

AUDIO TRACK BEGINS

Conductor lights baton

1

00:04

Seat kicks.

MEMORIZE: Gently, repeatedly kick the seat back of the person in front of you to coincide with the audio track and bass drum.

Picc. *p mp p*

Fl. 1/2 *p mp p*

Ob. *p mp p*

Cl. 1/2 *p mp p*

Bs. Cl. *p mp p*

Bn. *p mp p*

A. Sax *p mp p*

T. Sax *p mp p*

B. Sax *p mp p*

Turn on your LED. (B. Sax)

Turn on your LED. (T. Sax)

Turn on your LED. (B. Sax)

1

Turn on your LED.

Tpt. 1/2

Hn. 1/2

Tbn. 1/2

Tbn. 3

Euph.

Tuba

El. Bs.

Xyl./Glock.

Vib.

Sus. Cym. near bell on bell

Cym. T.T. E.S. *mp*

Toms 1

Toms 2/ E.S.

B. D. *p ff p*

Stage players turn on their LEDs.

Visual: Lights

Visual: Movt.

AUDIO TRACK BEGINS (loud!)
Conductor light baton

00:04 *big ramp-up whoosh steady 16th note percussion (etc.) low roll*

1 2 3 4 5 6 7

f

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p mp p