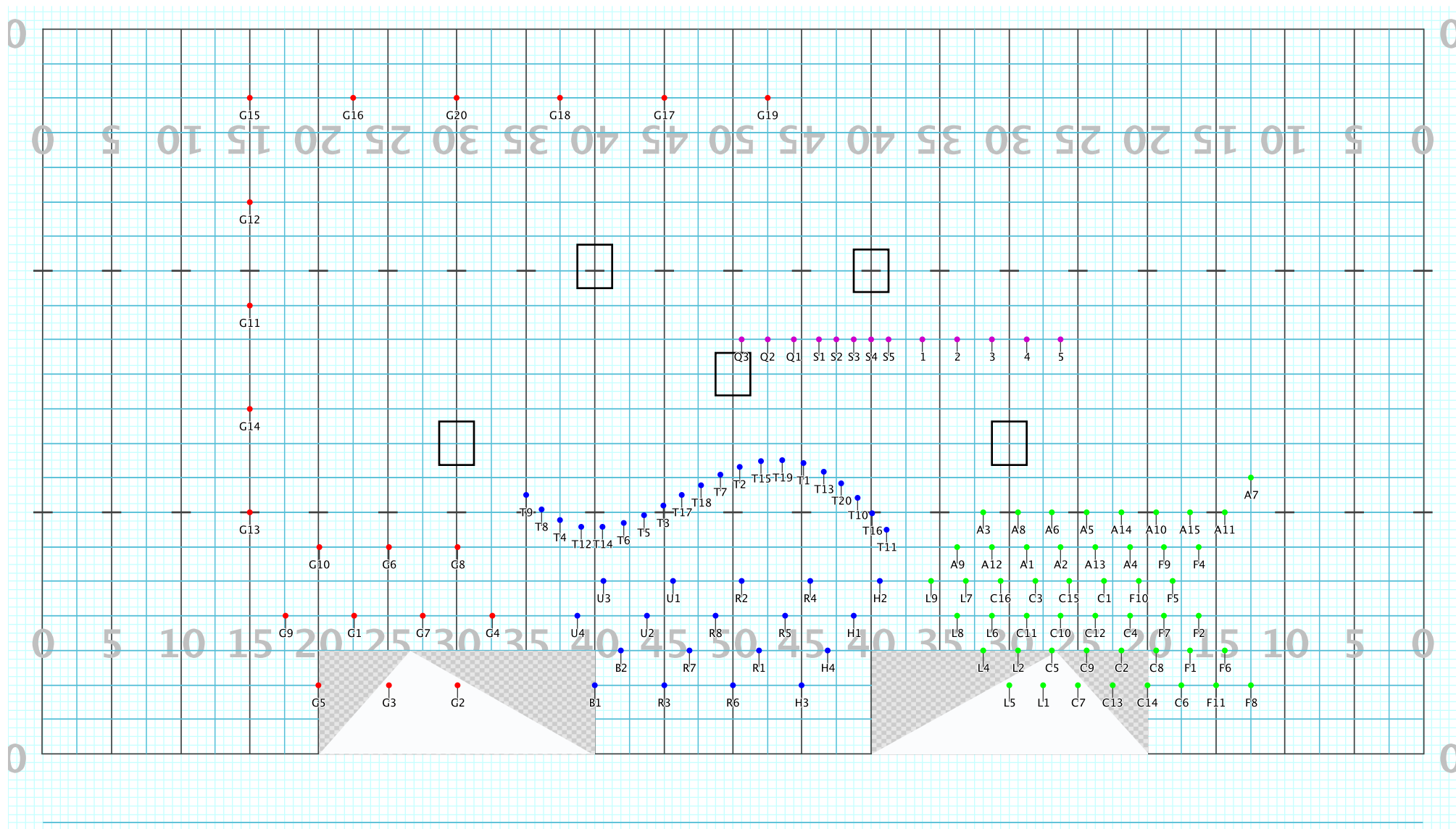


Director Viewpoint

**Set #63 Counts: 16 Measures: 232-235 Valley Center 'High Score!' Mvmt 3**

Winds/Perc: Move 16; Trumpets: Hold 16 (poses) for soli.

G1-10 take over visual focus here and open new flag (interpret Trumpet feature). G11-G20 Strip flags and head to equipment change.



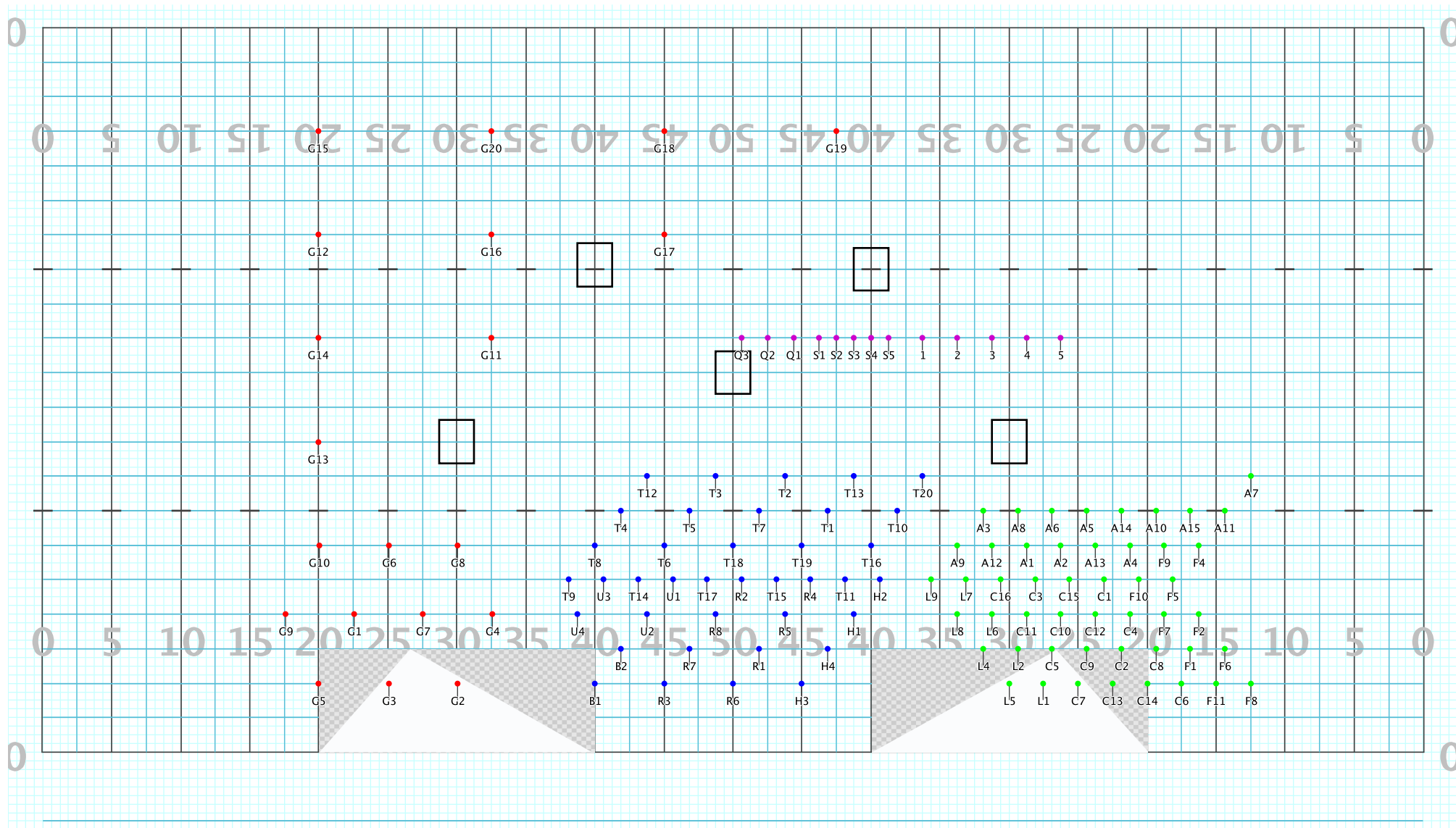
Director Viewpoint

Set #64 Counts: 12 Measures: 236-238 Valley Center 'High Score!' Mvmt 3

Winds/Perc: Move 12; Trumpets: Continue to hold 12 for soli.

G1-10 continue phrase: Expand form 12 counts



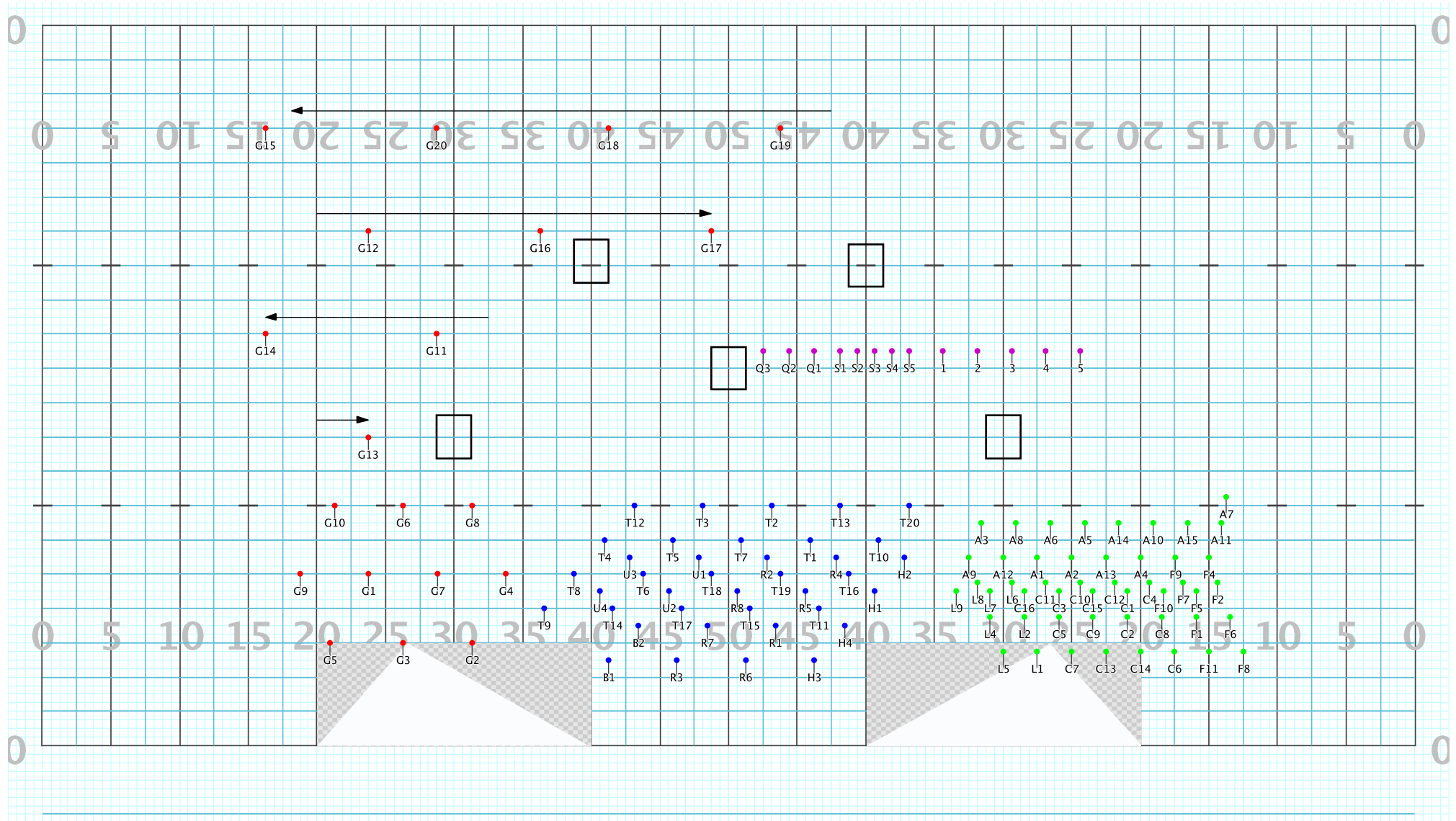


Director Viewpoint

Set #65 Counts: 16 Measures: 239-242 Valley Center 'High Score!' Mvmt 3

Winds/Perc (except trumpets): Hold 16; Trumpets: Move 12, Hold 4

G11-20 Enter with New Oversized final effect flag stripped.

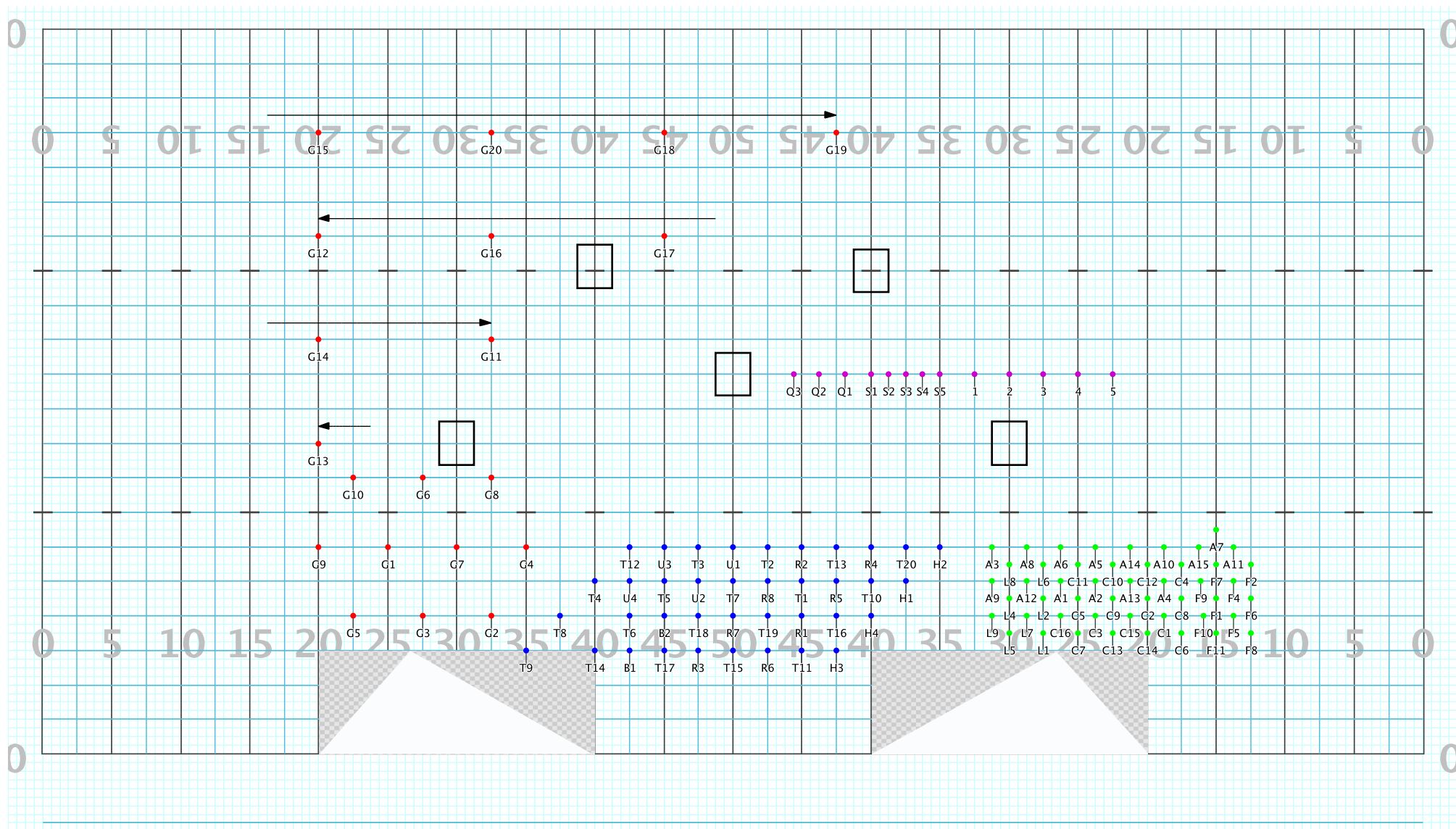


Director Viewpoint

Set #65A Counts: 4 Measures: 243 Valley Center 'High Score!' Mvmt 3

Move 4 (subset for Oversized flags)

G11-20 Open flags in counter motion backfield (see arrows)

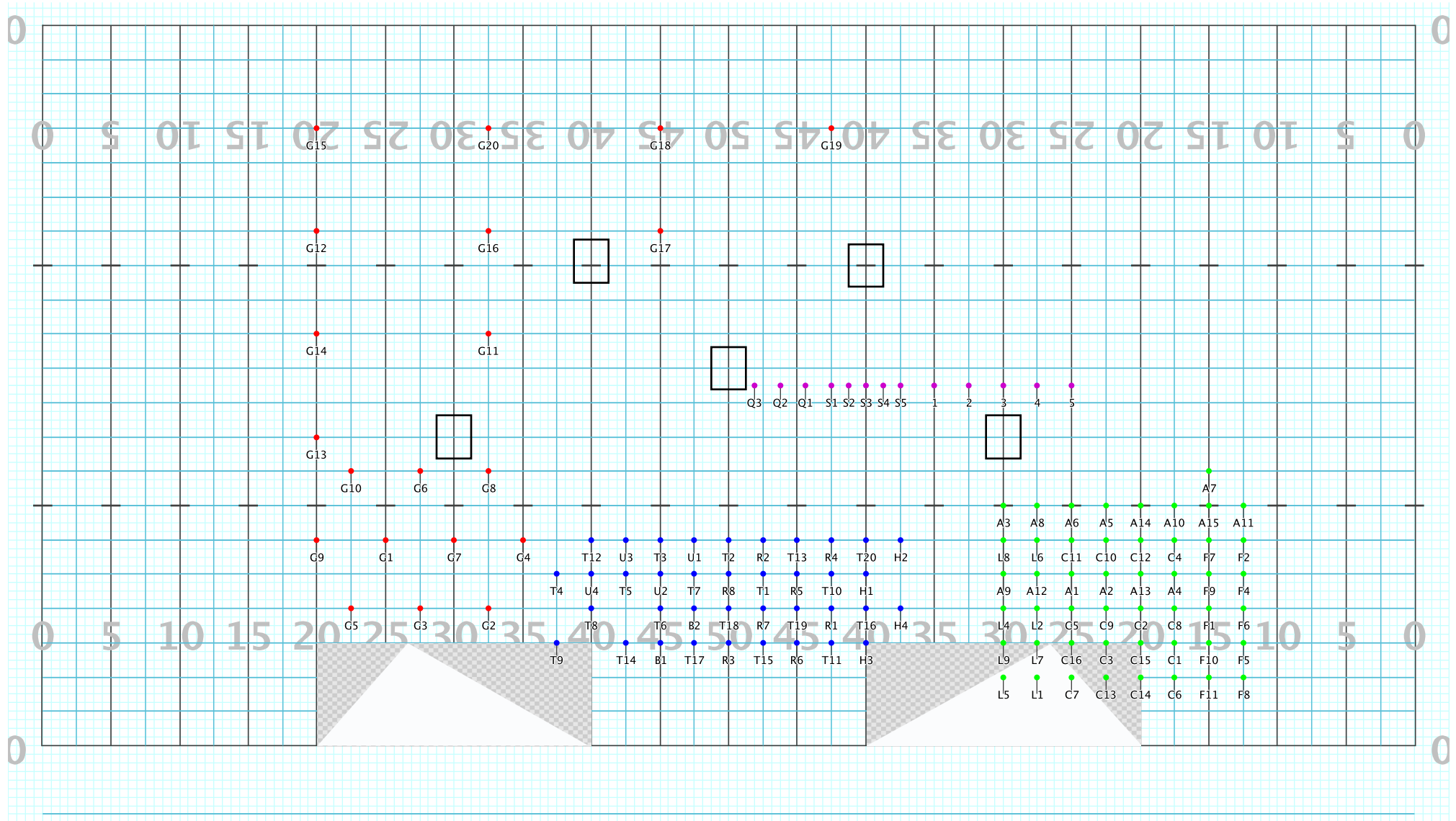


Director Viewpoint

Set #66 Counts: 4 Measures: 244 Valley Center 'High Score!' Mvmt 3

Move 4

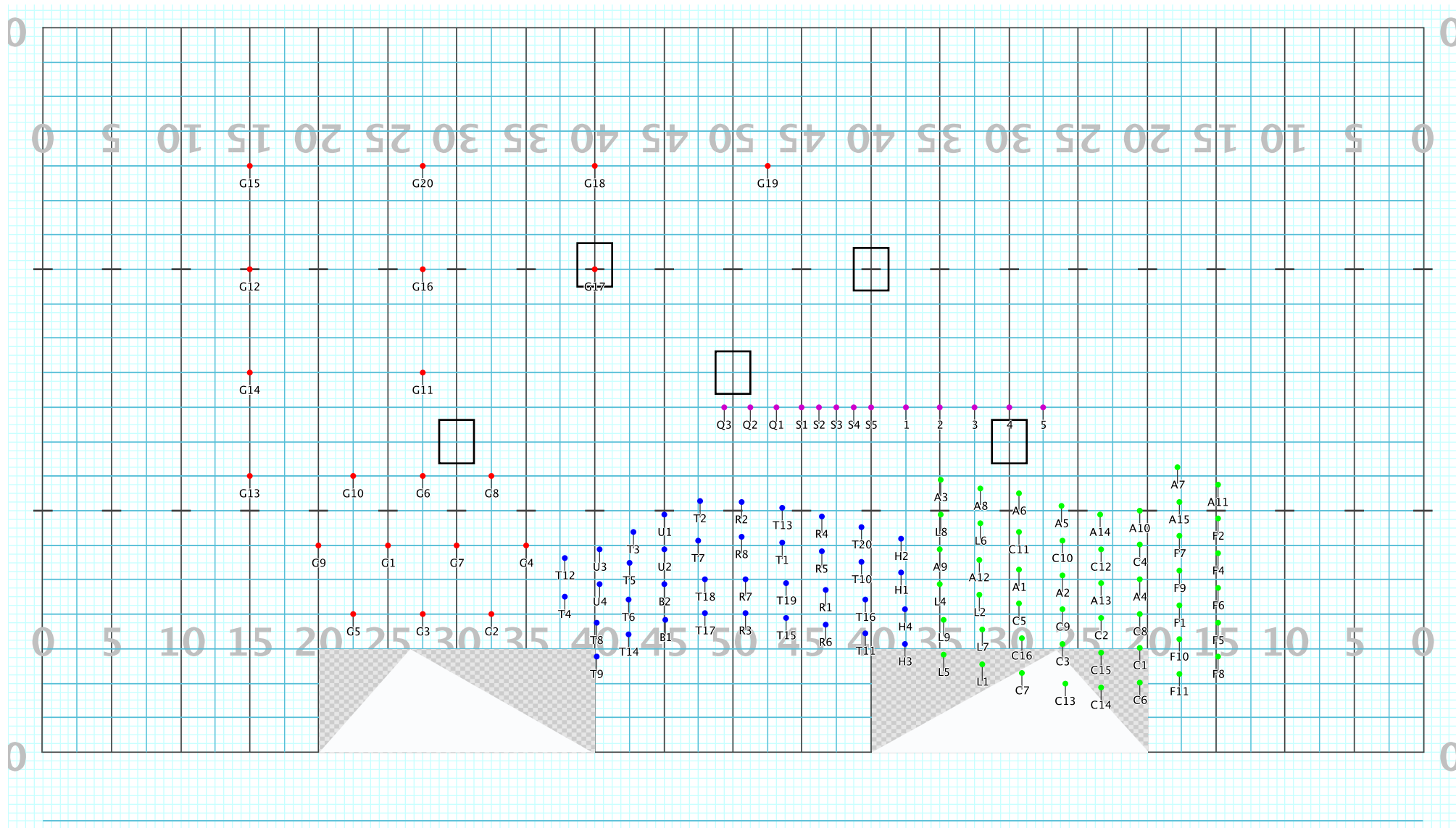
Counter-motion continued in oversized flags (see arrows)



Director Viewpoint

Set #67 Counts: 8 Measures: 245-246 Valley Center 'High Score!' Mvmt 3

Winds: Hold 4; Move 4; Perc: Move 4, Hold 4

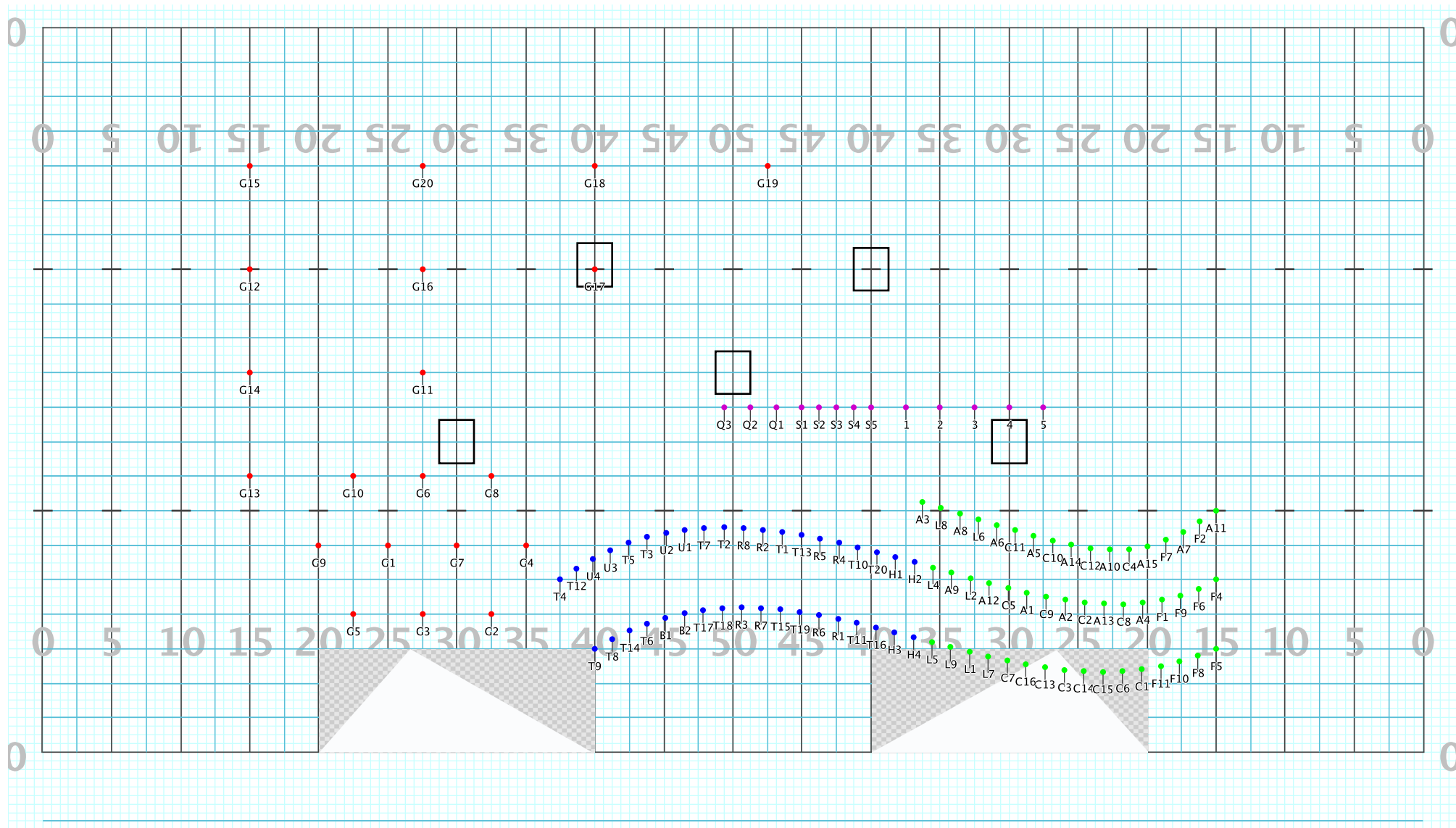


Director Viewpoint

**Set #68 Counts: 8 Measures: 247-248 Valley Center 'High Score!' Mvmt 3**

Winds: Hold 4; Move 4; Perc: Move 4, Hold 4

Oversized flags Move 8 (this set puts G17 on prop). OPTION: Move directly across field 8 instead of a diagona if you don't want that performer to end on a prop.



Director Viewpoint

Set #69 Counts: 16 Measures: 249-252 Valley Center 'High Score!' Mvmt 3

Winds: Move 4, Hold 12; All others Hold 12

End of Show!!