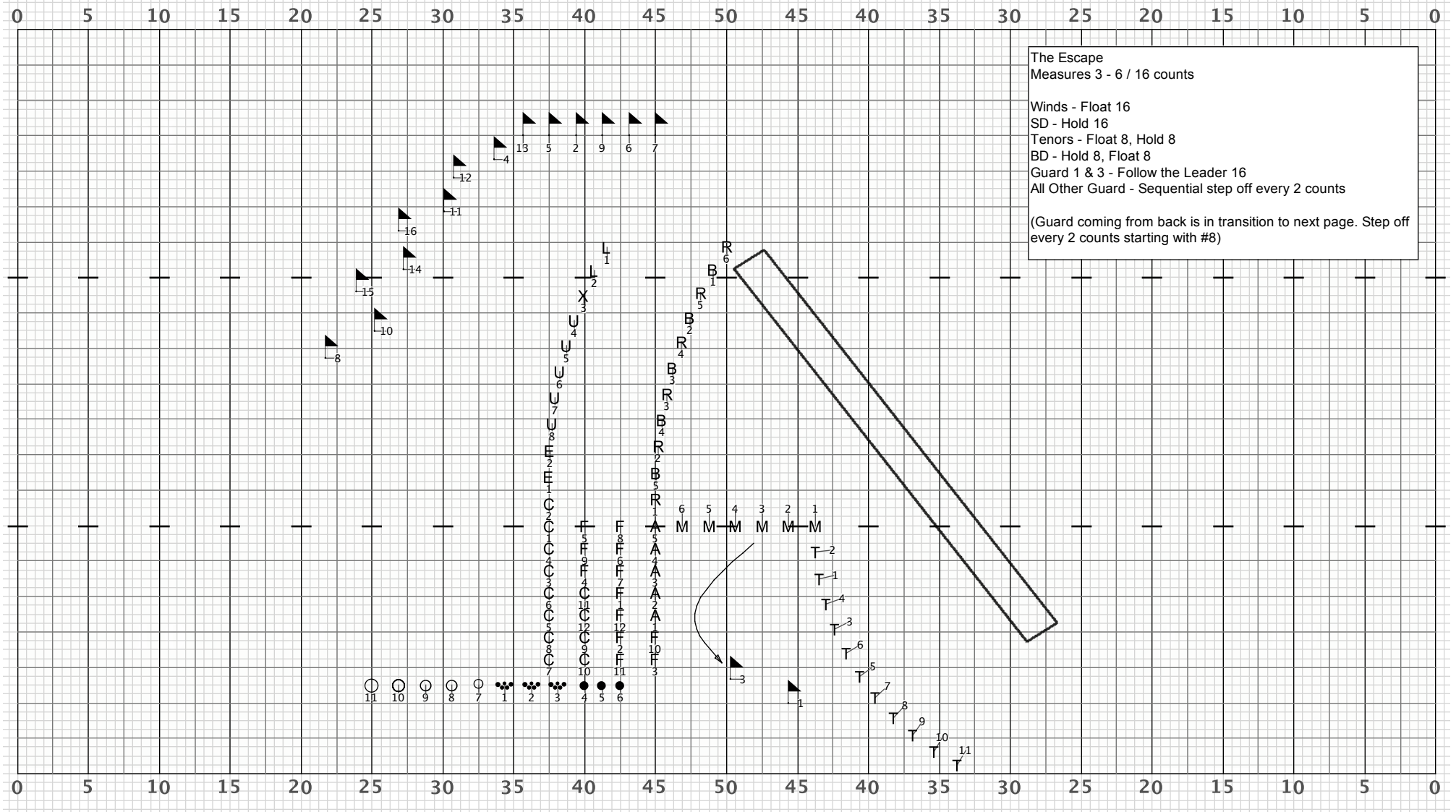
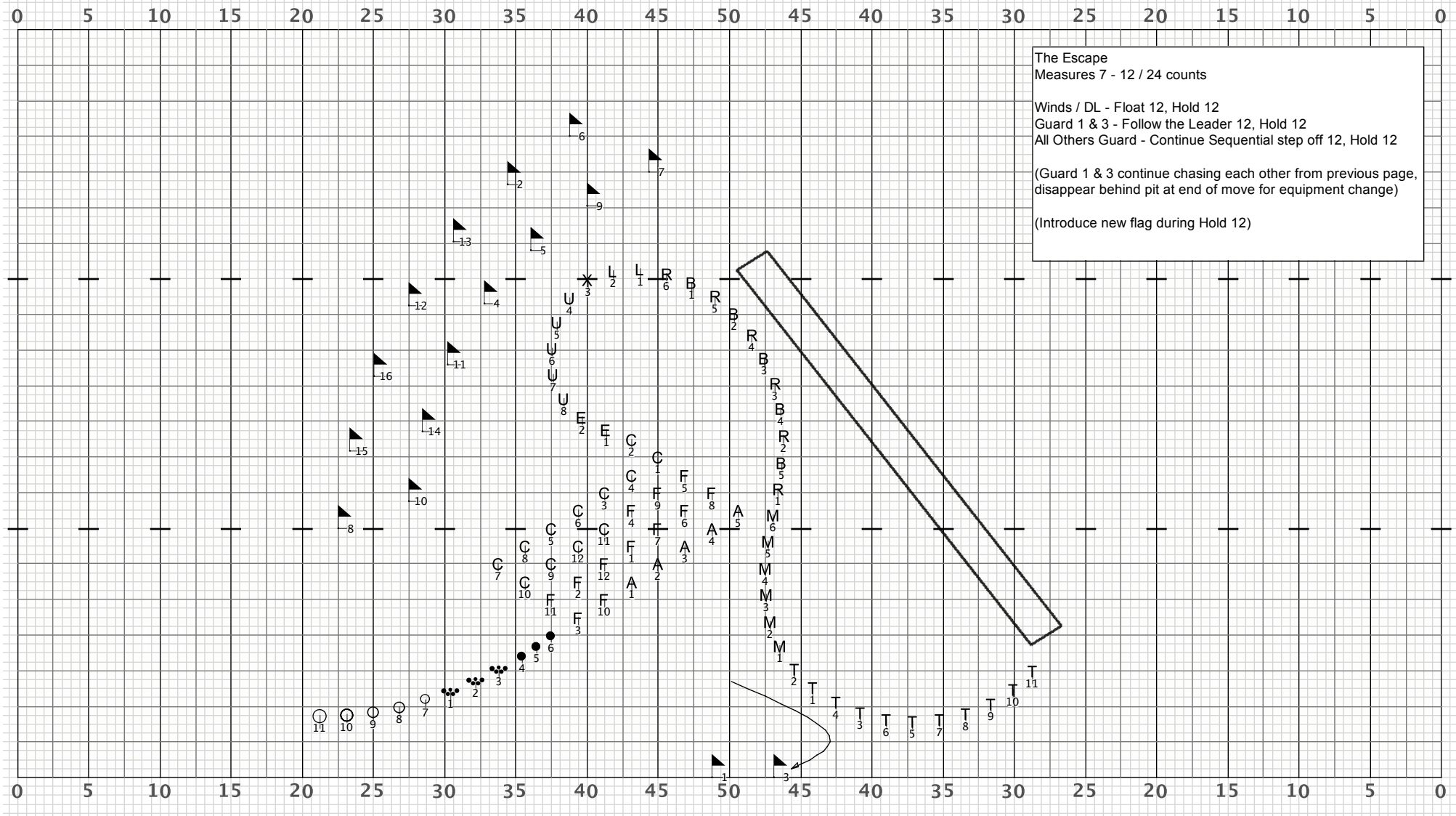


The Escape
 Measures 1 - 2 / 8 counts
 F / C / A (Front group) - Follow the Leader 8
 T / M - Left Slide 8
 All Other Winds - Float 8
 SD - Float 8
 All Other DL - Hold 8
 Guard 1 & 3 - Run 8
 All Other Guard - Hold 8

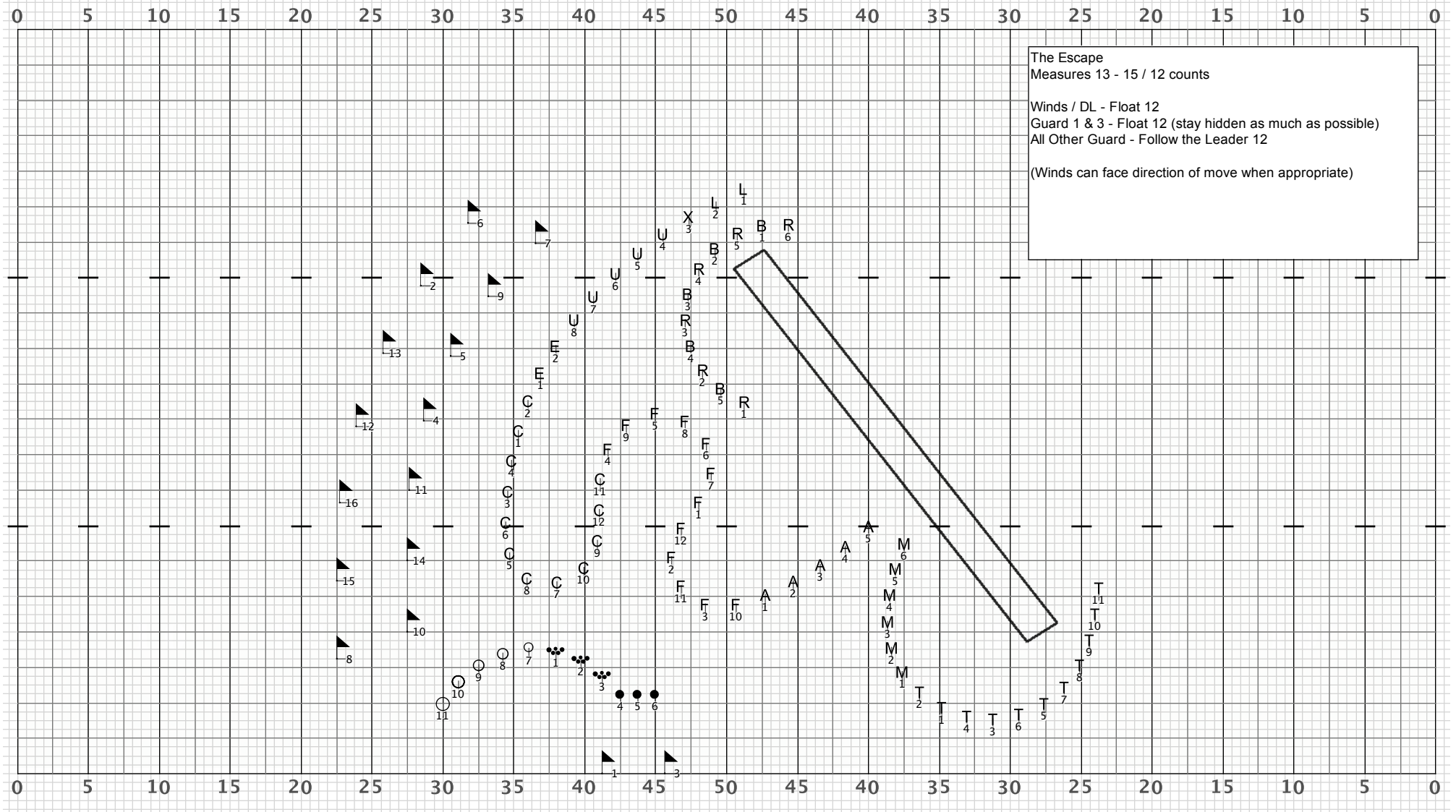
Director Viewpoint



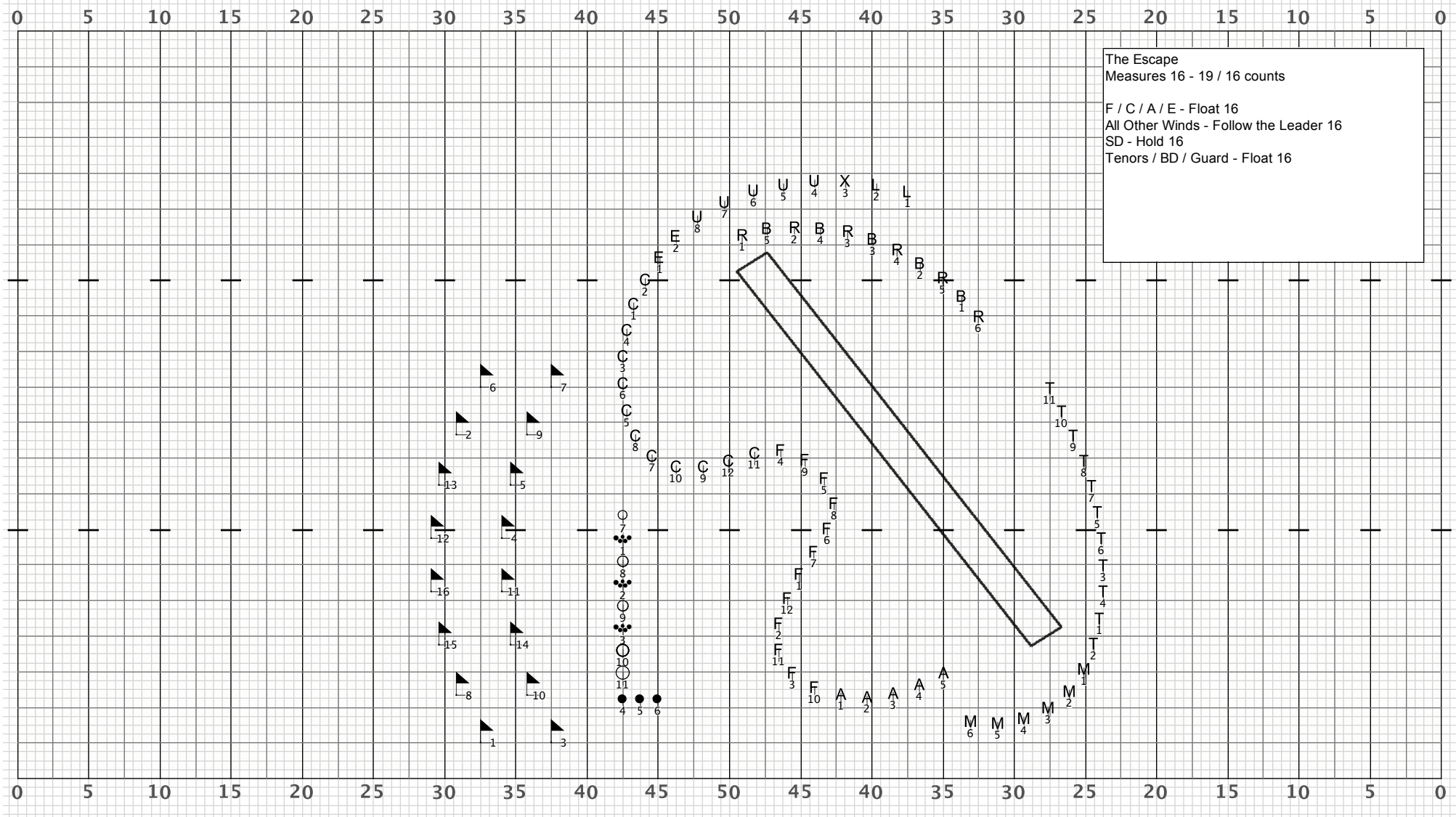
Director Viewpoint

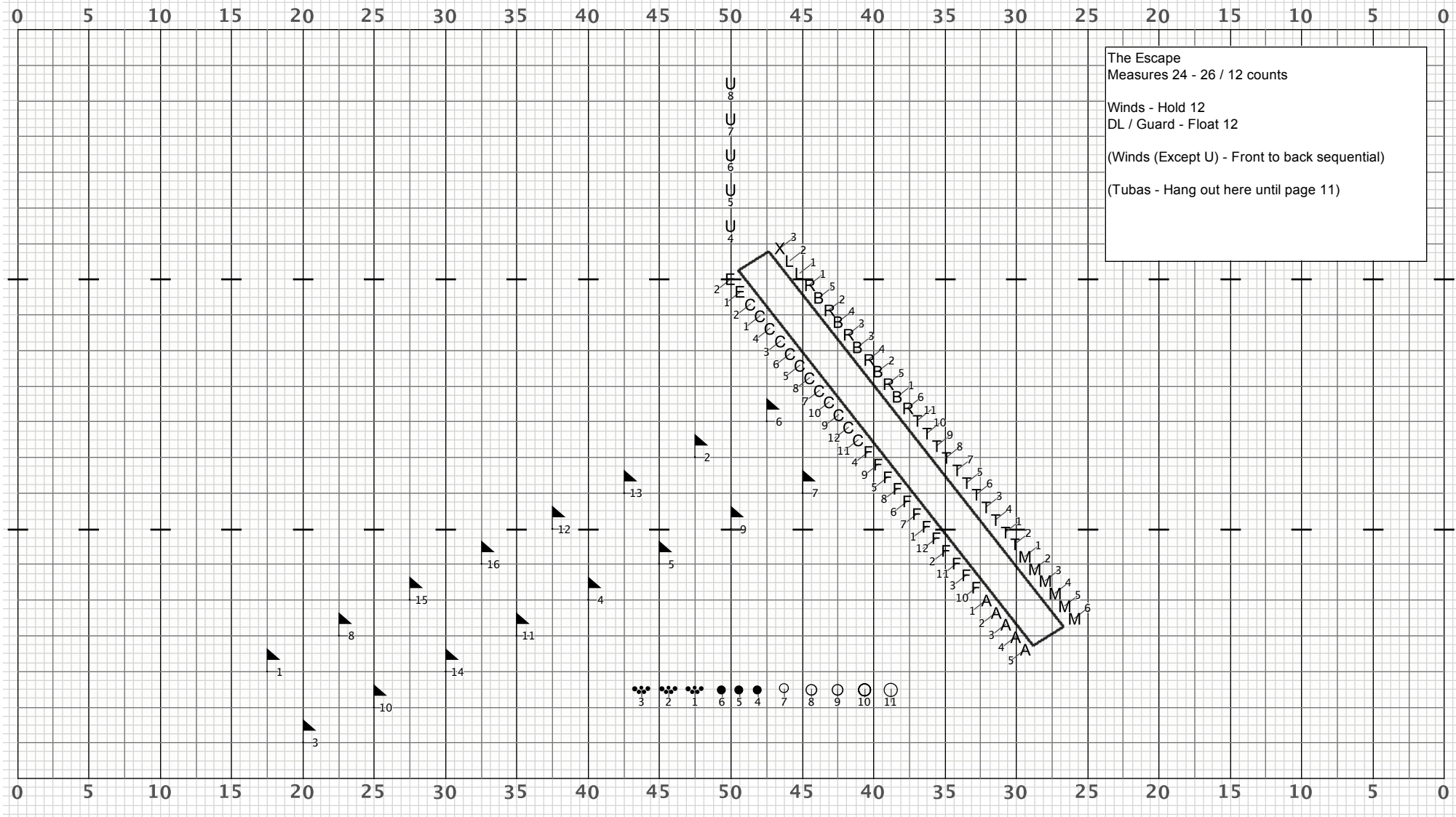


Director Viewpoint

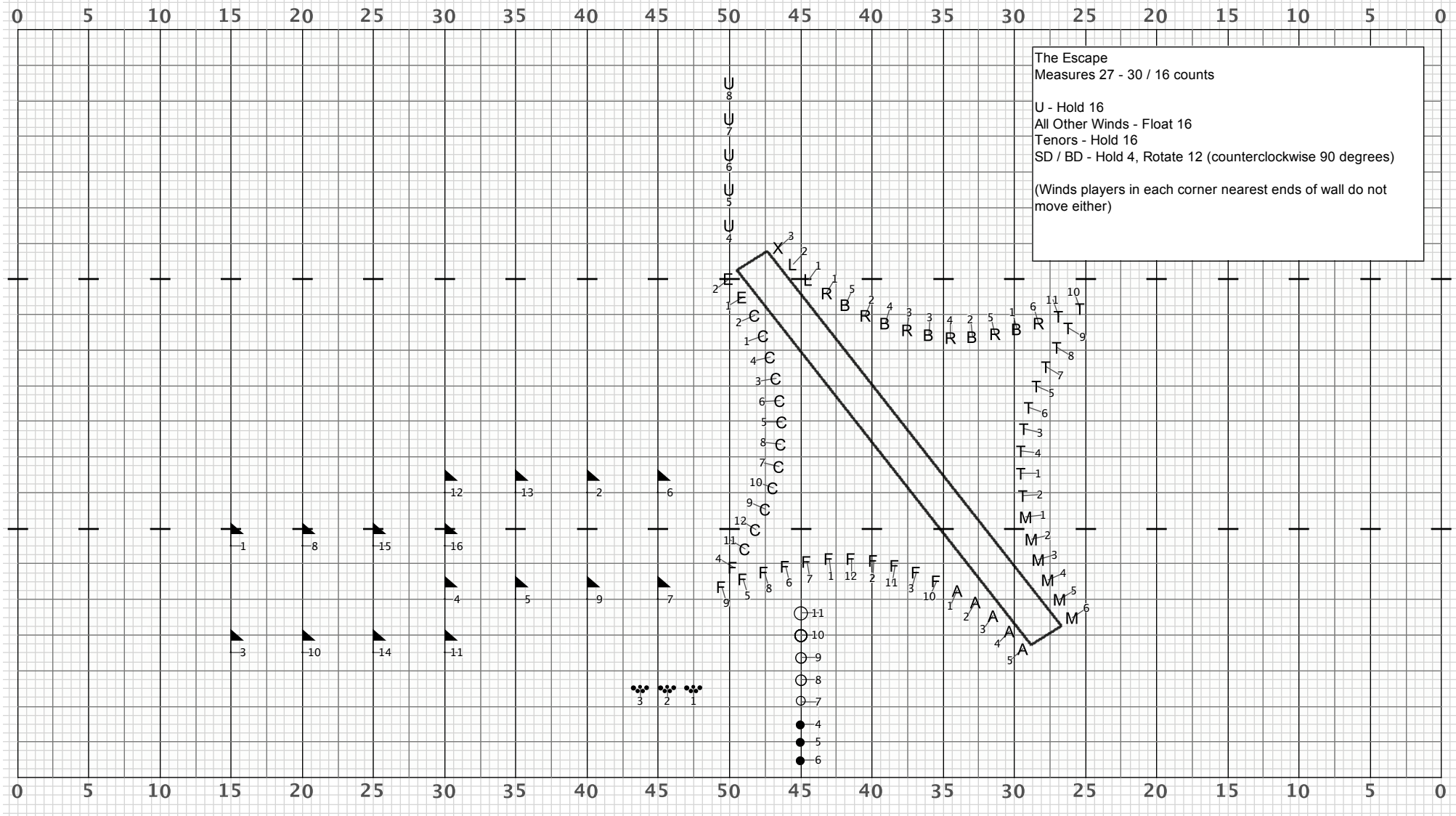


Director Viewpoint





Director Viewpoint

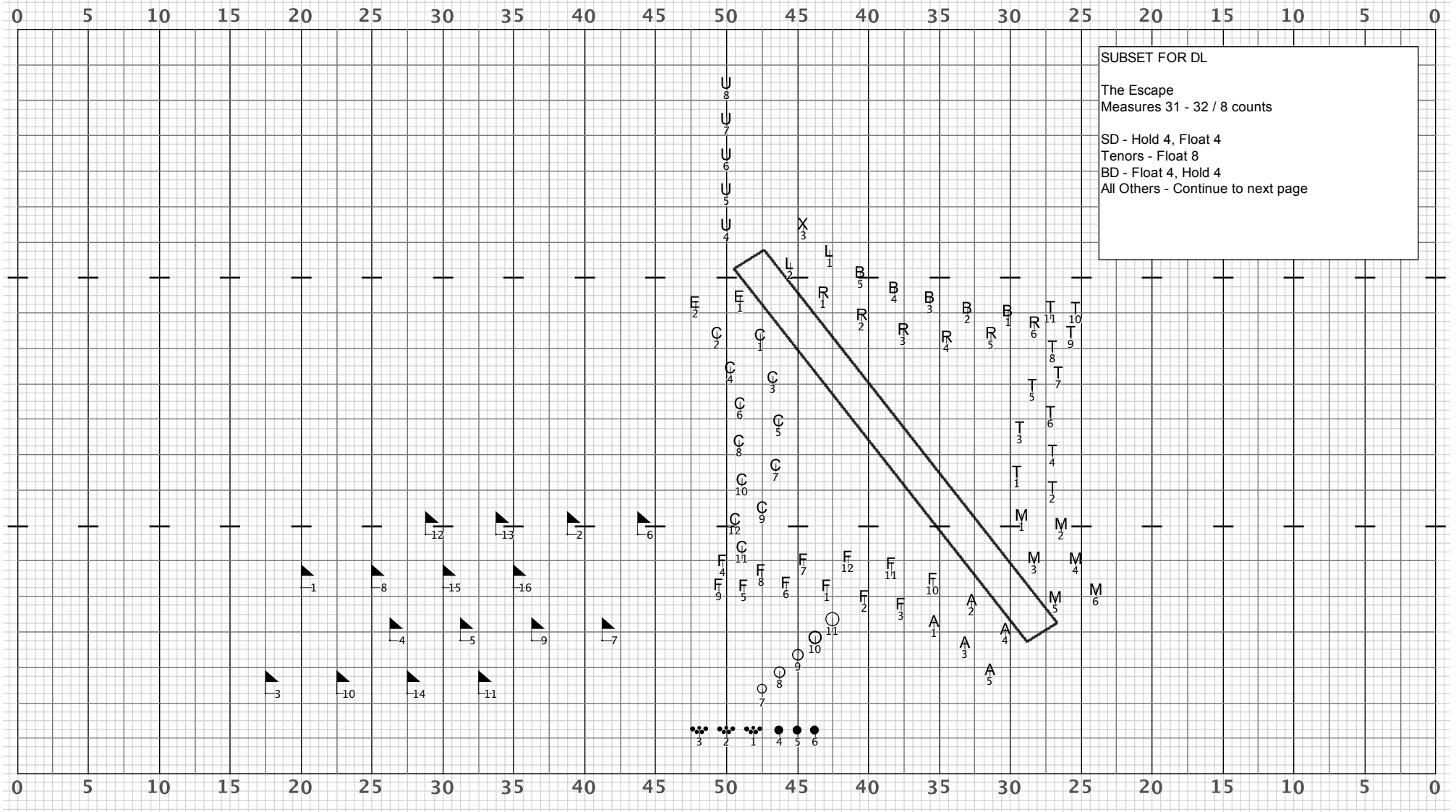


The Escape
 Measures 27 - 30 / 16 counts

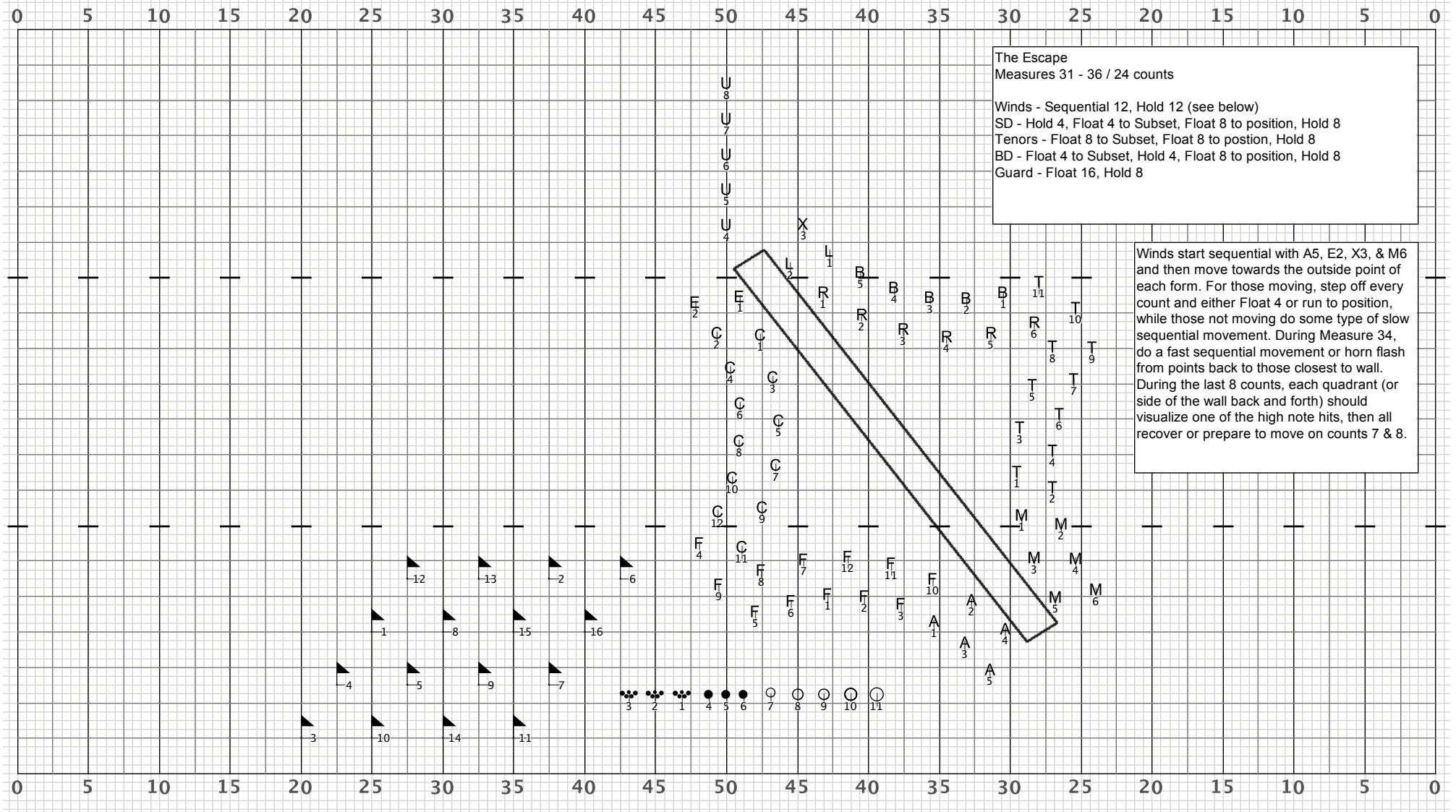
U - Hold 16
 All Other Winds - Float 16
 Tenors - Hold 16
 SD / BD - Hold 4, Rotate 12 (counterclockwise 90 degrees)

(Winds players in each corner nearest ends of wall do not move either)

Director Viewpoint



Director Viewpoint

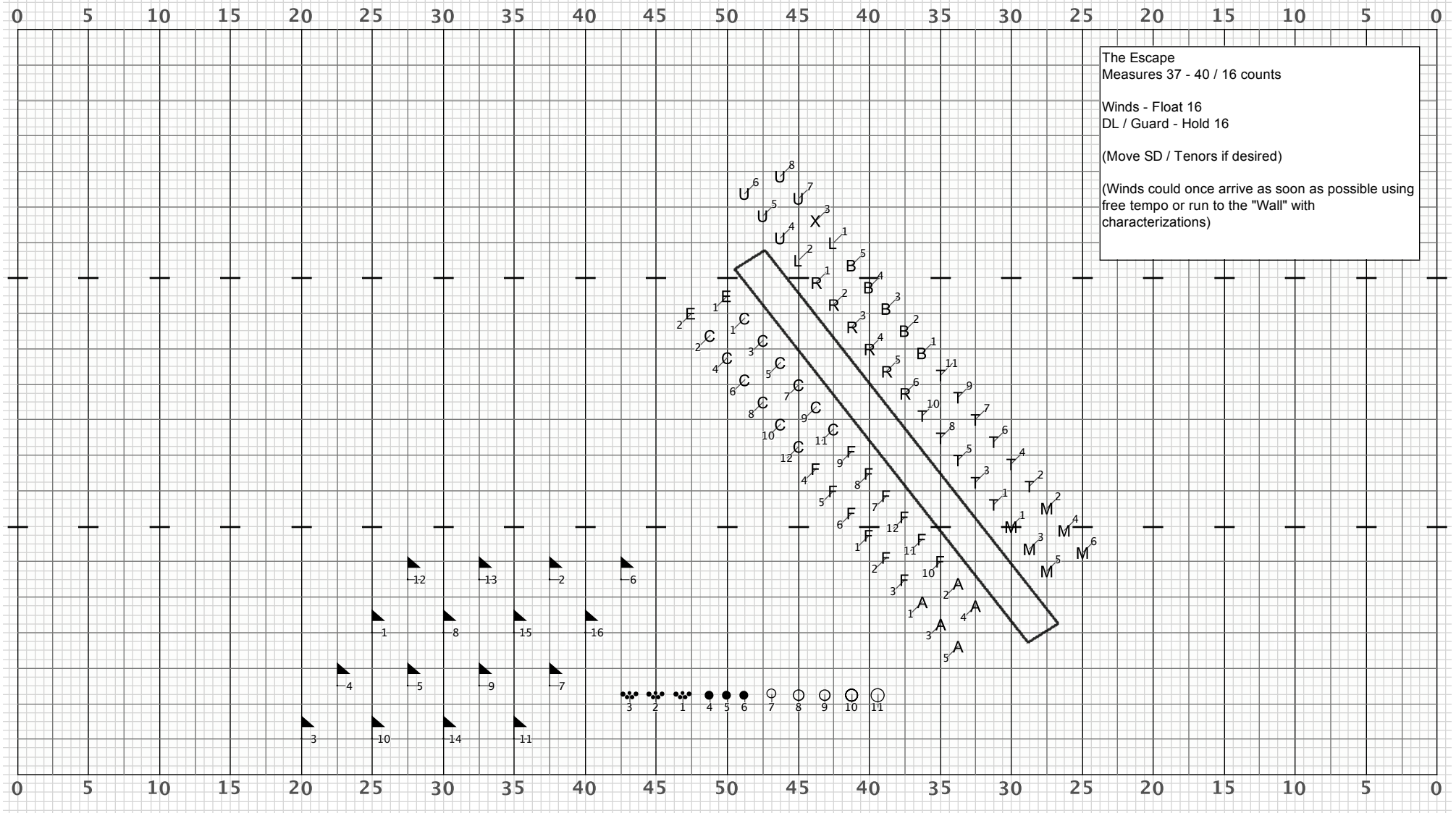


The Escape
 Measures 31 - 36 / 24 counts

Winds - Sequential 12, Hold 12 (see below)
 SD - Hold 4, Float 4 to Subset, Float 8 to position, Hold 8
 Tenors - Float 8 to Subset, Float 8 to position, Hold 8
 BD - Float 4 to Subset, Hold 4, Float 8 to position, Hold 8
 Guard - Float 16, Hold 8

Winds start sequential with A5, E2, X3, & M6 and then move towards the outside point of each form. For those moving, step off every count and either Float 4 or run to position, while those not moving do some type of slow sequential movement. During Measure 34, do a fast sequential movement or horn flash from points back to those closest to wall. During the last 8 counts, each quadrant (or side of the wall back and forth) should visualize one of the high note hits, then all recover or prepare to move on counts 7 & 8.

Director Viewpoint



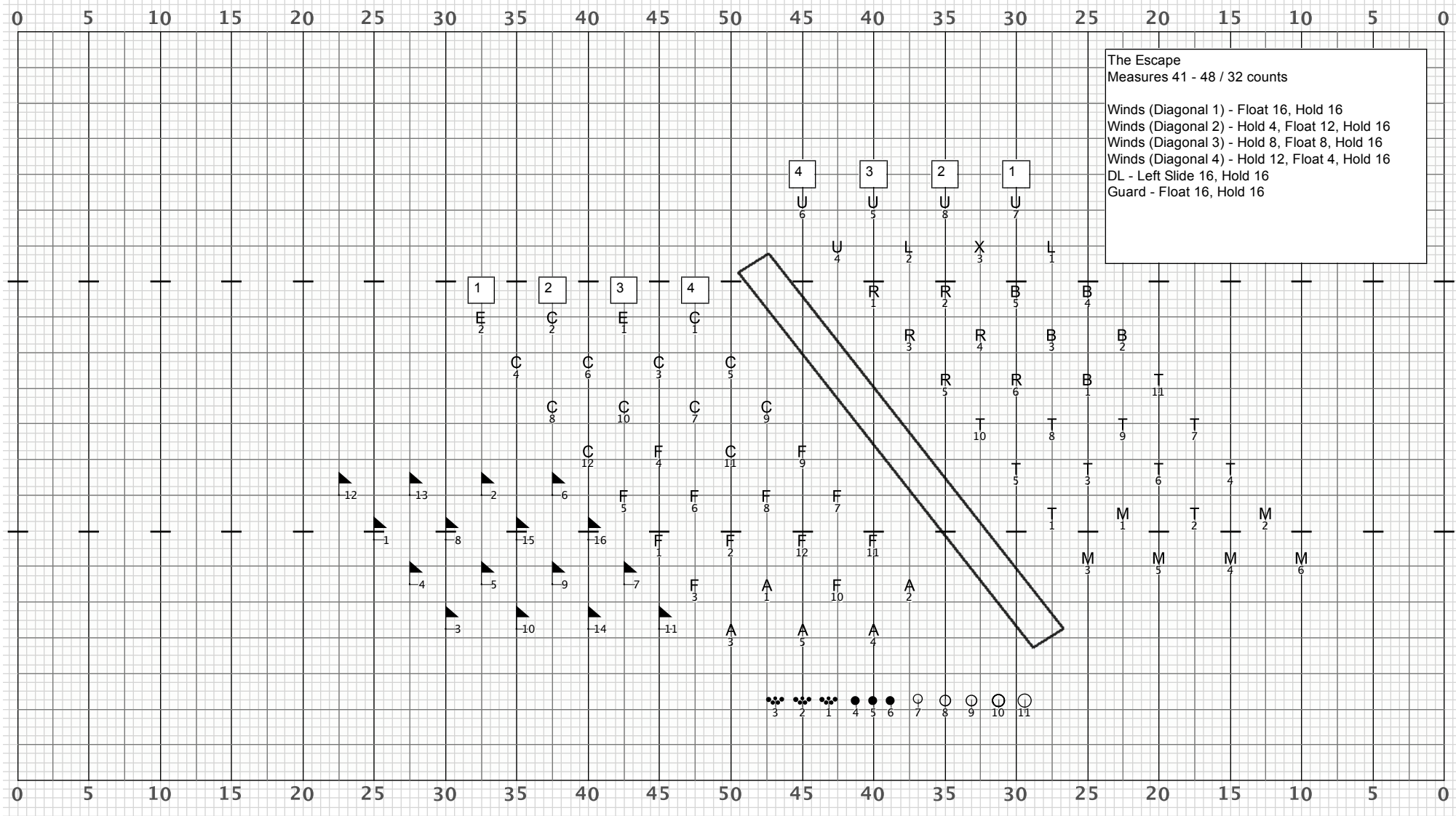
The Escape
Measures 37 - 40 / 16 counts

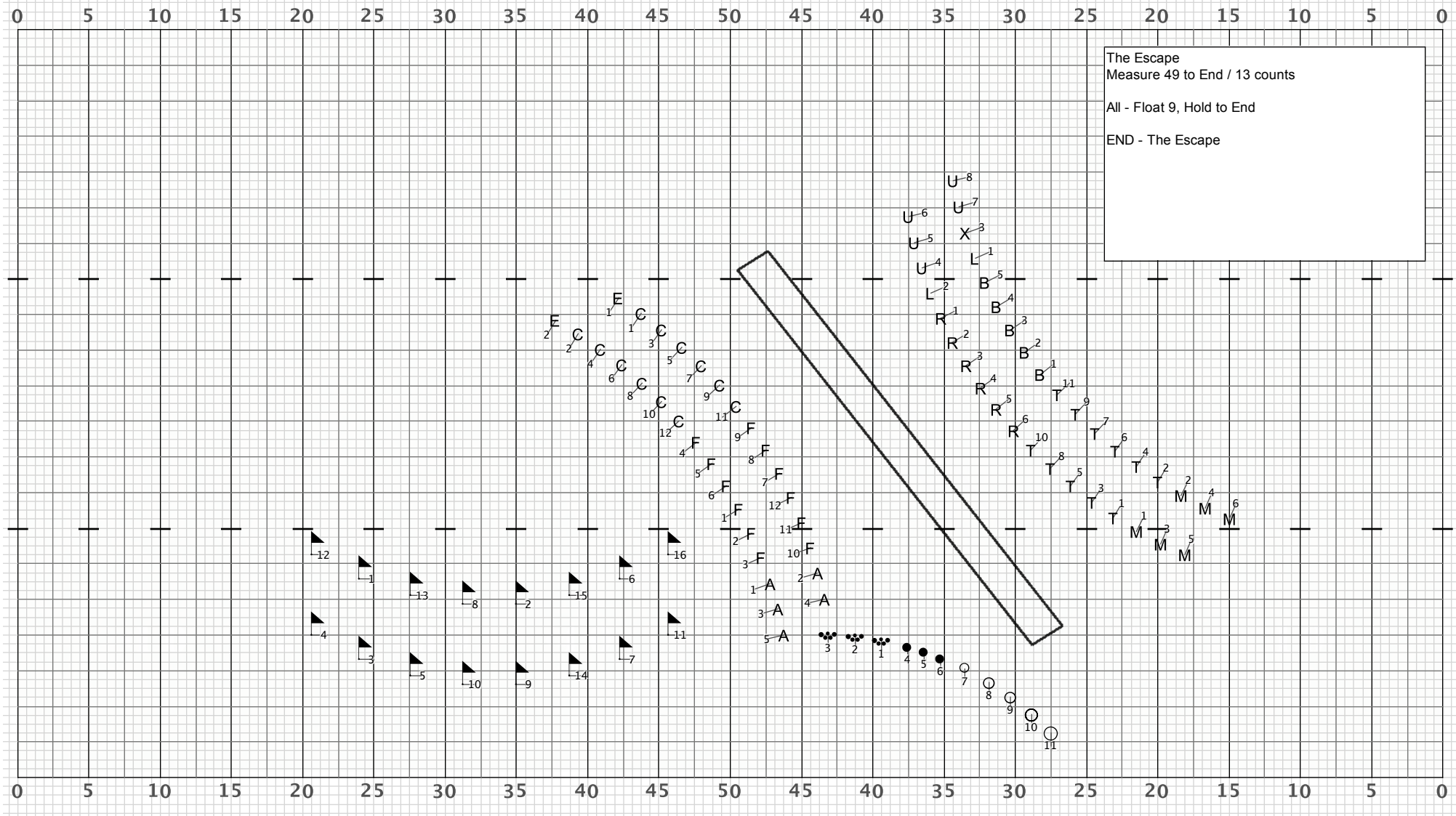
Winds - Float 16
DL / Guard - Hold 16

(Move SD / Tenors if desired)

(Winds could once arrive as soon as possible using free tempo or run to the "Wall" with characterizations)

Director Viewpoint





Director Viewpoint