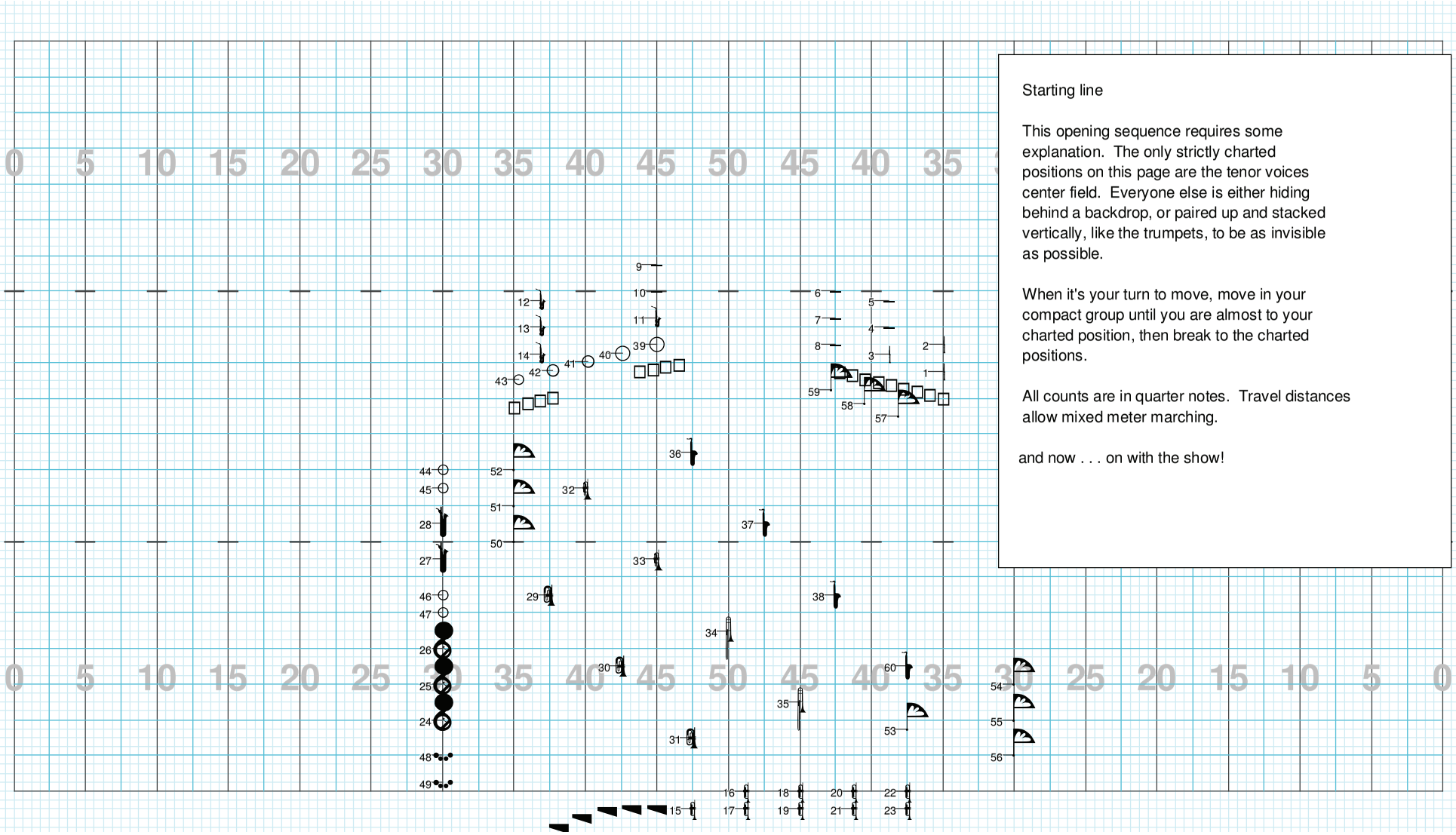

Starting line

This opening sequence requires some explanation. The only strictly charted positions on this page are the tenor voices center field. Everyone else is either hiding behind a backdrop, or paired up and stacked vertically, like the trumpets, to be as invisible as possible.

When it's your turn to move, move in your compact group until you are almost to your charted position, then break to the charted positions.

All counts are in quarter notes. Travel distances allow mixed meter marching.

and now . . . on with the show!

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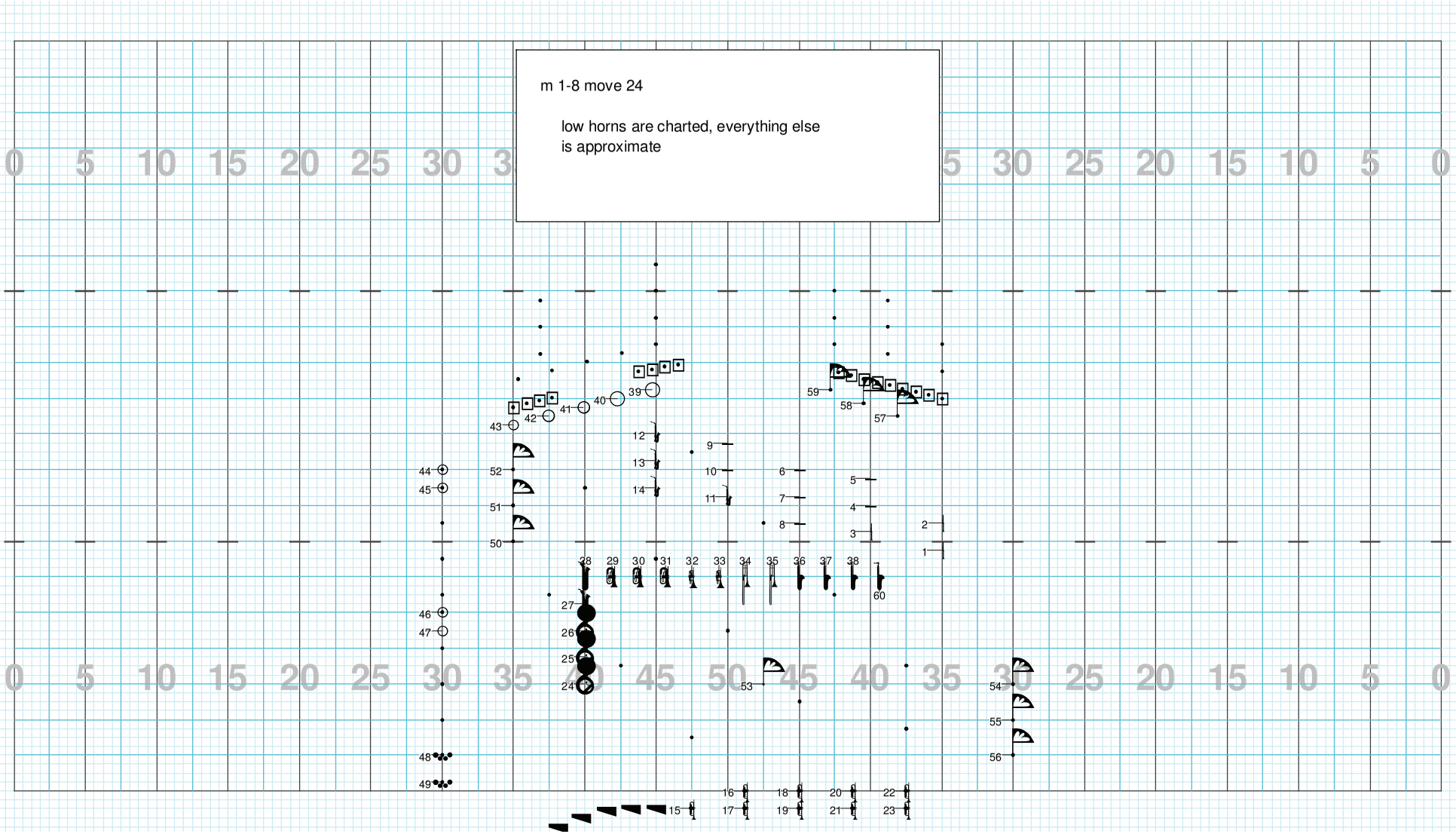
Drill: SF 2006 1 King Kong Opener **Set #2 Count: 24**



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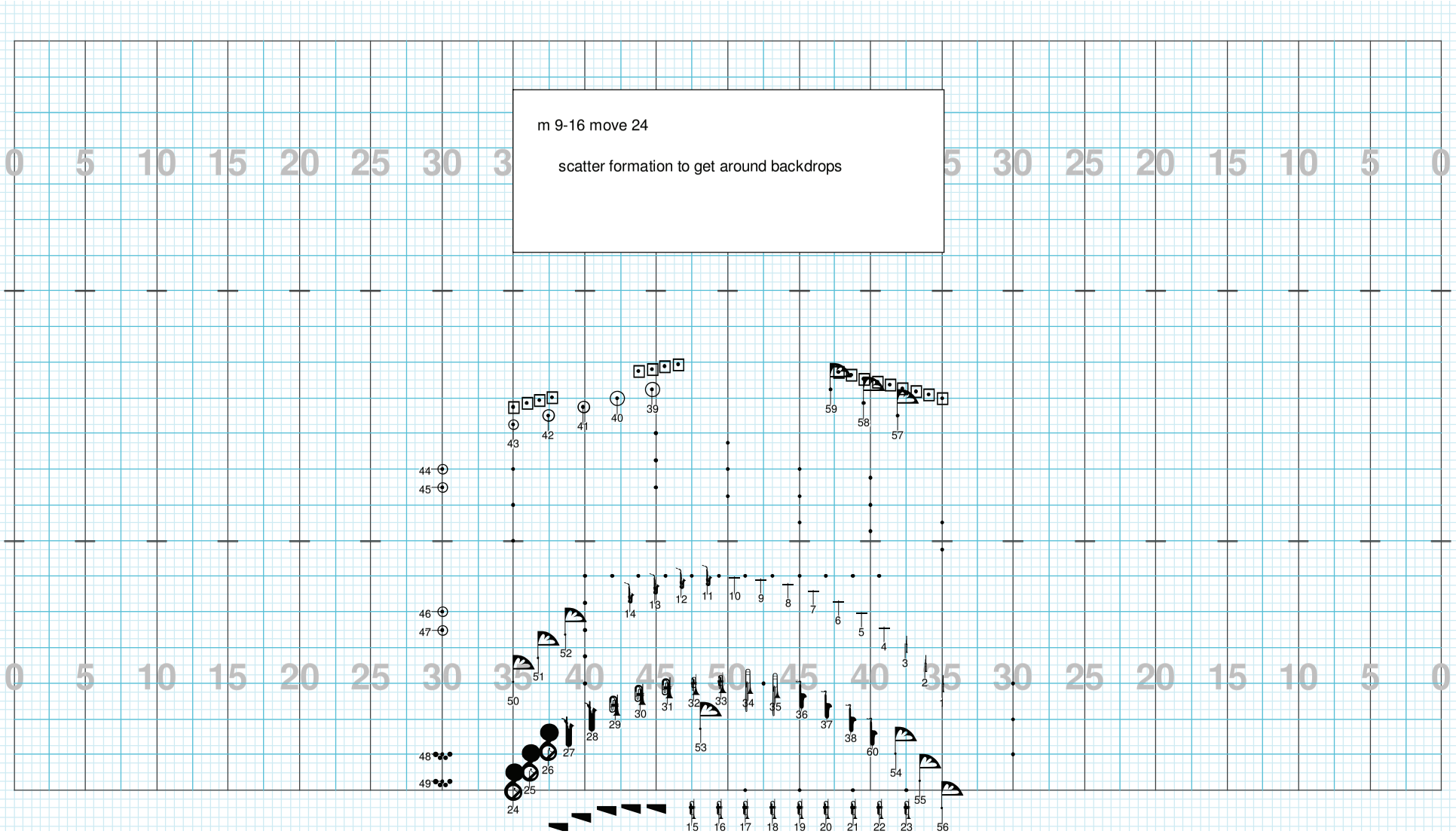
Drill: SF 2006 1 King Kong Opener **Set #3 Count: 48**



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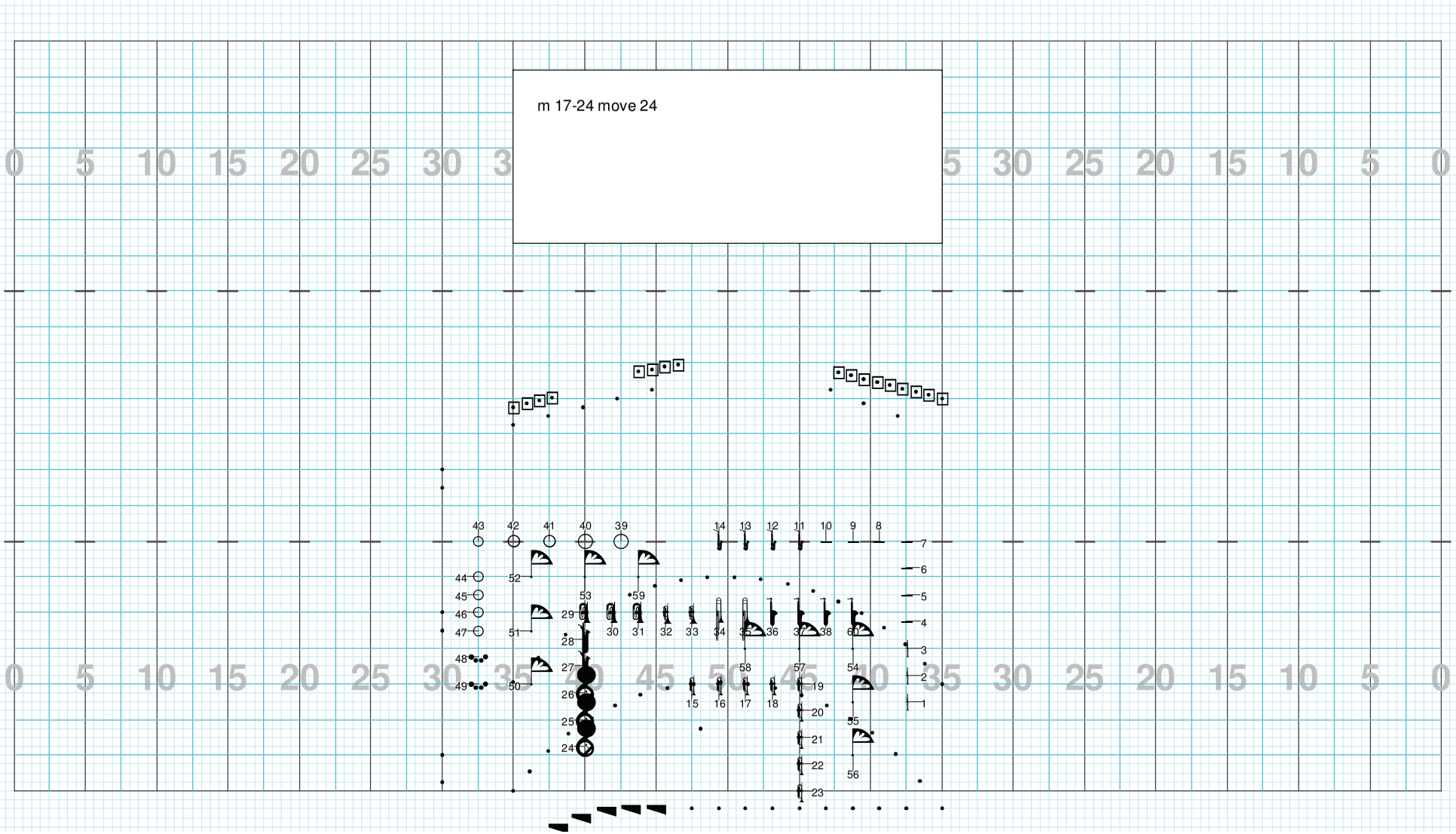
Drill: SF 2006 1 King Kong Opener **Set #4 Count: 72**



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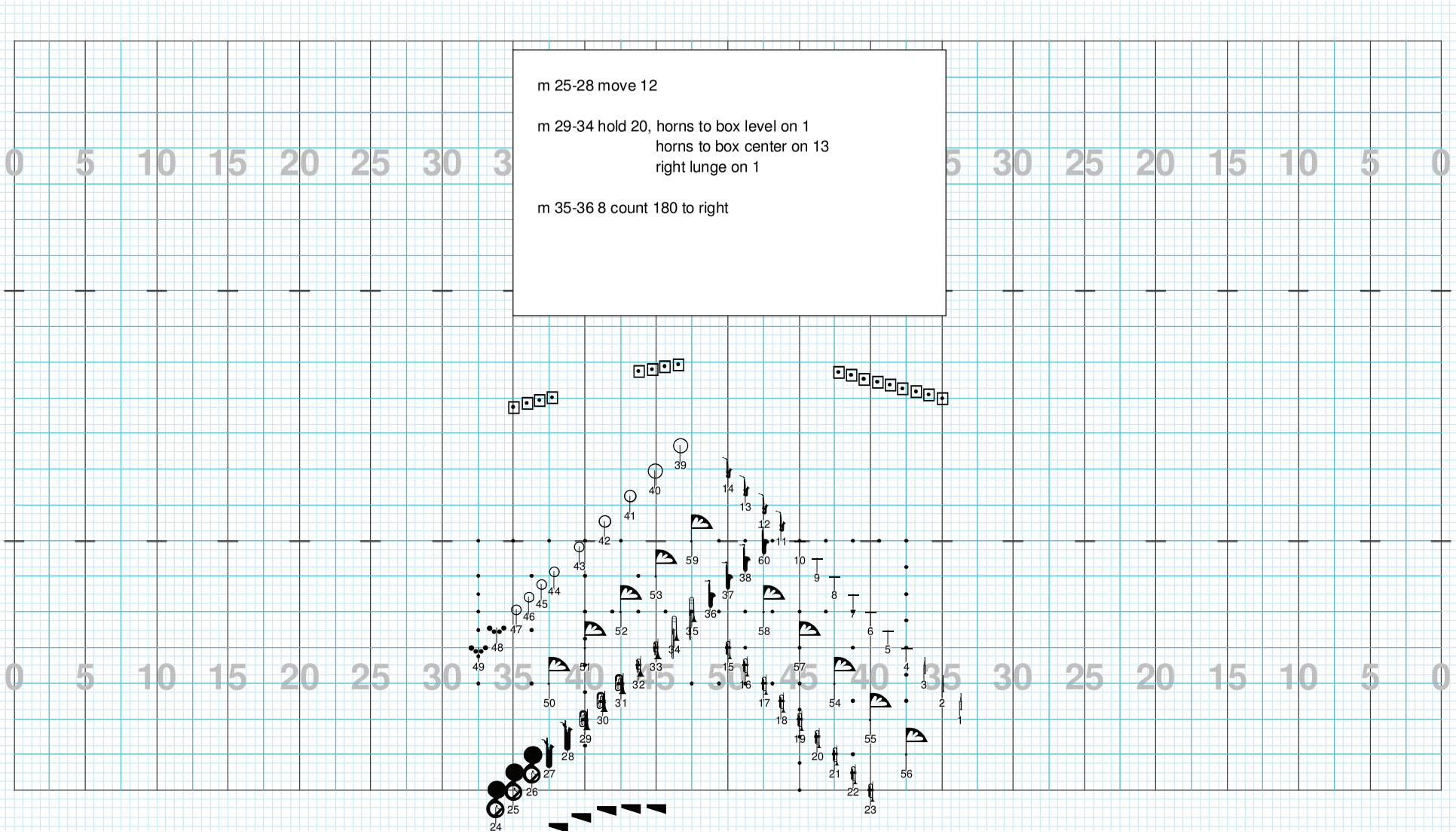
Drill: SF 2006 1 King Kong Opener **Set #5 Count: 84**



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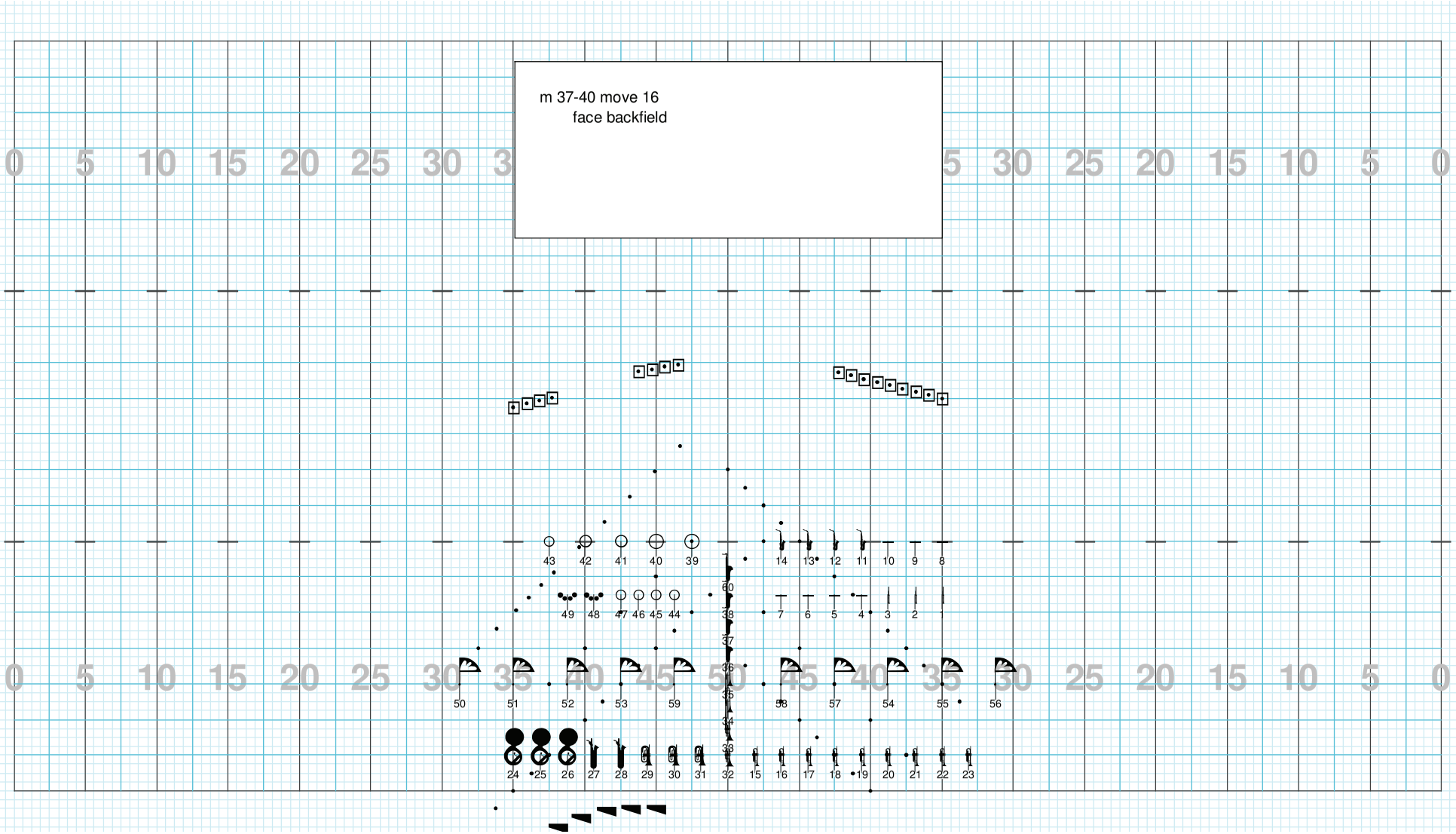
Drill: SF 2006 1 King Kong Opener **Set #6 Count: 128**



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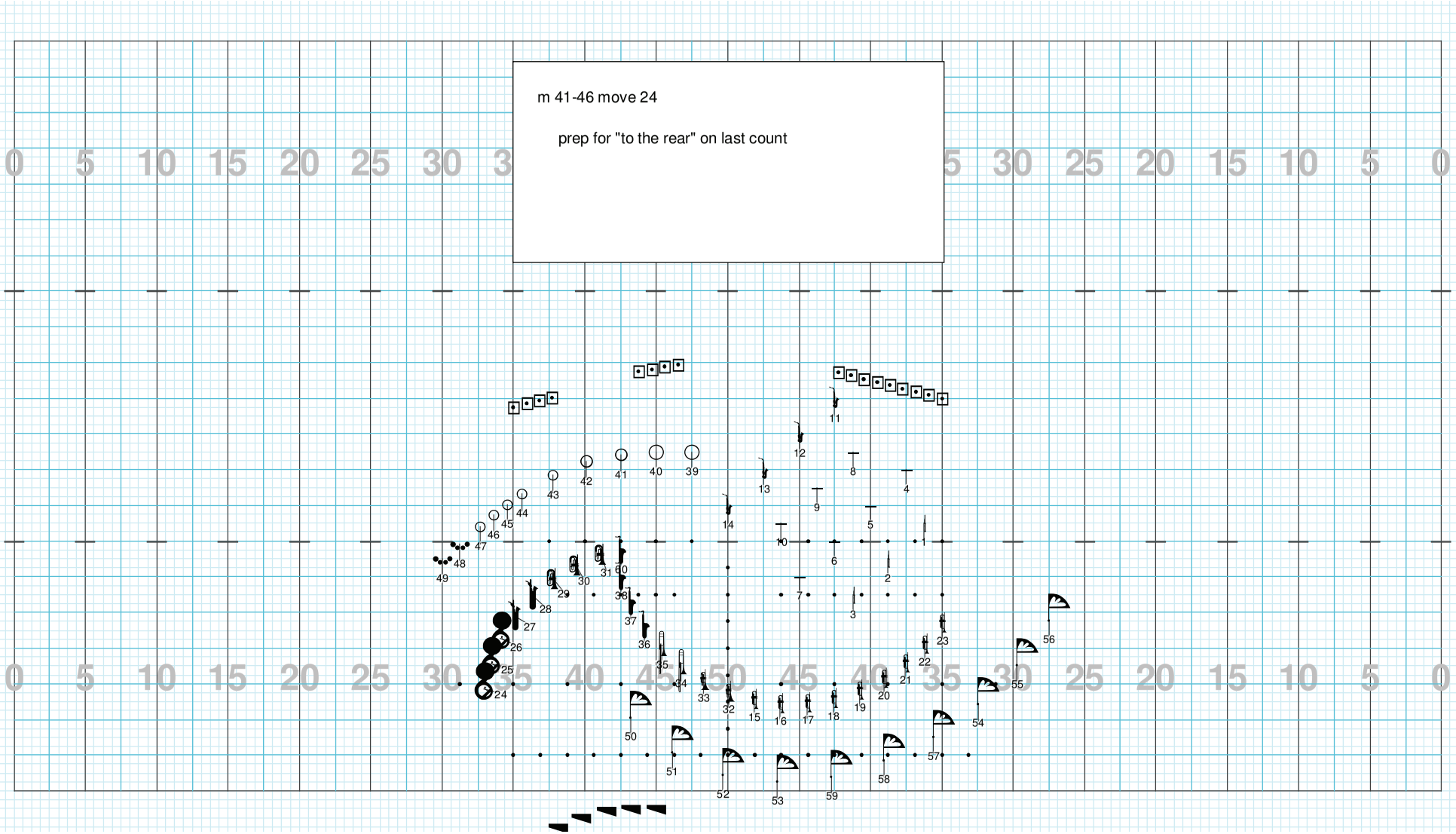
Drill: SF 2006 1 King Kong Opener **Set #7 Count: 152**



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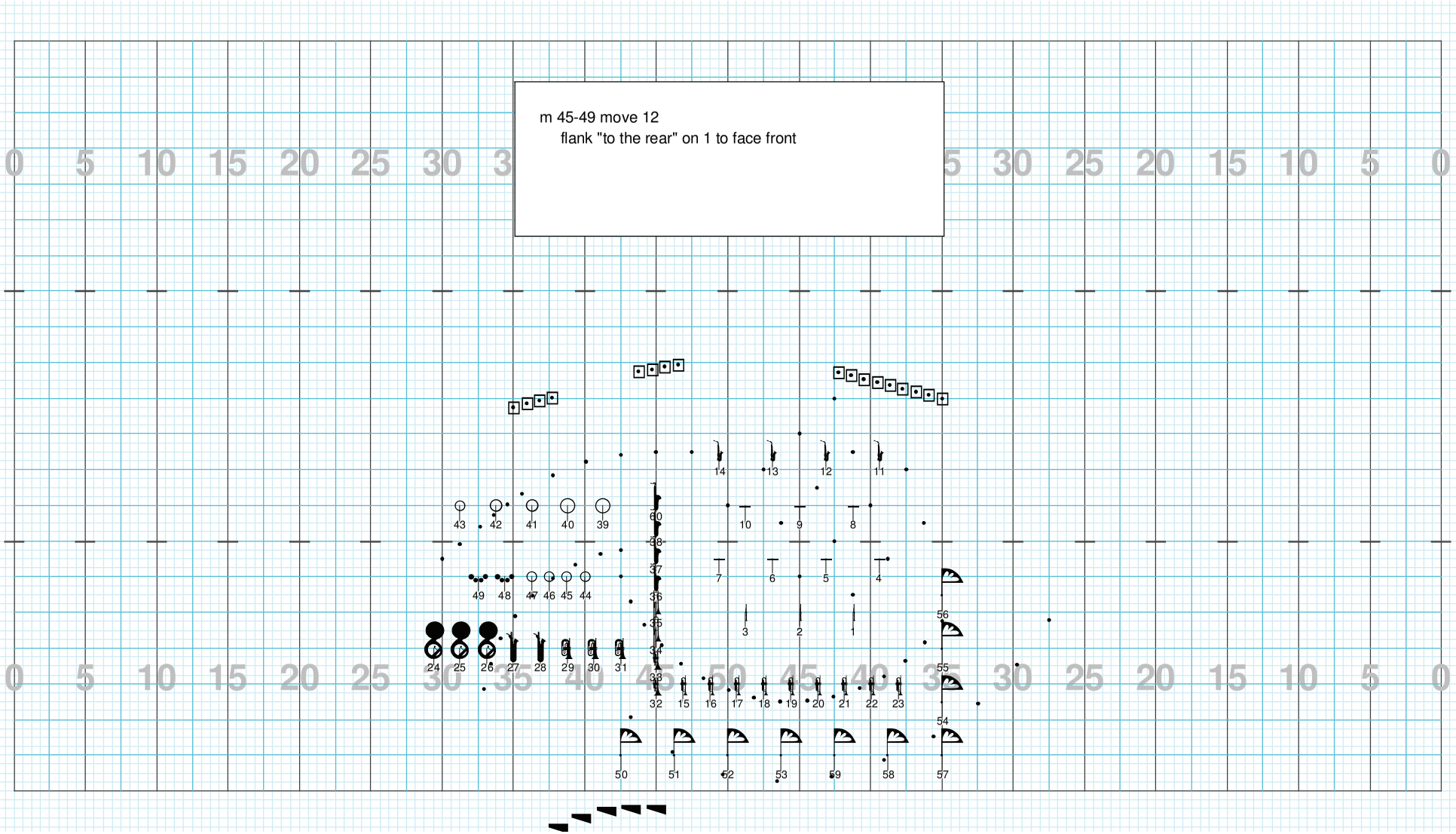
Drill: SF 2006 1 King Kong Opener **Set #8 Count: 164**



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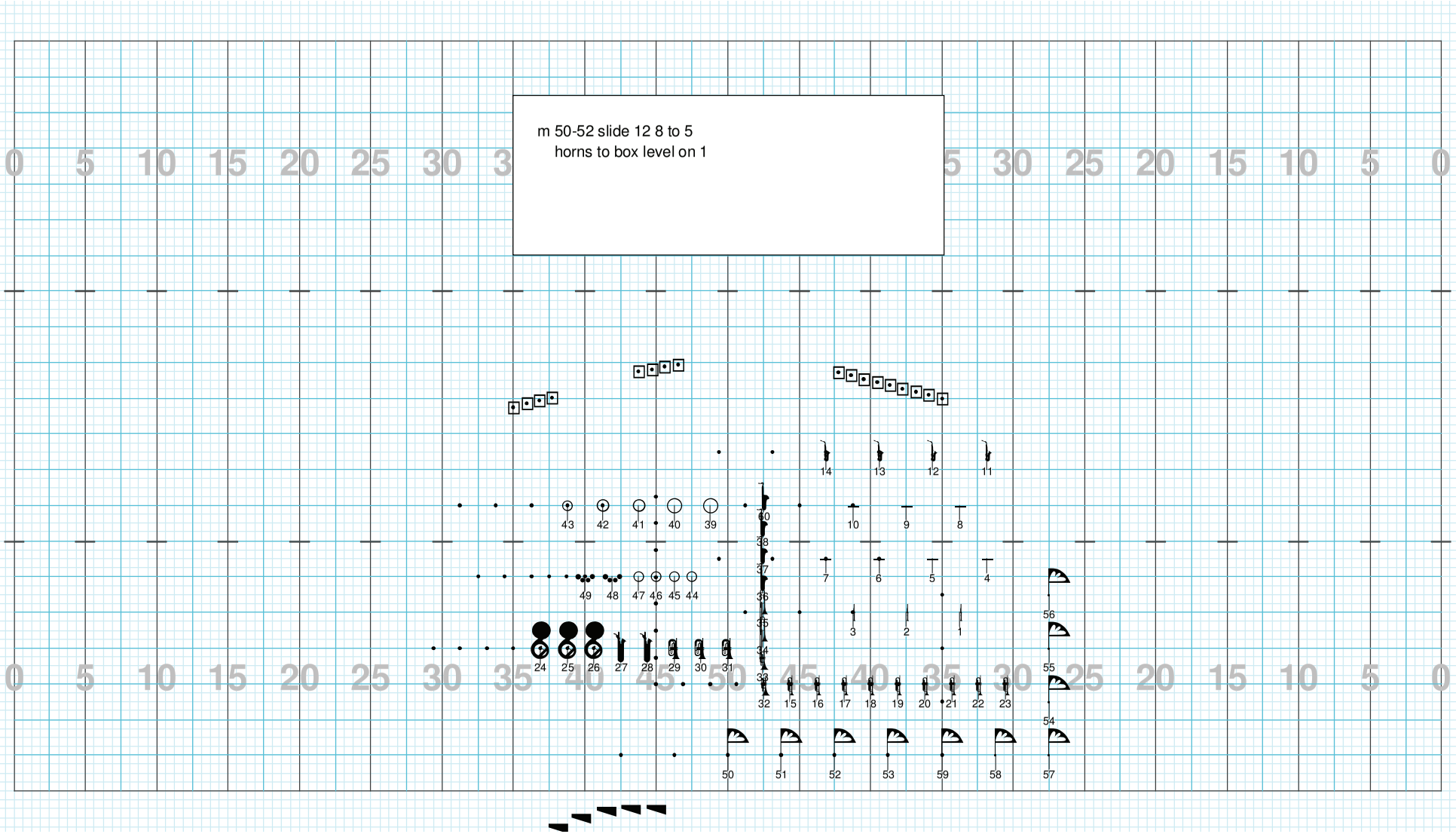
Drill: SF 2006 1 King Kong Opener **Set #9 Count: 176**



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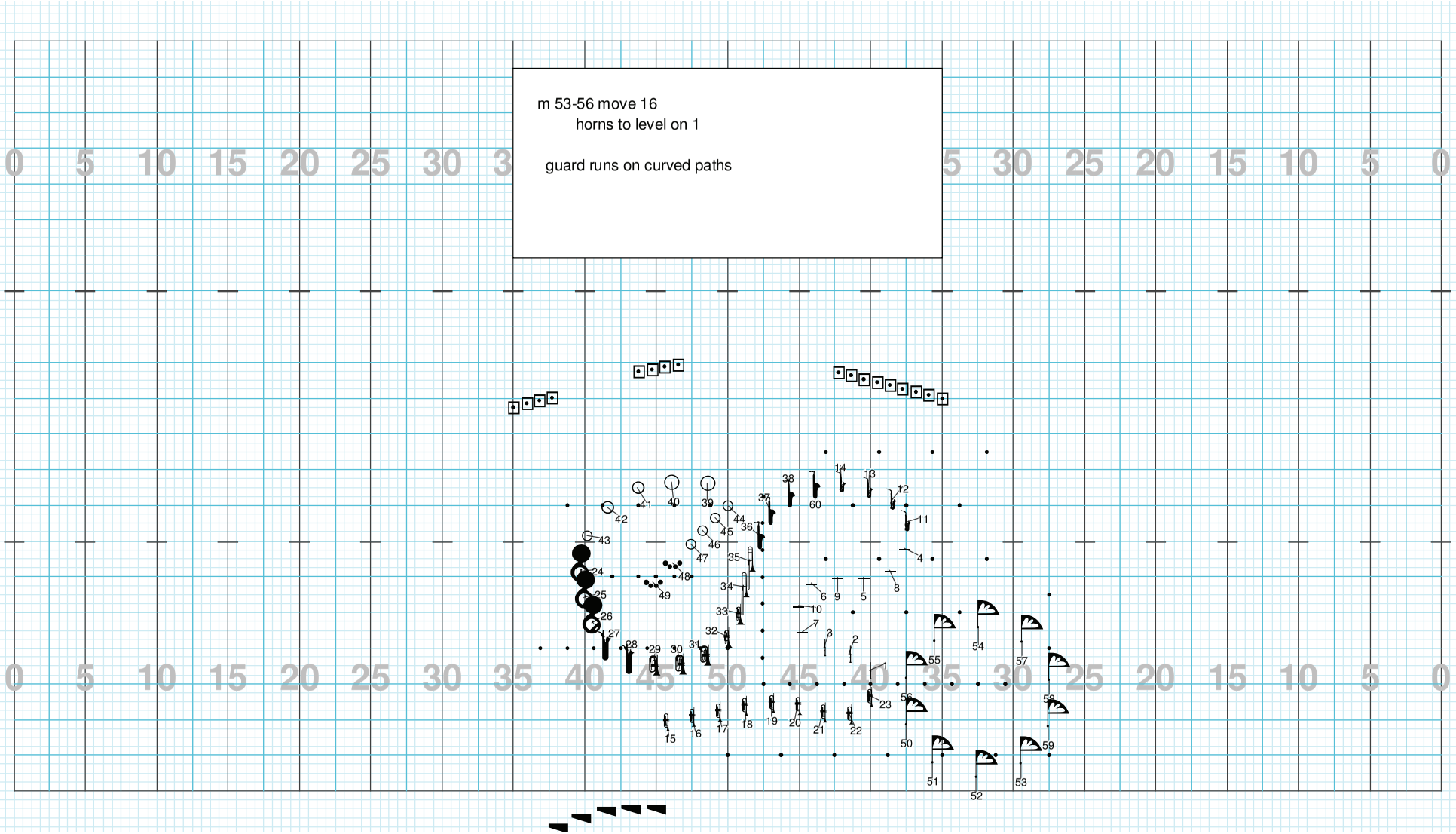
Drill: SF 2006 1 King Kong Opener **Set #10 Count: 192**



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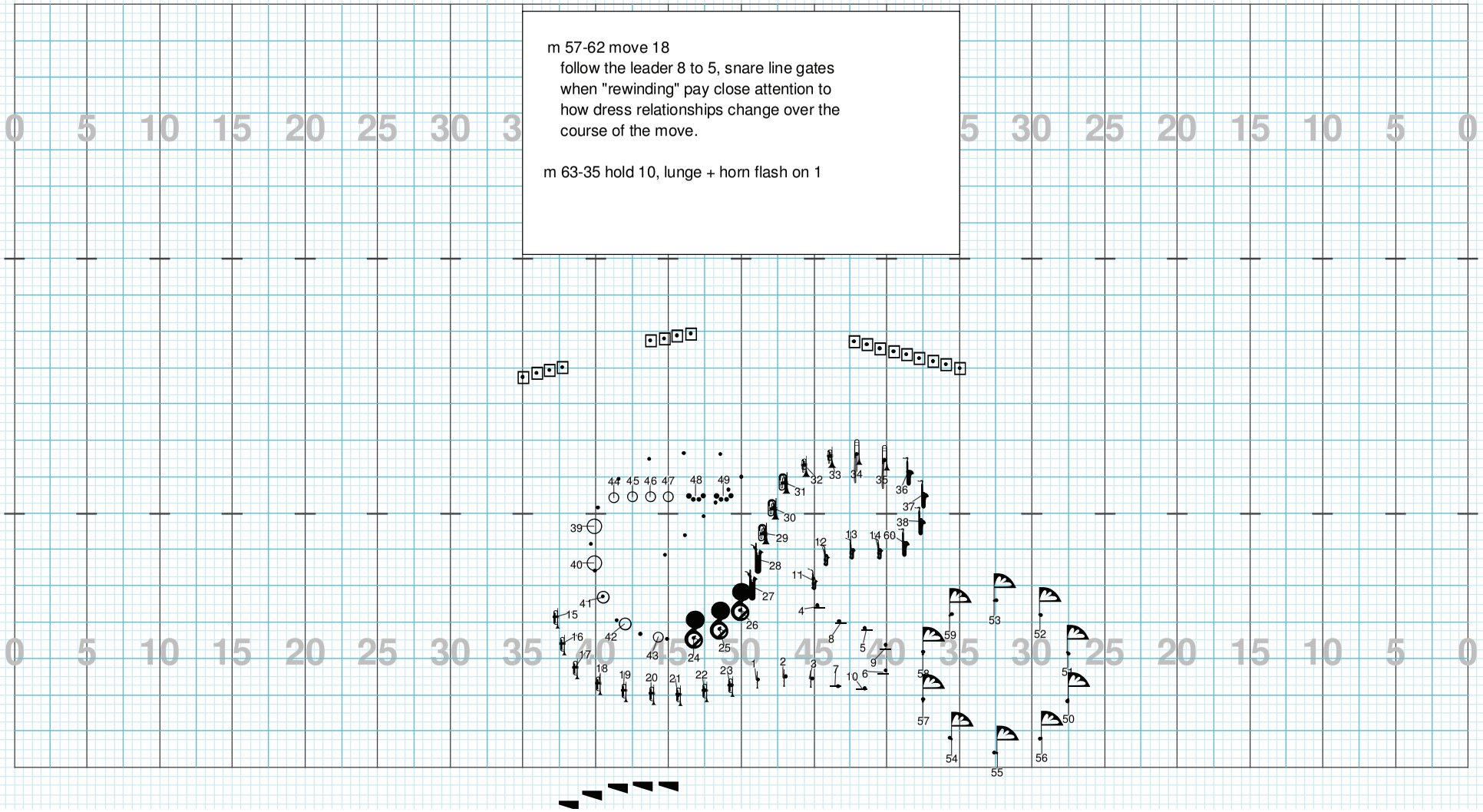
m 57-62 move 18
follow the leader 8 to 5, snare line gates when "rewinding" pay close attention to how dress relationships change over the course of the move.

m 63-35 hold 10, lunge + horn flash on 1



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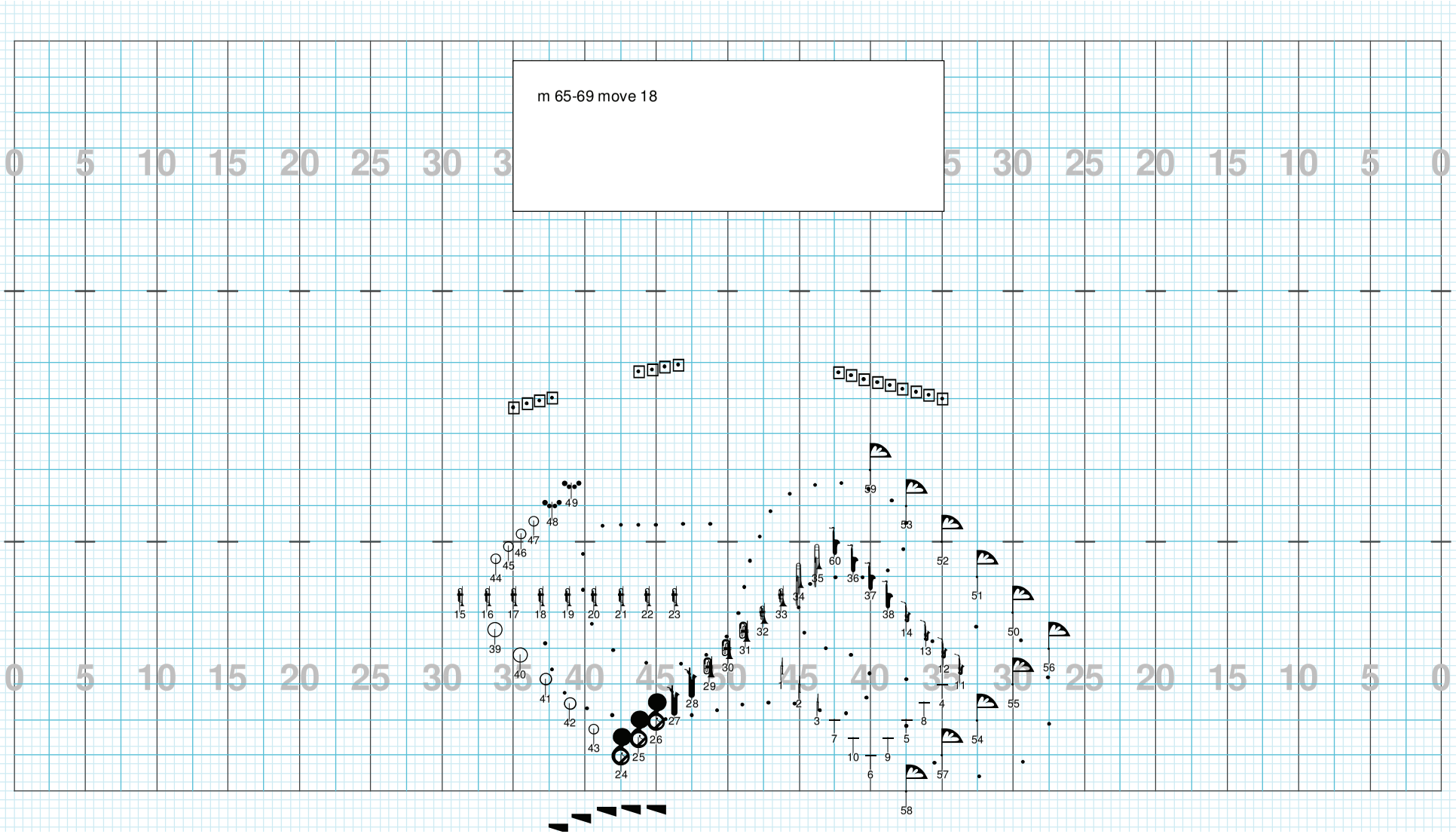
Drill: SF 2006 1 King Kong Opener **Set #12 Count: 238**



Director Viewpoint

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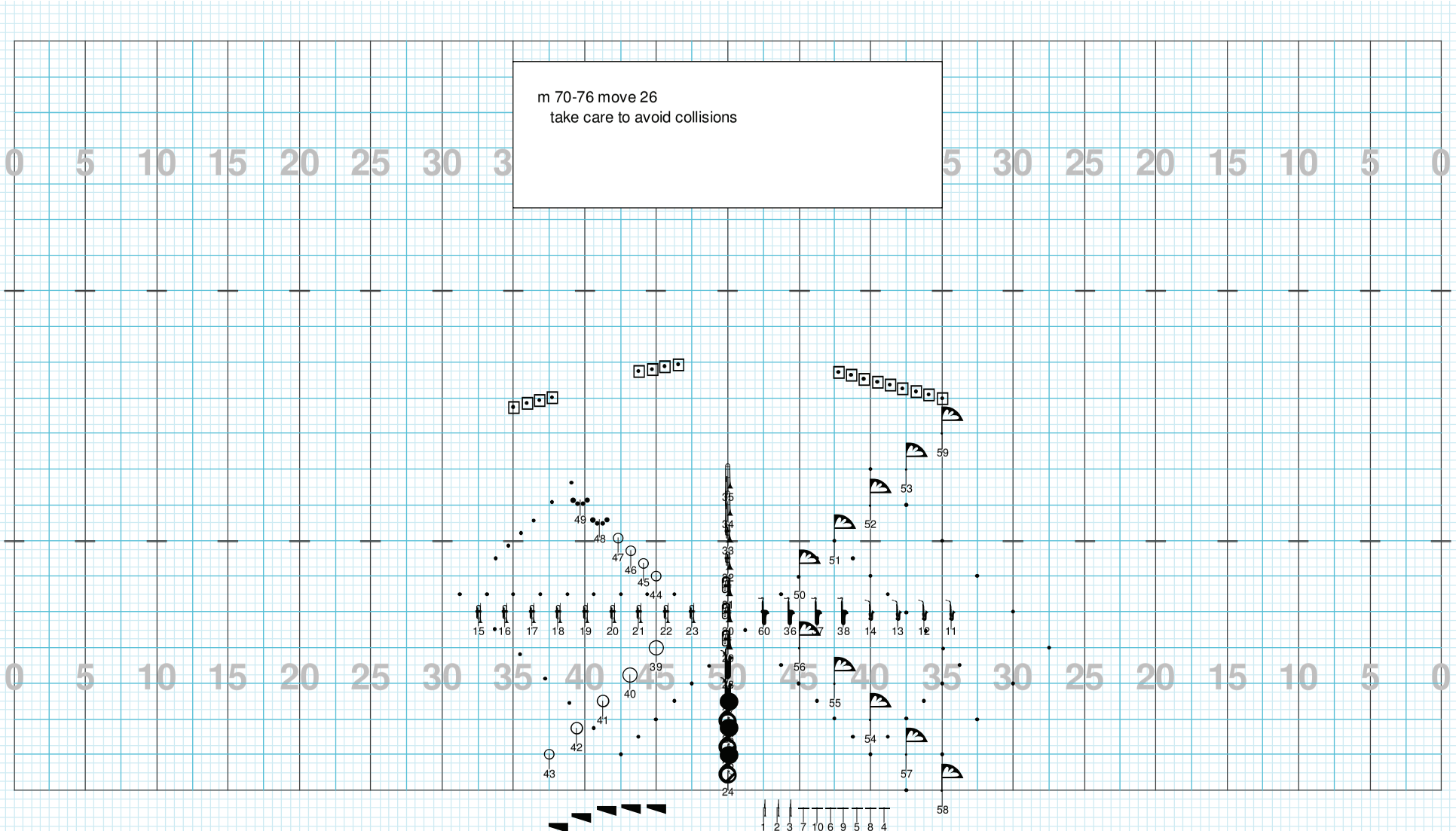

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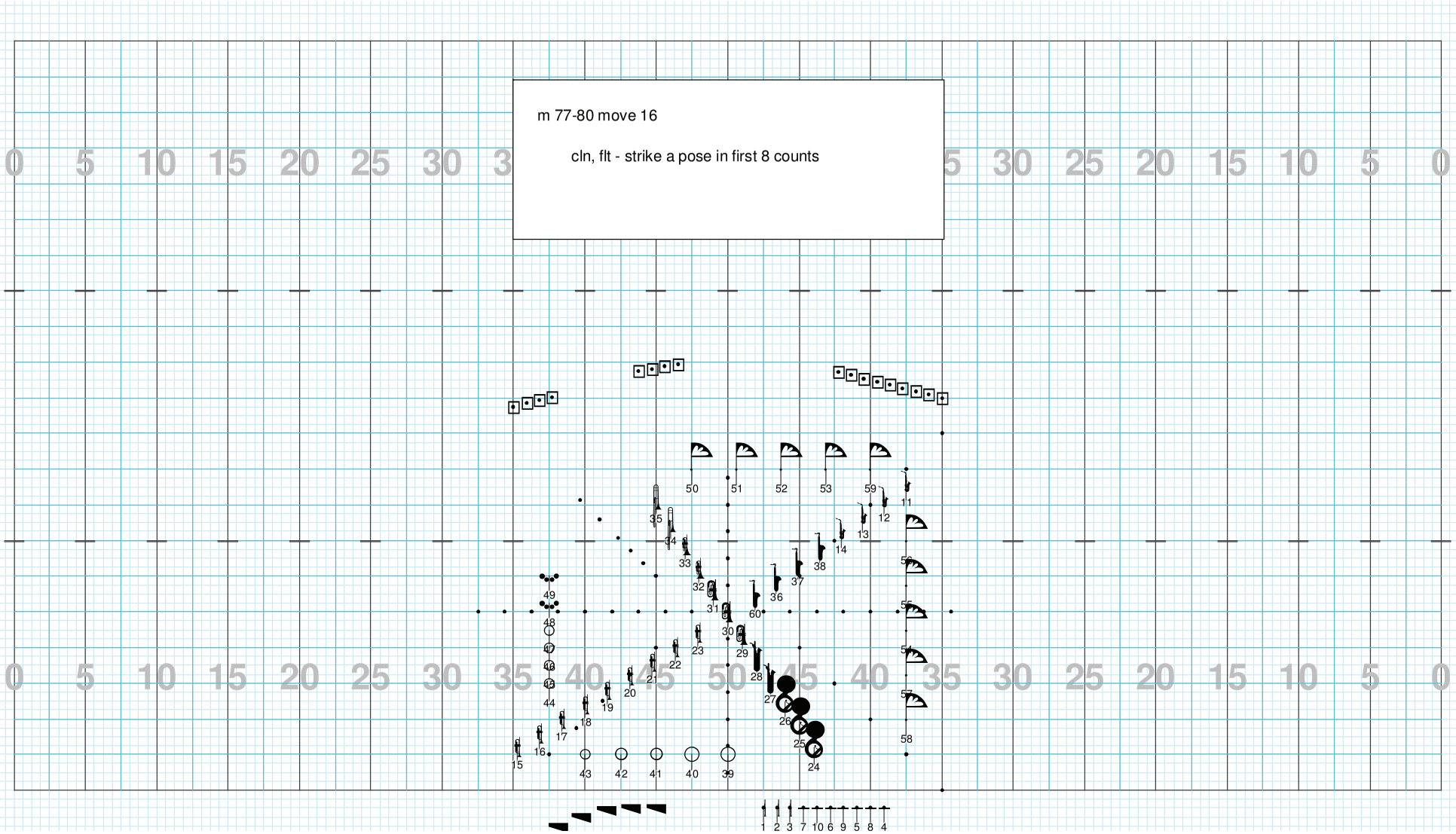

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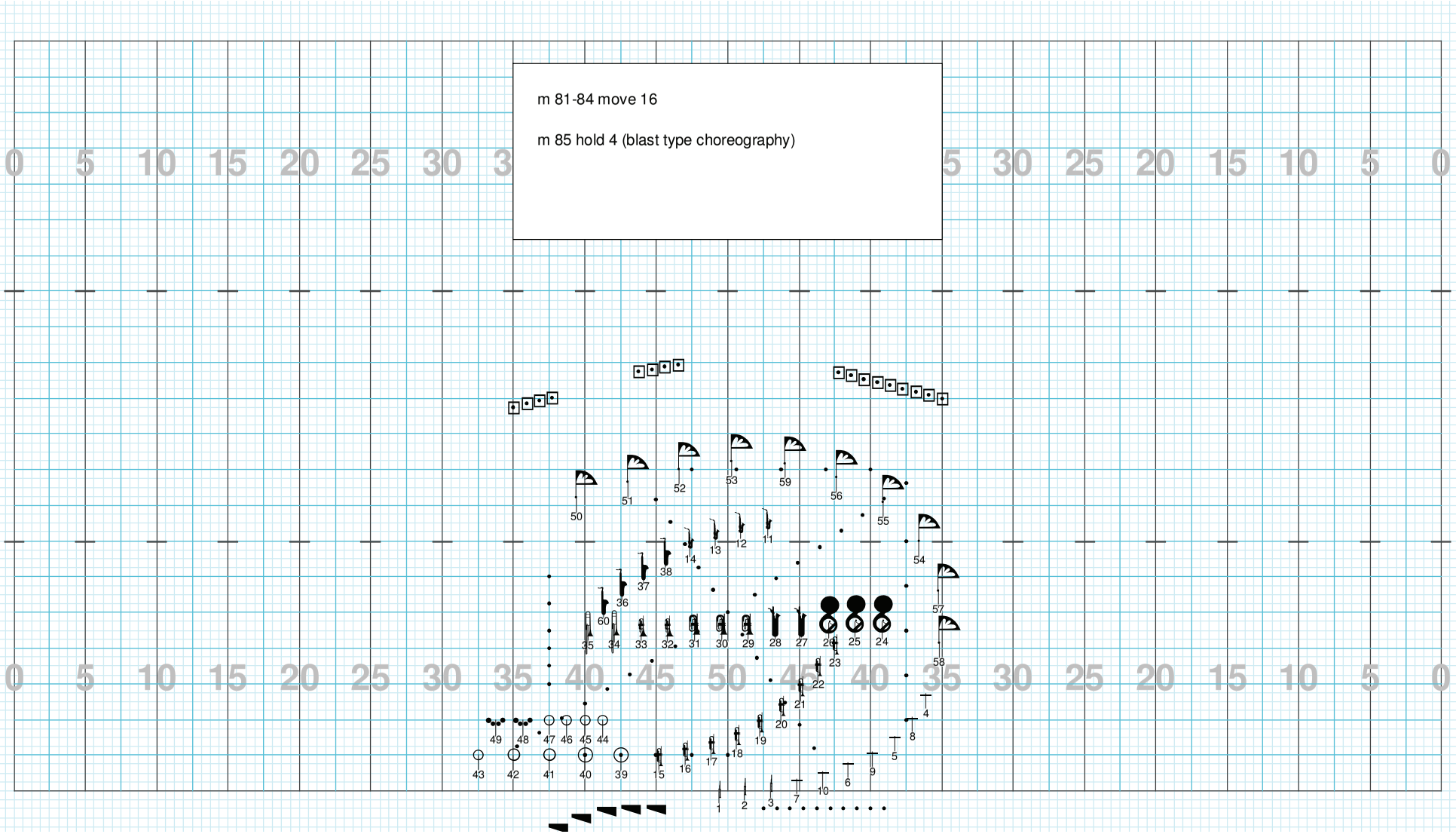
Drill: SF 2006 1 King Kong Opener **Set #15 Count: 296**



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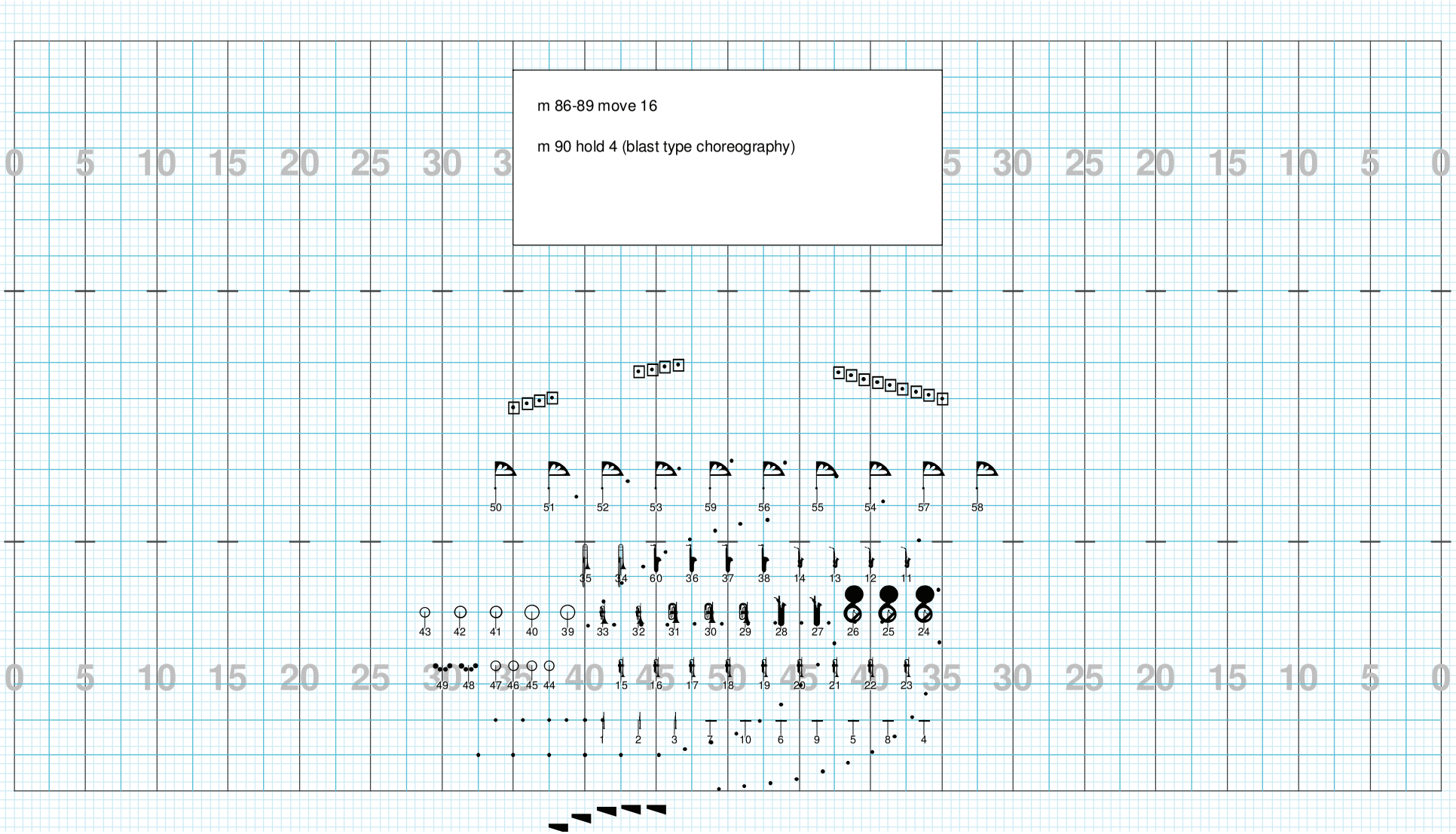

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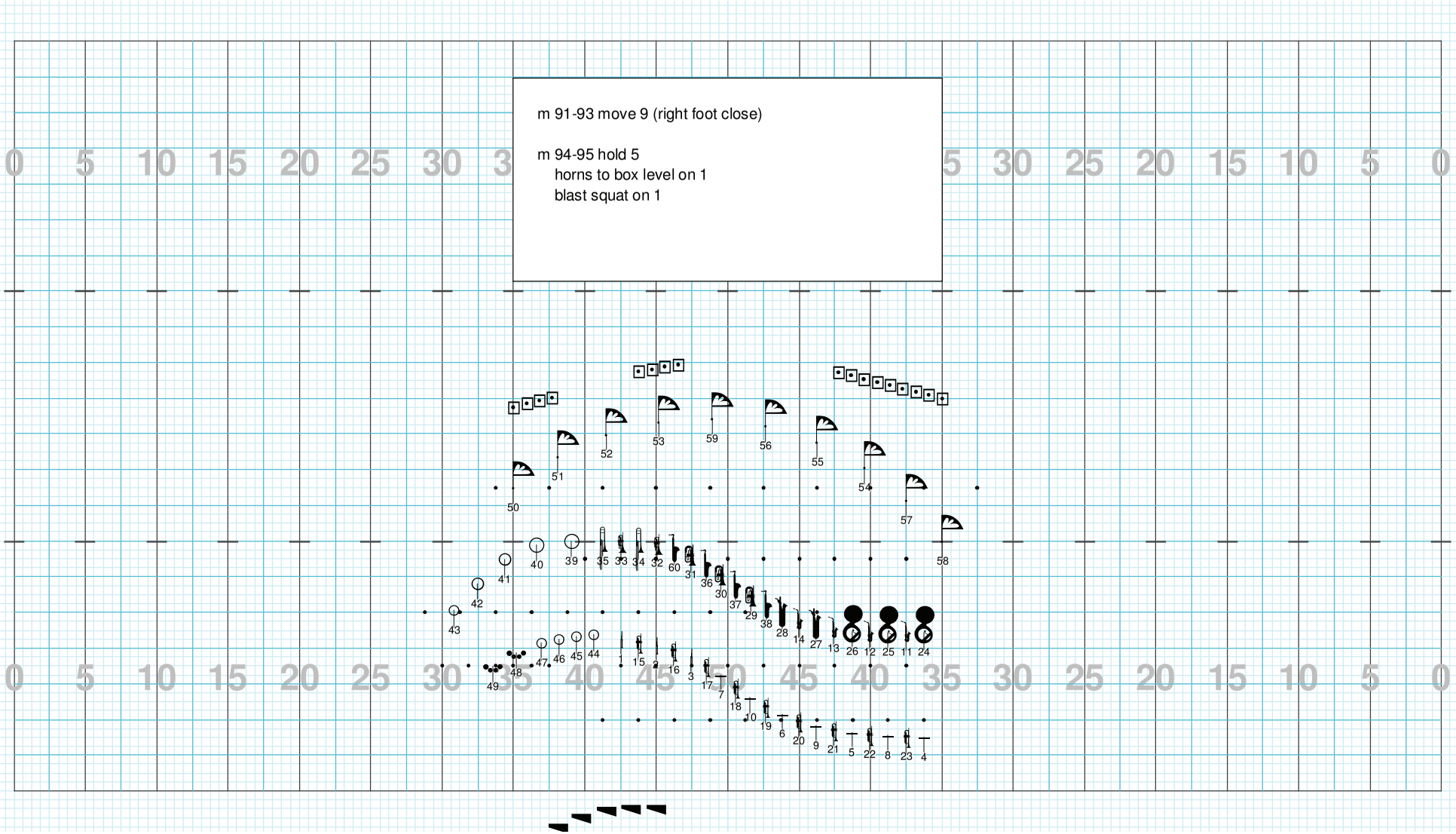

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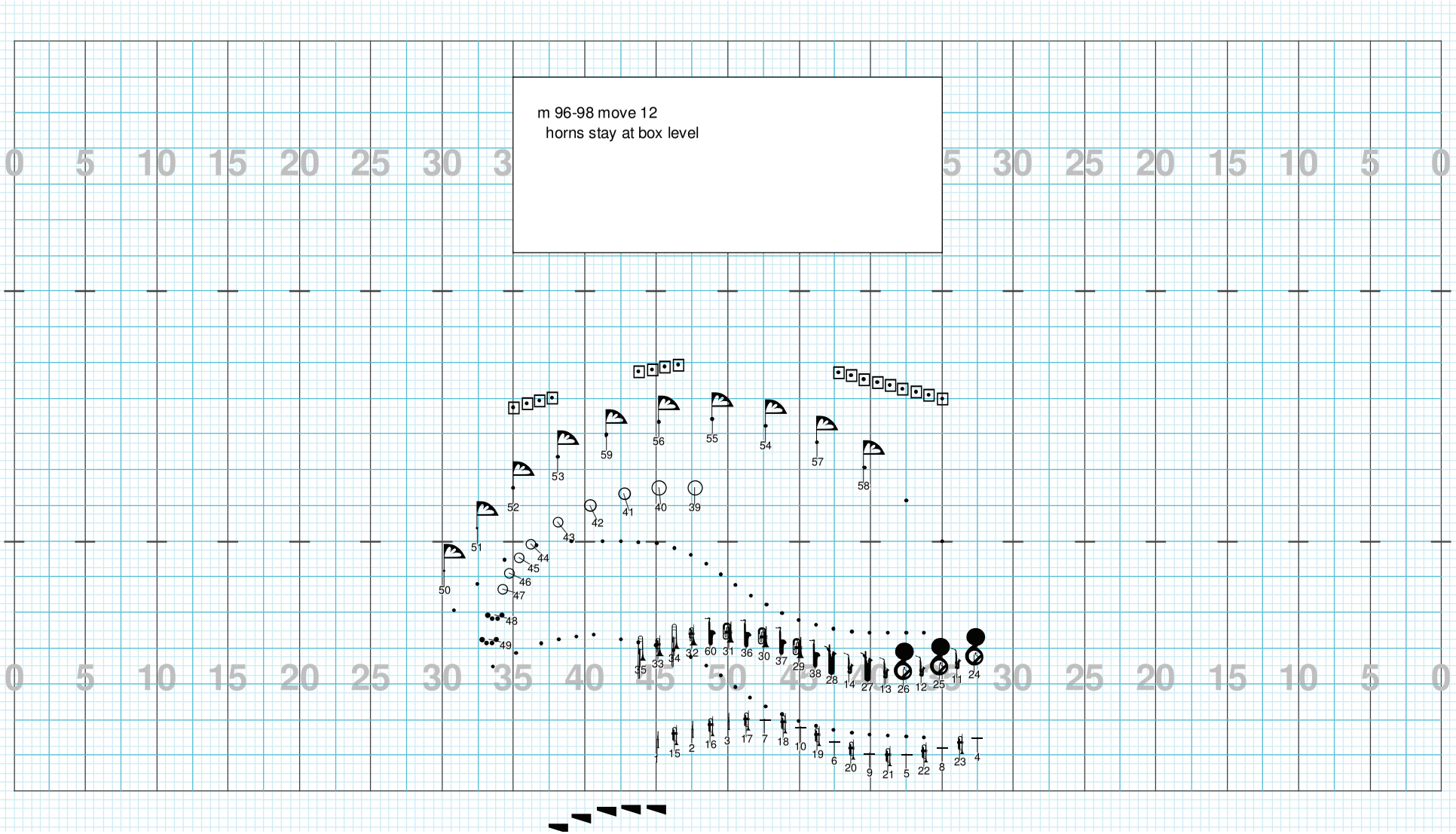
Drill: SF 2006 1 King Kong Opener **Set #18 Count: 346**



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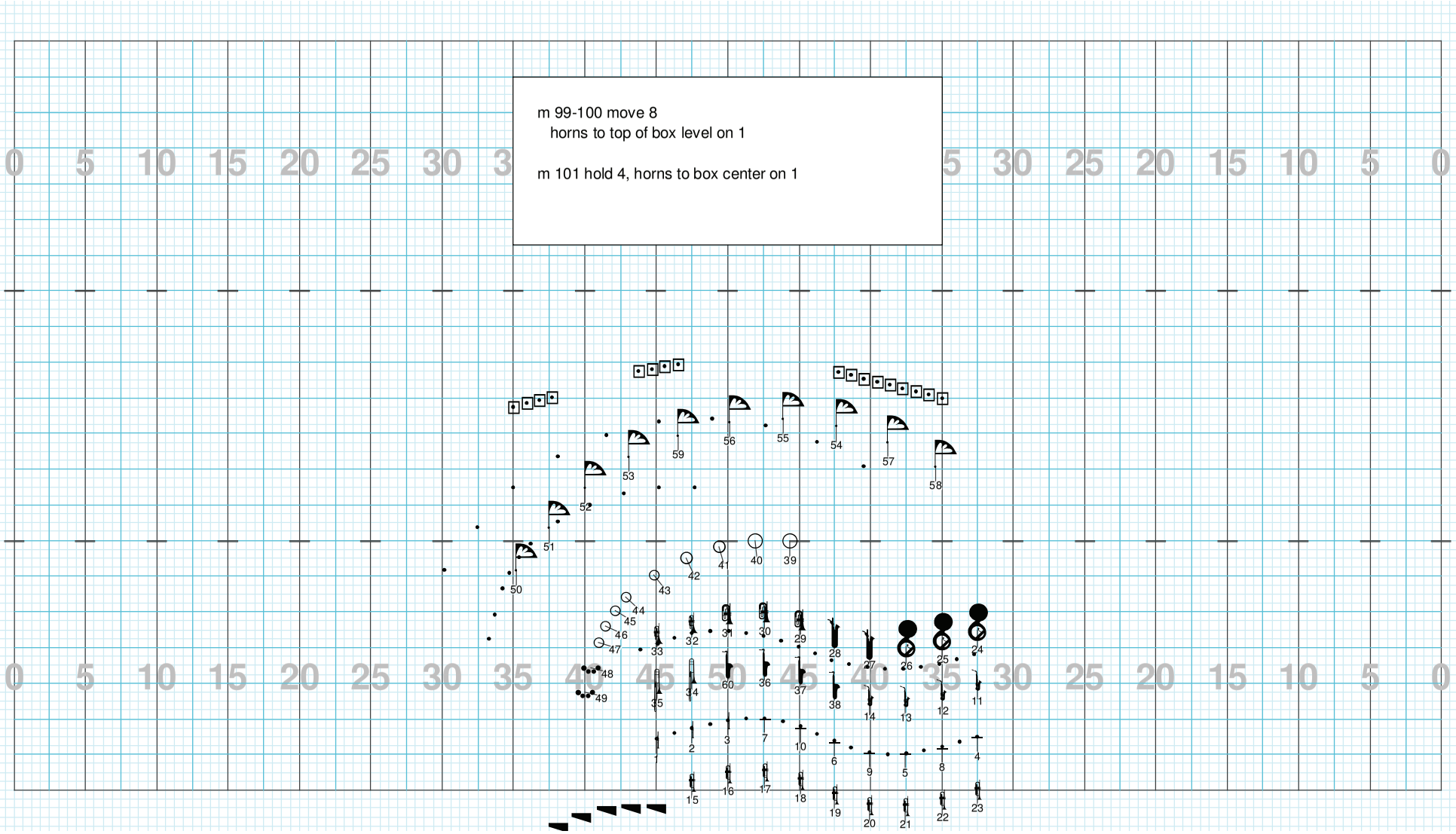

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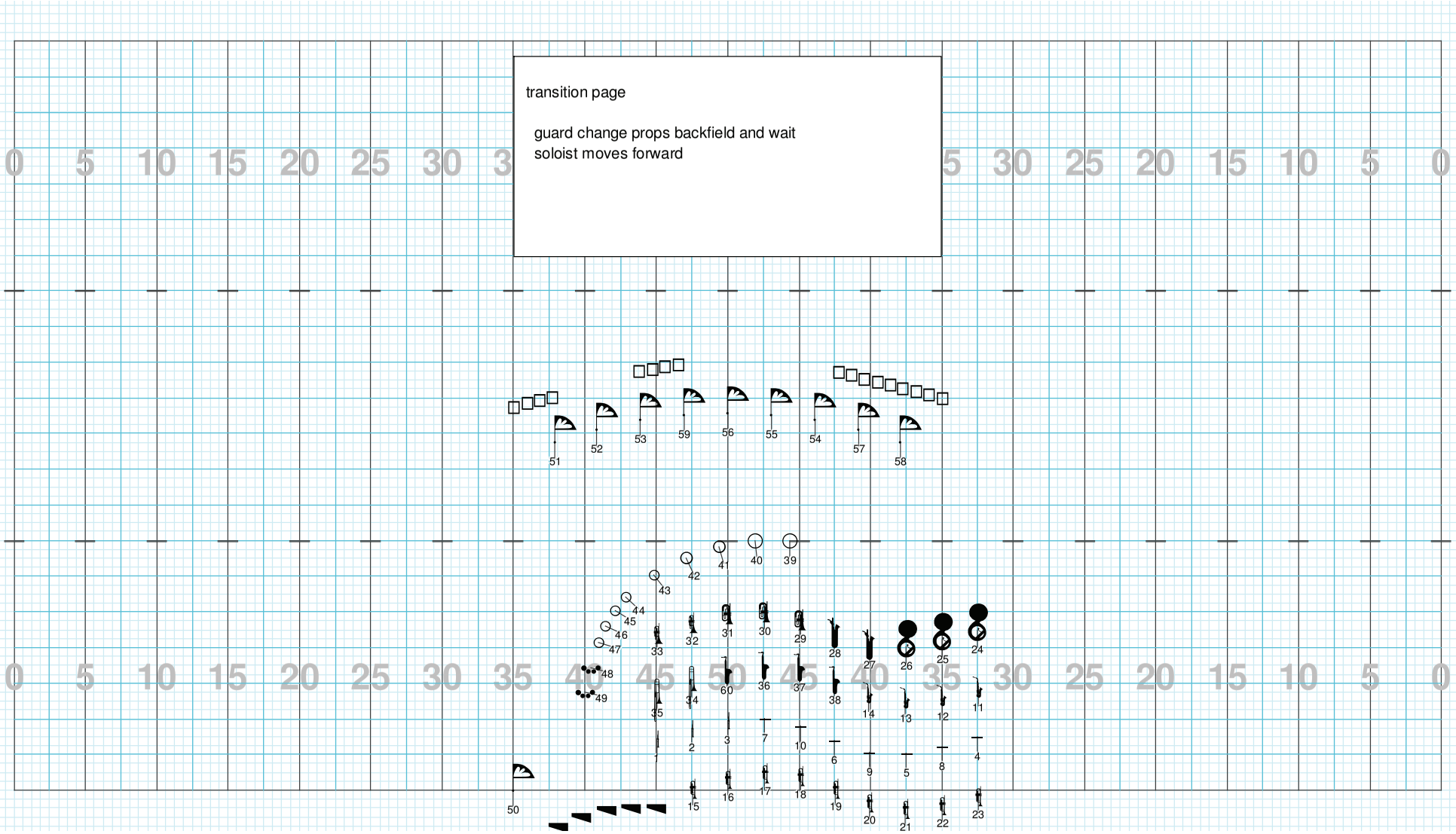

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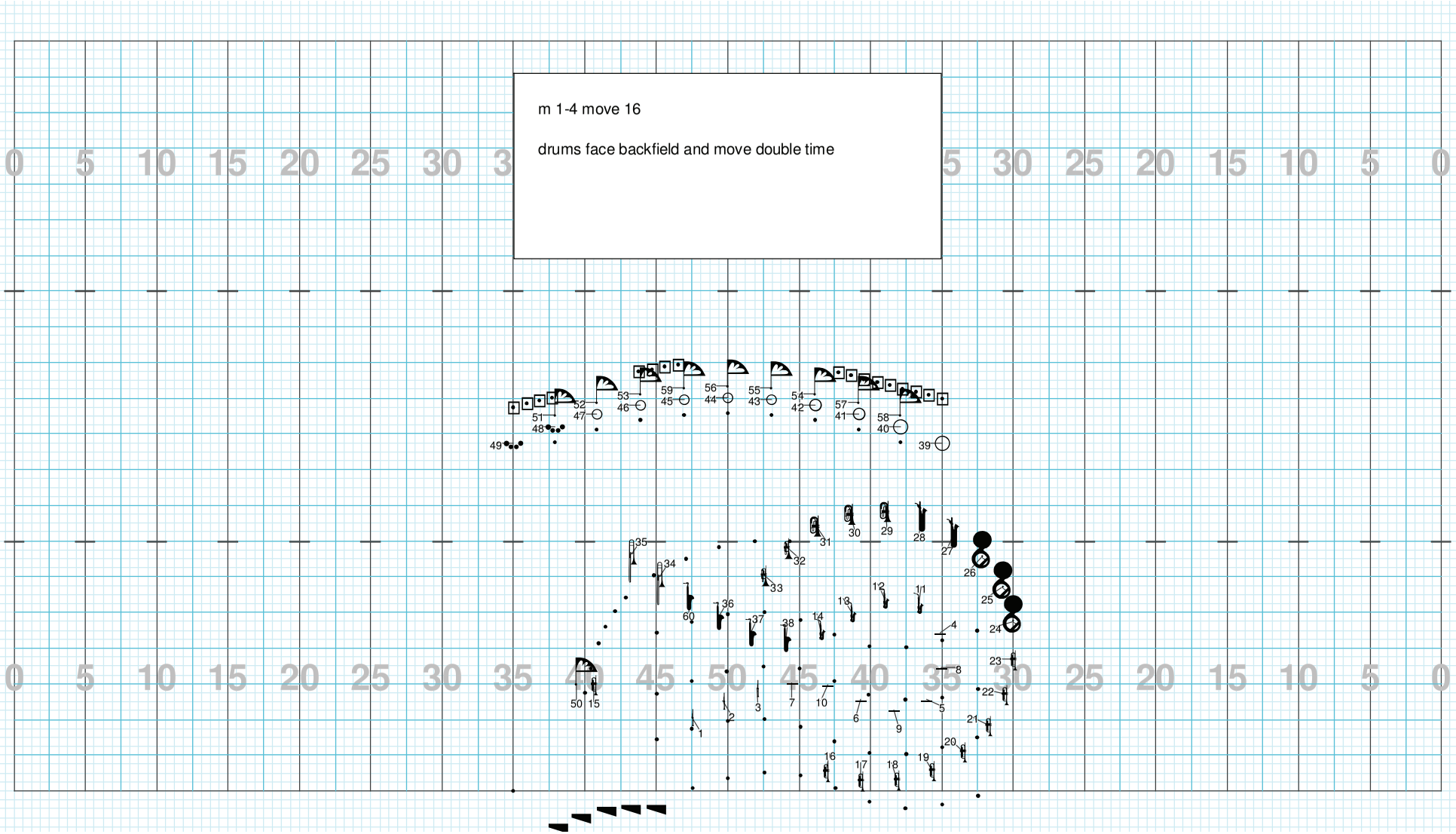

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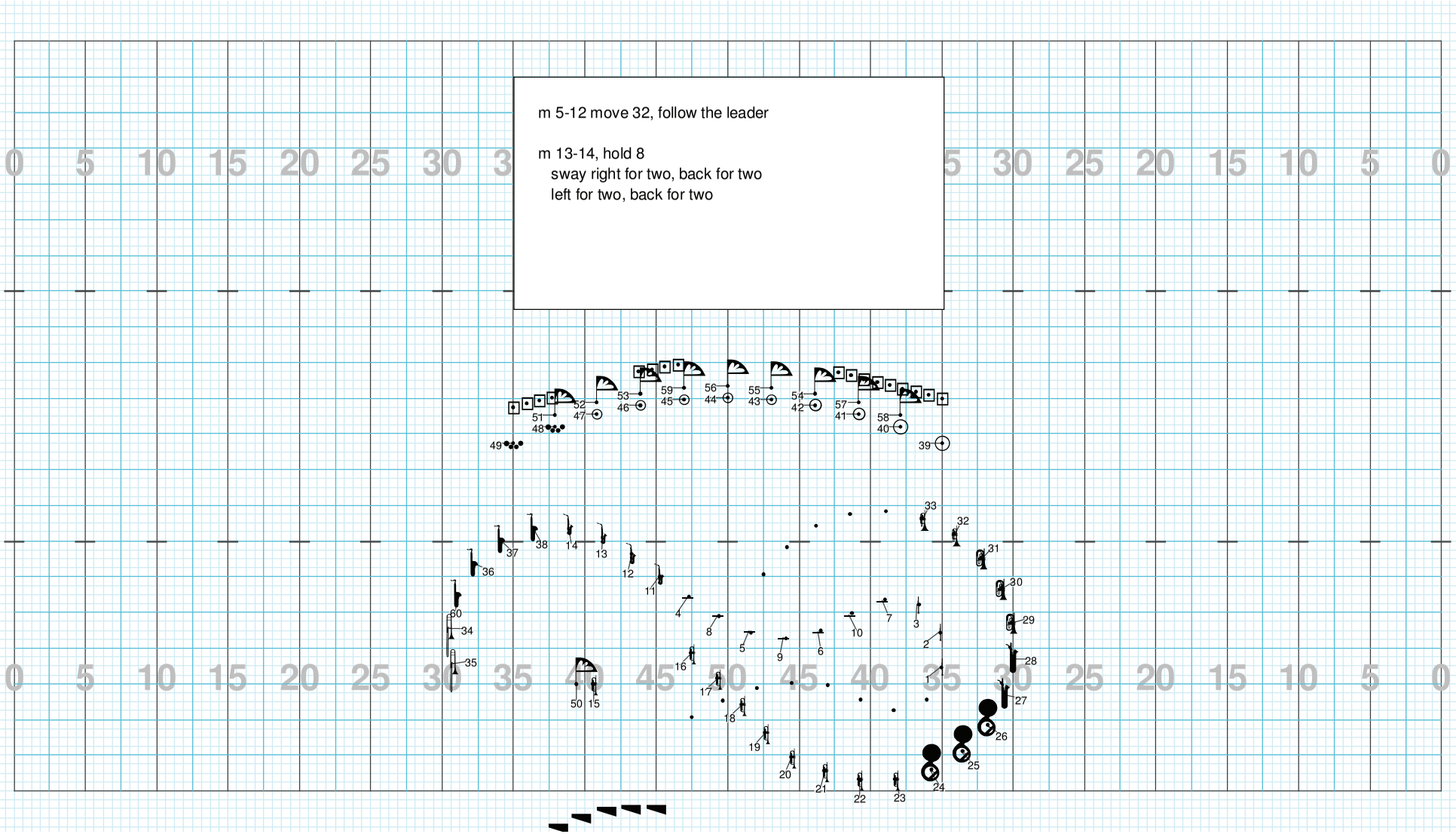

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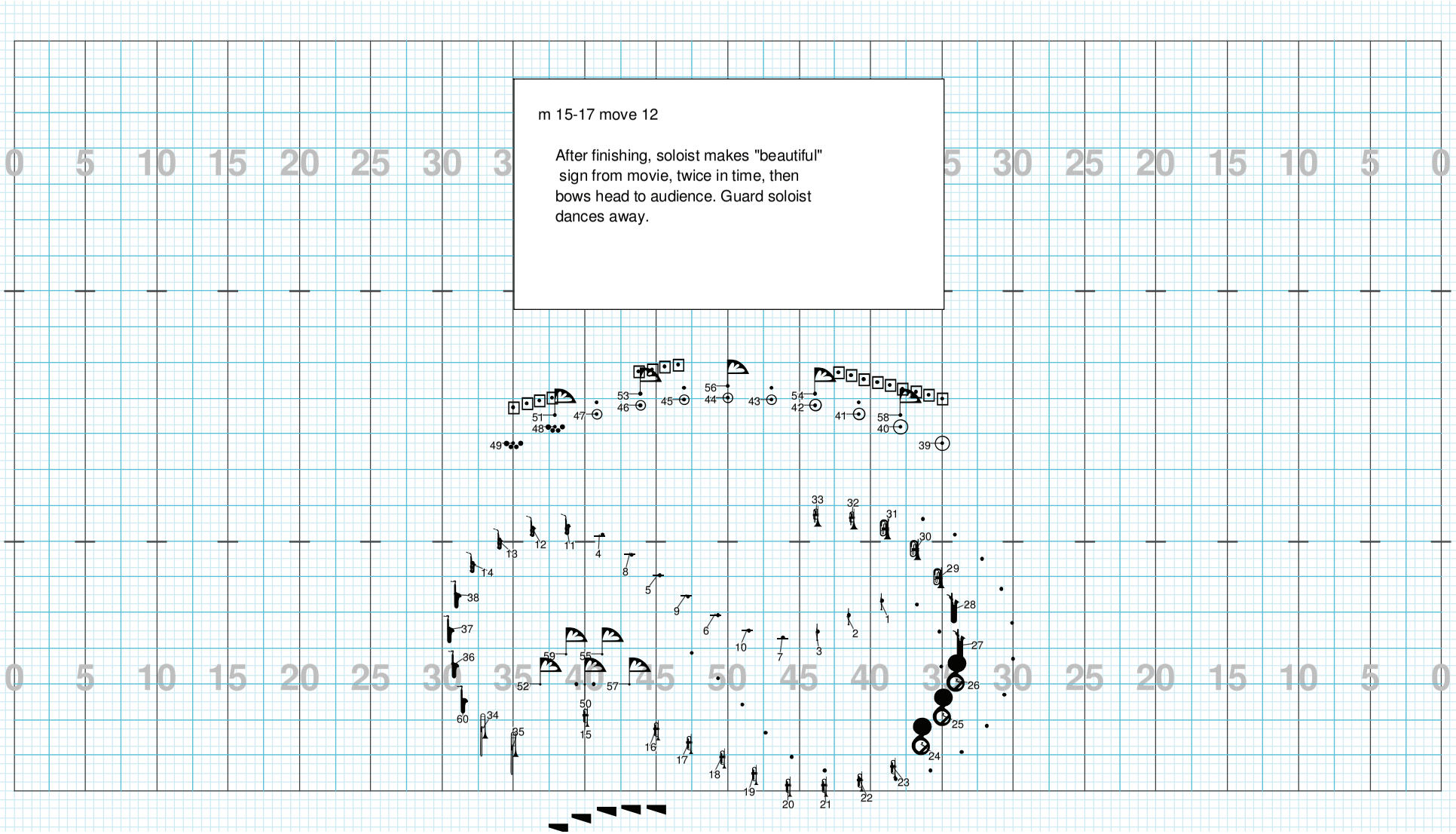

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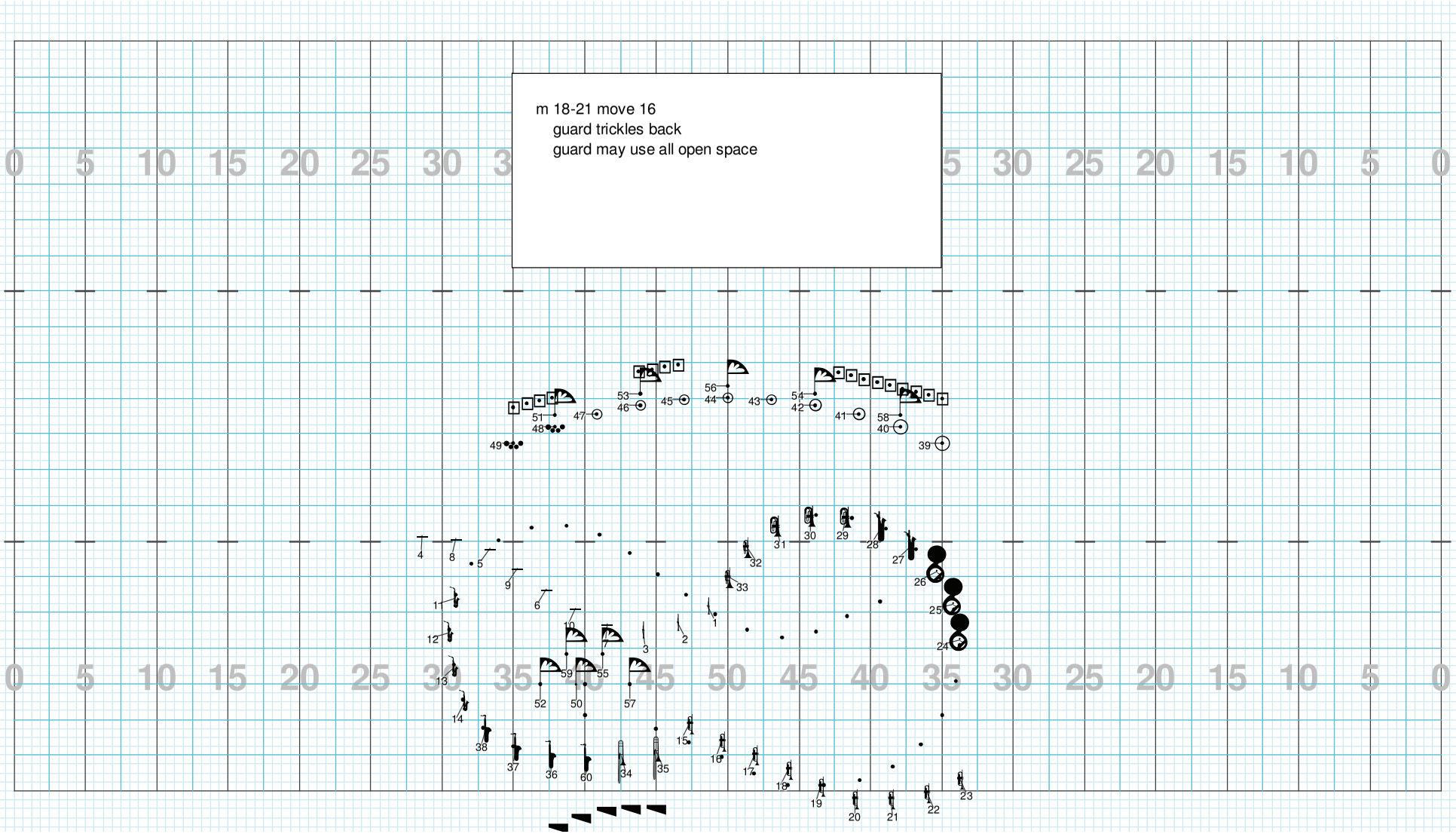
Drill: SF 2006 2 Beautiful **Set #5 Count: 84**



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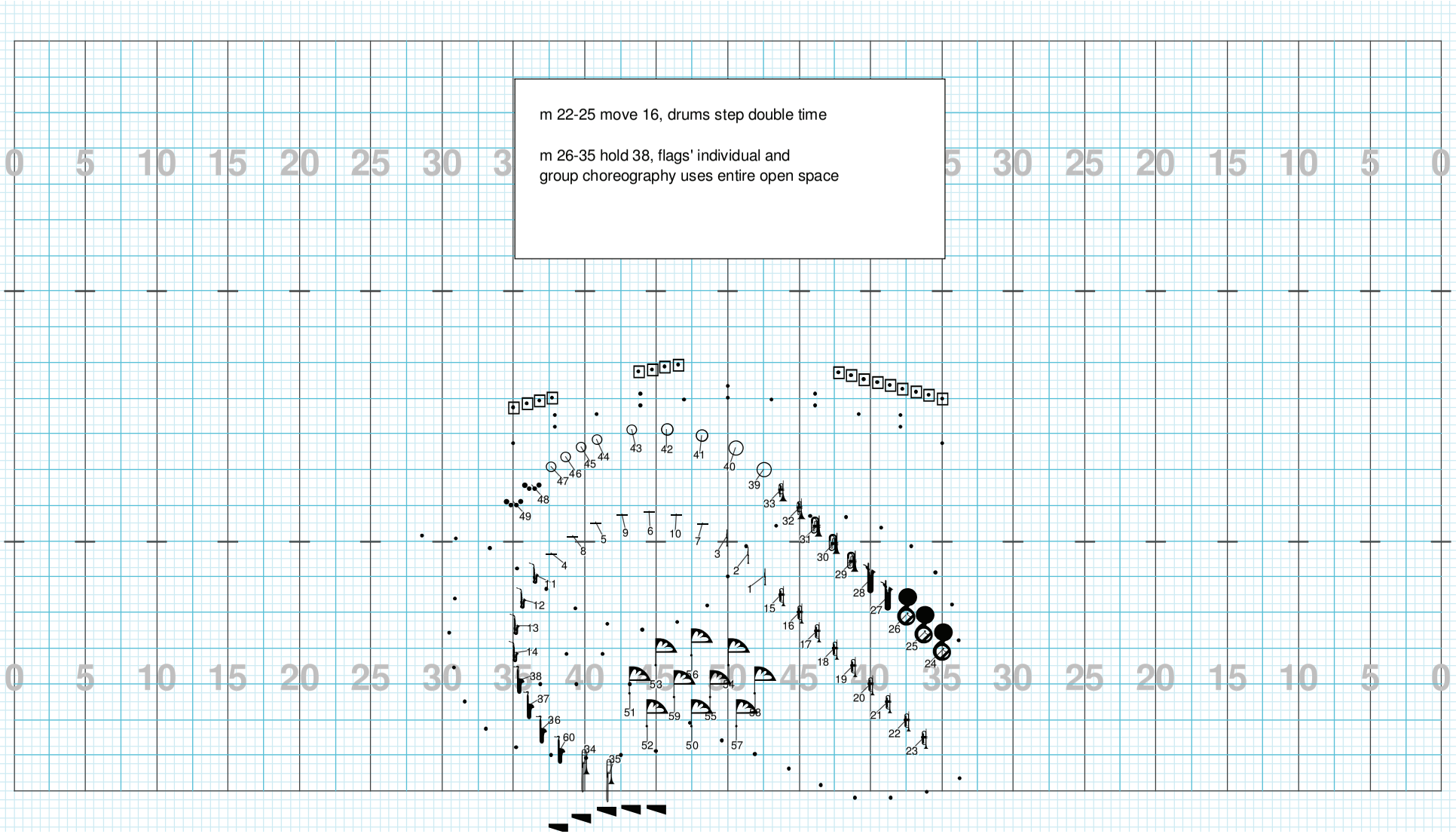

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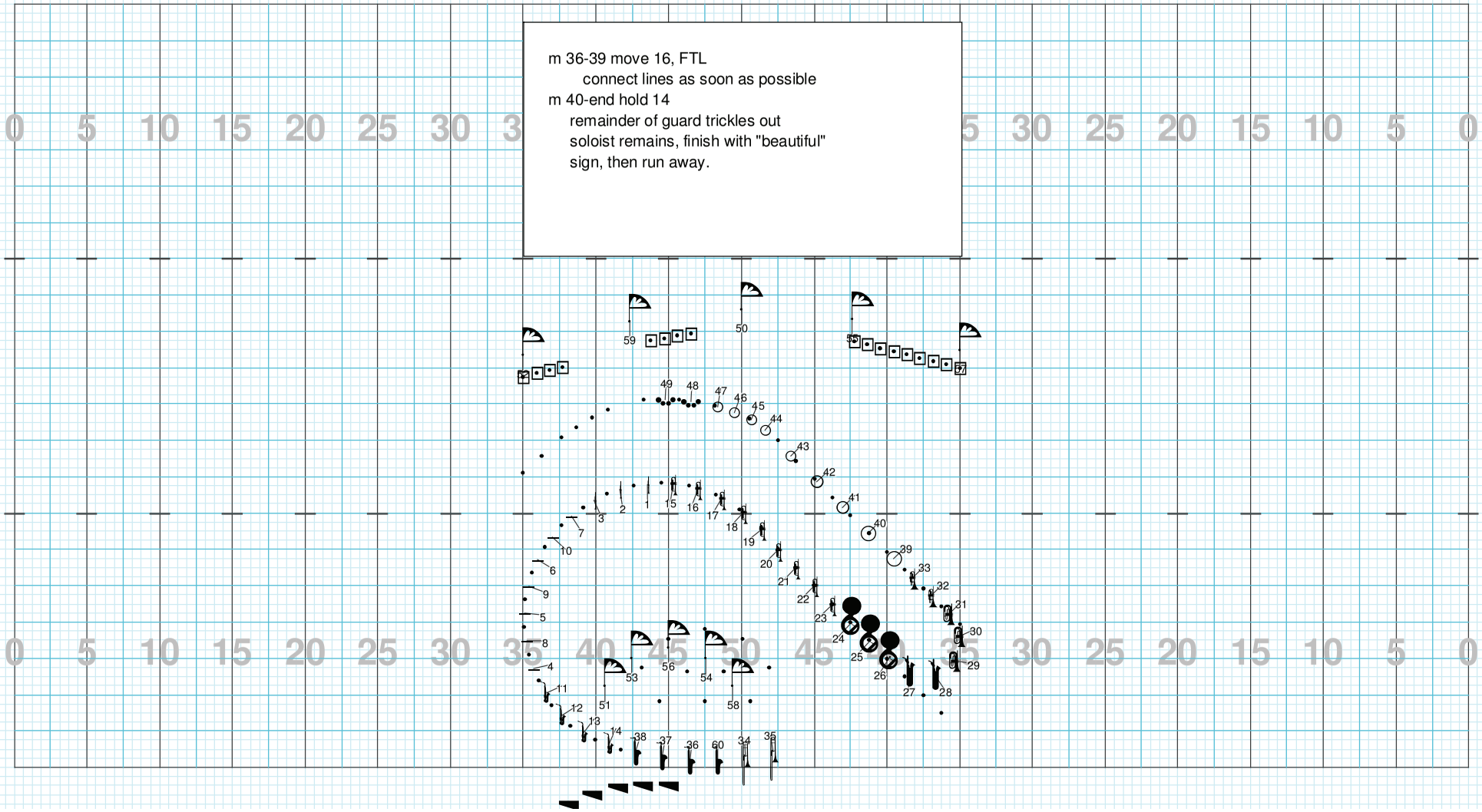
m 36-39 move 16, FTL
connect lines as soon as possible
m 40-end hold 14
remainder of guard trickles out
soloist remains, finish with "beautiful"
sign, then run away.



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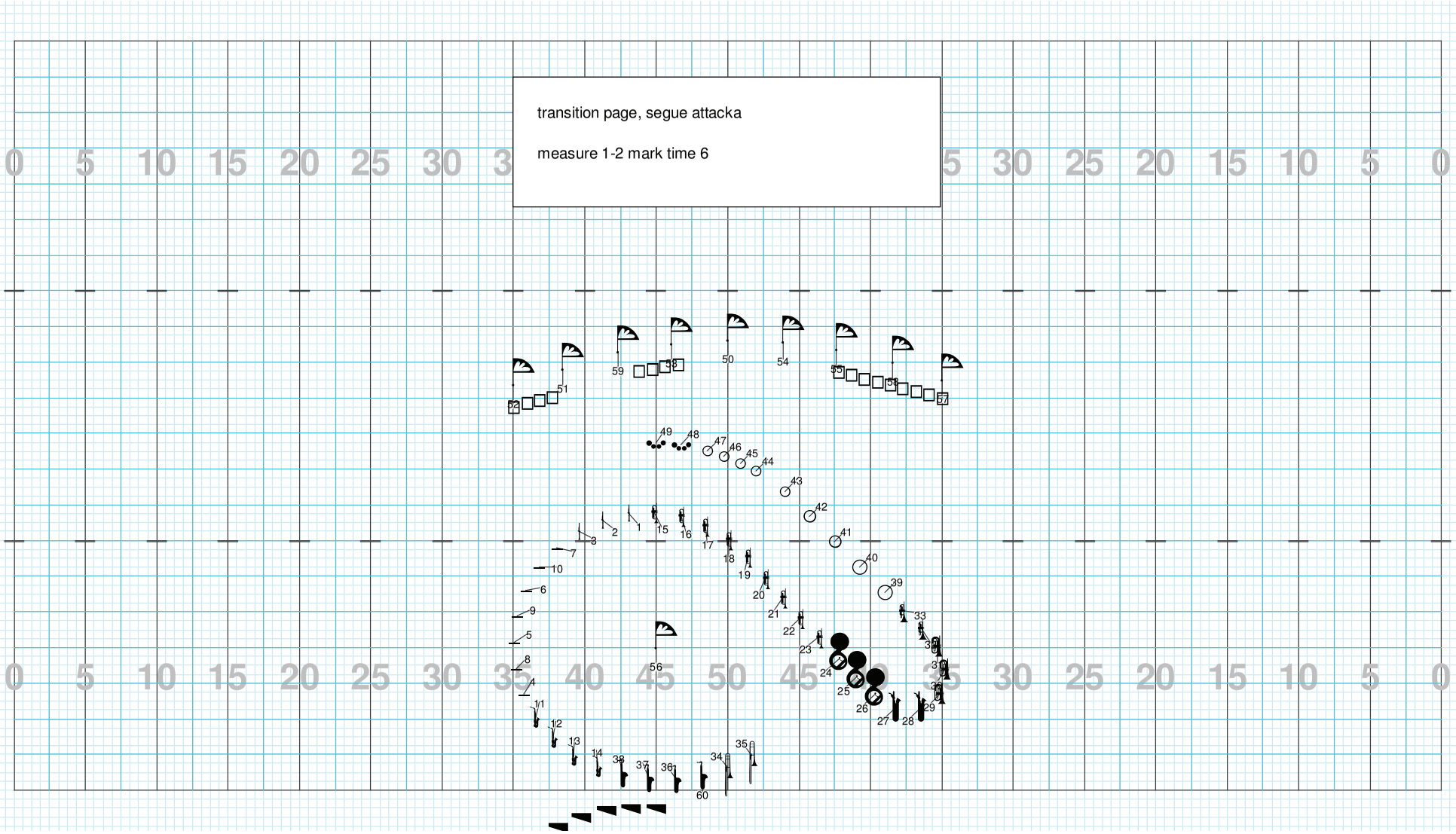
Drill: SF 2006 3 Kong Finale **Set #1 Count: 0**



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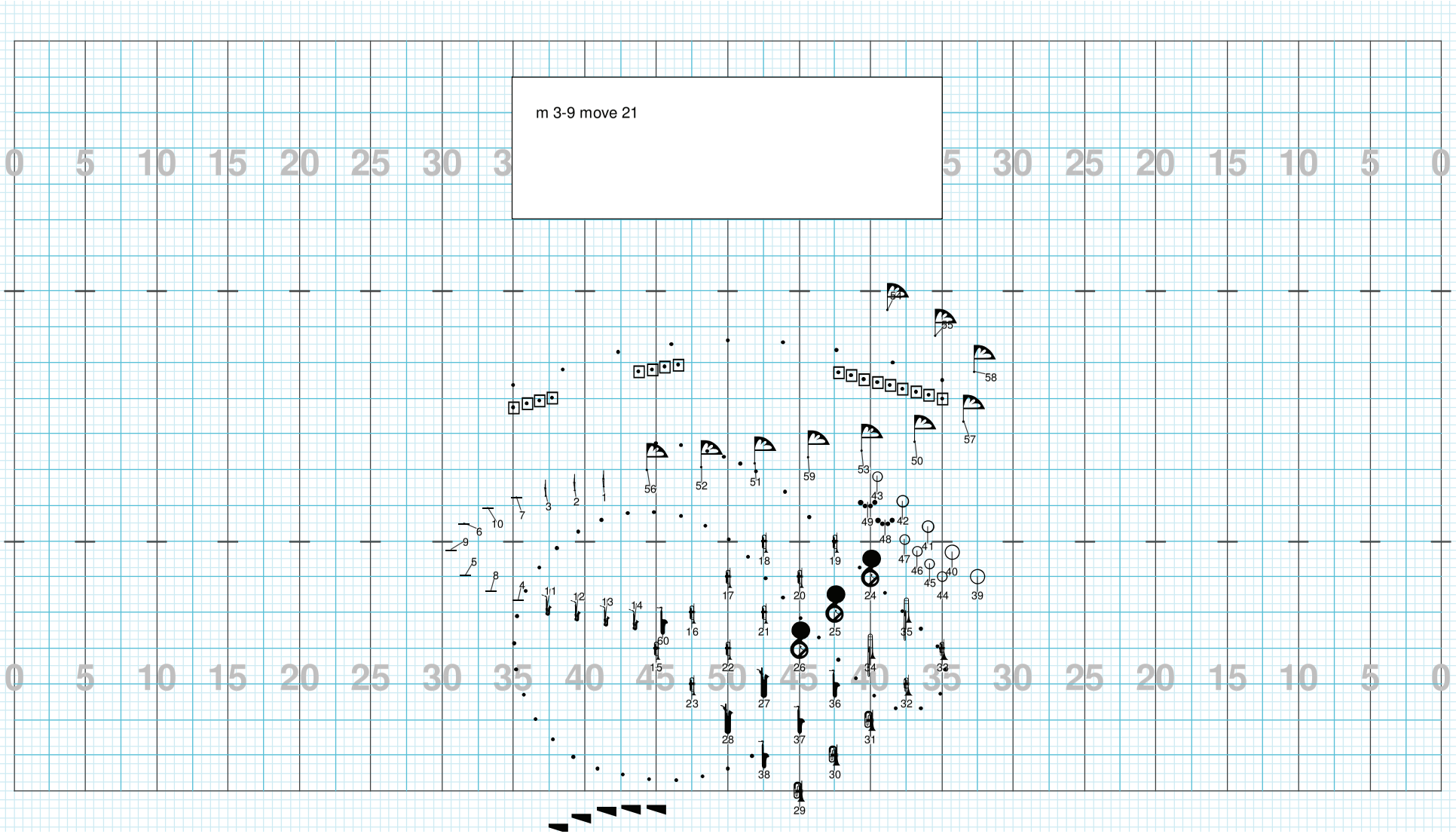
Drill: SF 2006 3 Kong Finale **Set #2 Count: 27**



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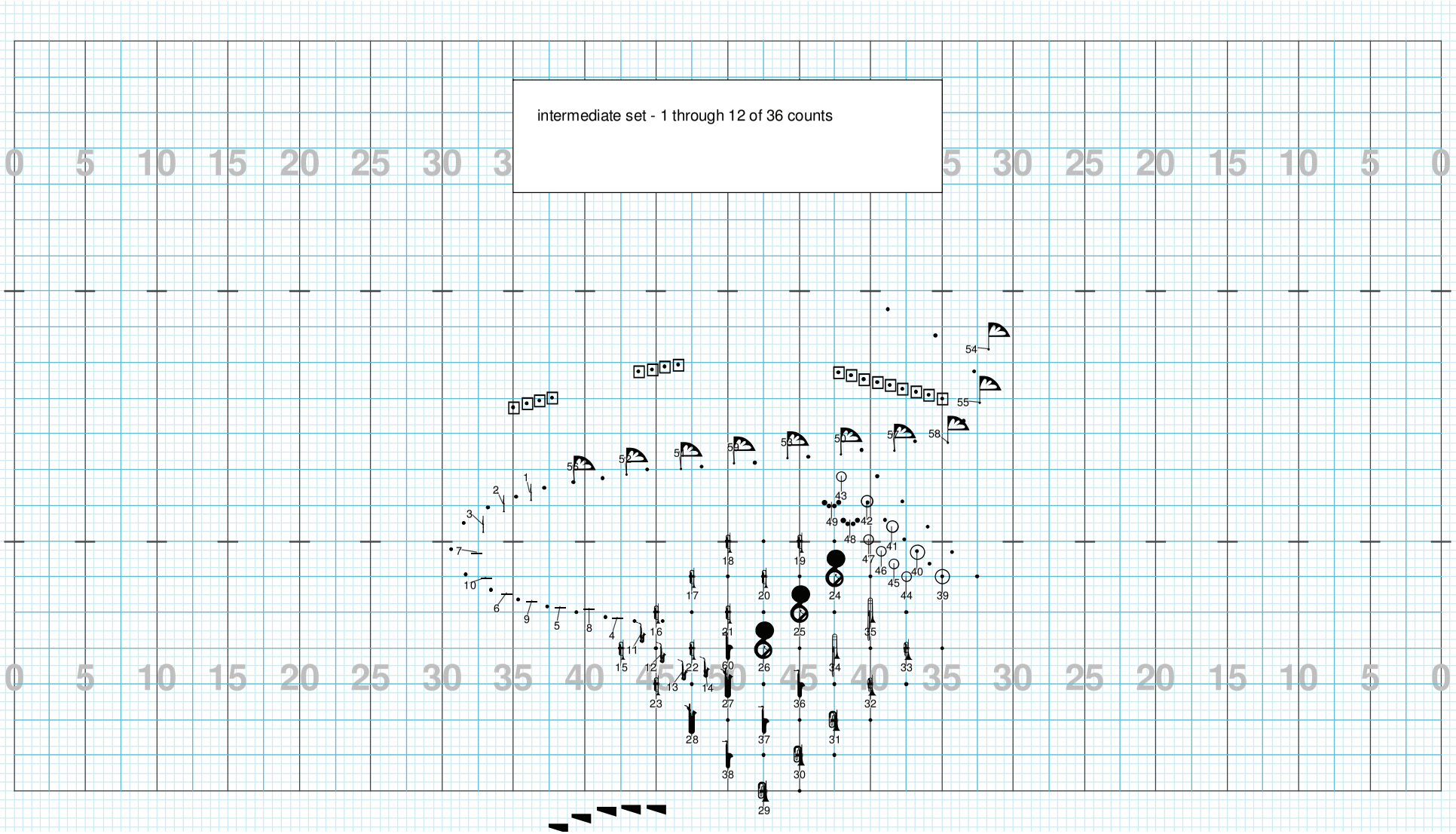
Drill: SF 2006 3 Kong Finale **Set #3 Count: 39**



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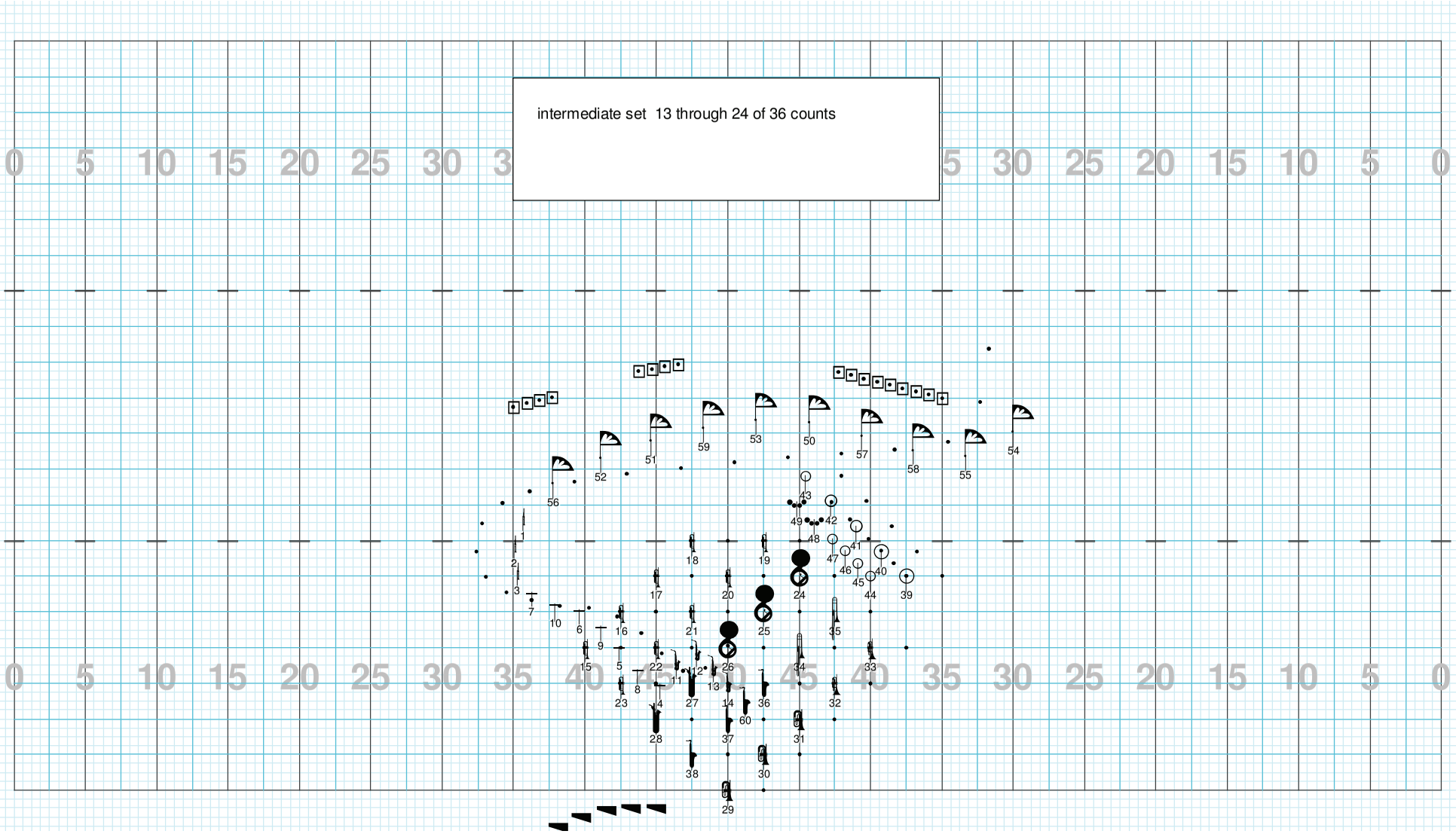
Drill: SF 2006 3 Kong Finale **Set #4 Count: 51**



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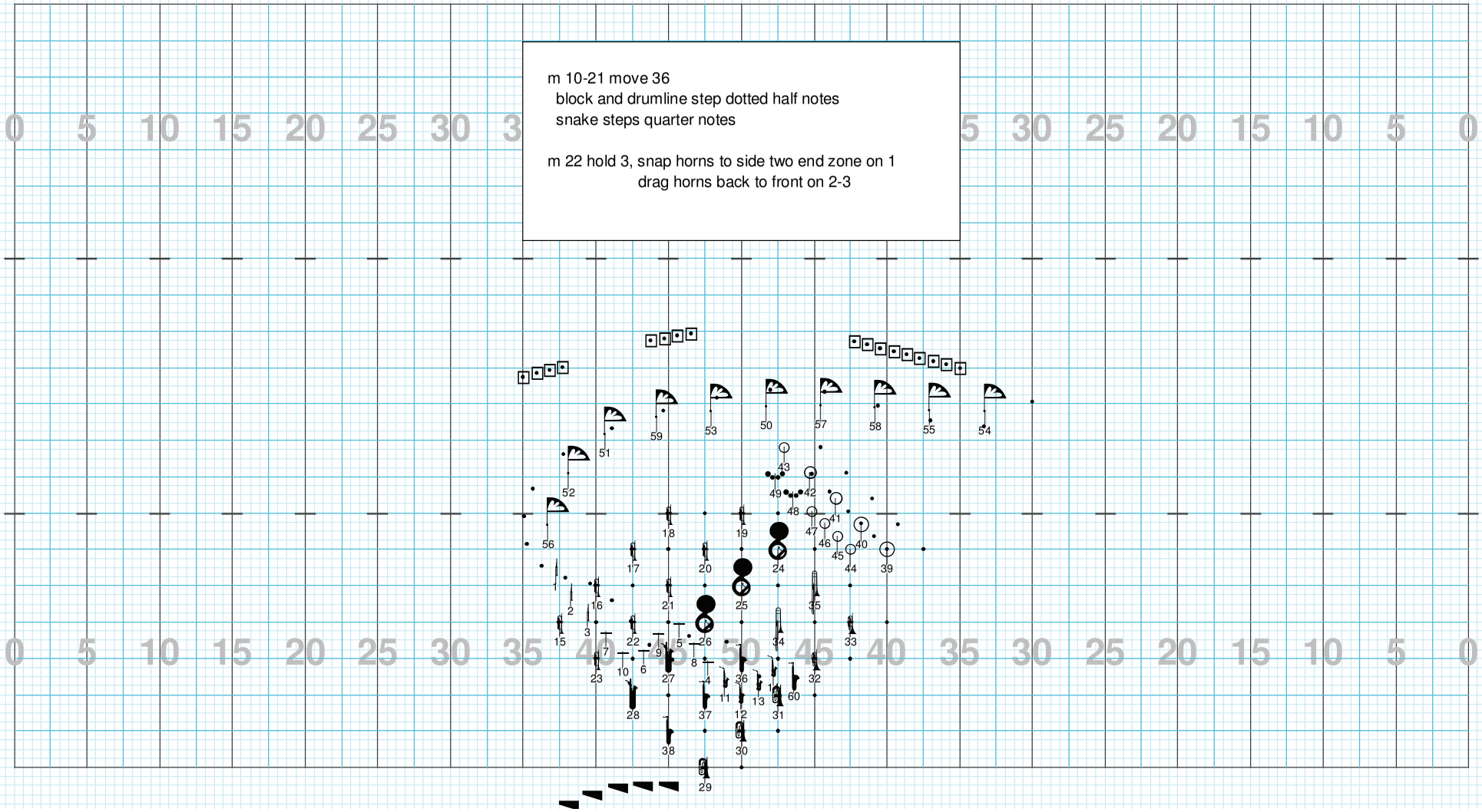
m 10-21 move 36
block and drumline step dotted half notes
snake steps quarter notes

m 22 hold 3, snap horns to side two end zone on 1
drag horns back to front on 2-3



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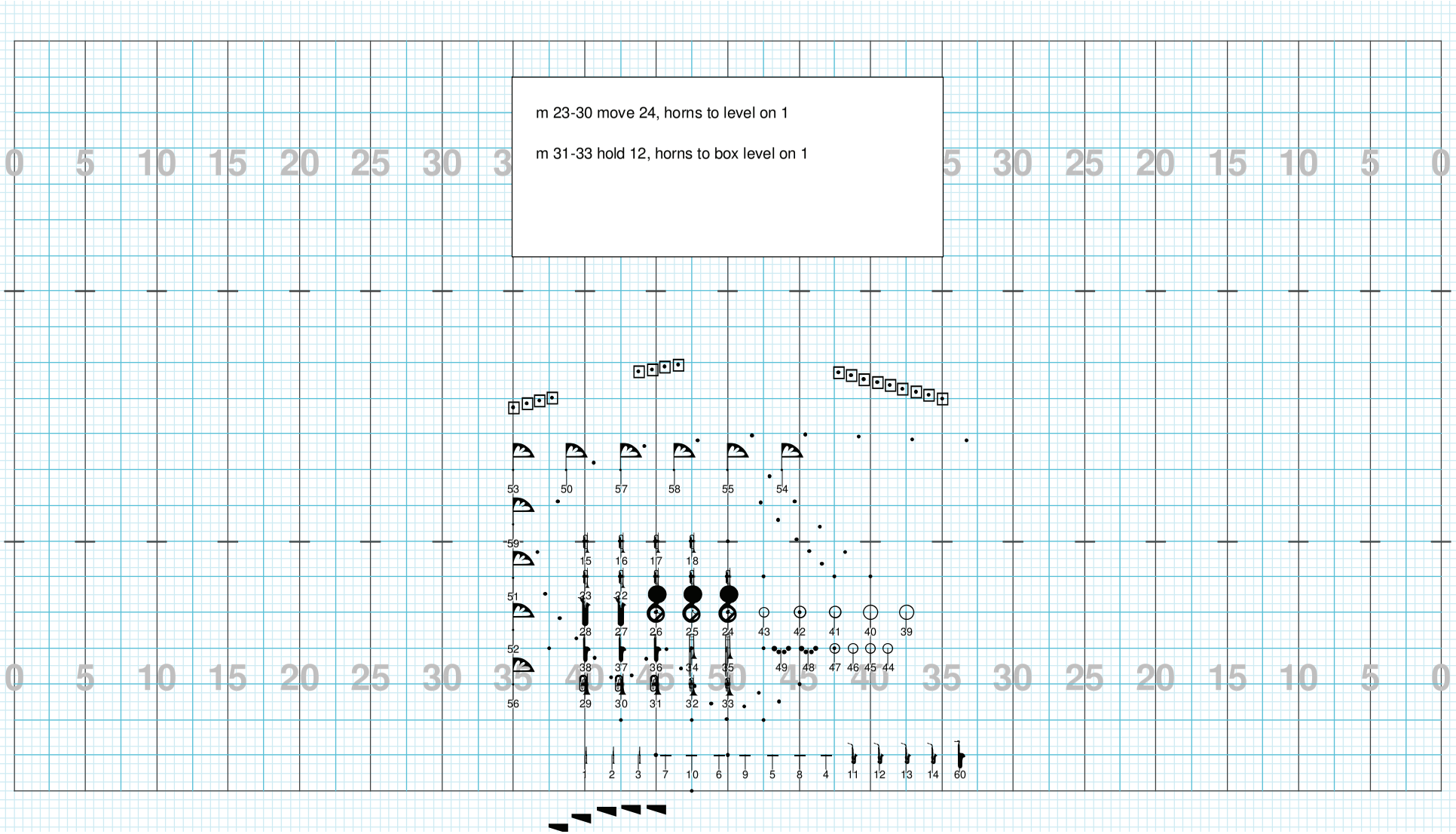
Drill: SF 2006 3 Kong Finale **Set #6 Count: 90**



Director Viewpoint

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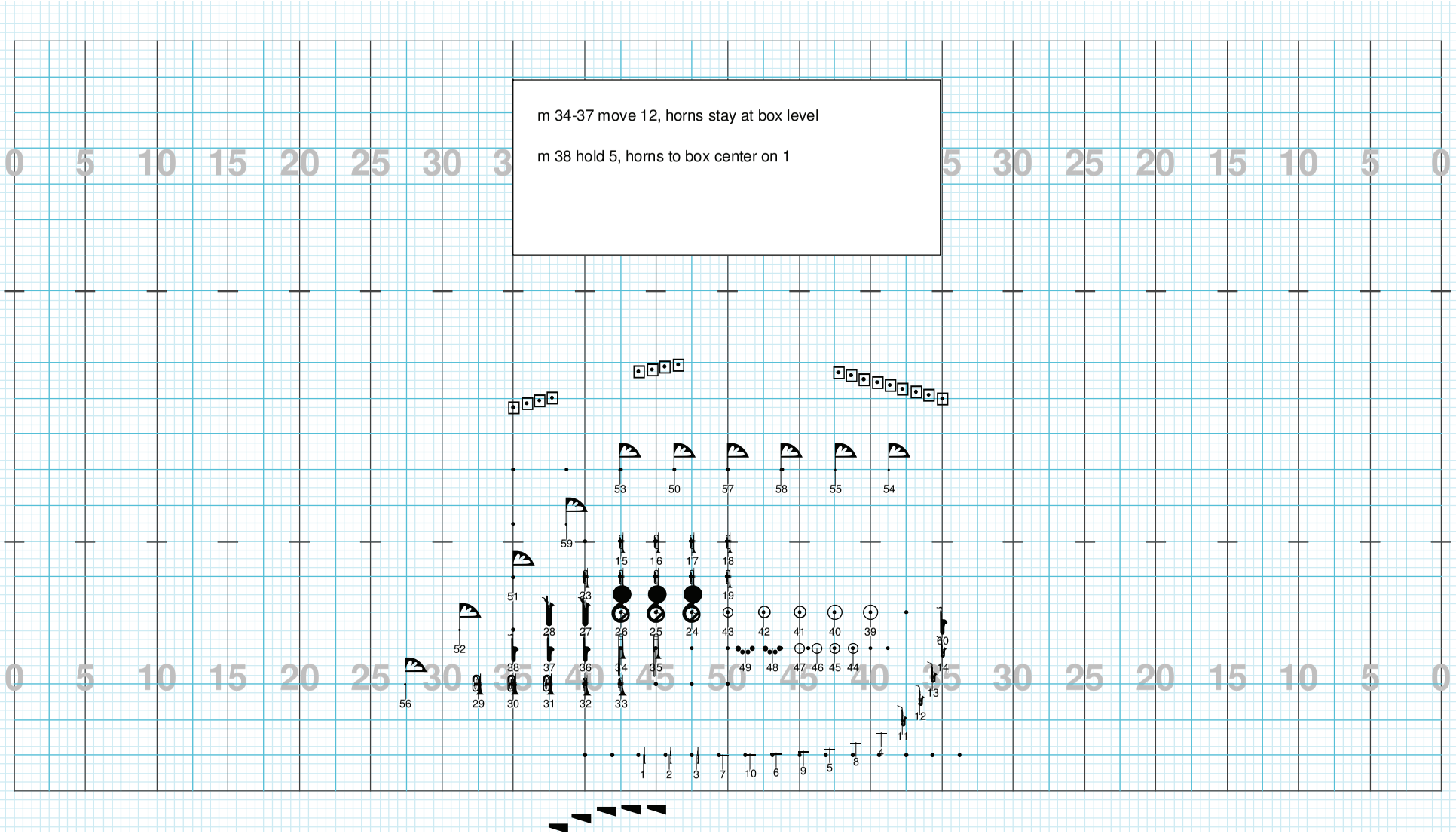
Drill: SF 2006 3 Kong Finale **Set #7 Count: 114**



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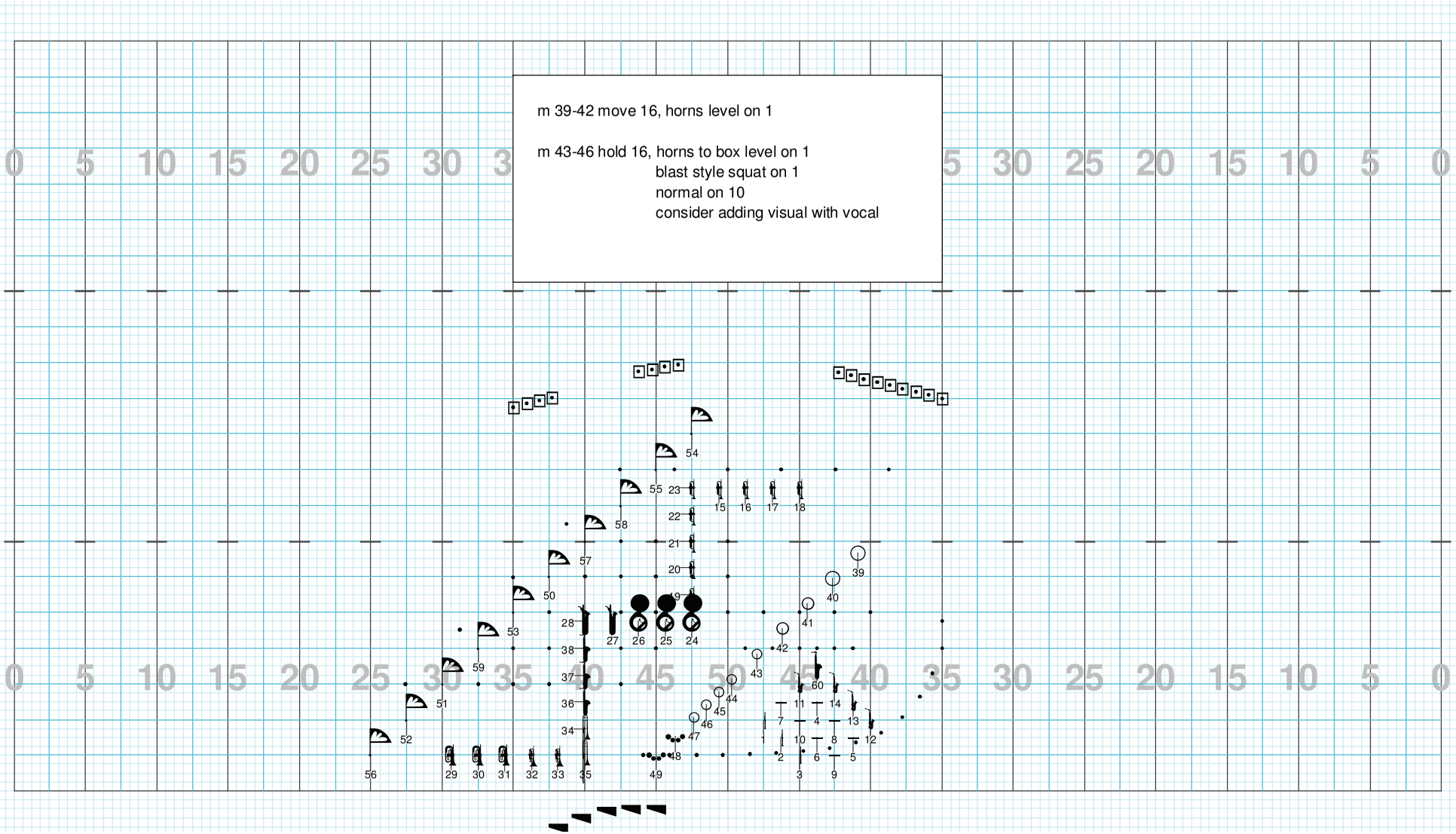
Drill: SF 2006 3 Kong Finale **Set #8 Count: 135**



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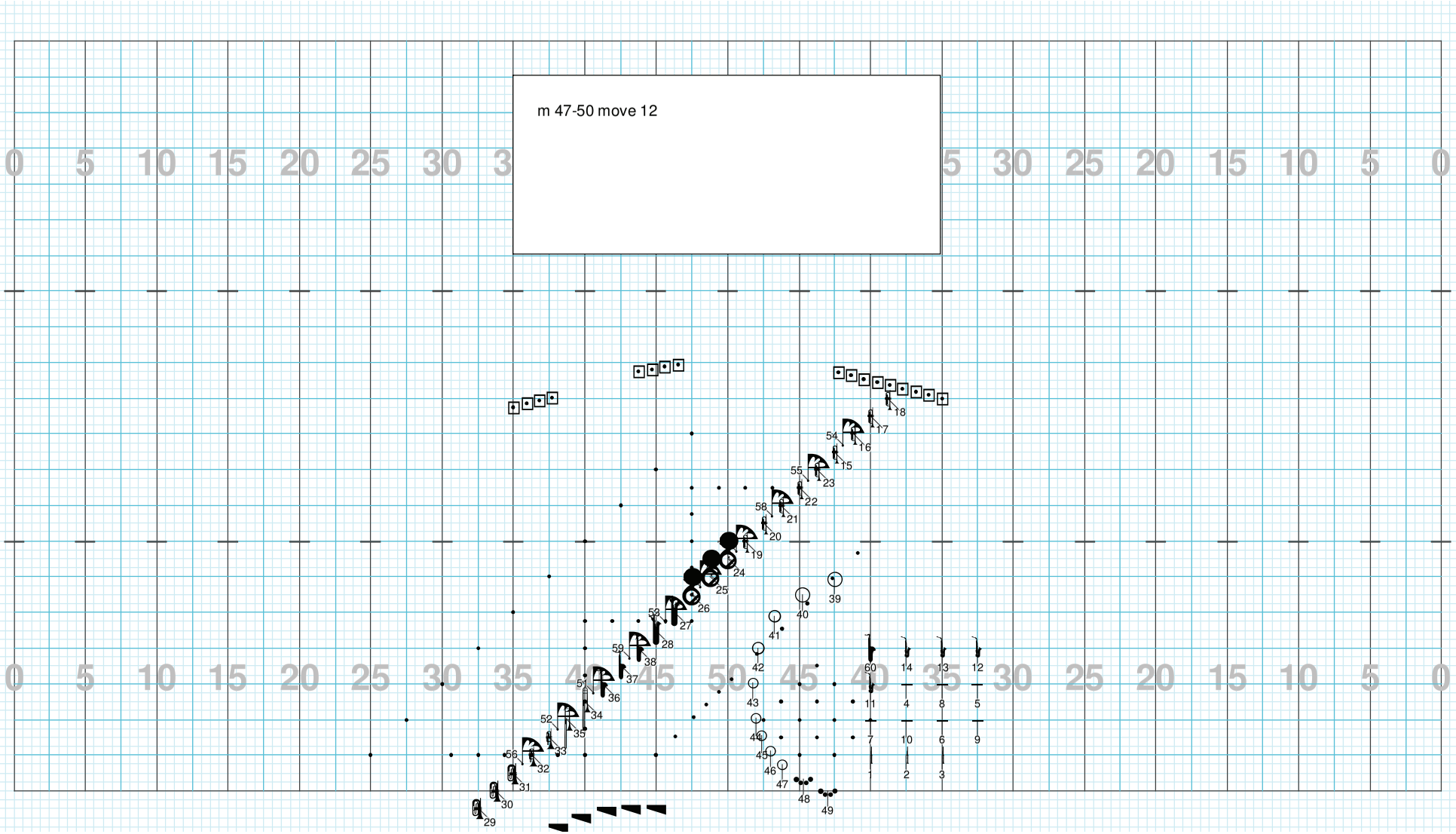
Drill: SF 2006 3 Kong Finale **Set #9 Count: 163**



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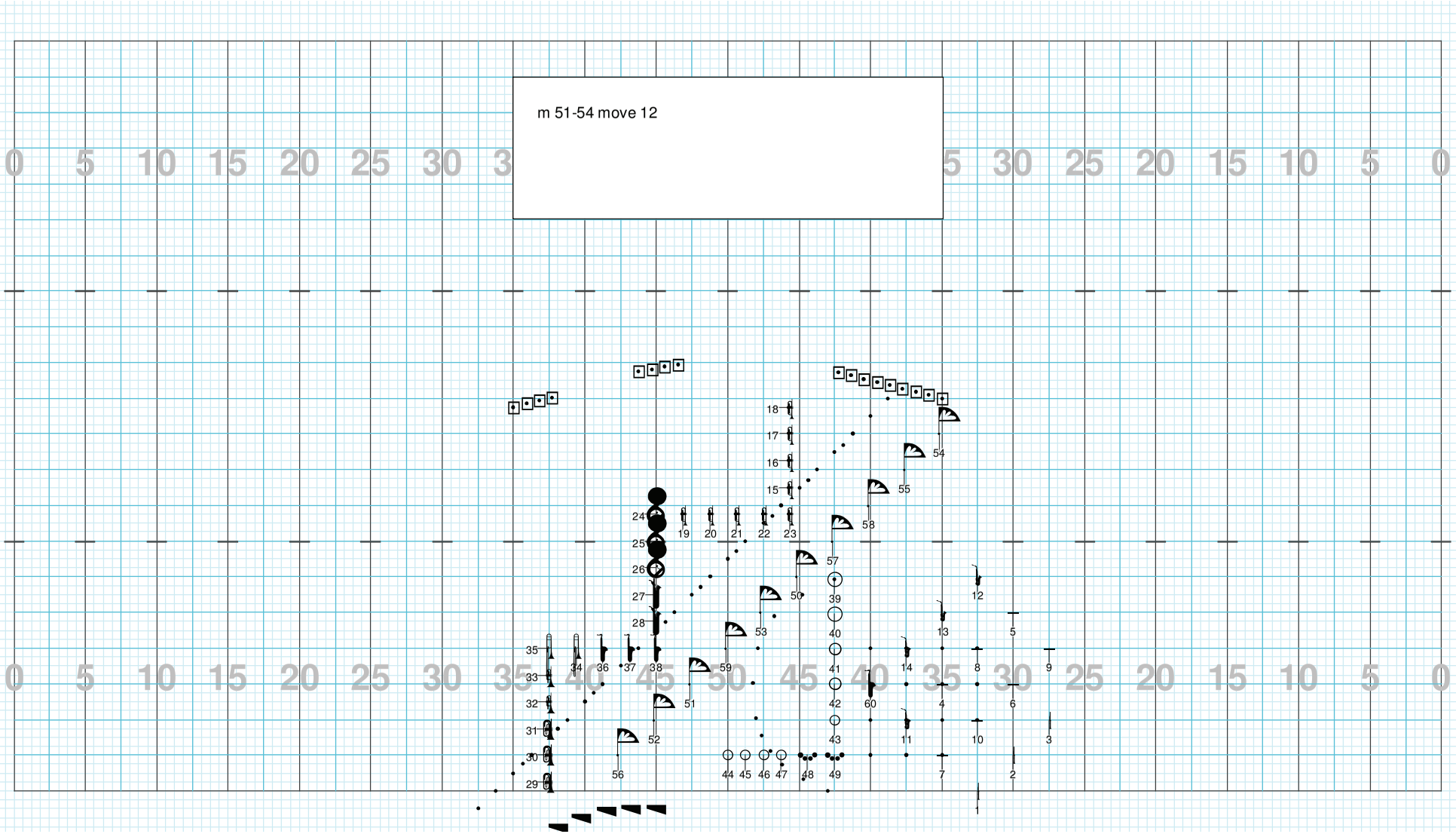
Drill: SF 2006 3 Kong Finale **Set #10 Count: 175**



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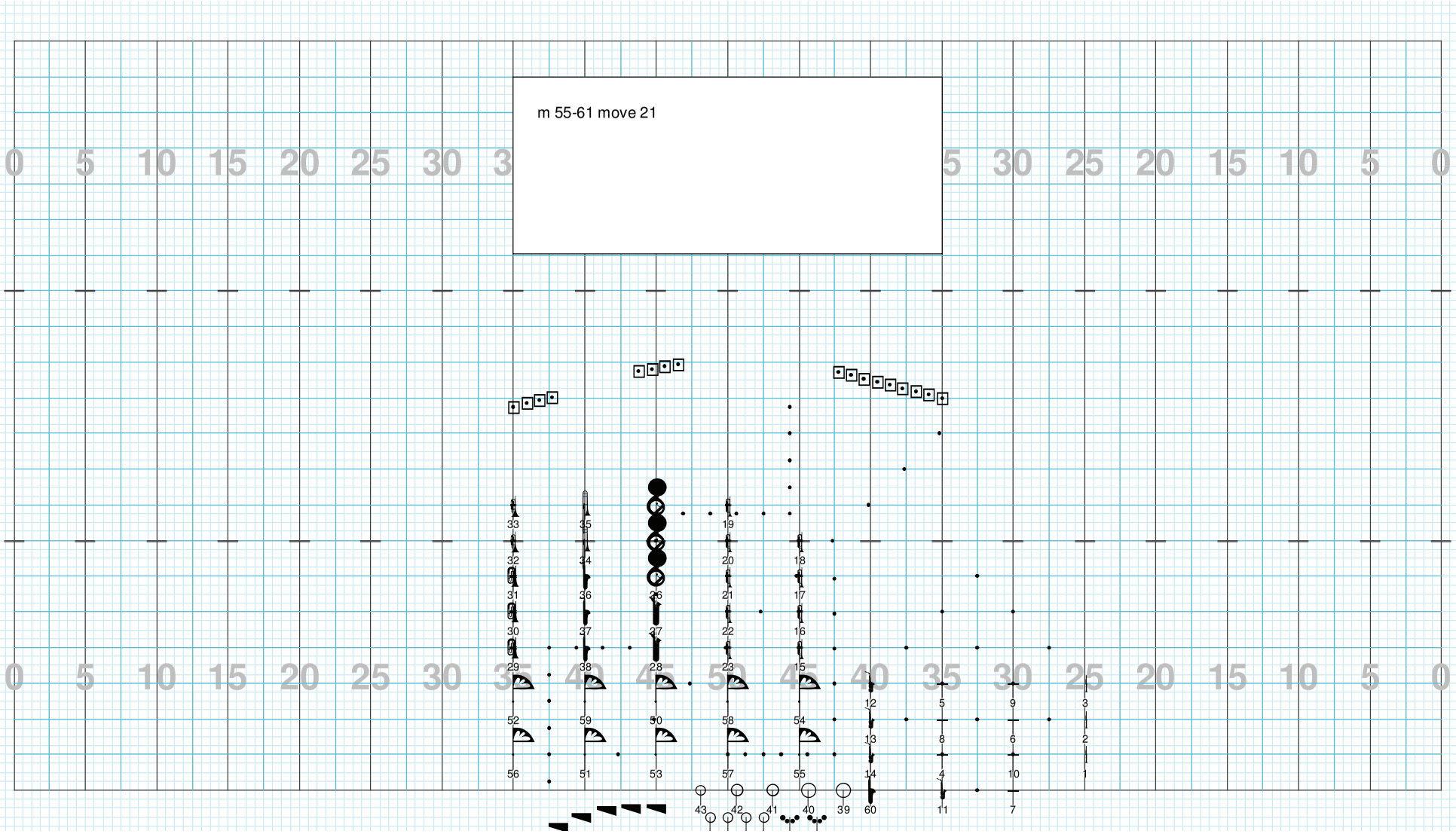
Drill: SF 2006 3 Kong Finale **Set #11 Count: 196**



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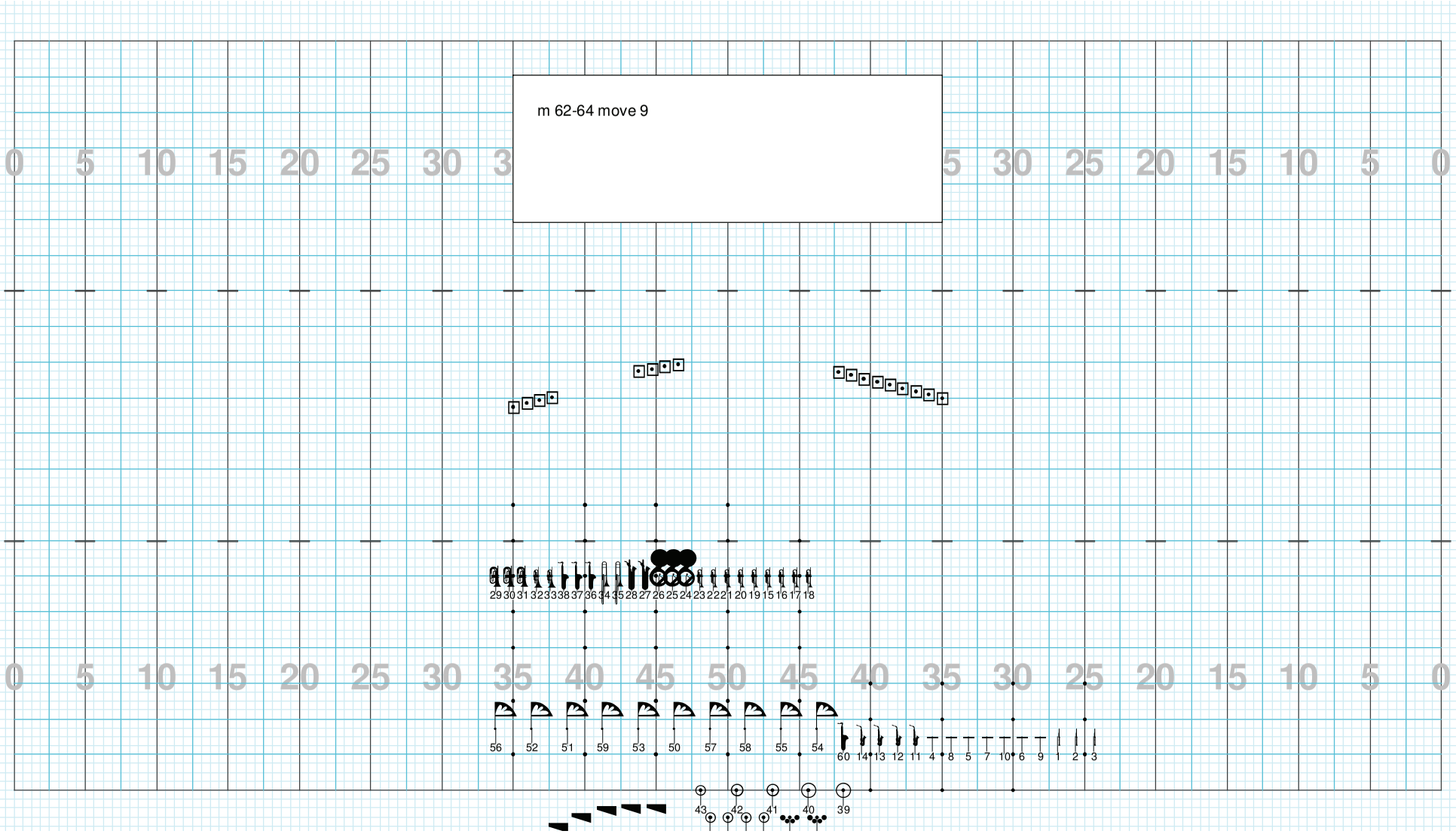
Drill: SF 2006 3 Kong Finale **Set #12 Count: 205**



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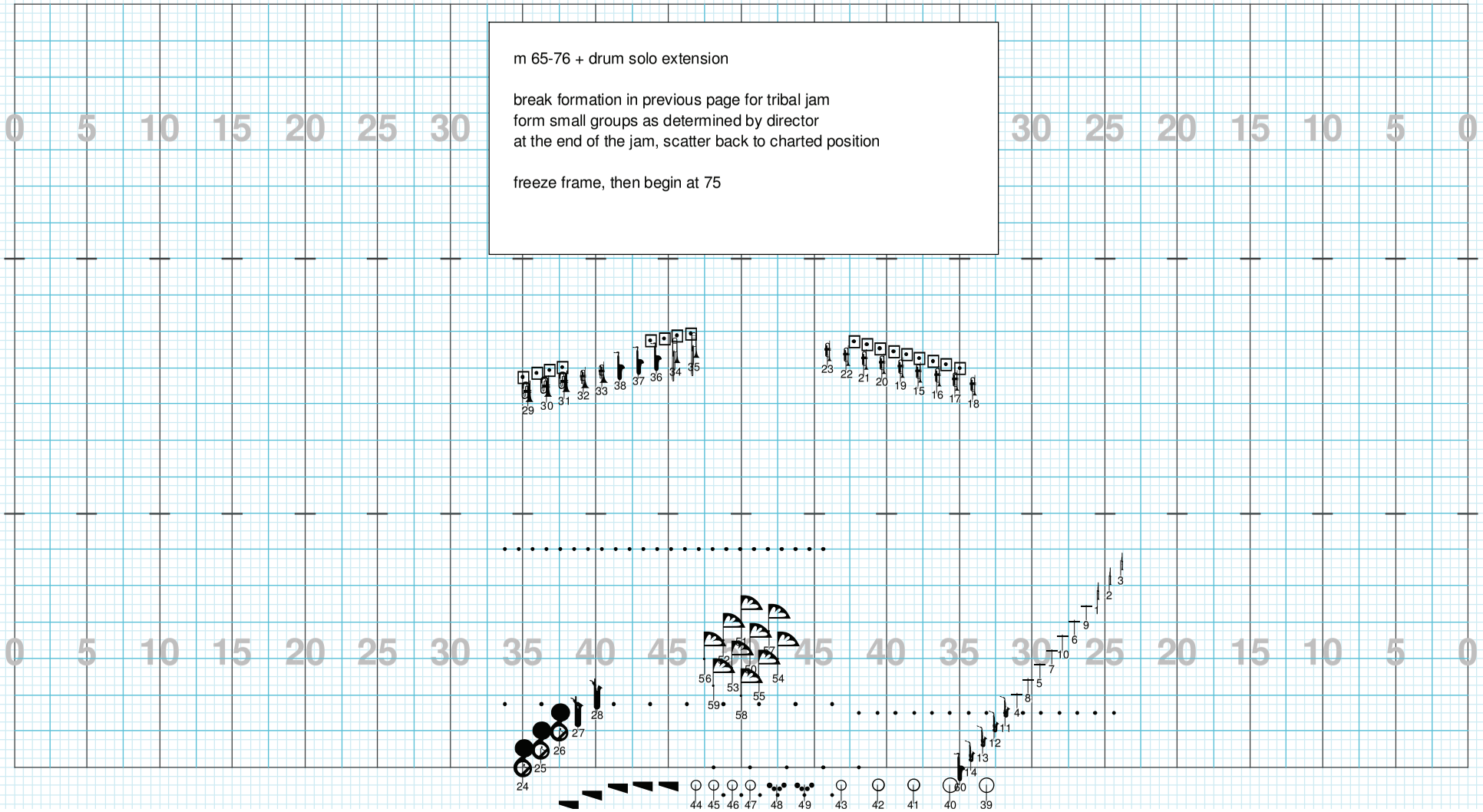
m 65-76 + drum solo extension

break formation in previous page for tribal jam
form small groups as determined by director
at the end of the jam, scatter back to charted position

freeze frame, then begin at 75



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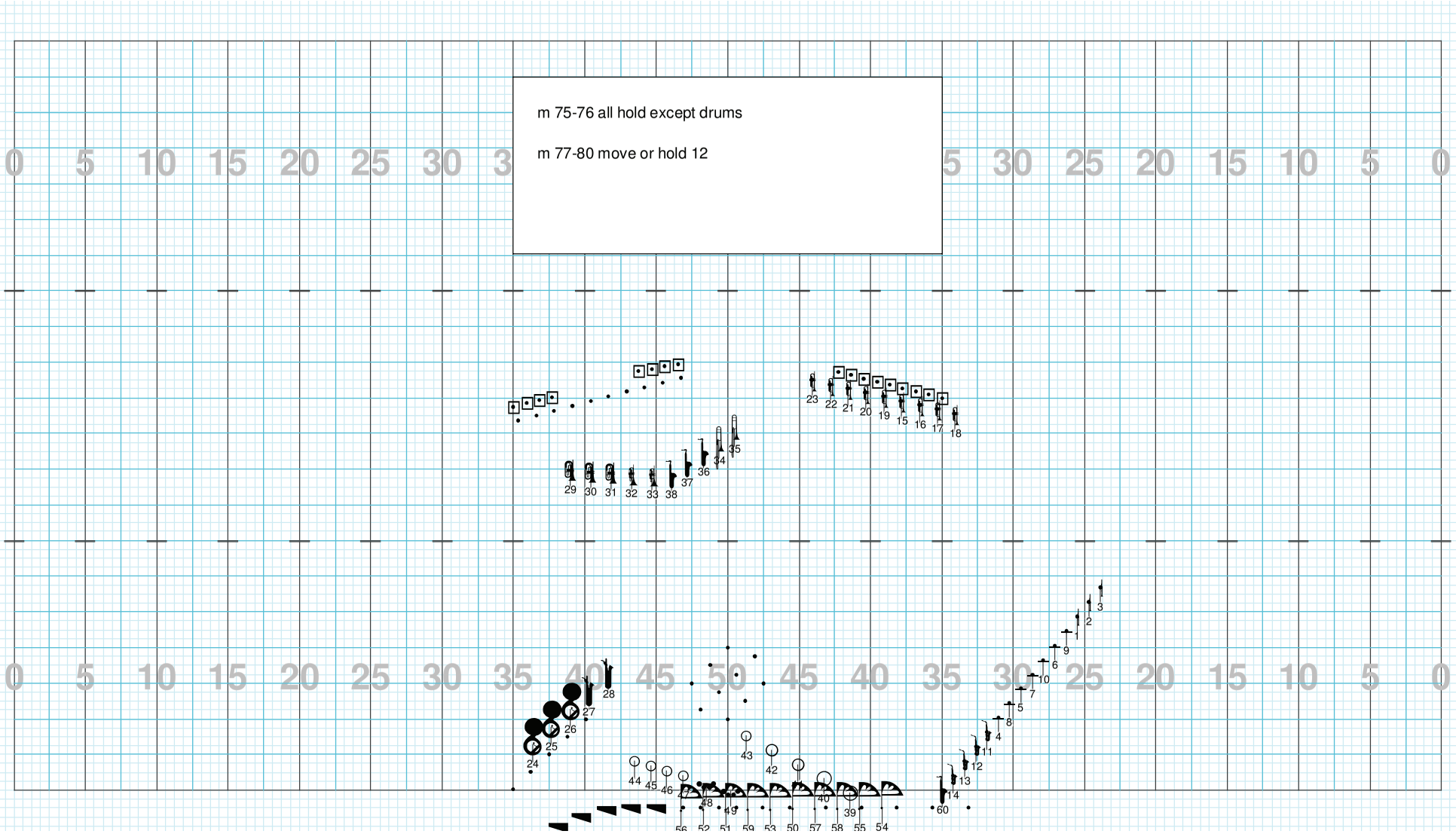
Drill: SF 2006 3 Kong Finale **Set #14 Count: 253**



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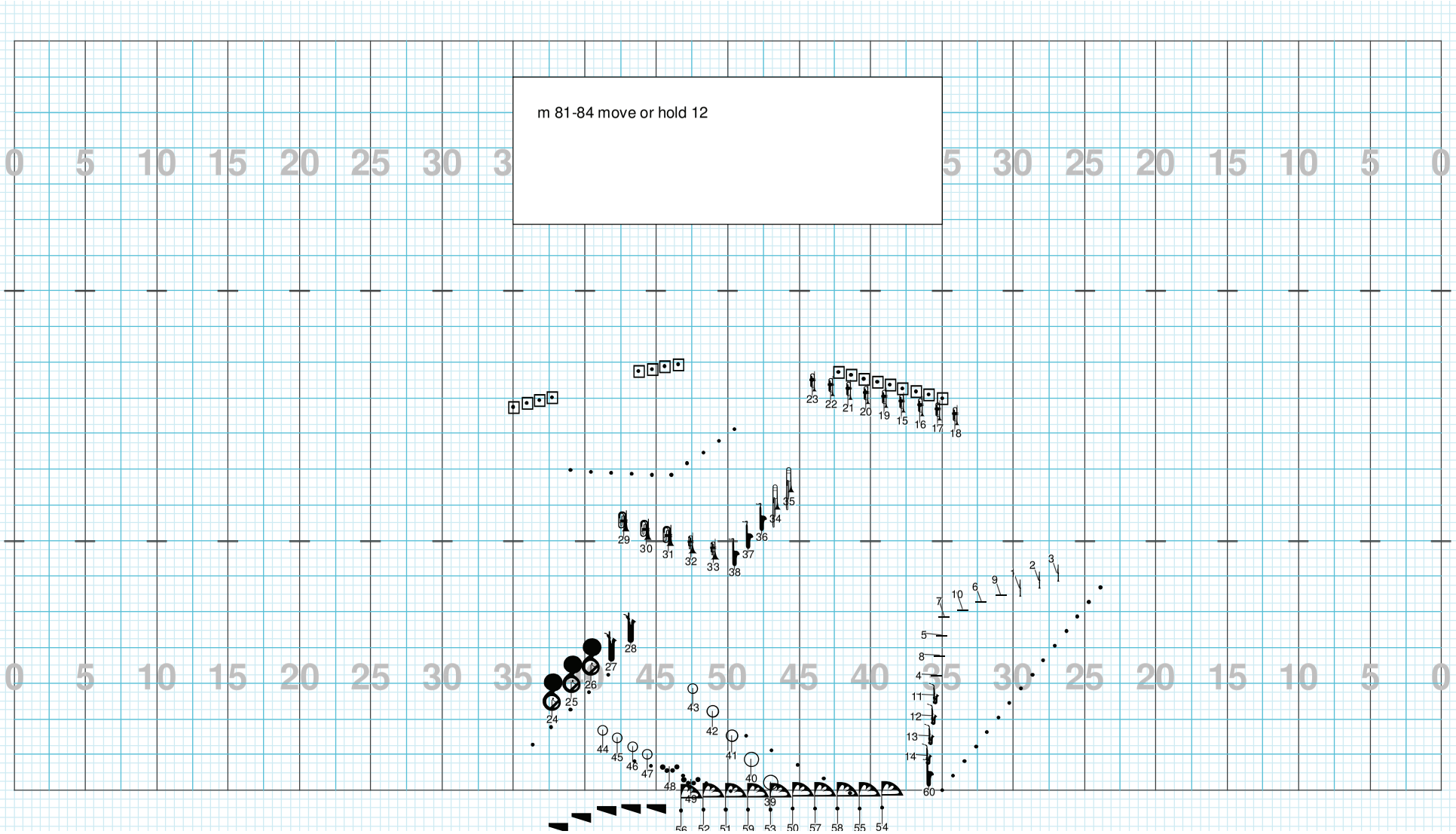
Drill: SF 2006 3 Kong Finale **Set #15 Count: 265**



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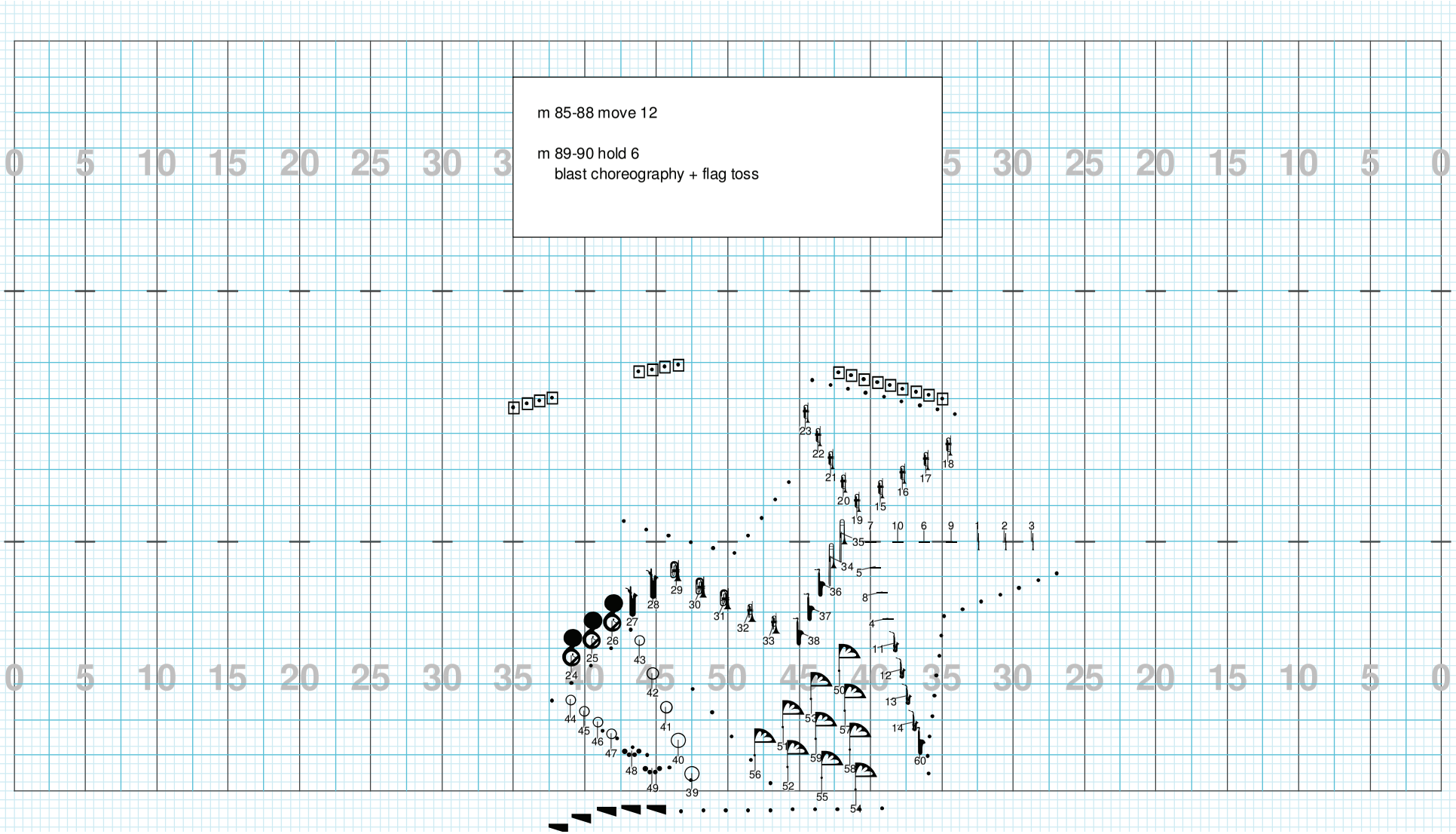
Drill: SF 2006 3 Kong Finale **Set #16 Count: 277**



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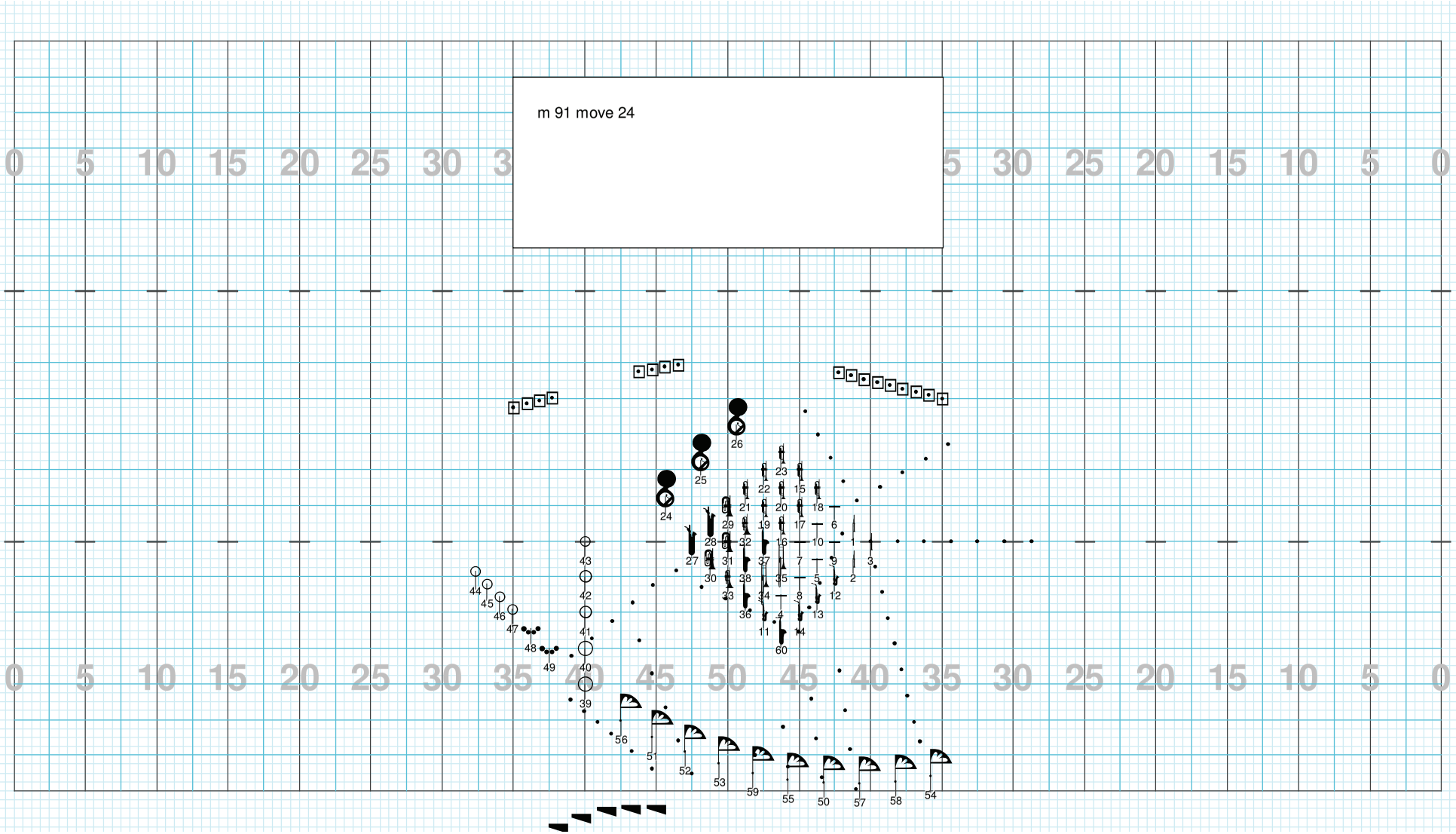
Drill: SF 2006 3 Kong Finale **Set #17 Count: 307**



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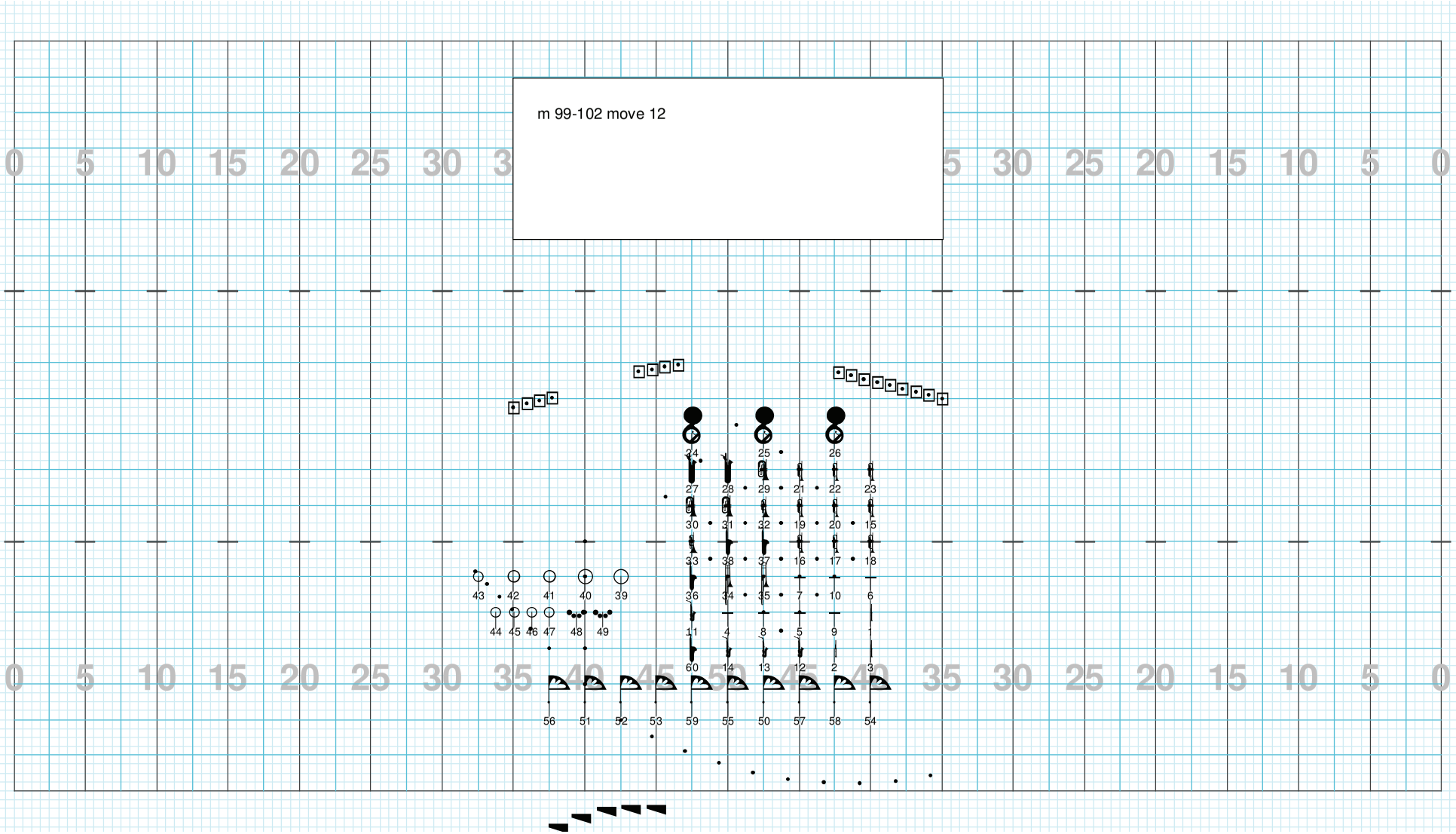
Drill: SF 2006 3 Kong Finale **Set #18 Count: 319**



Director Viewpoint

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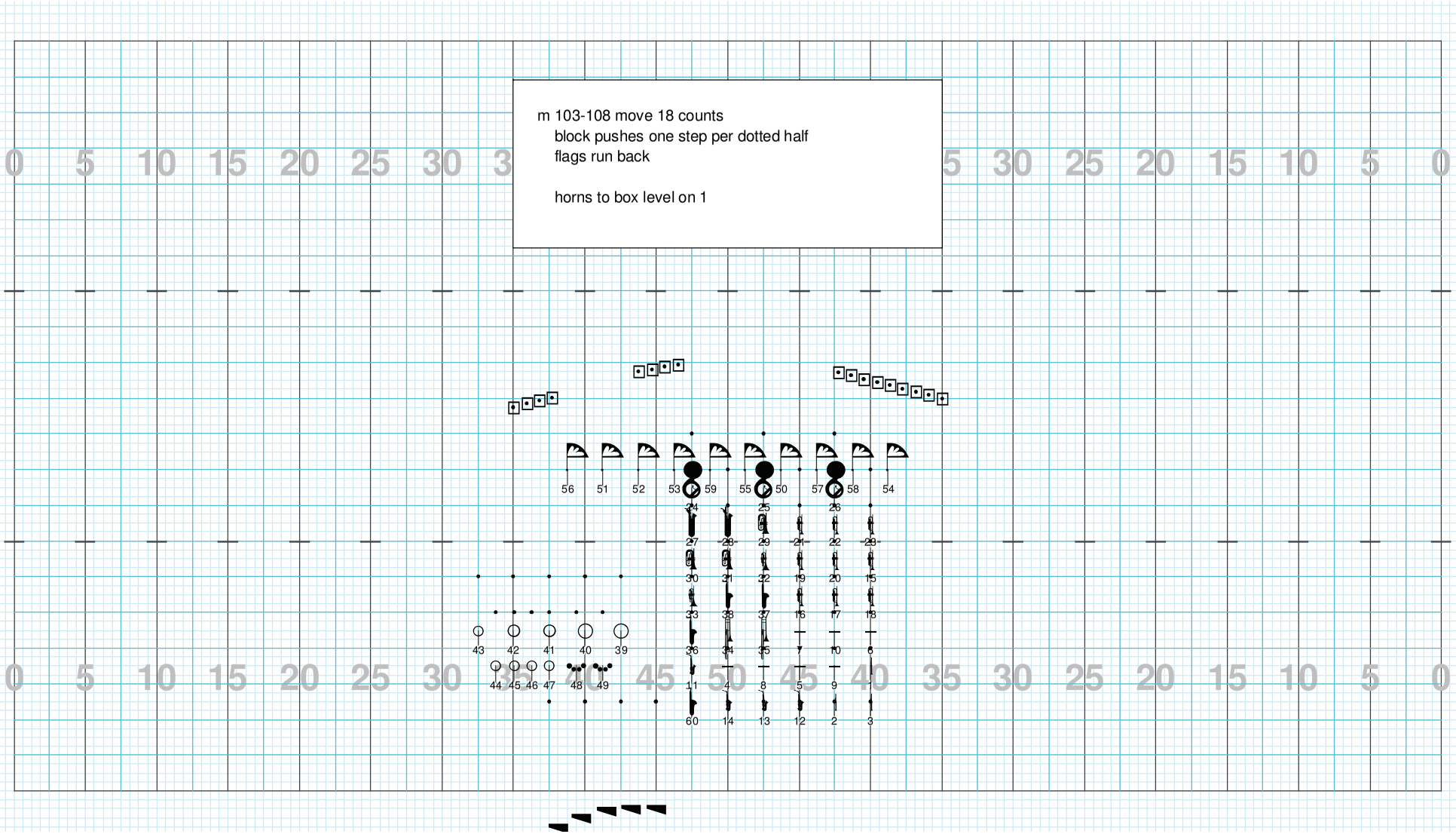

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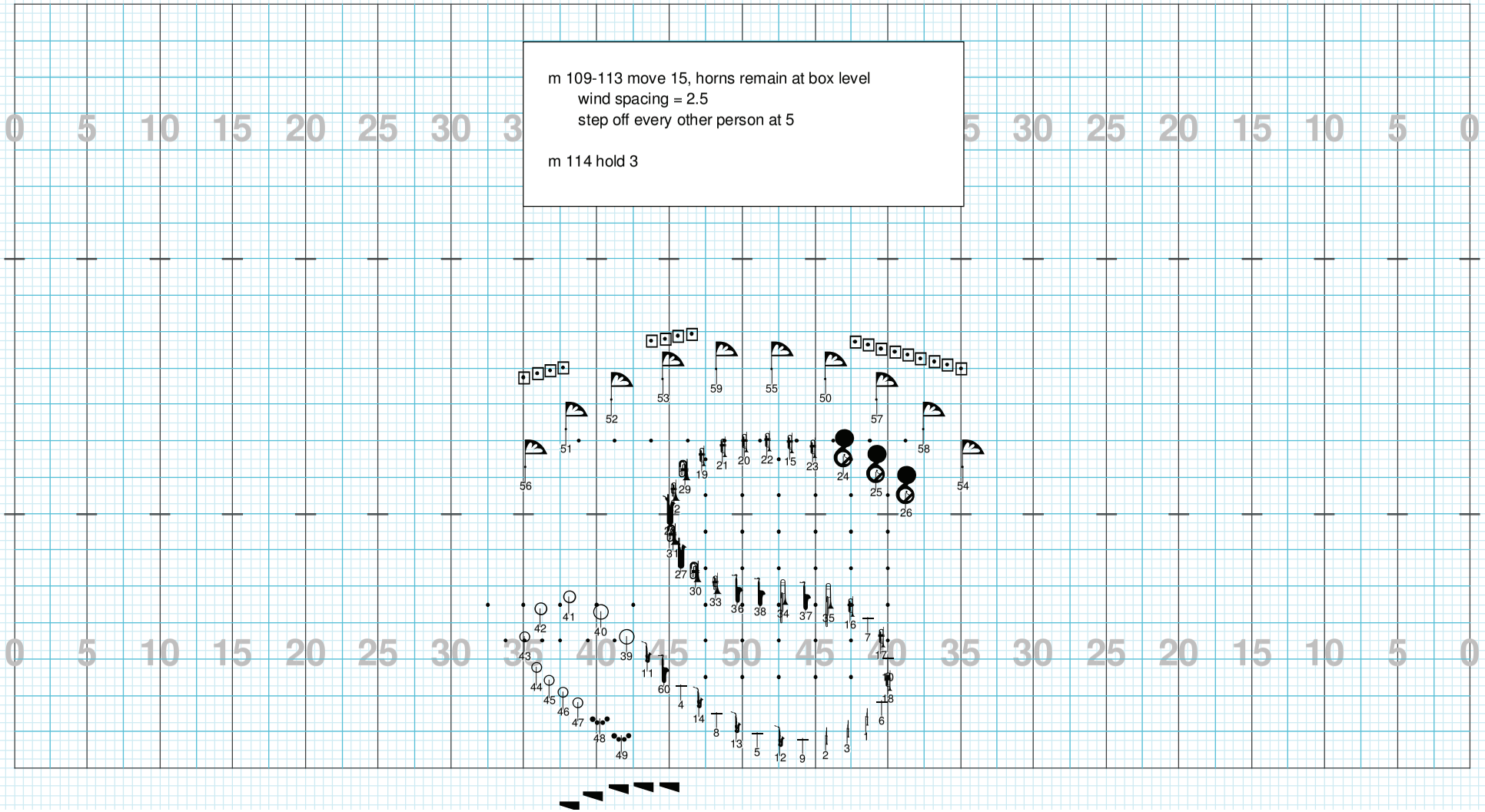
Drill: SF 2006 3 Kong Finale **Set #20 Count: 352**

m 109-113 move 15, horns remain at box level
wind spacing = 2.5
step off every other person at 5

m 114 hold 3



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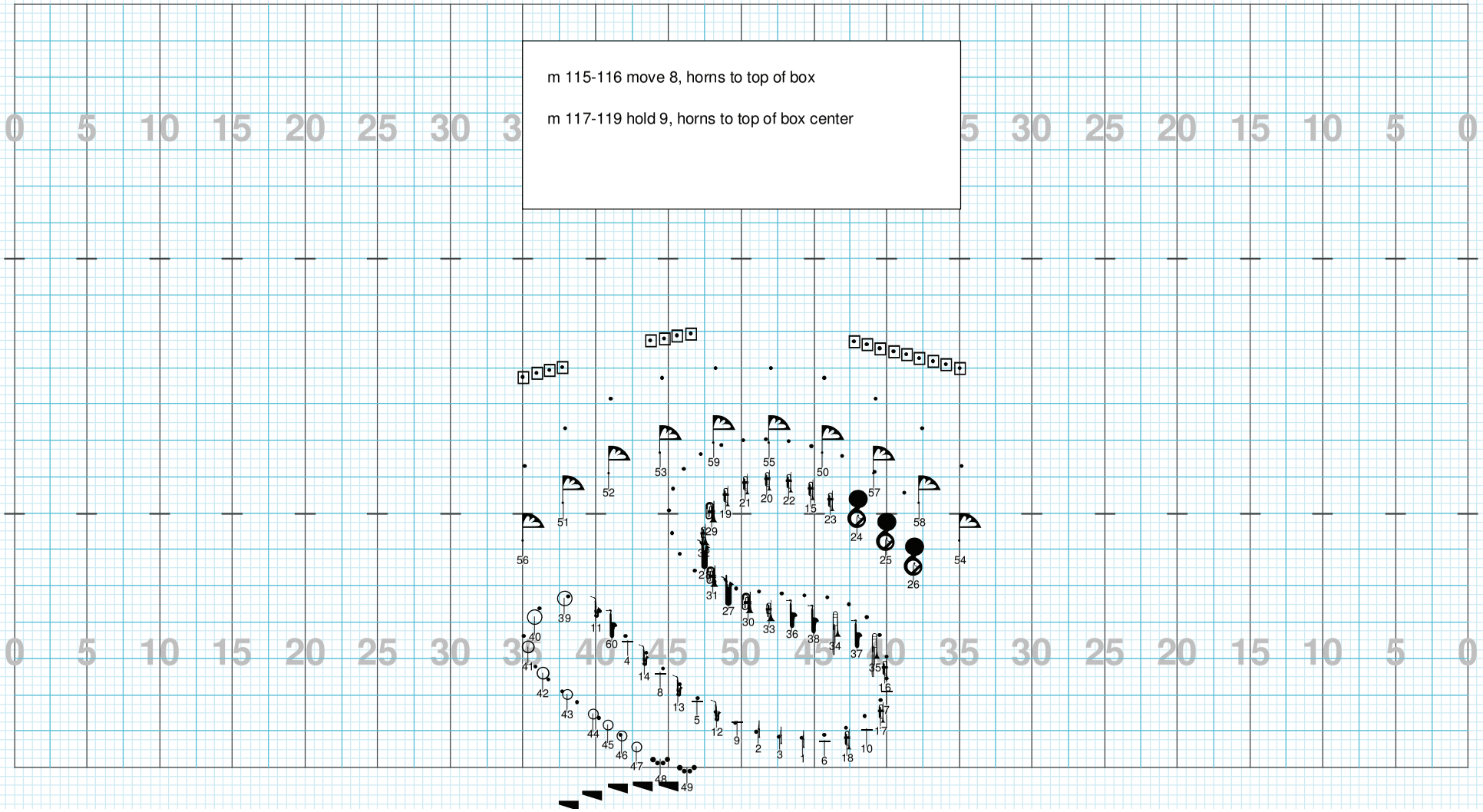
m 115-116 move 8, horns to top of box

m 117-119 hold 9, horns to top of box center



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