

The William Tell Overture - Quick Look

INTRODUCTION: Paw ground in anticipation, look at horsey friends with excitement. Bounce up and down in preparation. Neigh” ☺ “Giddy-up!”

A = Trot Right (16 beats) Trot Left (16 beats)

B = Take a step into the circle & look around at horsey friends. (8 beats)
Wave! Step back out and have horse look at rider (8 beats). (Repeat)

INTERLUDE: Turn to right, ready to ride. Repeat movements from Introduction . . . look at friends, bounce in excitement. “Giddy-up!”

A – Trot Right (16 beats) Trot Left (16 beats)

C = Stay in place: Leap into air on accented notes, then kick up heels while turning in place (“Silly Circles!”) ☺

D = Feed horsey snacks from your pocket, then let them drink from “the lake.” (Loud slurps to the half note beat.) Repeat.

C = Stay in place: Leap into air on accented notes, then kick up heels while turning in place (“Silly Circles!”) ☺

B = Step into circle & look around at horsey friends. Wave! Step back out and look at rider. (Repeat)

INTERLUDE: Turn to right, ready to ride. Repeat movements from Introduction . . . look at friends, bounce in excitement. “Giddy-up!”

A = Trot Right (16 beats) Trot Left (416 beats)

CODA:

- Leap over fence & ride freely throughout room!
- Uh-Oh! Did I hear a coyote???? **Check N-S-E-W.** (Yay! No coyotes!)
- Free gallop around room.
- Repeat **N-S-E-W** & No Coyotes
- Bounce in place
- Free gallop, but beginning to tire . . . yawn . . . stretch . . .
- Sink down to sleep . . . **SNORE** . . .