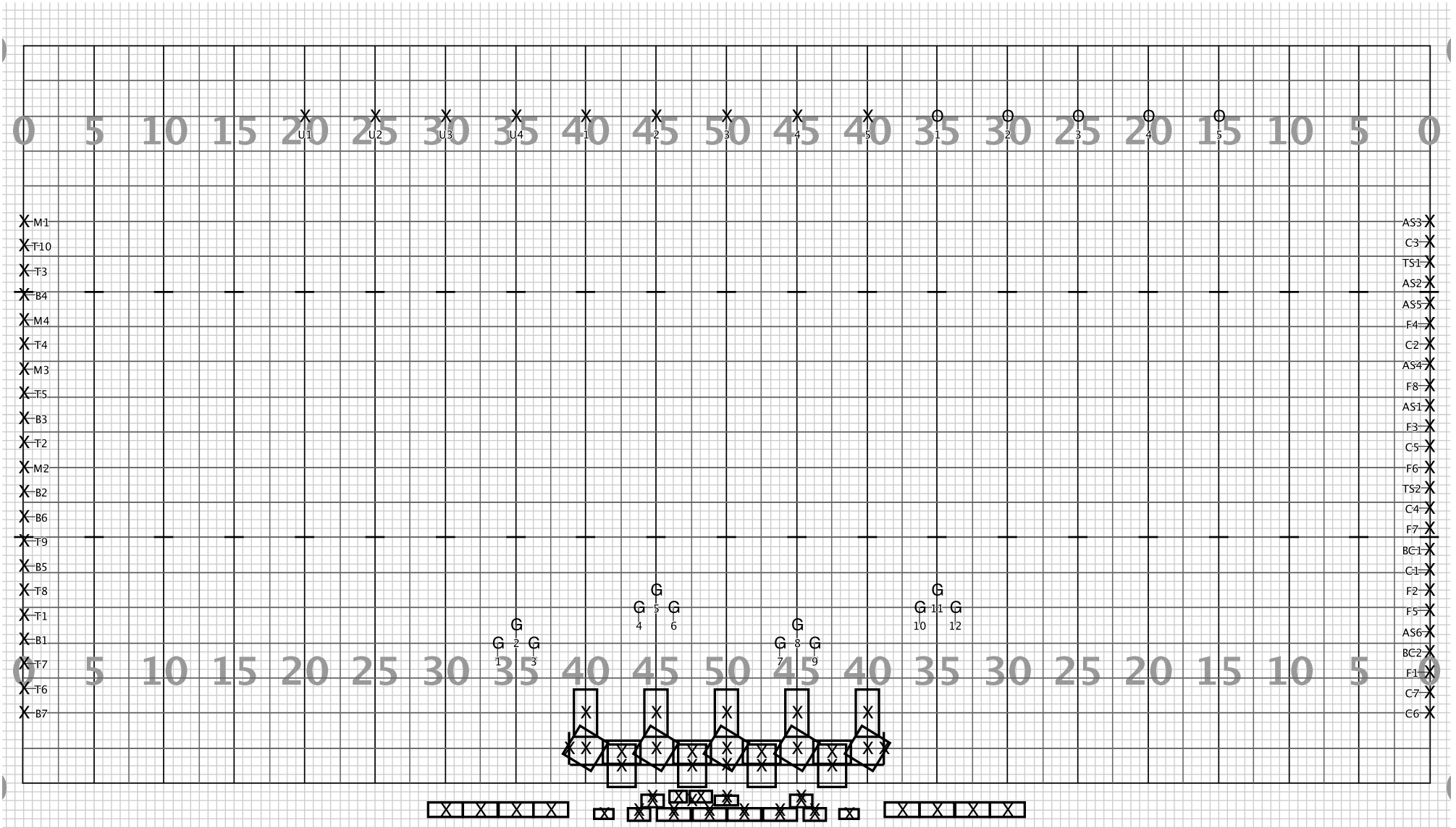


Redemption Part 1

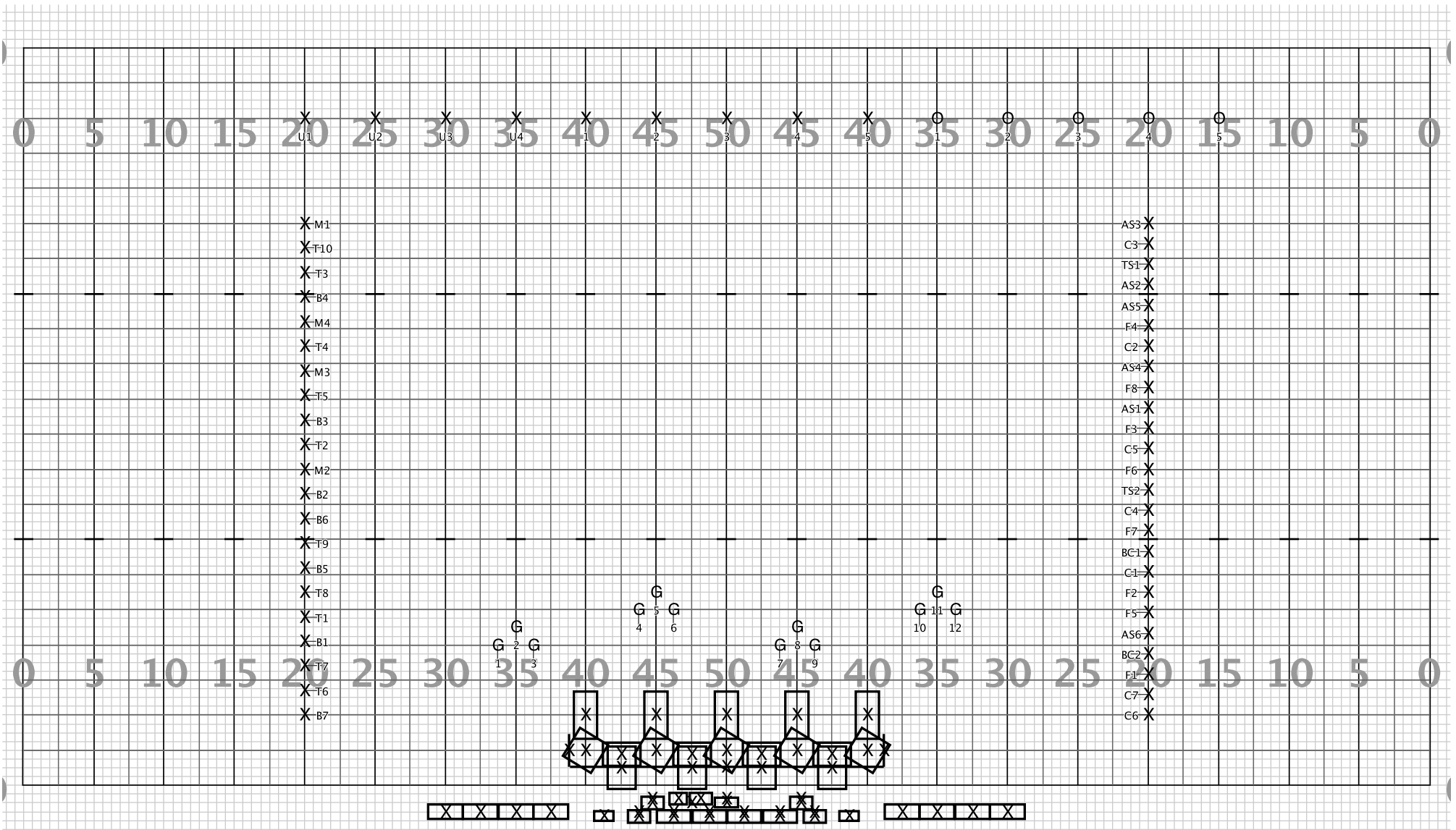
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Set #1 Counts: 0 Measures:

Opening Set

Redemption Part 1



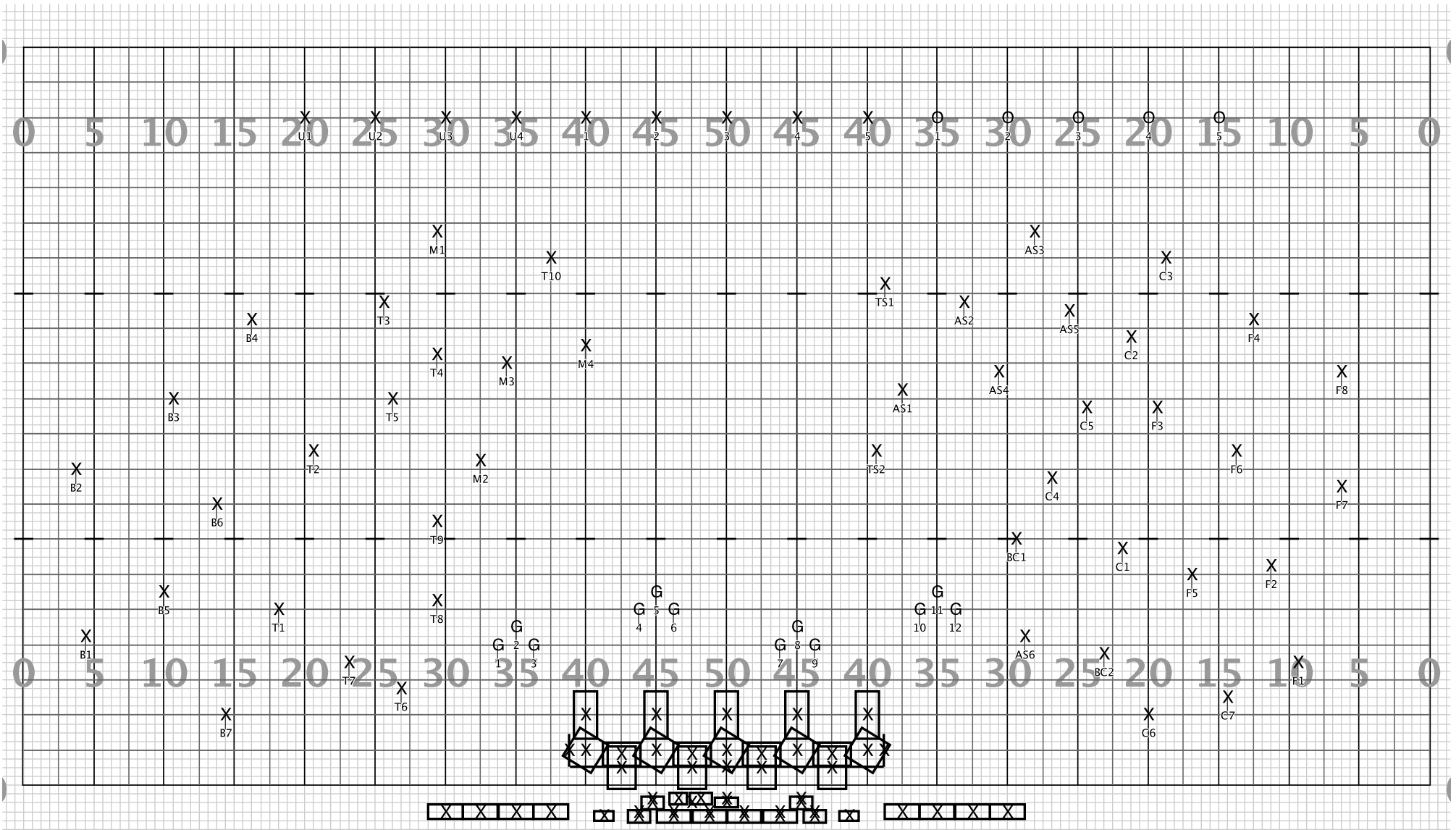
Director Viewpoint

Set #2 Counts: 80 Measures: 1 - 20

All Hold 16, Move 64

Redemption Part 1

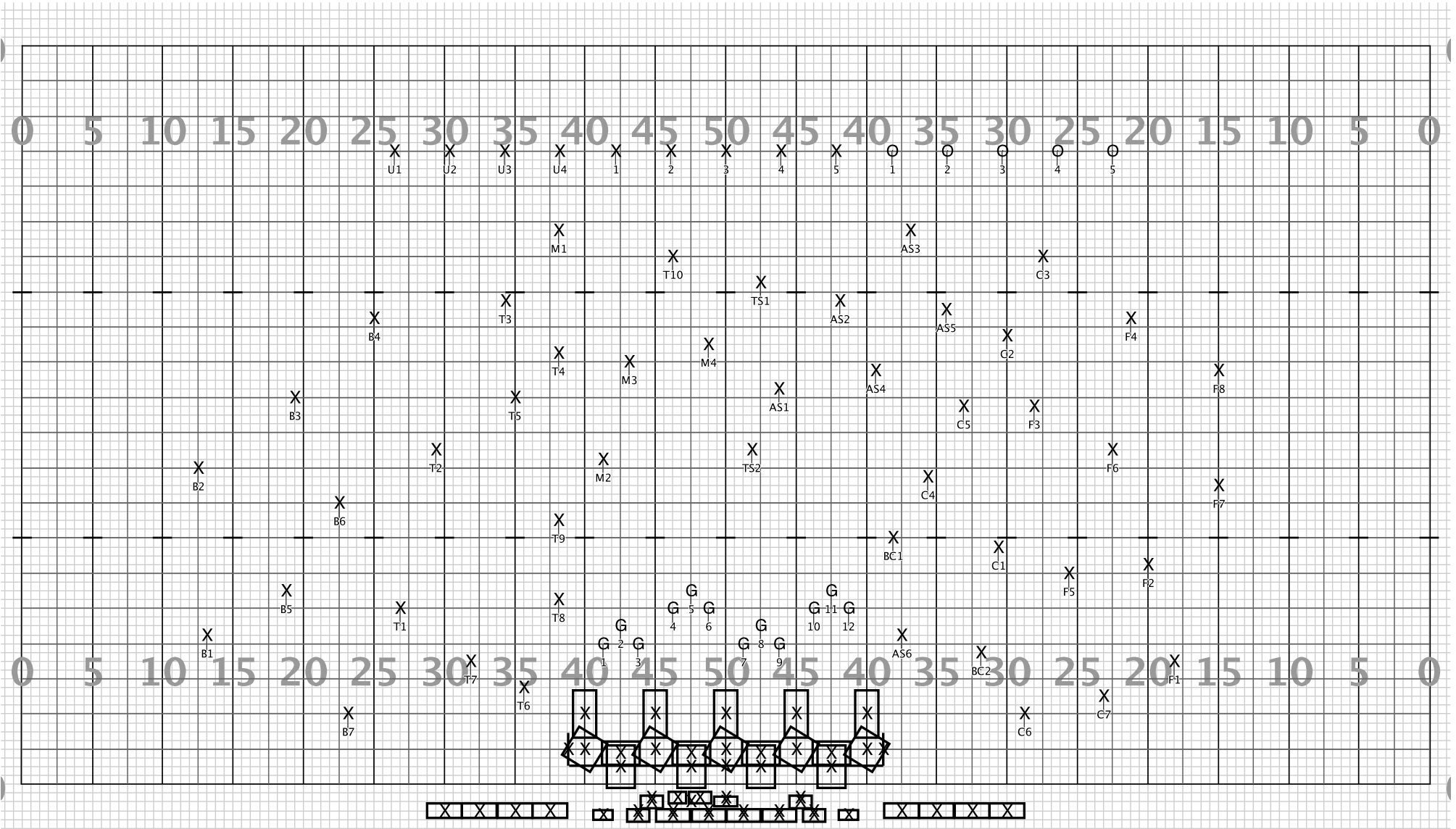
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Set #3 Counts: 16 Measures: 21 - 24 A

All Move 16

Redemption Part 1

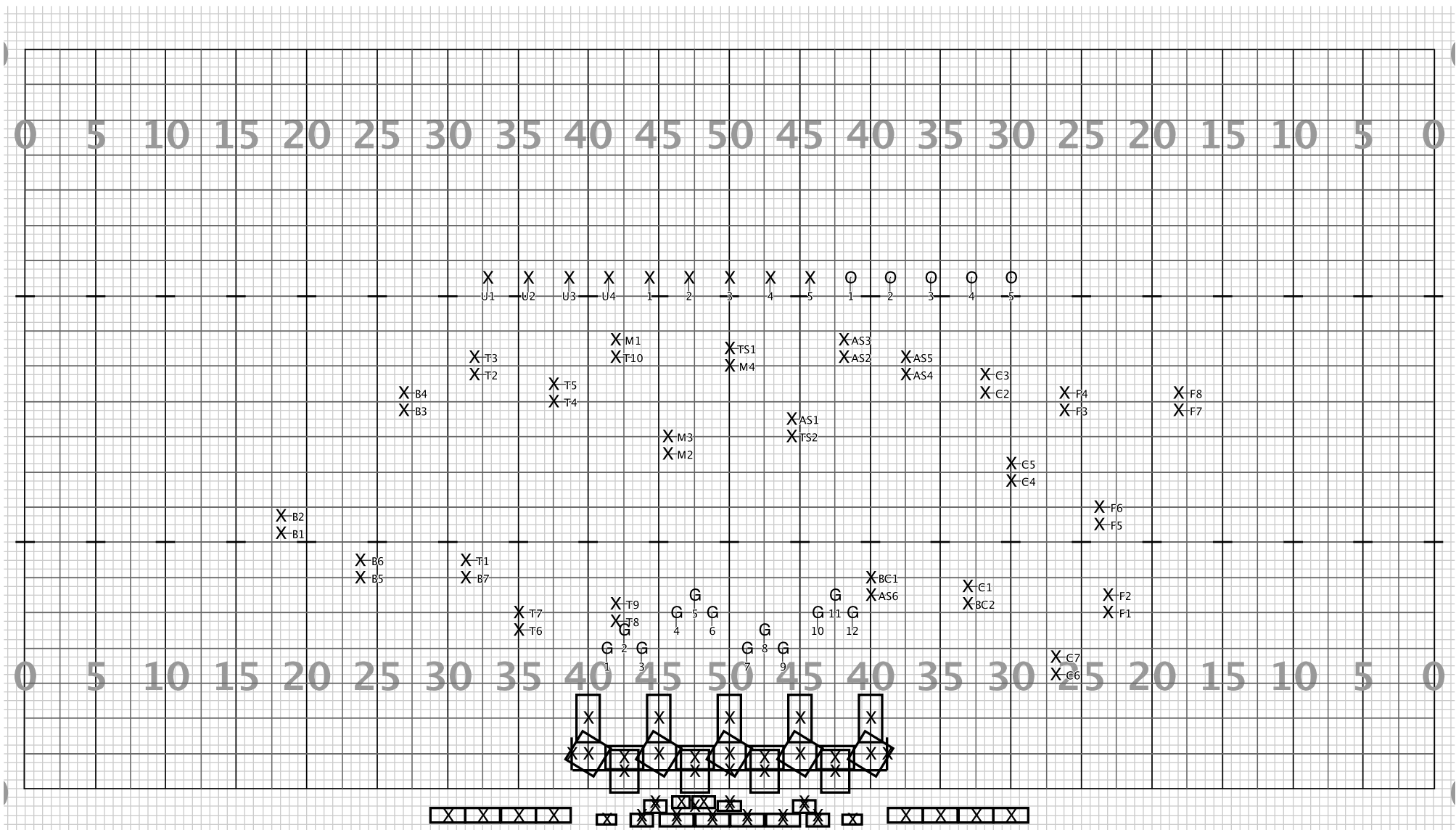


Director Viewpoint

Set #4 Counts: 14 Measures: 25 - 28

All Move 14

Redemption Part 1

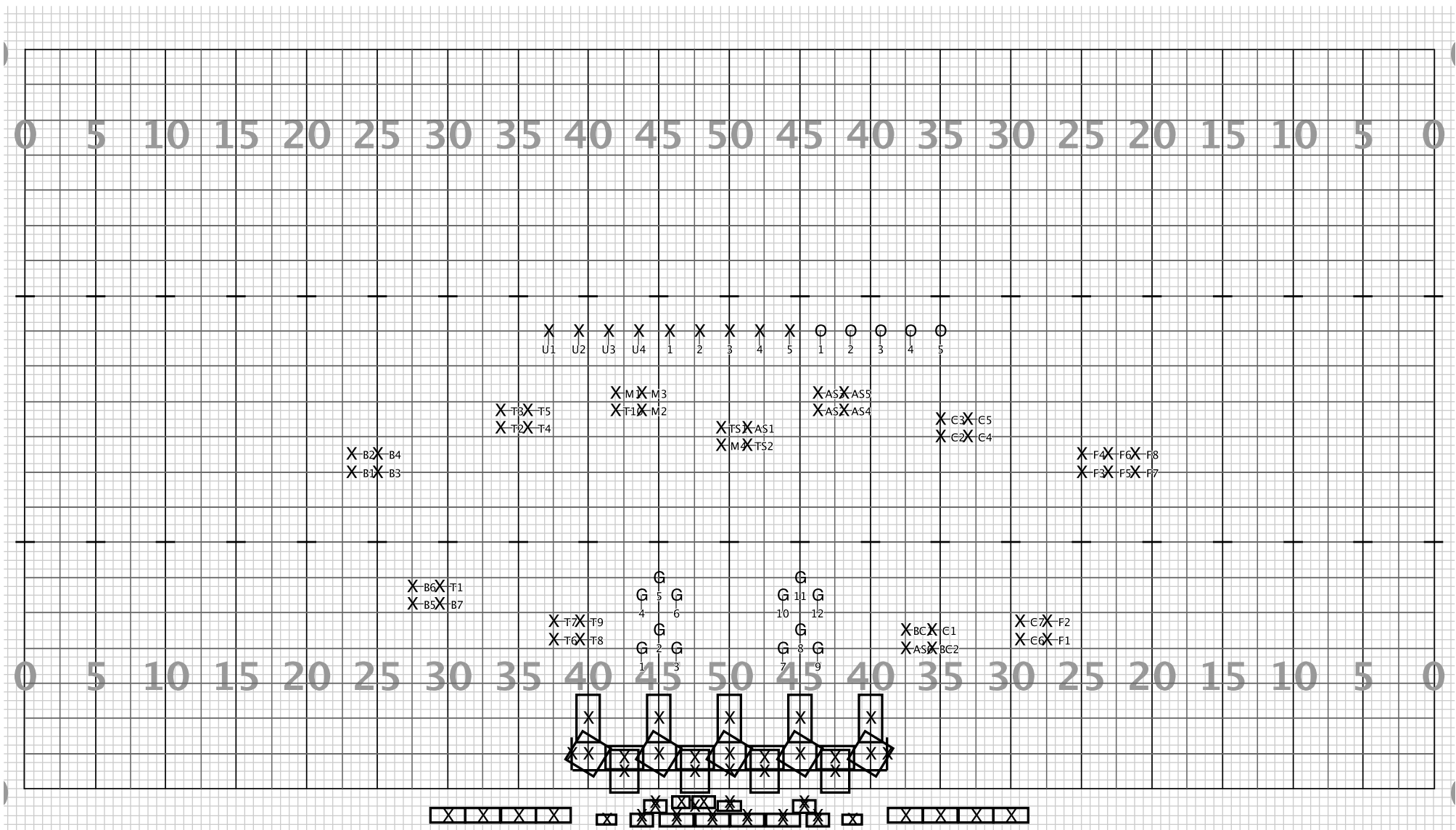


Director Viewpoint

Set #5 Counts: 14 Measures: 29 - 32 B

All Move 14

Redemption Part 1

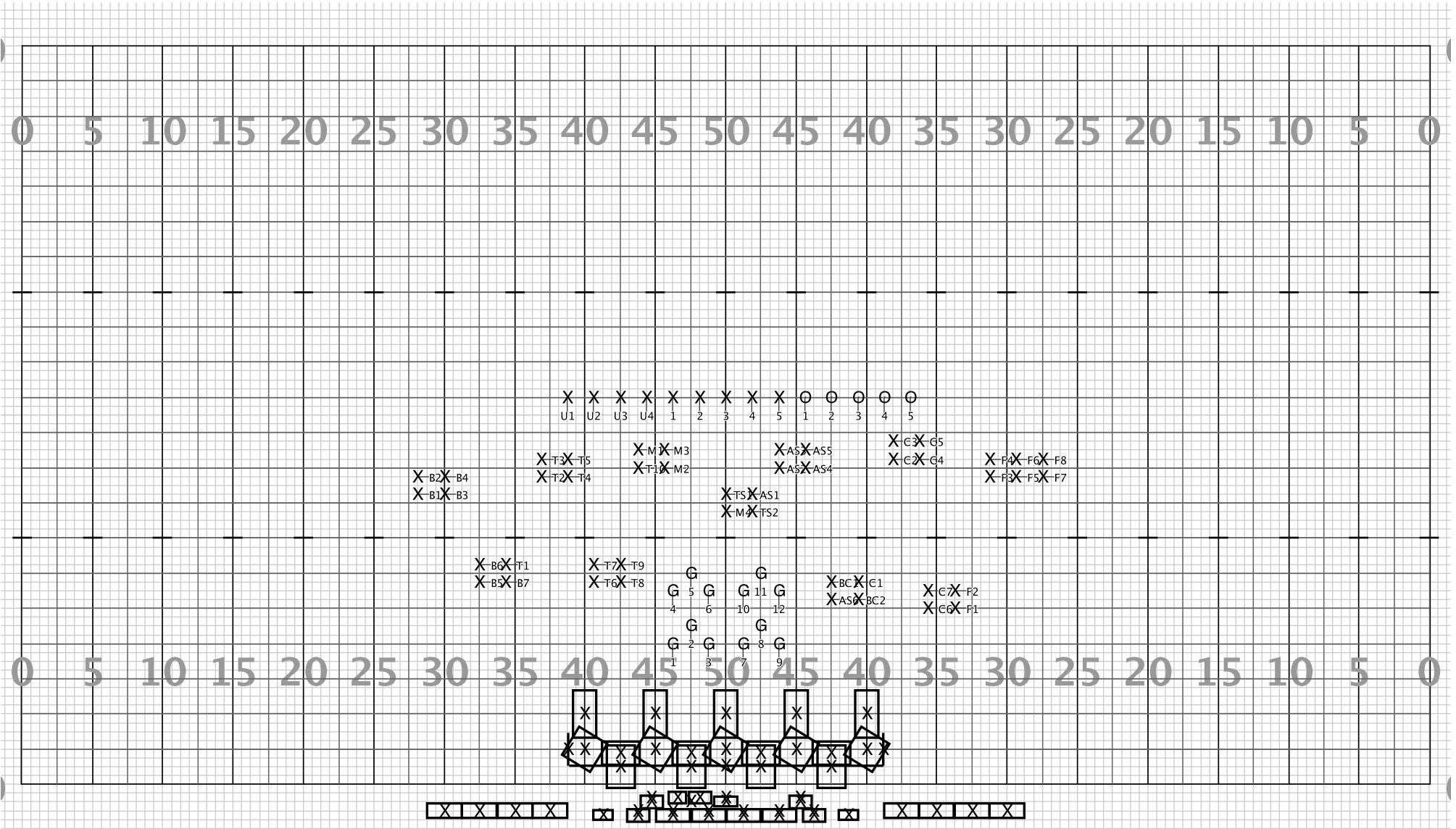


Director Viewpoint

Set #6 Counts: 8 Measures: 33 - 34

All Move 8

Redemption Part 1

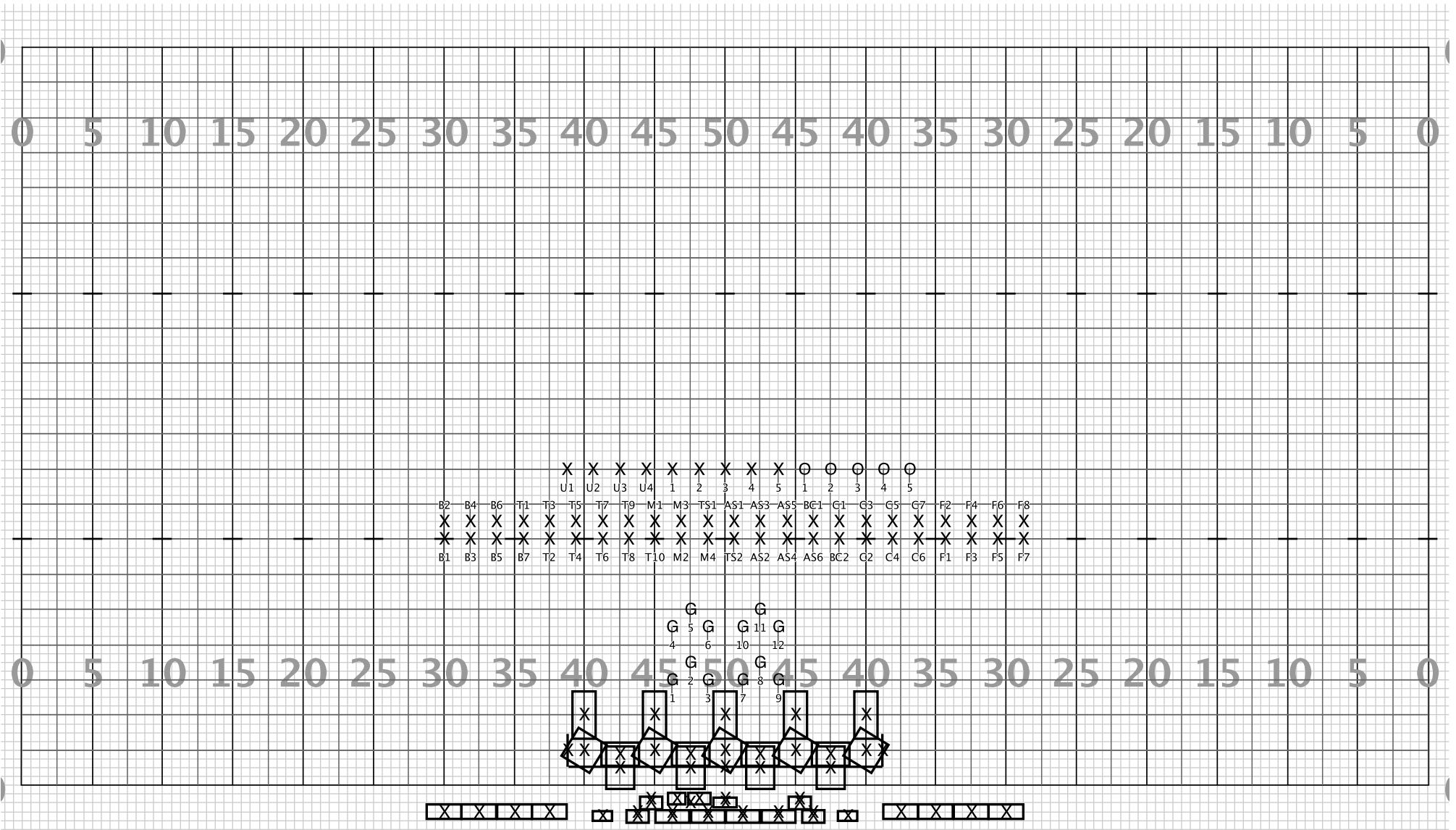


Director Viewpoint

Set #7 Counts: 8 Measures: 35 - 36

All Move 8

Redemption Part 1

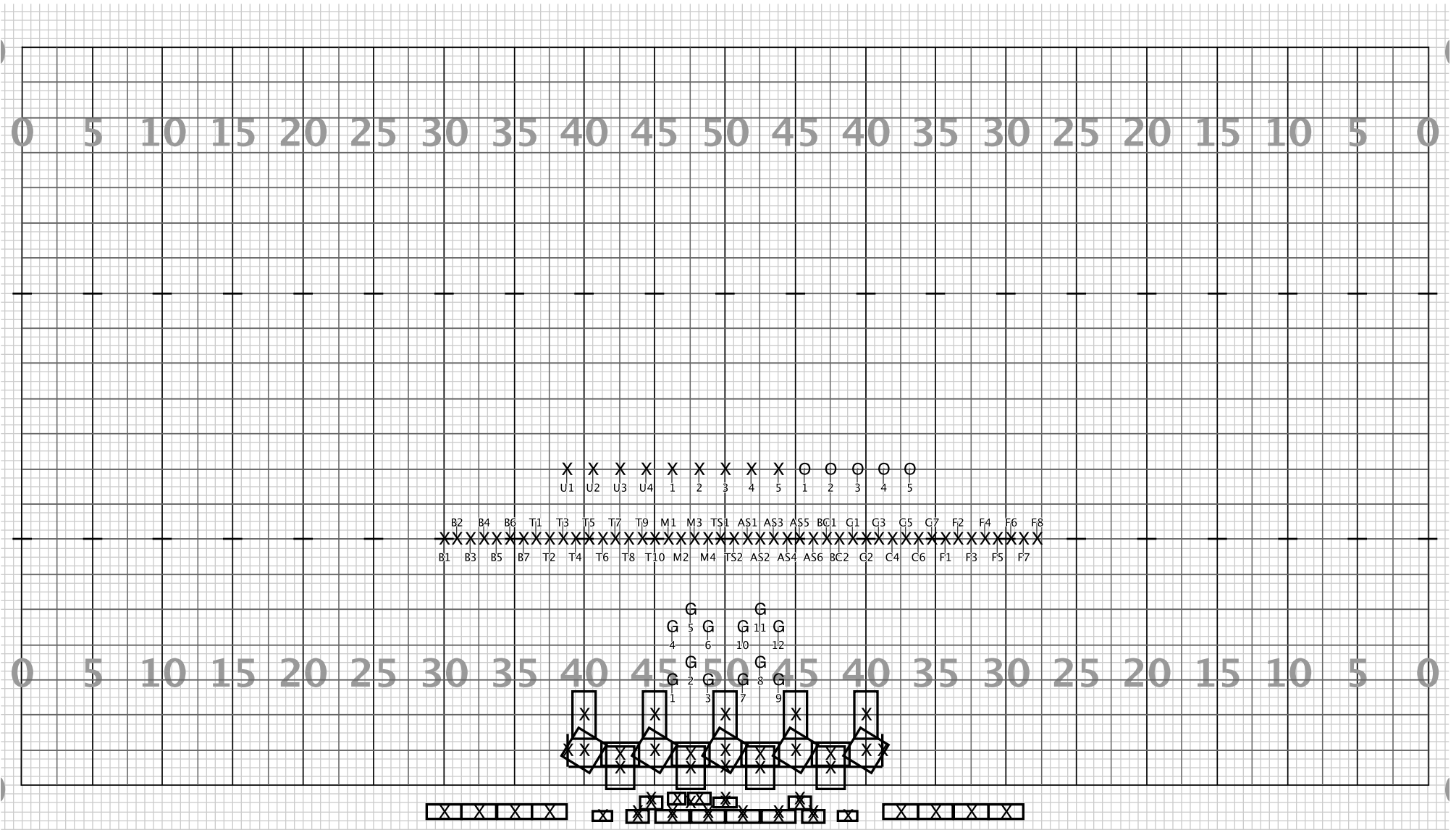


Director Viewpoint

Set #8 Counts: 8 Measures: 37 - 38

All Move 8

Redemption Part 1

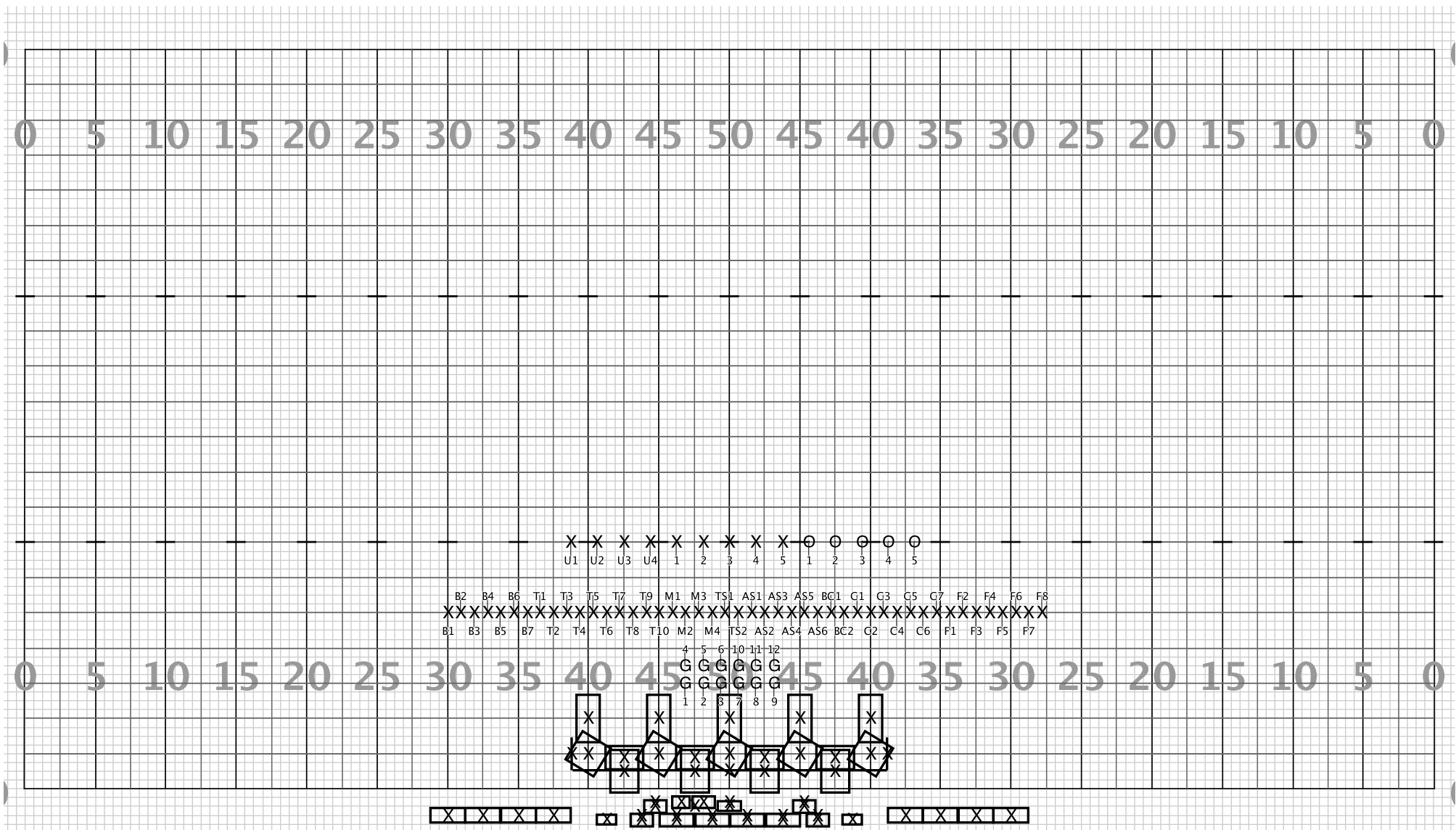


Director Viewpoint

Set #9 Counts: 4 Measures: 39 C

All Move 4

Redemption Part 1

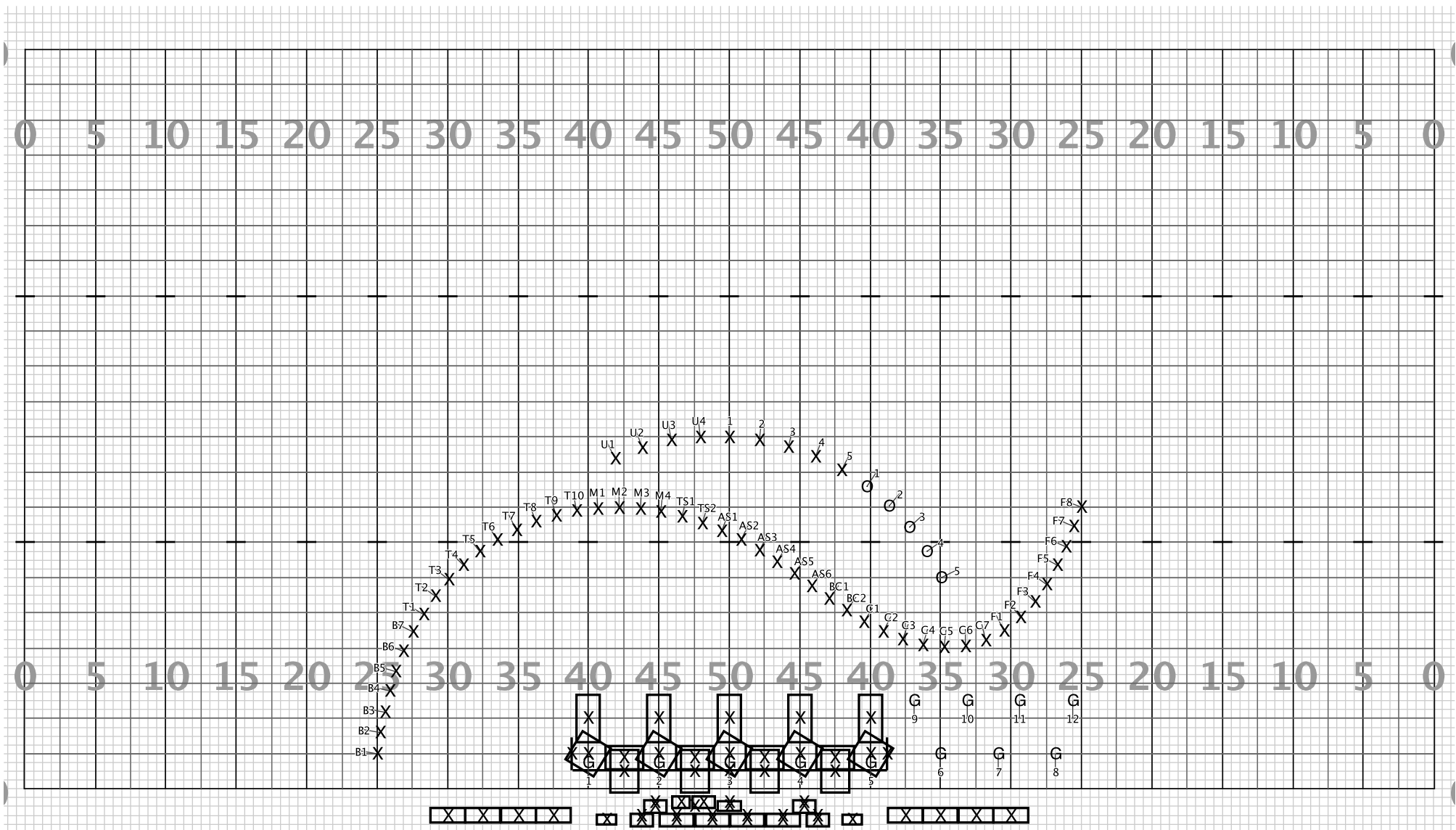


Director Viewpoint

Set #10 Counts: 32 Measures: 40 - 47

All Move HT 8, Hold 16

Redemption Part 1



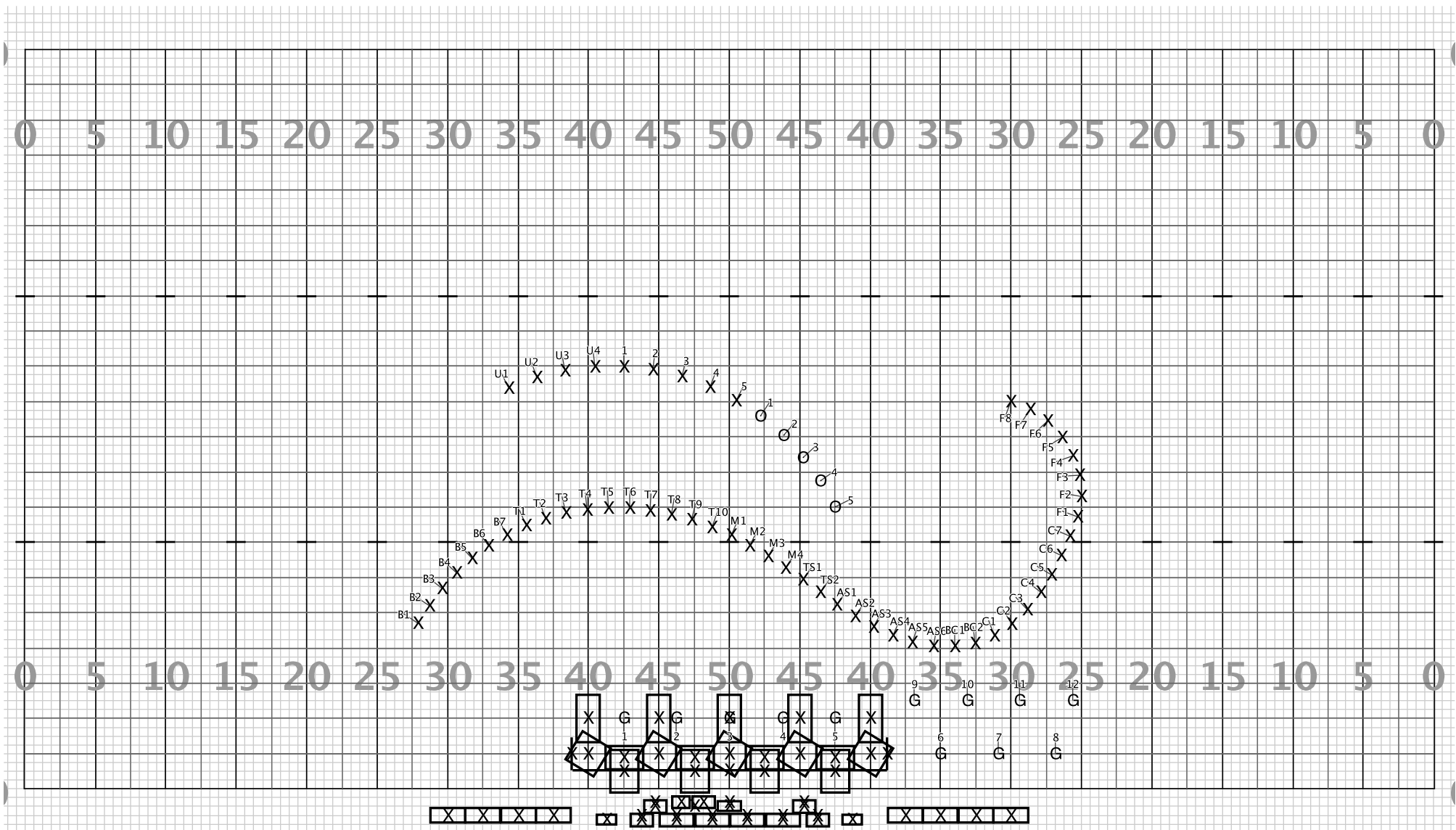
Director Viewpoint

Set #11 Counts: 20 Measures: 48 - 52 D

All Move ST 16, Hold 4

Redemption Part 1

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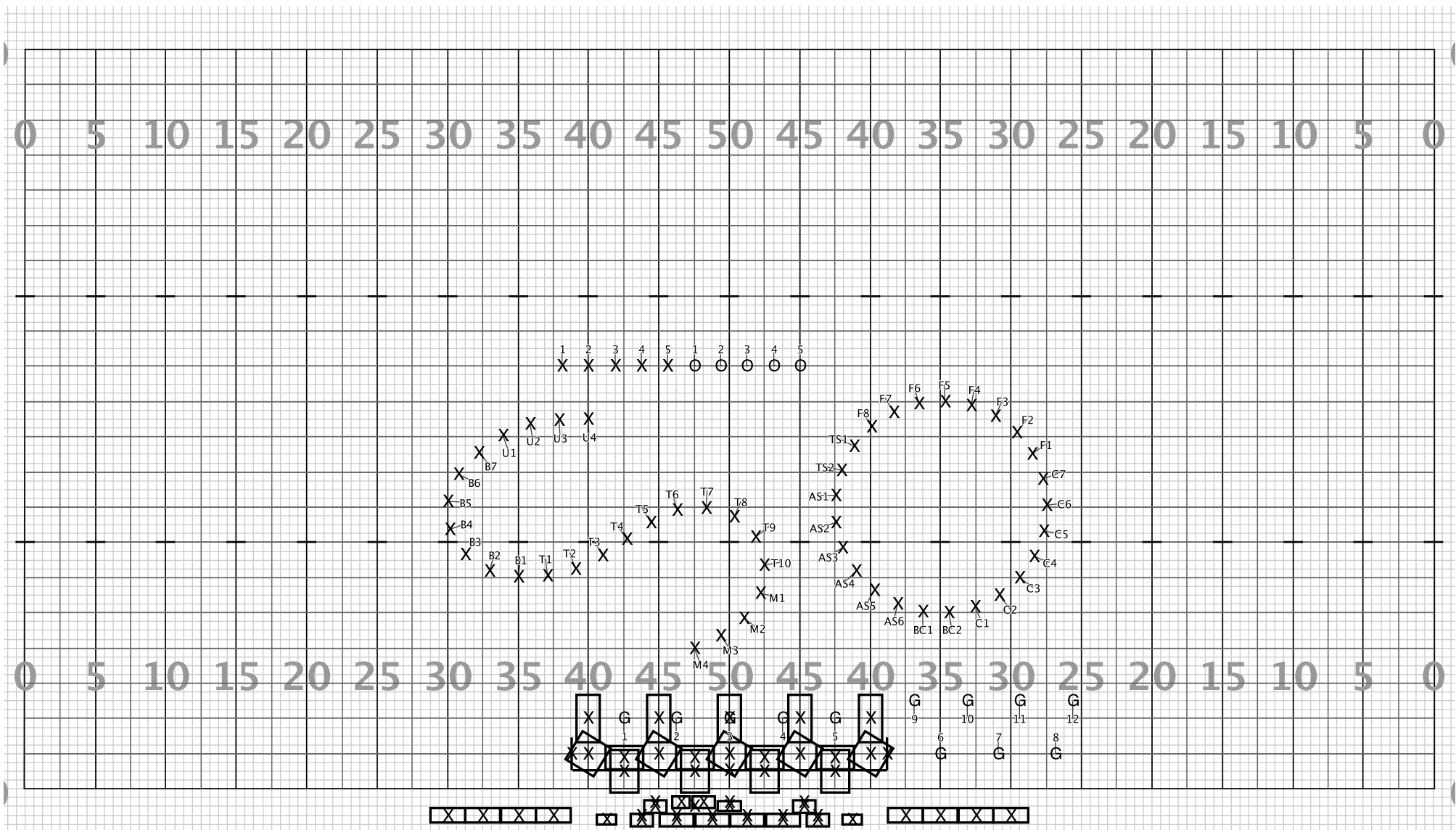
Director Viewpoint

Set #12 Counts: 14 Measures: 53 - 56 E

Winds FTL 16

All Else Move 16

Redemption Part 1

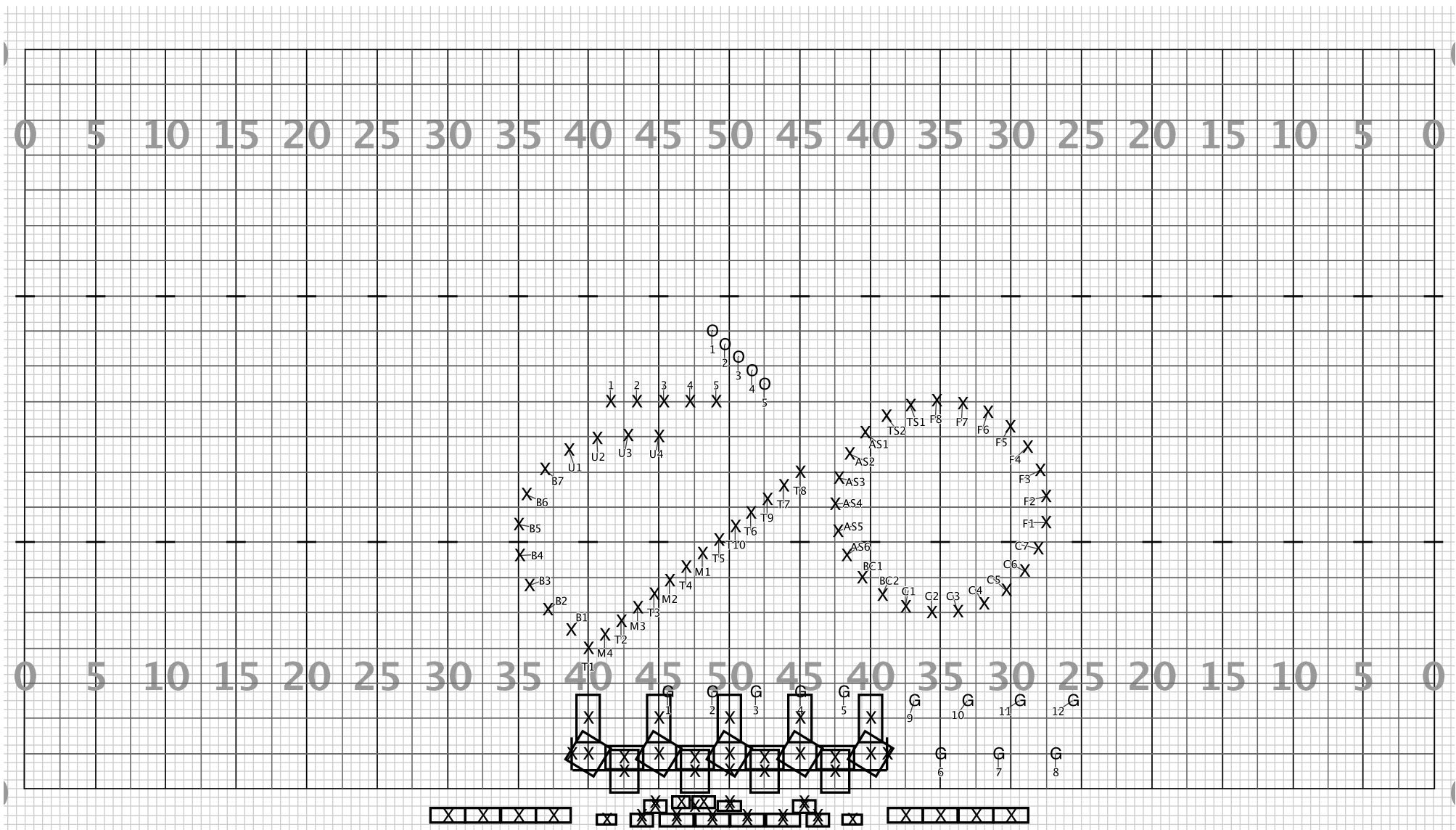


Director Viewpoint

Set #13 Counts: 16 Measures: 57 - 60

All Move 16

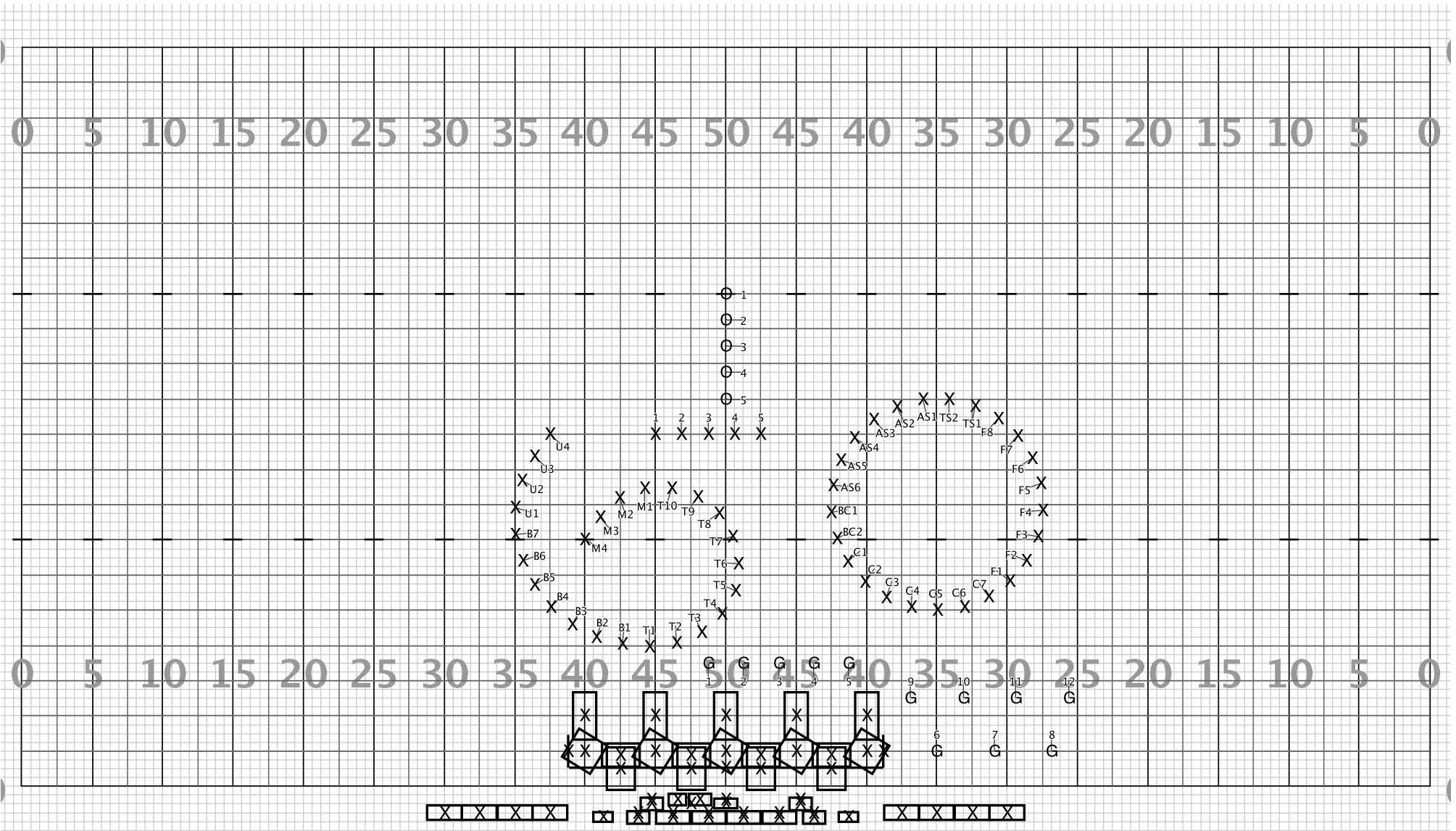
Redemption Part 1



Set #14 Counts: 8 Measures: 61 - 62

Circle Rotate CW 16
All Else Move 16

Redemption Part 1

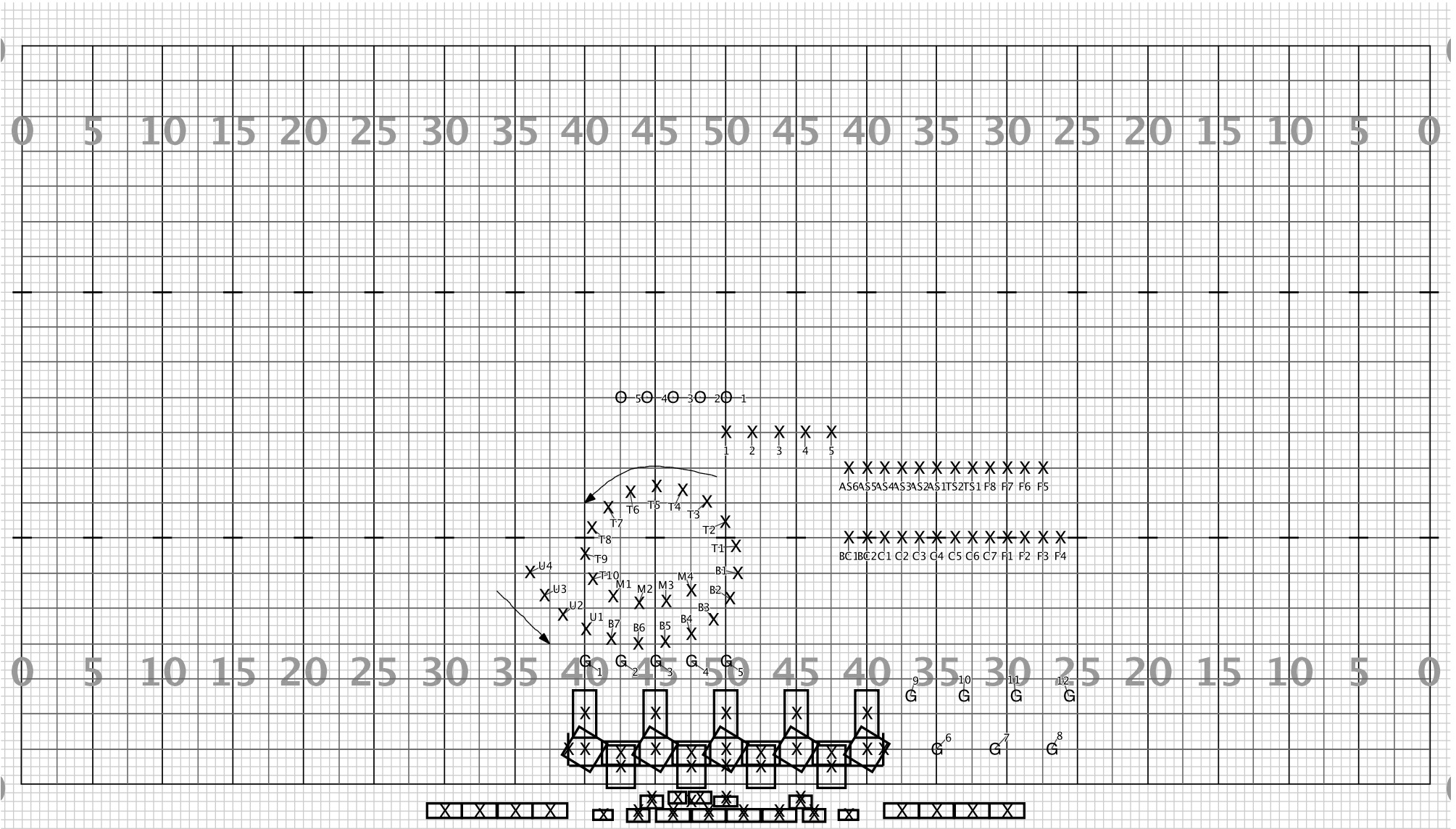


Set #15 Counts: 8 Measures: 63 - 64 F

Circle Rotate CW 16

All Else Move 16

Redemption Part 1

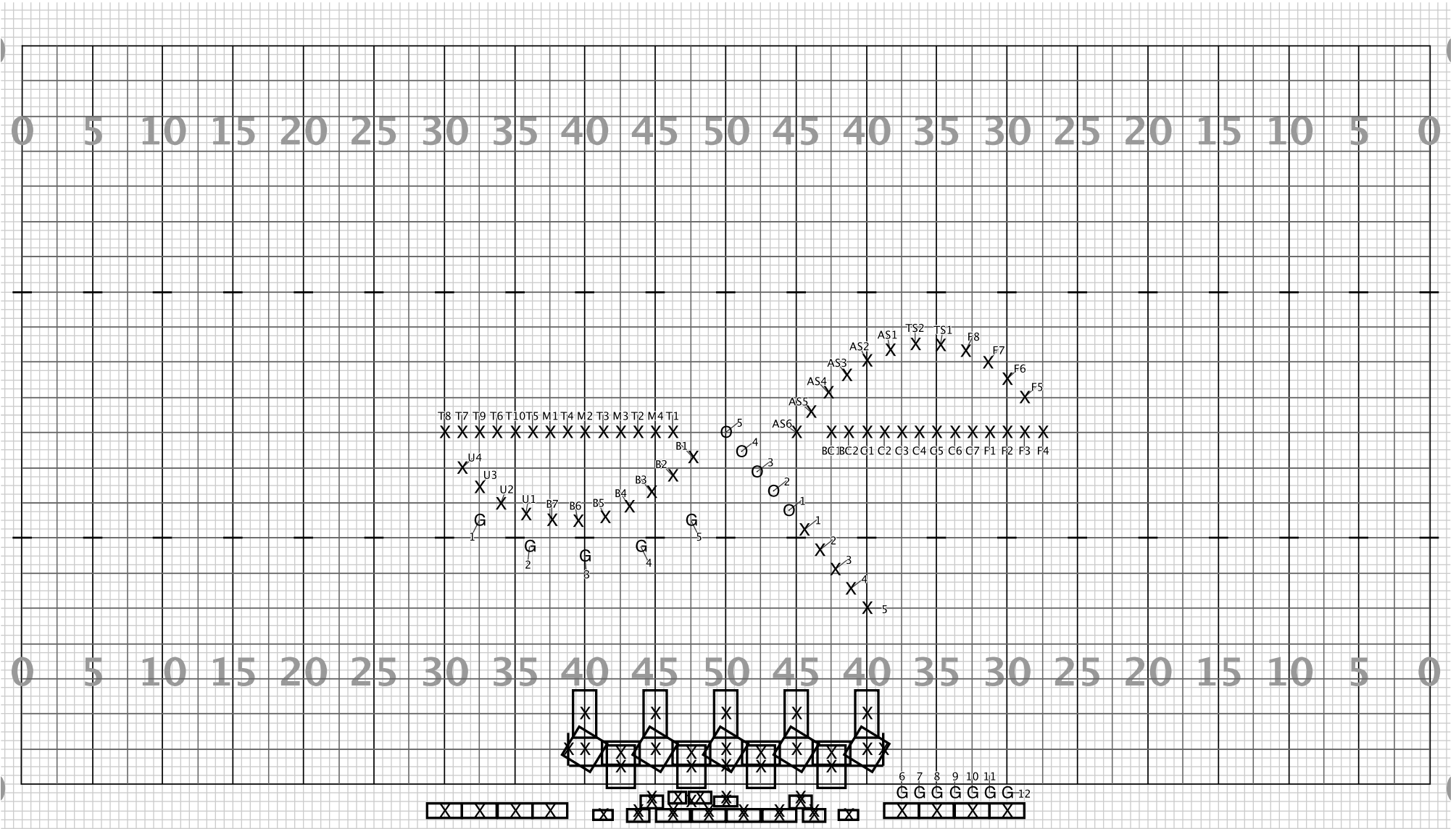


Set #16 Counts: 16 Measures: 65 - 68

Brass FTL 16
All Else Move 16

Redemption Part 1

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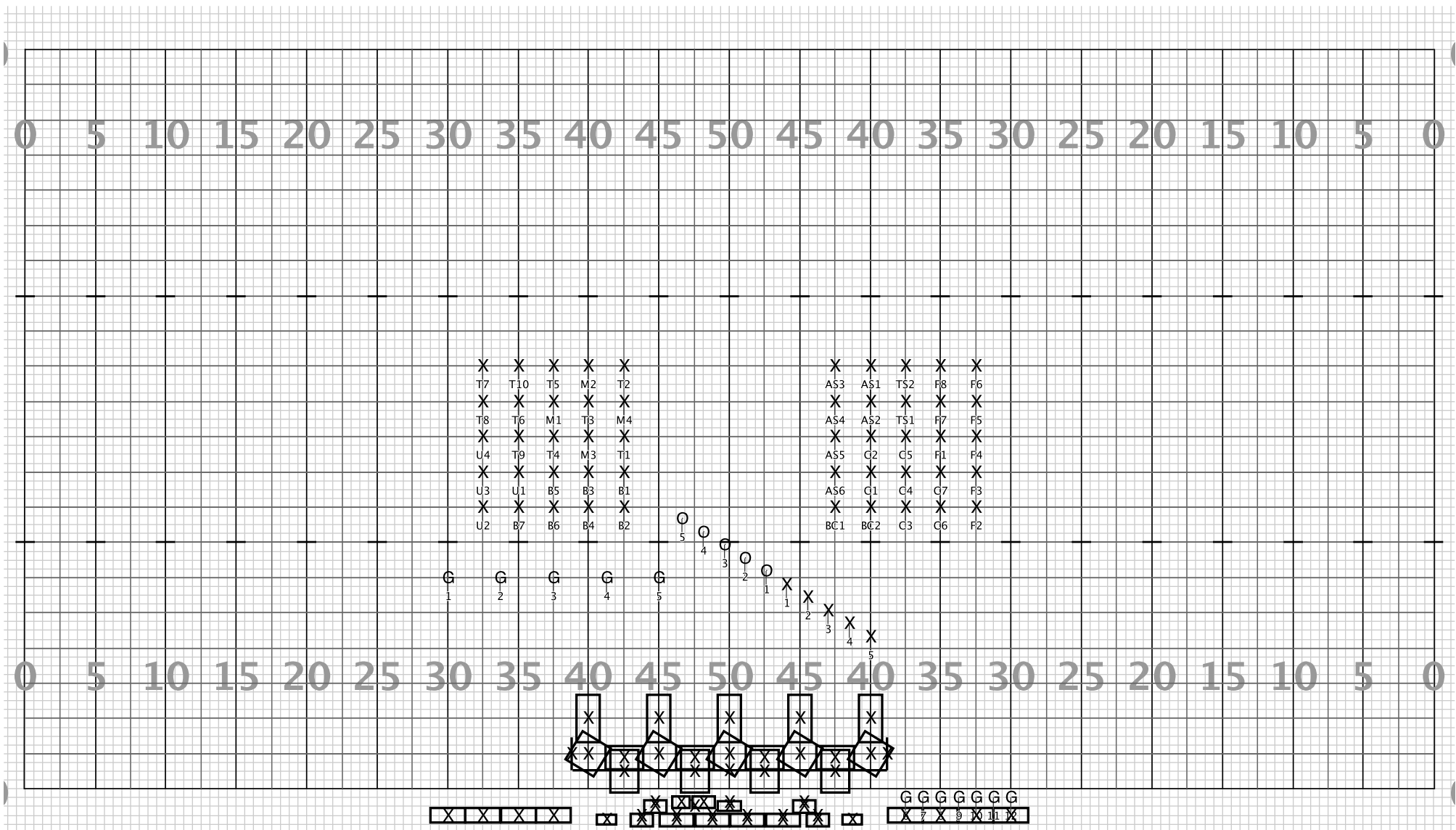
Director Viewpoint

Set #18 Counts: 16 Measures: 73 - 76 H

All Move 16

Percussion FTL 16

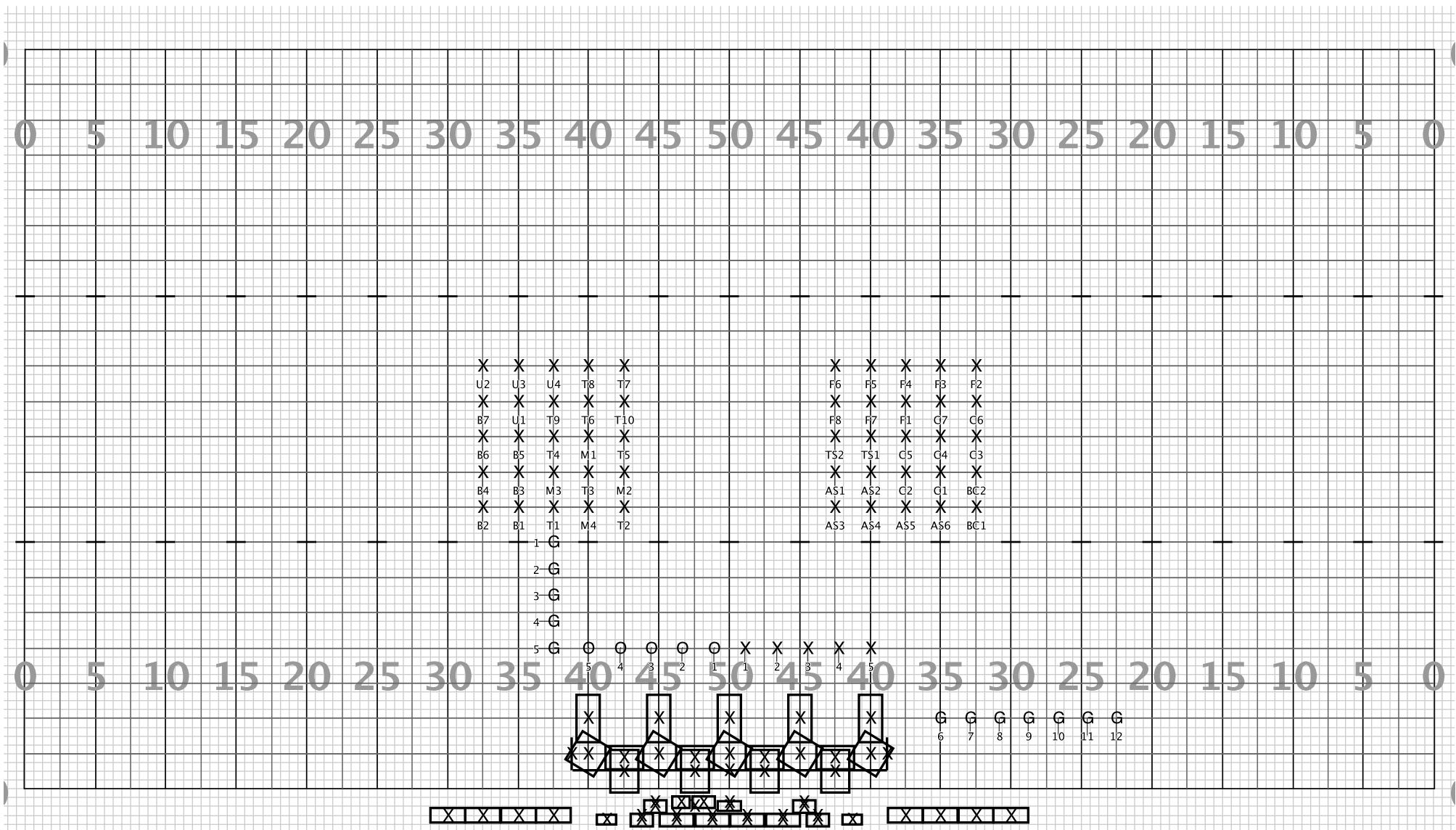
Redemption Part 1



Set #19 Counts: 8 Measures: 77 - 78
All Move 8

Director Viewpoint

Redemption Part 1



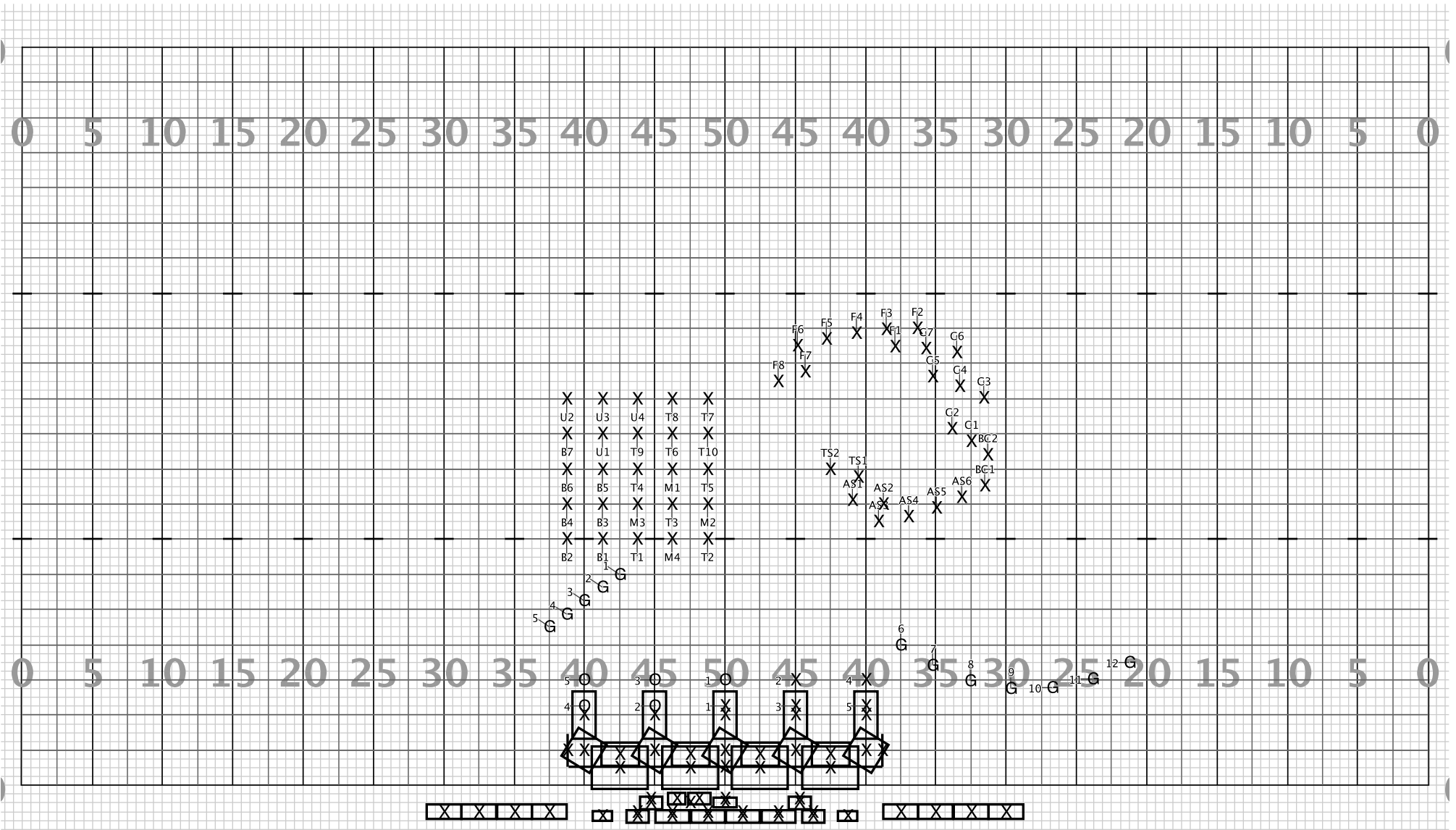
Director Viewpoint

Set #20 Counts: 16 Measures: 79 - 82

All Move 16

Redemption Part 1

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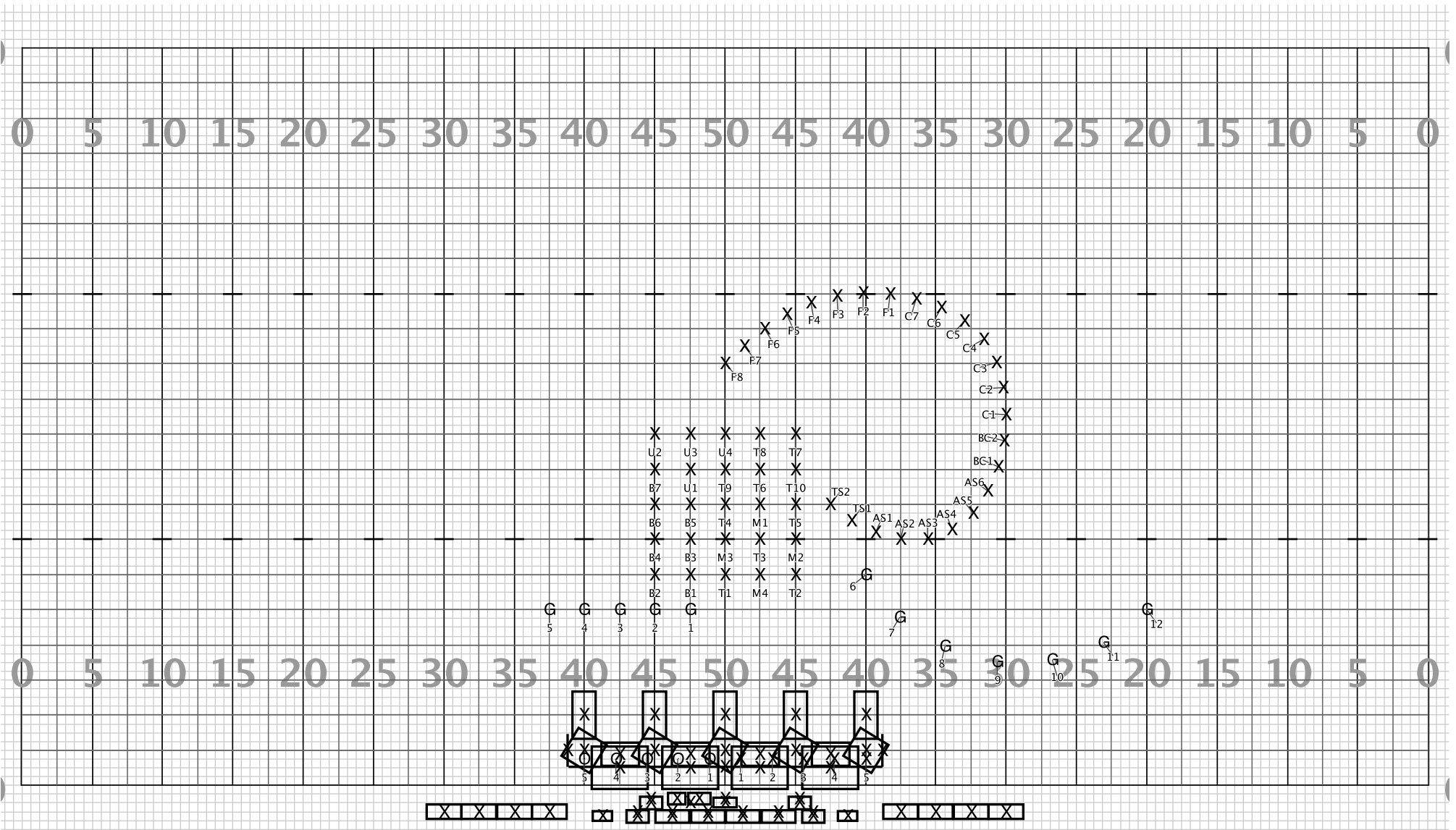


Director Viewpoint

Set #20A Counts: 8 Measures: 83 - 84

Sub Set 8 for Percussion Only

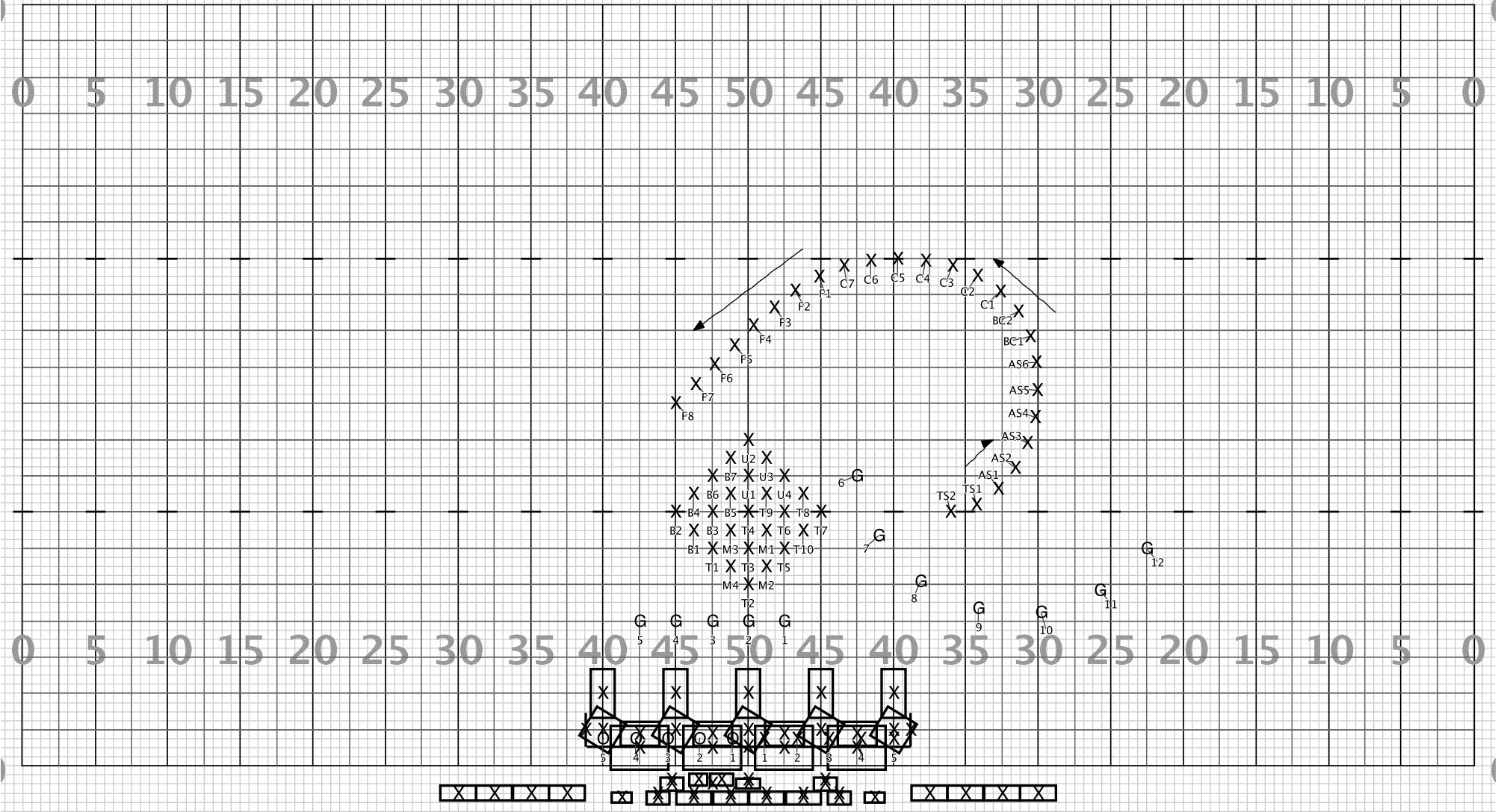
Redemption Part 1



Set #21 Counts: 8 Measures: 85 - 86

All Move 16

Redemption Part 1

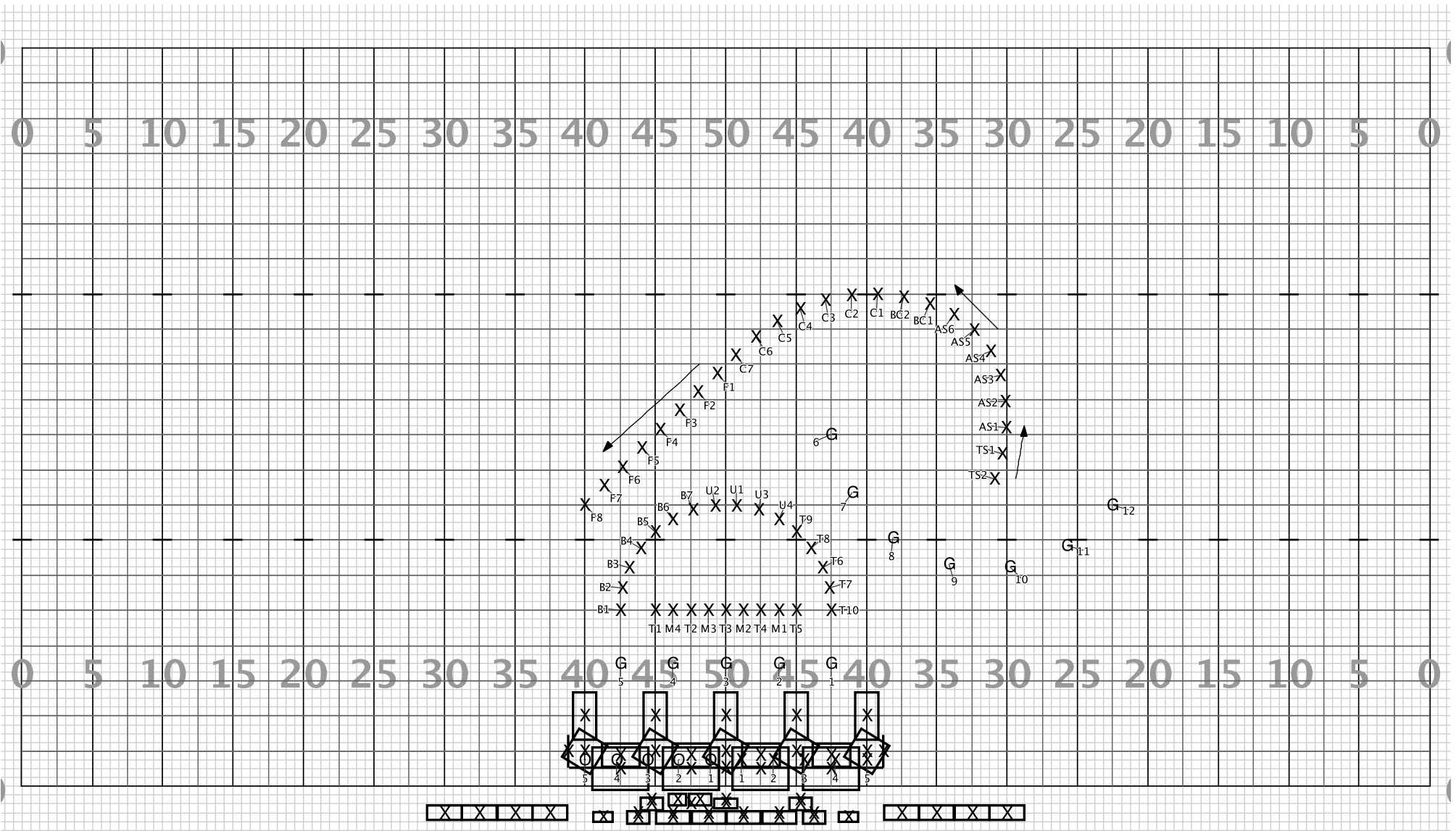


Set #22 Counts: 8 Measures: 87 - 88

WW & Flag FTL 8

All Else Move 8

Redemption Part 1



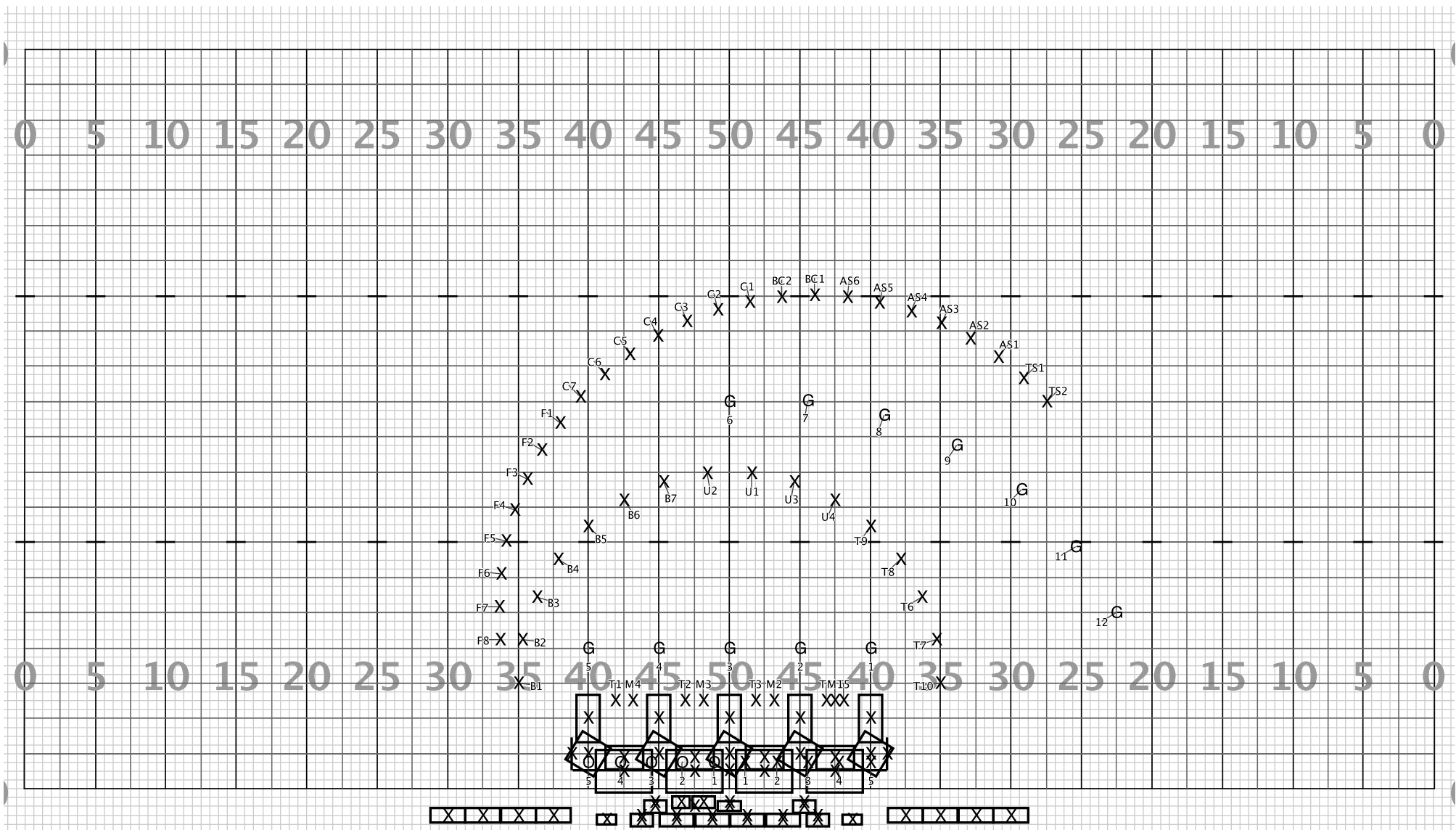
Set #23 Counts: 8 Measures: 89 - 90 I

WW Only FTL 8

All Else Move 8

Redemption Part 1

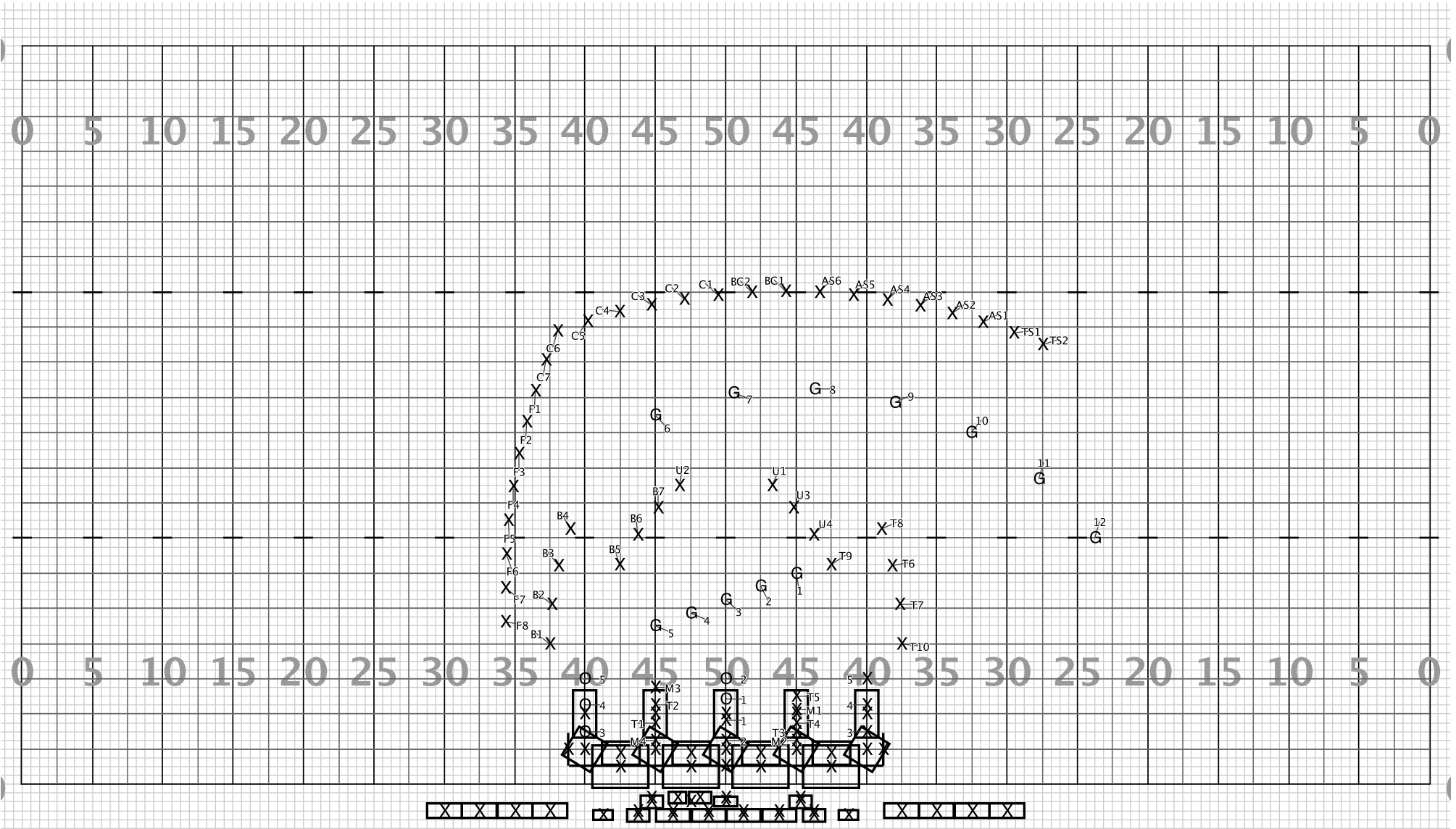
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Created on Pyware 3D.



Director Viewpoint

Set #24 Counts: 24 Measures: 91 - 96 J
All Move 16, Hold 8

Redemption Part 1



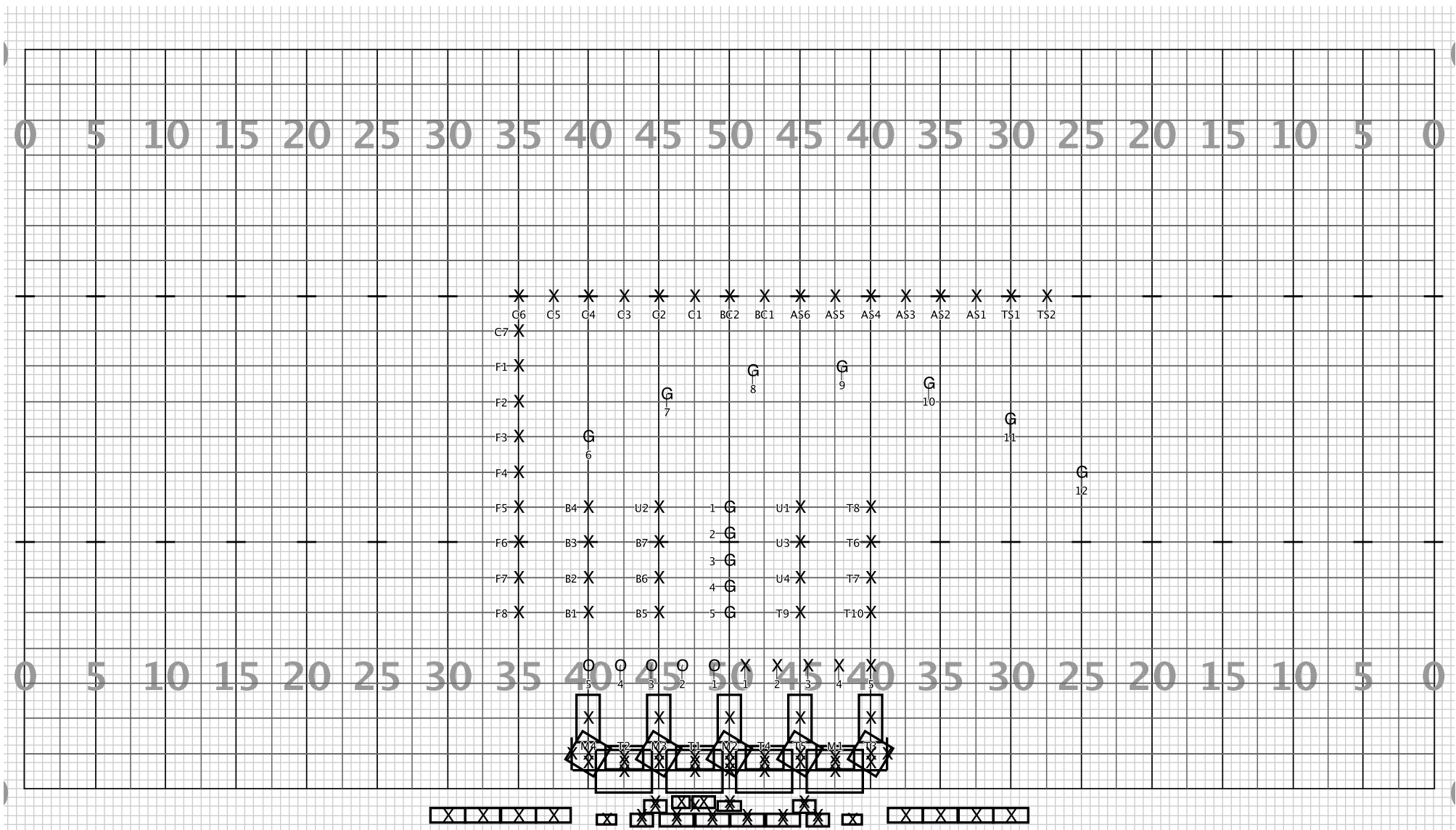
Director Viewpoint

Set #24A Counts: 8 Measures: 97 - 98

Prop Subset 8

Redemption Part 1

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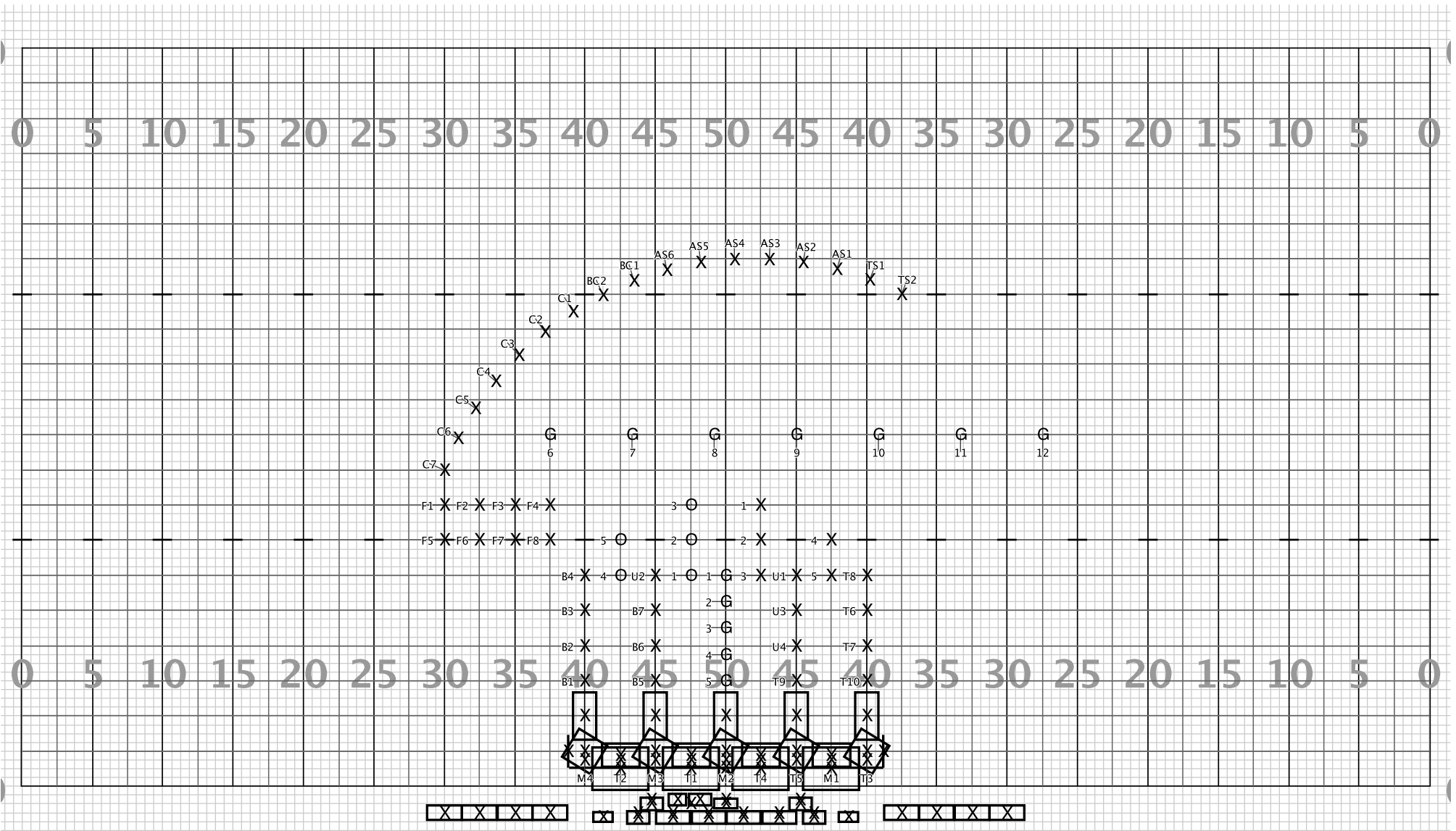
Director Viewpoint

Set #25 Counts: 8 Measures: 99 - 100

All Move 16

Redemption Part 1

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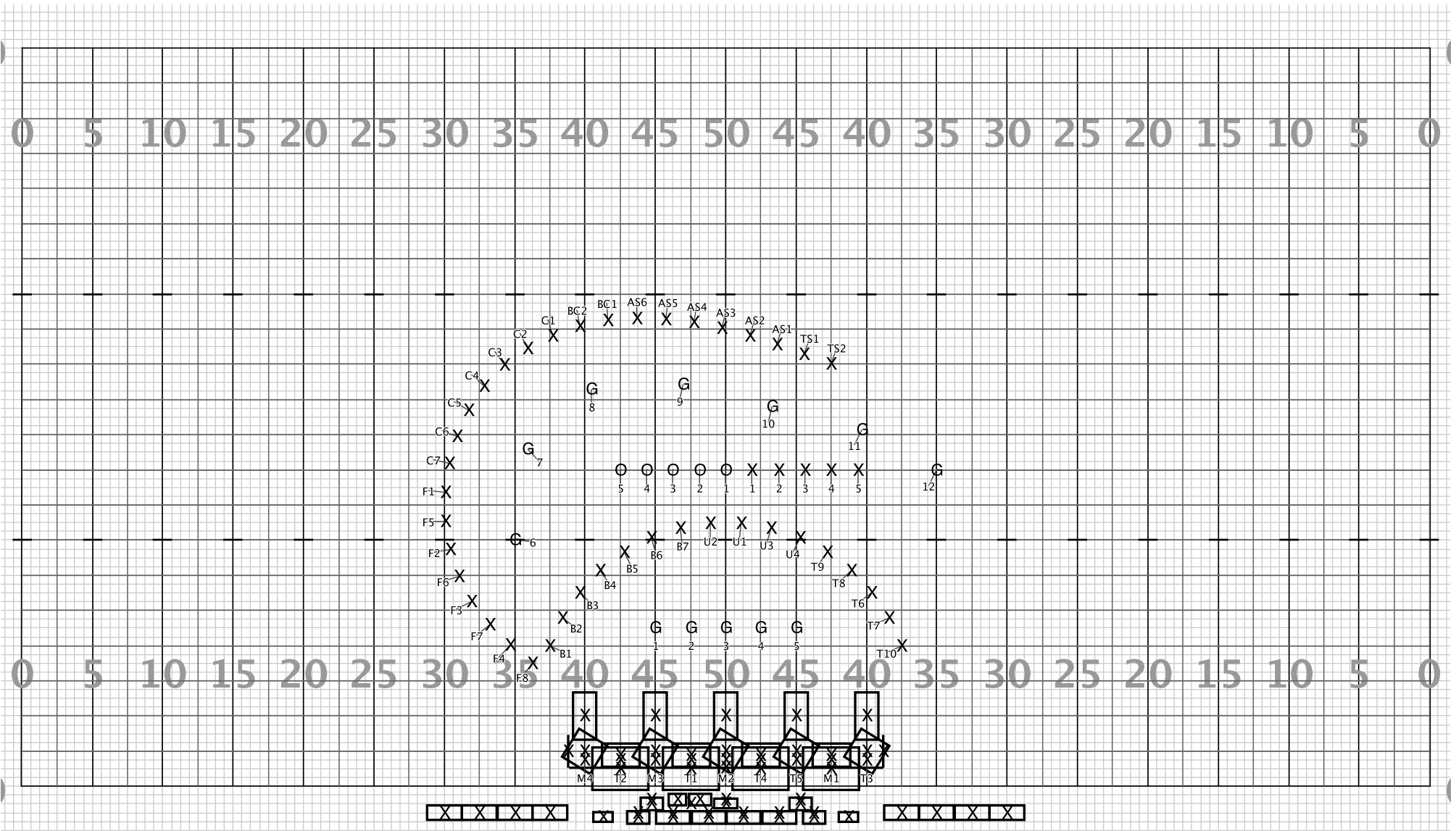


Director Viewpoint

Set #26 Counts: 16 Measures: 101 - 104

All Move 16

Redemption Part 1

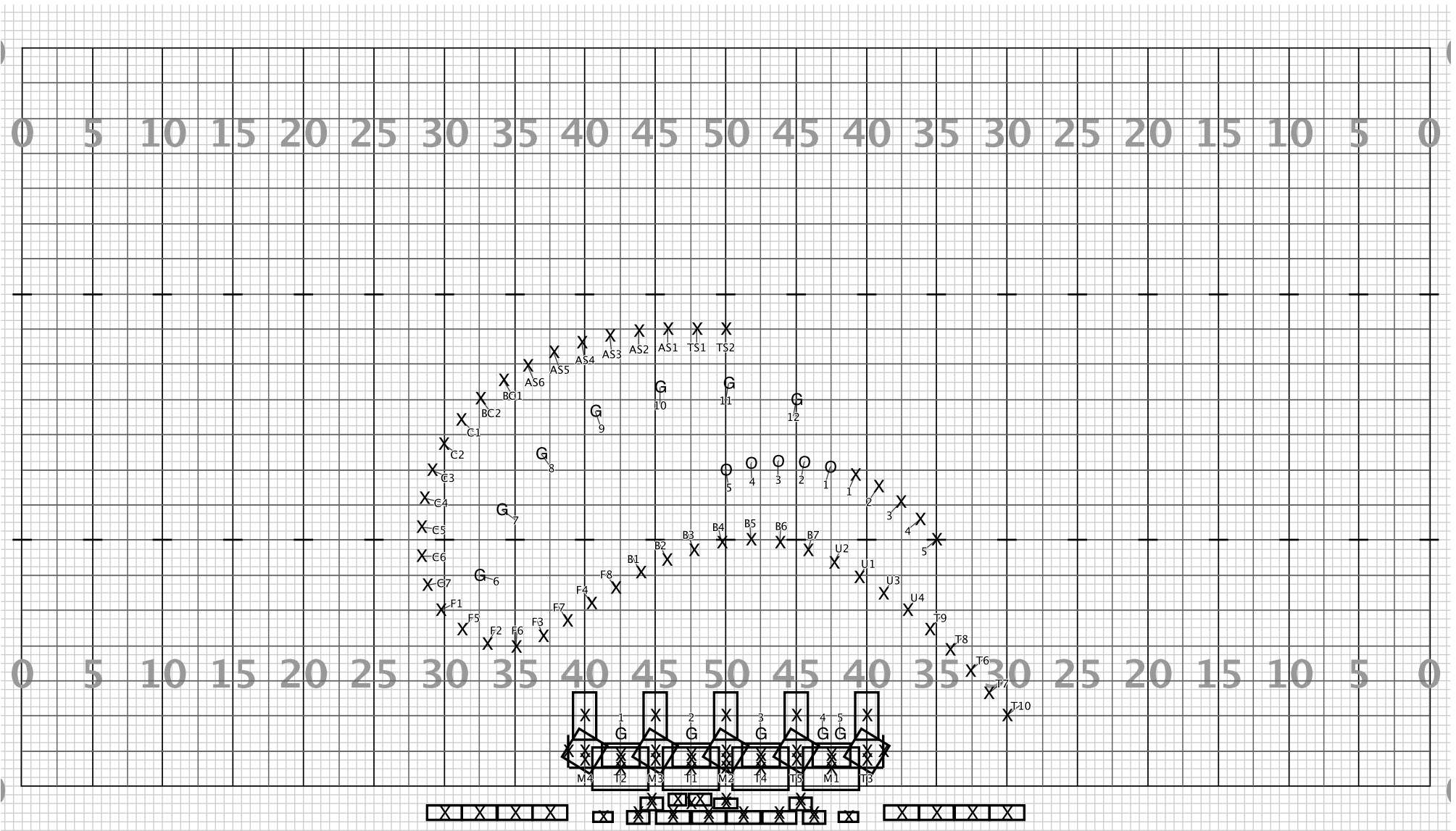


Set #27 Counts: 16 Measures: 105 - 108

All Move 16

Redemption Part 1

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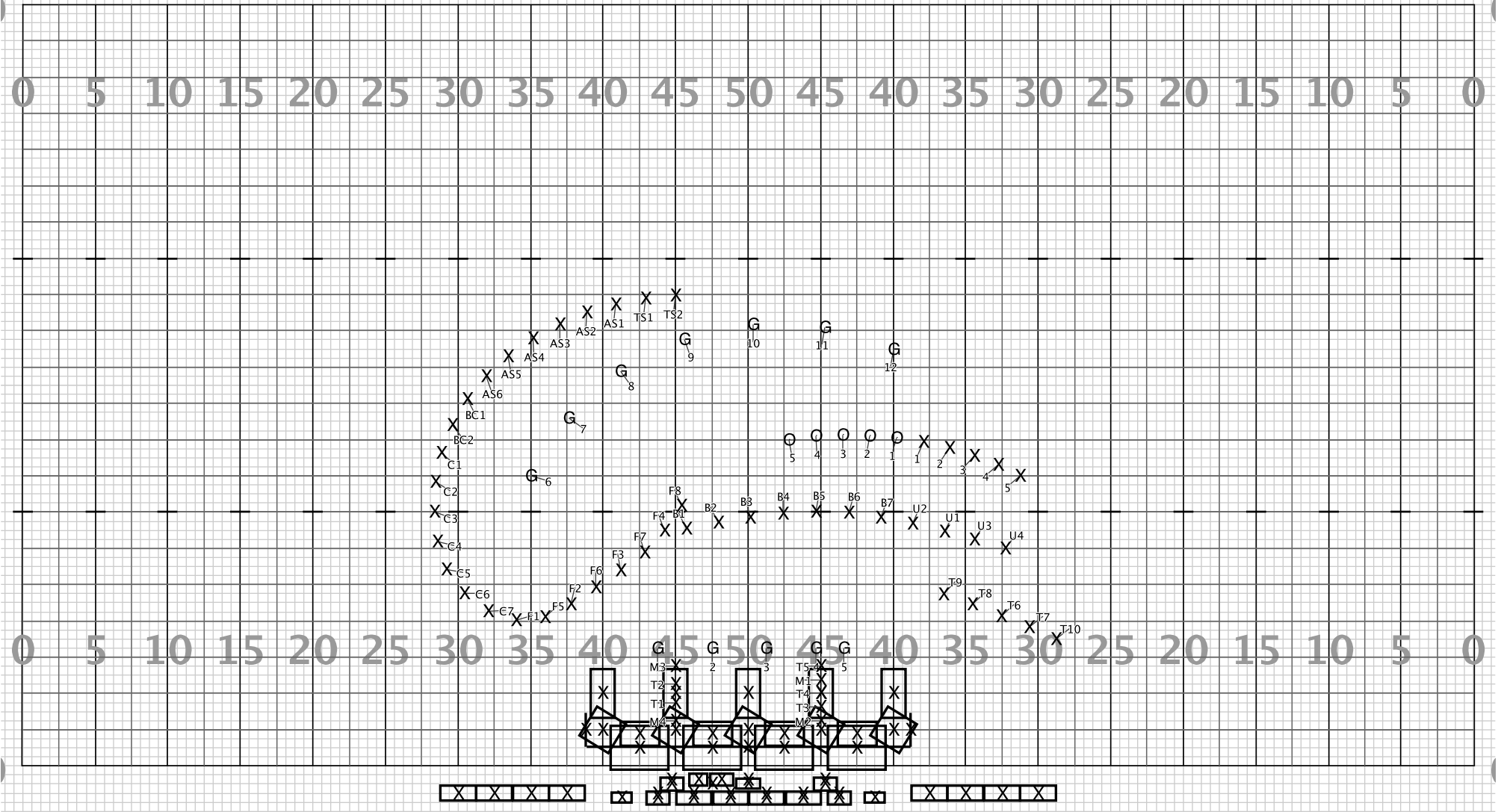


Director Viewpoint

Set #28 Counts: 44 Measures: 109 - 119

All Move 16, Hold 28

Redemption Part 1



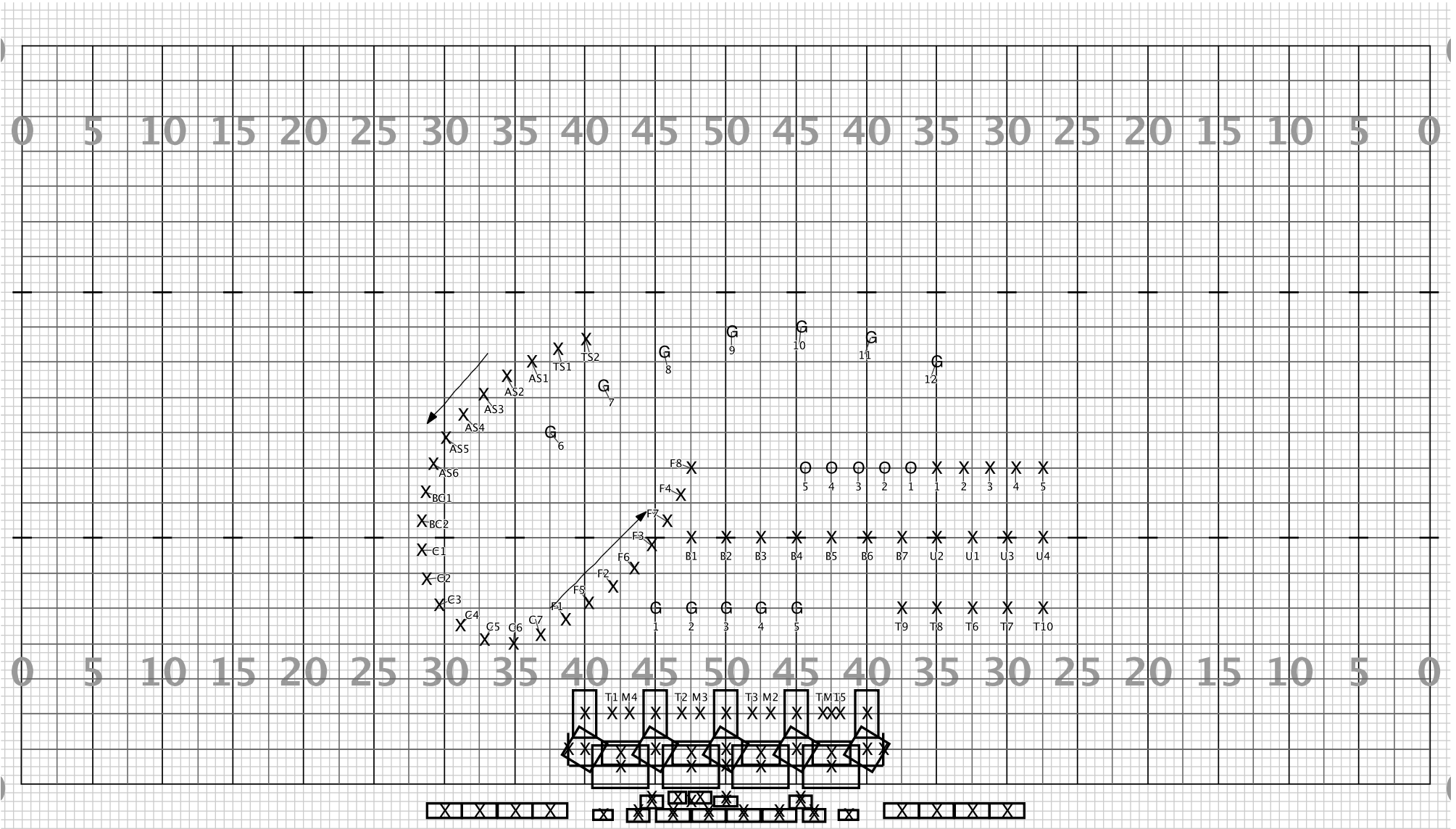
Director Viewpoint

Set #28A Counts: 8 Measures: 120 - 121

Prop Subset 8

Redemption Part 1

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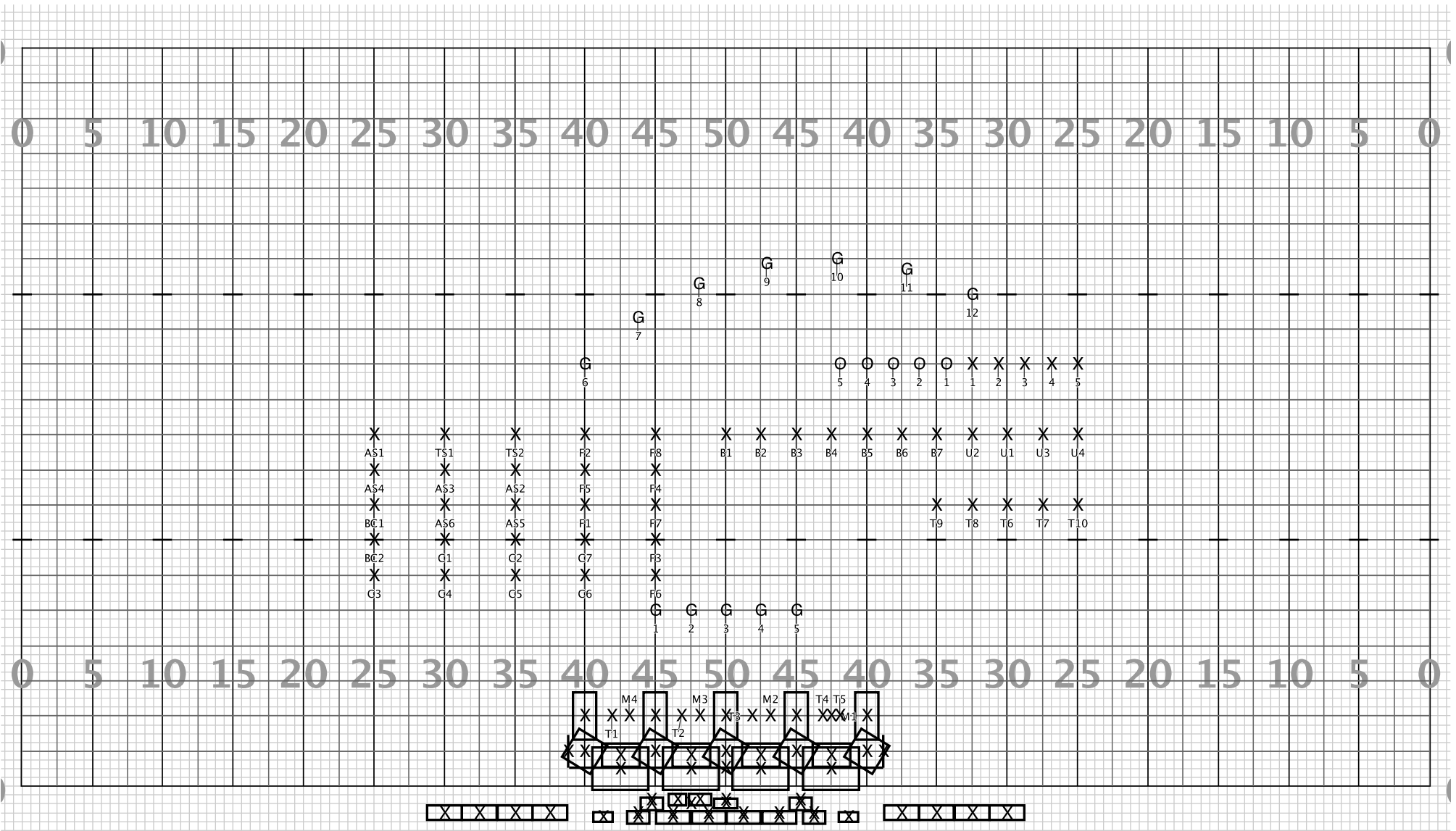
Set #29 Counts: 8 Measures: 120 - 123

WW FTL 16

All Else Move 16

Redemption Part 1

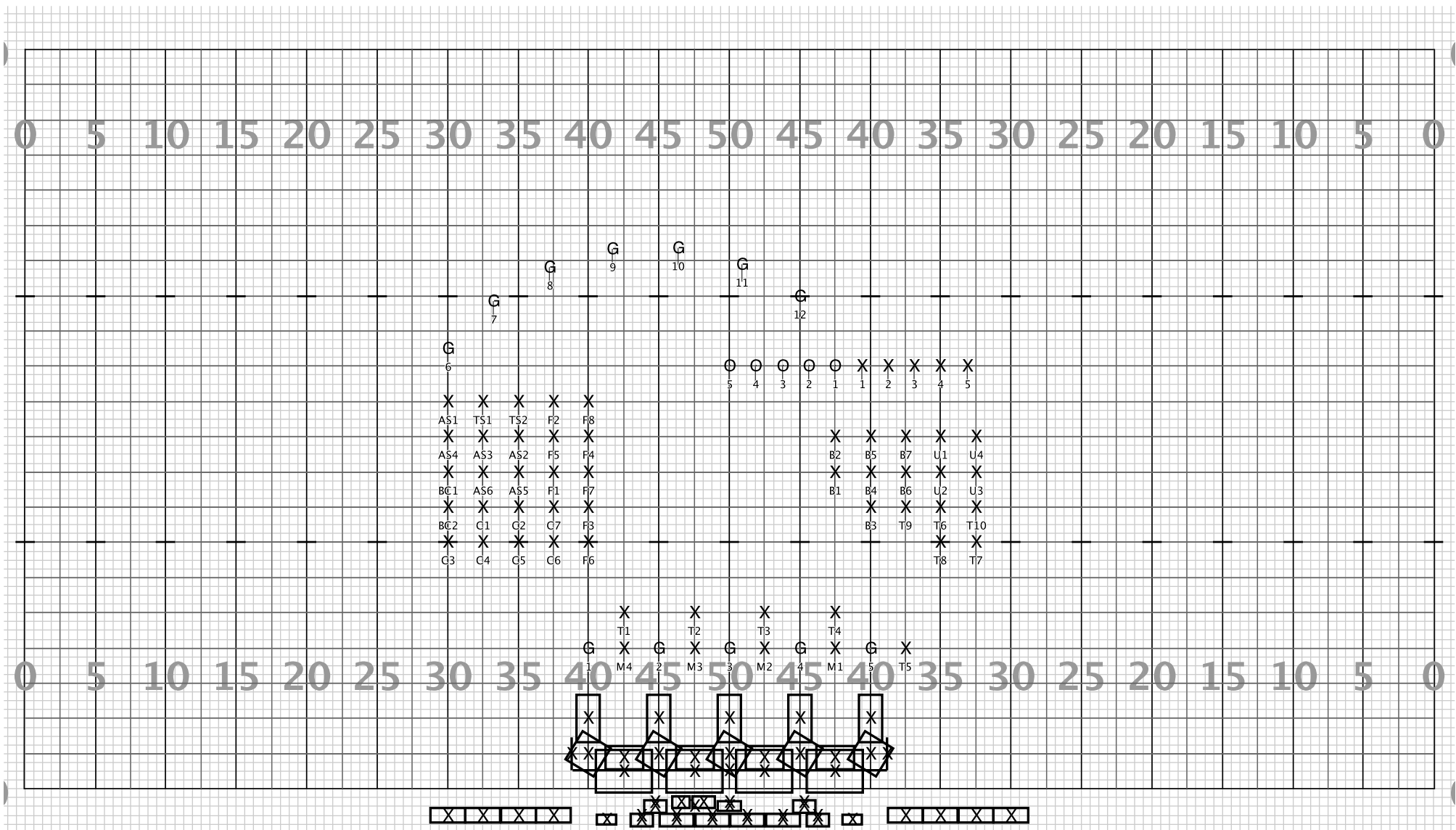
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Created on Pyware 3D.



Set #30 Counts: 16 Measures: 124 - 127

All Move 16

Redemption Part 1

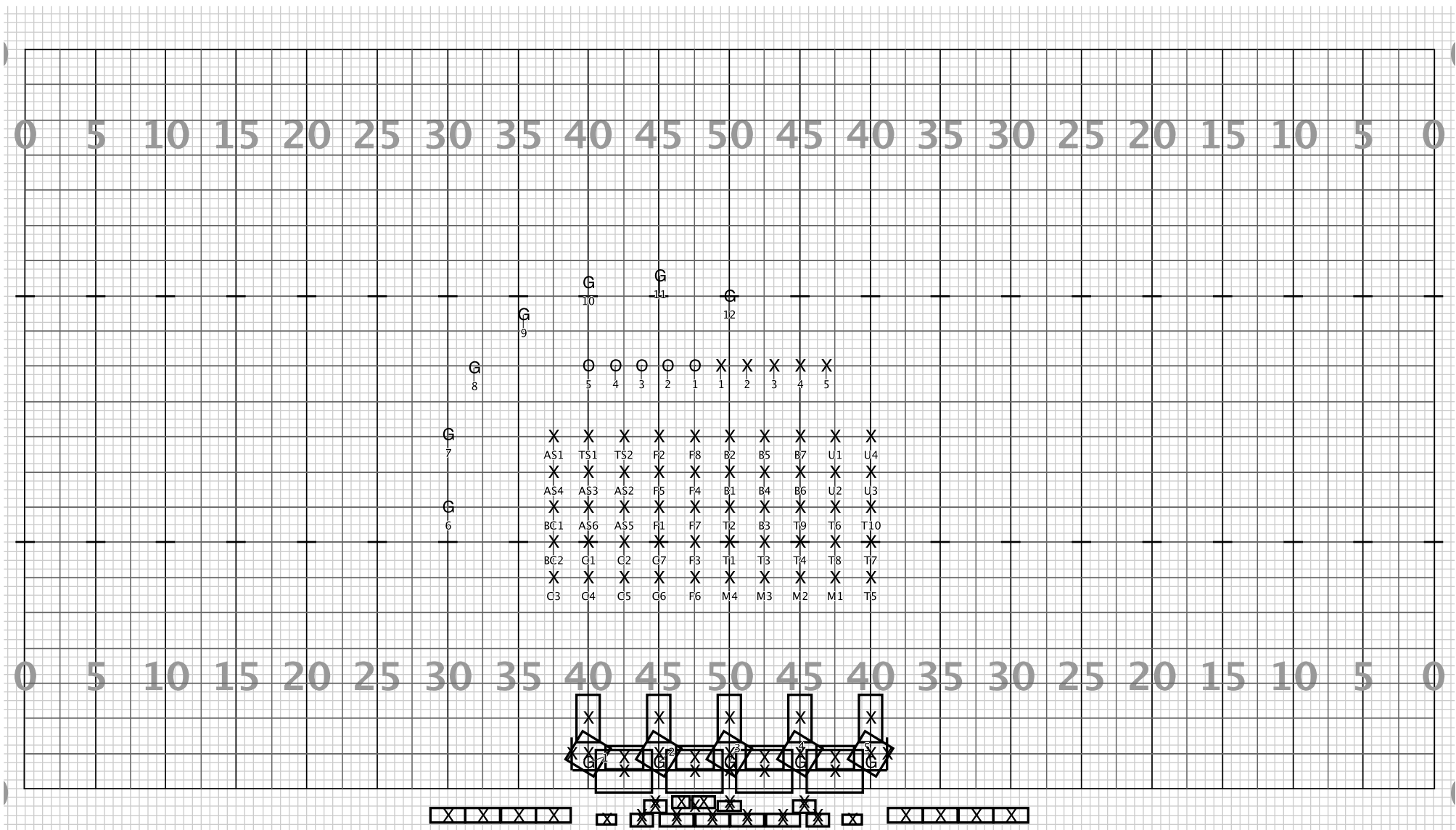


Director Viewpoint

Set #31 Counts: 16 Measures: 128 - 131

All Move 16

Redemption Part 1

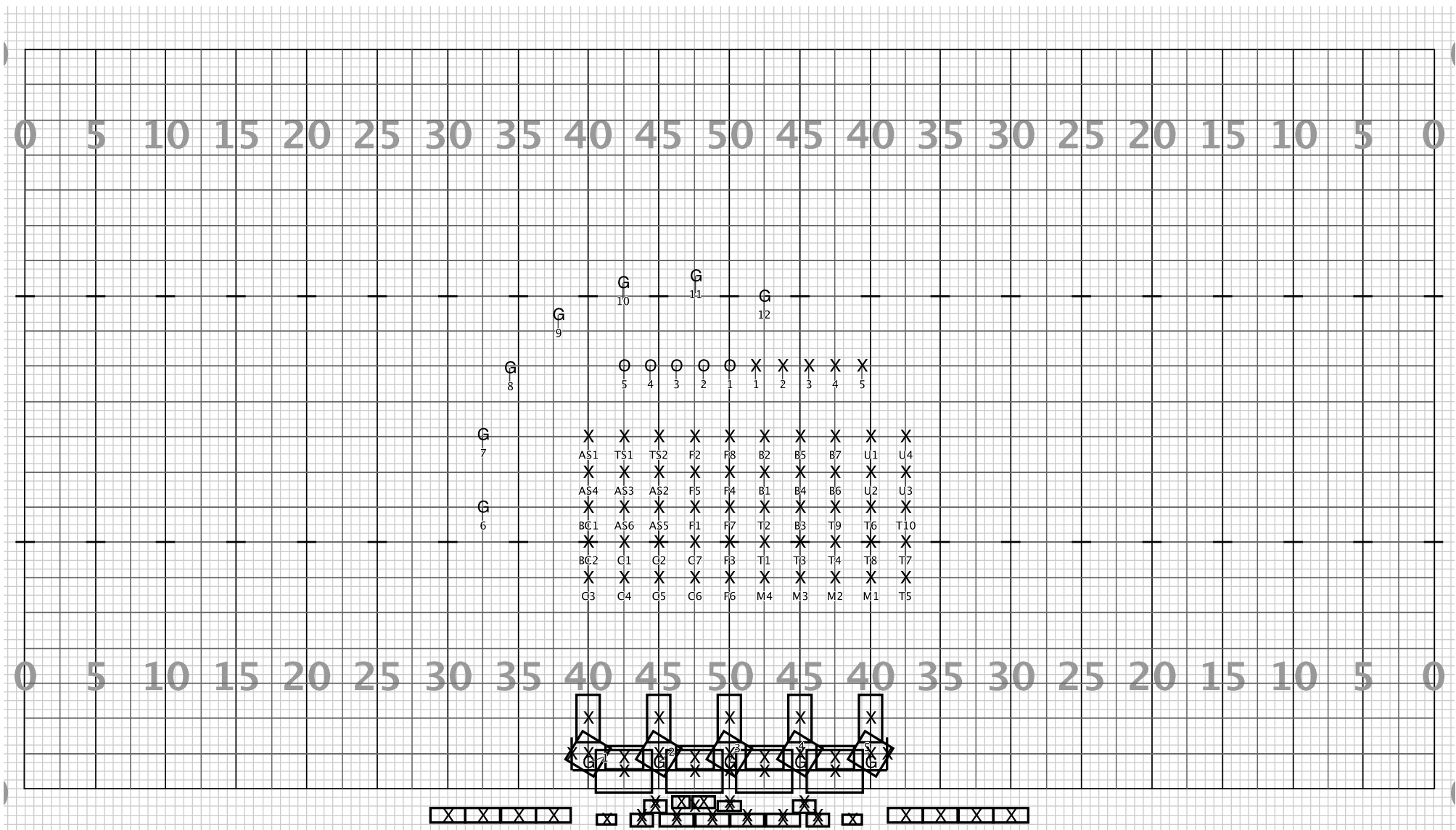


Director Viewpoint

Set #32 Counts: 24 Measures: 132 - 137

All Move 16, Hold 8

Redemption Part 1

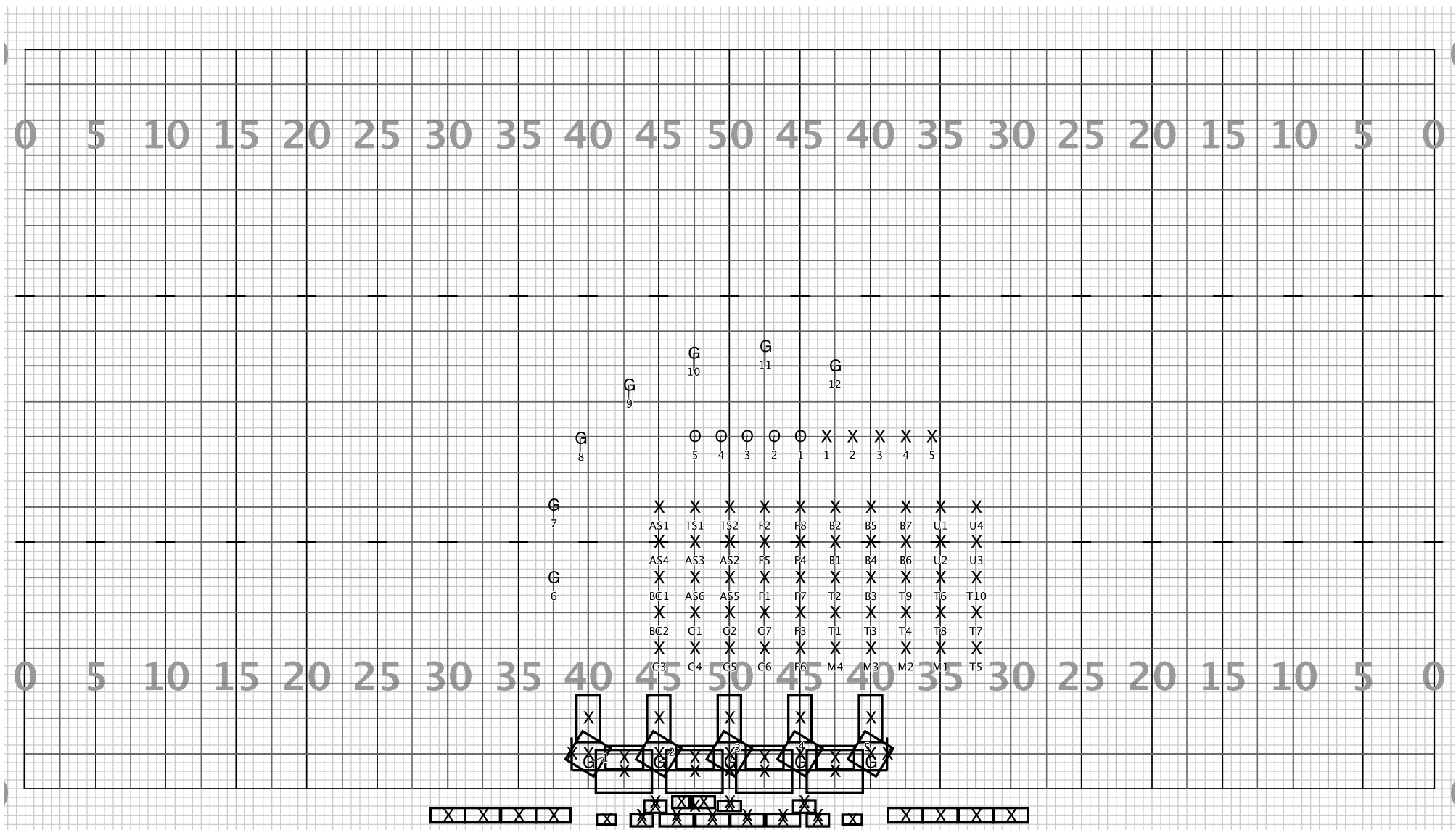


Director Viewpoint

Set #33 Counts: 12 Measures: 138 - 140

All Move 4, Hold 8

Redemption Part 1



Set #34 Counts: 20 Measures: 141 - 145

All Move 8, Hold to End