

Phobias - Mvmnt 3

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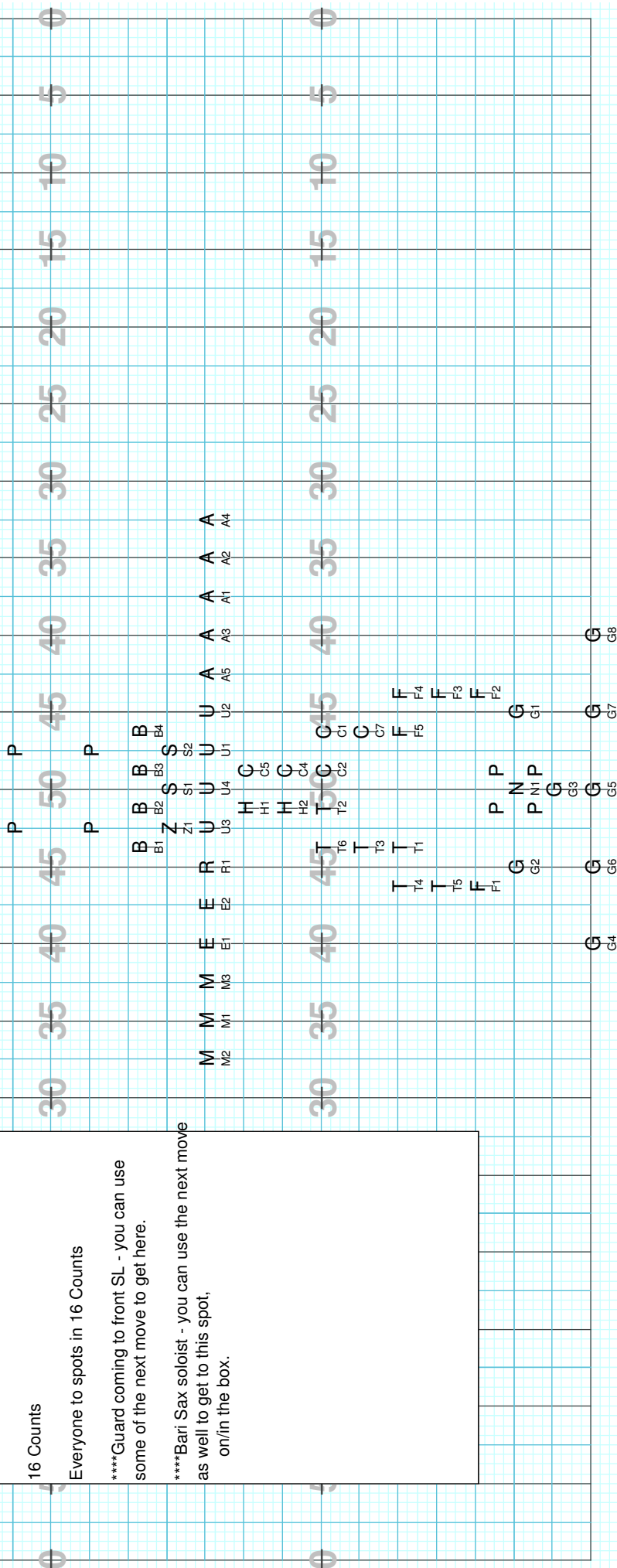
Measures 1 - 4

16 Counts

Everyone to spots in 16 Counts

\*\*\*\*Guard coming to front SL - you can use some of the next move to get here.

\*\*\*\*Bari Sax soloist - you can use the next move as well to get to this spot, on/in the box.



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Measures 5 - 8

16 Counts

Everyone to spots in 16 Counts

\*\*\*\*\*Rifles - You will move around the box as instructed by Gene

P

P

P

30

35

40

45

50

45

40

35

30

25

20

15

10

5

E

E1

E

E2

R

R1

U

U3

U

U4

U

U1

U

U2

B

B1

Z

Z1

B

B2

B

B3

B

B4

S

S2

S

S1

M

M3

M

M1

M

M2

H

H1

H

H2

T

T6

T

T3

T

T5

T

T1

F

F4

F

F2

F

F1

G

G2

G

G3

P

P

N

N1

P

P

G

G3

G

G5

G

G6

G

G7

G

G8

A

A4

A

A2

A

A1

A

A3

A

A5

C

C5

C

C4

C

C7

C

C1

F

F3

F

F5

F

F2

G

G1

G

G7

G

G8

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Measures 9 - 12

16 Counts

Everyone to spots in 16 Counts

\*\*\*\*\*Rifles will continue work around soloist, moving as dictated by work and Gene.

P P  
P P

30 35 40 45 50 55 60 65 70 75 80 85 90 95 100

E<sub>E1</sub> U<sub>U3</sub> U<sub>U4</sub> U<sub>U1</sub> U<sub>U2</sub> Z<sub>Z1</sub> S<sub>S1</sub> S<sub>S2</sub> B<sub>B1</sub> B<sub>B2</sub> B<sub>B3</sub> B<sub>B4</sub> A<sub>A1</sub> A<sub>A2</sub> A<sub>A3</sub> A<sub>A4</sub> A<sub>A5</sub> T<sub>T1</sub> T<sub>T2</sub> T<sub>T3</sub> T<sub>T4</sub> T<sub>T5</sub> T<sub>T6</sub> H<sub>H1</sub> H<sub>H2</sub> M<sub>M1</sub> M<sub>M2</sub> M<sub>M3</sub> F<sub>F1</sub> F<sub>F2</sub> F<sub>F3</sub> F<sub>F4</sub> F<sub>F5</sub> G<sub>G1</sub> G<sub>G2</sub> G<sub>G3</sub> G<sub>G4</sub> G<sub>G5</sub> G<sub>G6</sub> G<sub>G7</sub> G<sub>G8</sub>

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Measures 13 - 22

40 Counts

Everyone to spots in 16 Counts

Everyone hold for 20 Counts (Through Measure 21)

\*\*\*\*\*Visuals/Footwork in Measures 19 - 21

\*\*\*\*\*Winds - 4 counts turn to your left in Measure 22

\*\*\*\*Percussion & Guard - Hold during Measure 22

P P  
P P

B B B B  
B1 B2 B3 B4

S S  
S1 S2

Z Z  
Z1 Z2

E E  
E1 E2

R R  
R1 R2

M M  
M1 M2 M3

H H  
H1 H2

T T  
T1 T2 T3 T4 T5 T6

G G  
G1 G2 G3 G4 G5 G6 G7 G8

A A  
A1 A2 A3 A4 A5 A6 A7 A8

C C  
C1 C2 C3 C4 C5 C6 C7 C8

F F  
F1 F2 F3 F4 F5 F6 F7 F8

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Measures 23 - 29

28 Counts

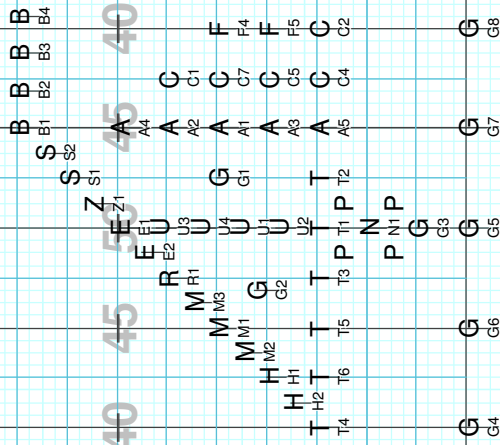
Everyone to spots in 8 Counts

Wind Players - Turn left 4 Counts to face backfield then 4 counts left to face front; Hold 12 Counts

Percussion & Guard - Hold 20 Counts

\*\*\*There will be visuals to compliment Measures 27 - 29

P P  
P P



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Measures 30 - 33

16 Counts

Everyone to spots in 16 Counts

P P  
P P

Z Z1  
 R R1  
 M M1  
 H H1  
 E E1  
 M M2  
 S S1  
 E E2  
 N N1  
 U U1  
 S S2  
 E E3  
 N N2  
 U U2  
 G G1  
 B B1  
 M M3  
 H H2  
 E E4  
 N N3  
 U U3  
 G G2  
 B B2  
 M M4  
 H H3  
 E E5  
 N N4  
 U U4  
 G G3  
 T T1  
 P P1  
 T T2  
 P P2  
 T T3  
 P P3  
 T T4  
 P P4  
 T T5  
 P P5  
 T T6  
 P P6  
 G G4  
 P P7  
 G G5  
 P P8  
 G G6  
 T T7  
 P P8  
 G G7  
 A A1  
 C C1  
 A A2  
 C C2  
 A A3  
 C C3  
 A A4  
 C C4  
 A A5  
 C C5  
 A A6  
 C C6  
 A A7  
 C C7  
 A A8  
 C C8  
 F F1  
 F F2  
 F F3  
 F F4  
 F F5  
 F F6  
 F F7  
 F F8

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Measures 34 - 41

32 Counts

Percussion, Trumpets, Alto Saxes, Clarinets, & Flutes -

To spots in 16 Counts REGULAR TIME  
Hold 16 Counts REGULAR TIME

Low Brass - To spots in 8 HALF TIME STEPS (16 Counts Regular Time)

Hold for 16 counts REGULAR TIME

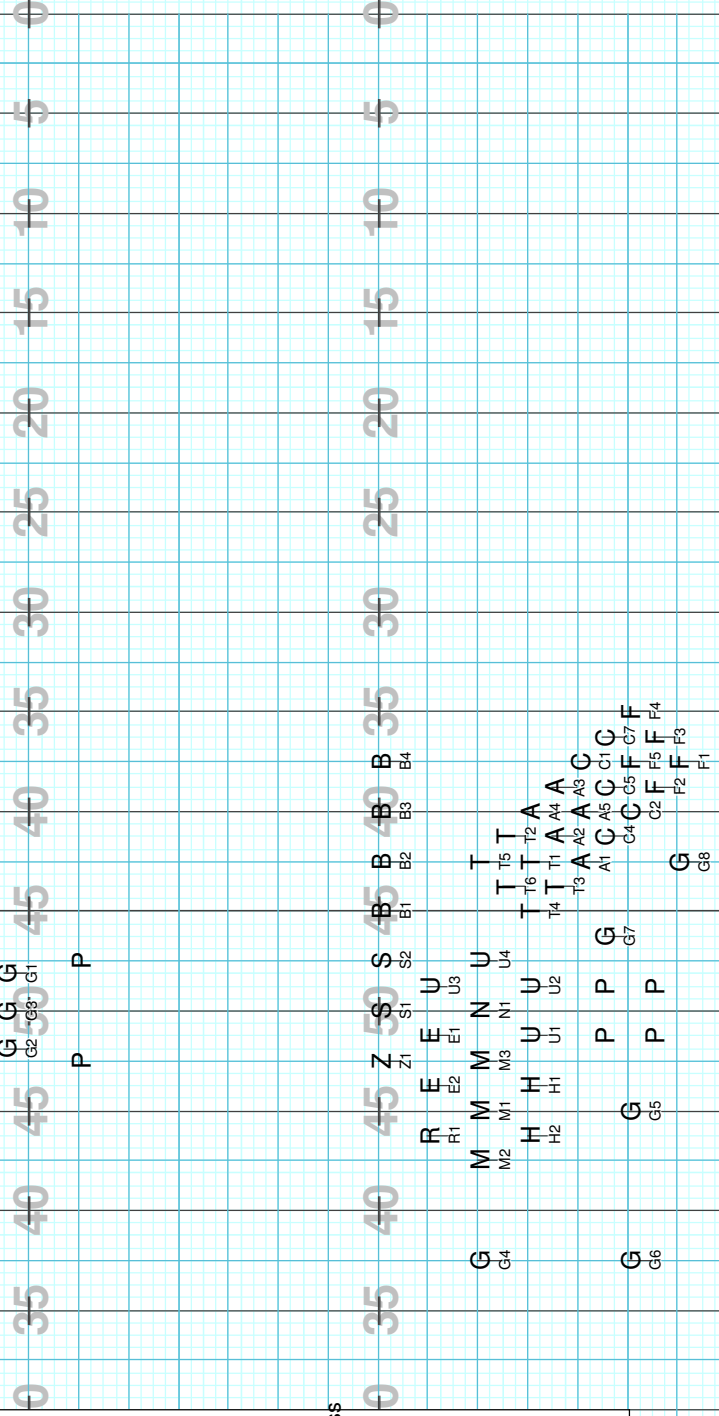
This will be a visual opportunity for Low Brass

Color Guard - Rifles have gone to the back to change equipment

All other guard to these positions in 16 Counts

P G G P  
G2 G8 G1  
P P

G G4  
R R1 E E1 U U3  
M M1 M M3 N N1 U U4  
H H1 H H2 U U1 U2  
G G5  
P P P P  
G G6  
S S1 S2  
Z Z1  
T T5 T12 A A4 A3  
T T6 T1 A A2 A A5 C1 C7  
T T4 T3 A A1 C C4 C5 C7 F F4  
G G8  
P P P P  
G G7  
F F1 F2 F3 F4 F5 F8



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Measures 42 - 49

32 Counts

Trumpets, Front Field Guard, Altos, Clarinets, & Flutes -  
Hold 32 Counts

Low Brass - To spots in 8 HALF TIME STEPS (16  
Regular Time)

Percussion - To spots in 16 counts (Regular Time)

Backfield Guard - Exchanged equipment and begin  
heading to these positions immediately  
after the equipment change.

P P

P P

G<sub>2</sub> G<sub>3</sub> G<sub>1</sub>

Z<sub>1</sub> S<sub>1</sub> S<sub>2</sub> B<sub>1</sub> B<sub>2</sub> B<sub>3</sub> B<sub>4</sub>

G<sub>4</sub> R<sub>1</sub> E<sub>1</sub> E<sub>2</sub> M<sub>1</sub> M<sub>2</sub> M<sub>3</sub> H<sub>1</sub> H<sub>2</sub> U<sub>1</sub> U<sub>2</sub> U<sub>3</sub> U<sub>4</sub>  
 G<sub>5</sub> P P P P  
 G<sub>6</sub> G<sub>7</sub> G<sub>8</sub>

35 40 45 50 55 60 65 70 75 80 85 90 95 100 105 110 115 120

35 40 45 50 55 60 65 70 75 80 85 90 95 100 105 110 115 120

T<sub>15</sub> T<sub>12</sub> A<sub>4</sub> A<sub>3</sub> C<sub>7</sub> C<sub>5</sub> F<sub>4</sub>  
 T<sub>16</sub> T<sub>11</sub> A<sub>4</sub> A<sub>3</sub> C<sub>7</sub> F<sub>5</sub> F<sub>3</sub>  
 T<sub>14</sub> T<sub>1</sub> A<sub>2</sub> A<sub>1</sub> C<sub>4</sub> C<sub>2</sub> F<sub>2</sub> F<sub>1</sub>  
 T<sub>13</sub> A<sub>5</sub> C<sub>1</sub> C<sub>6</sub> C<sub>3</sub> F<sub>4</sub> F<sub>3</sub>  
 G<sub>8</sub>

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Measures 50 - 57

32 Counts (16 Half time Counts)

Wind Players - To Spots in 16 HALF TIME STEPS

Percussion - To Spots in 16 HALF TIME STEPS

Guard - You have 32 Regular Counts to get to these positions.

\*\*\*\*\*Gene - have guard come into these positions as the work dictates.

P P  
P P

Z Z1  
S S1 S2  
B B1 B2 B3 B4  
G G1 G2 G3 G4

R	F1	M	M1	H	H2
E	E2	M	M3	H	H1
E	E1	N	N1	U	U1
U	U3	U	U4	U	U2
T	T5	T	T6	T	T4
T	T2	T	T1	T	T3
A	A4	A	A2	A	A1
A	A3	A	A5	C	C4
C	C1	C	C3	C	C2
C	C7	F	F5	F	F2
F	F4	F	F3	F	F1
G	G8	G	G7	G	G6
G	G5	G	G4	G	G3
P	P	P	P	P	P

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Measures 58 - 59

8 Counts

Everyone to spots in 8 Counts

P

P

B

S

Z

G

G

R

M

E

M

H

H

U

N

U

U

P

P

G

E

N

U

U

T

T

T

T

T

T

T

T

T

U

U

U

U

P

P

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F

F

F

F

F

F

F

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Measures 60 -61

8 Counts

Everyone to spots in 8 Counts

The figure is composed of the following parts:

- Head:** A circle containing 'S<sub>S1</sub>' and 'Z<sub>Z1</sub>'.
- Neck:** A circle containing 'S<sub>S2</sub>' and 'Z<sub>Z1</sub>'.
- Shoulders:** Two circles containing 'B<sub>B1</sub>' and 'B<sub>B2</sub>'.
- Upper Arms:** Two circles containing 'B<sub>B3</sub>' and 'B<sub>B4</sub>'.
- Lower Arms:** Two circles containing 'A<sub>A1</sub>' and 'A<sub>A2</sub>'.
- Hands:** Two circles containing 'T<sub>T1</sub>' and 'T<sub>T2</sub>'.
- Torso:** A large circle containing 'A<sub>A1</sub>' through 'A<sub>A4</sub>'.
- Waist:** A circle containing 'G<sub>G1</sub>' and 'G<sub>G2</sub>'.
- Lower Torso:** A circle containing 'G<sub>G3</sub>' and 'G<sub>G4</sub>'.
- Legs:** Two circles containing 'U<sub>U1</sub>' and 'U<sub>U2</sub>'.
- Feet:** Two circles containing 'P<sub>P1</sub>' and 'P<sub>P2</sub>'.

Additional labels around the figure include 'R<sub>R1</sub>', 'M<sub>M1</sub>', 'H<sub>H1</sub>', 'E<sub>E1</sub>', 'N<sub>N1</sub>', 'U<sub>U1</sub>', 'G<sub>G5</sub>', 'G<sub>G6</sub>', 'G<sub>G7</sub>', 'G<sub>G8</sub>', 'C<sub>C1</sub>', 'C<sub>C2</sub>', 'C<sub>C3</sub>', 'C<sub>C4</sub>', 'C<sub>C5</sub>', 'C<sub>C6</sub>', 'C<sub>C7</sub>', 'C<sub>C8</sub>', 'F<sub>F1</sub>', 'F<sub>F2</sub>', 'F<sub>F3</sub>', 'F<sub>F4</sub>', 'F<sub>F5</sub>', 'F<sub>F6</sub>', 'F<sub>F7</sub>', 'F<sub>F8</sub>'.

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