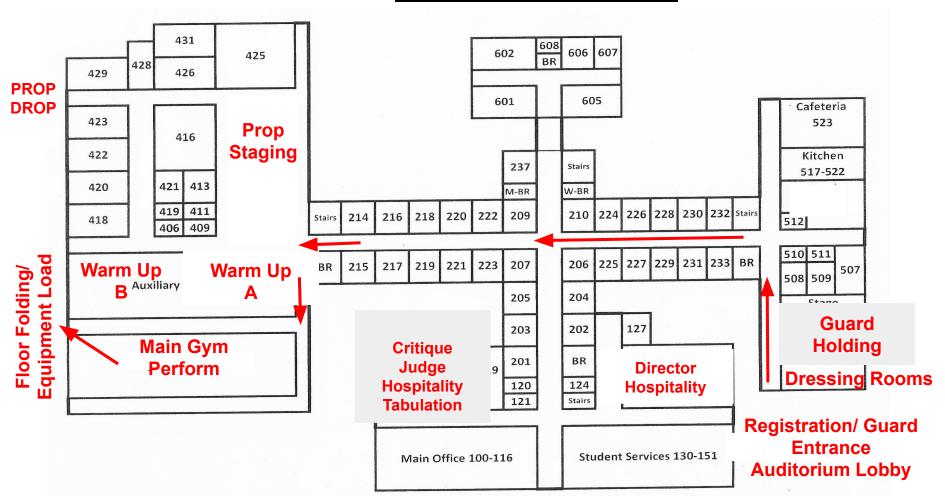


## **Color Guard Indoor Flow**



## **Percussion/Winds Indoor Flow**

