**Imperial March**

**Move-It Created by Missy Strong**

Composer: John Williams

(Running time 3:03)

**Before starting I tell my kids to get their Bad Guy face on, because it’s time to rest in our Meditation Chamber. Make sure we have our imaginary helmet and cape on a table to the side so it’s there when we wake up to do Bad Guy Stuff.**

**Introduction:**

:00 to :08 Standing up, arms crossed on chest, head bowed down (16 beats)

(Video :12 to :21)

**A Section: Main Theme**

:09 to :47 Head lifts slowly up (8 beats)

(Video :22 to :59) **Right** hand uses Force to lift helmet from the table to in front of you (8 beats)

 Grab helmet and bring it toward you and put it firmly on head (8 beats)

 Reach over to the table and with a flourish, put on the cape (8 beats)

 Grab **right** side of cape and swing/straighten it dramatically (4 beats)

 Grab **left** side of cape and swing/straighten it dramatically (4 beats)

 Throw it out behind you (4 beats)

Stand erect with hands in fists on hips (4 beats)

With both hands use Force to open the Meditation Chamber (8 beats)

 Walk out to AT-ST/Chicken Walker and get in (8 beats)

**B Section: Quiet, then building**

 :48 to 1:37 Robot walk in the AT-ST in place (16 beats)

(Video 1:00 to 1:50) Robot walk in AT-ST forward and back (16 beats)

Search in sky, hand over eyes going from **left to right** (8 beats)

Point to moving ship in sky in a **right to left** arc (6 beats)

Search in sky, hand over eyes going from **left to right** (6 beats)

Point to moving ship in sky in a **right to left** arc (8 beats)

Use Force by raising **right** hand/arm to draw in an enemy ship (4 beats)

Throw **right** hand up to destroy it and slowly lower it down to side (8 beats)

Use Force by raising **left** hand/arm to draw in an enemy ship (4 beats)

Throw **left** hand up to destroy it and slowly lower it down to side (8 beats)

**C Section: Deliberate strings**

1:38 to 2:38 March forward (8 beats)

(Video 1:50 to 2:50) Call the troops from behind you with your entire **right** arm and point forward

Call the troops from behind you with your entire **left** arm and point forward

Fly Tie Fighter in place (16 beats)

Fly Tie Fighter, but move around in a small space (16 beats)

Toward the end of the section, land the Fighter and take out Saber

Swing Saber in a Figure Eight to the **left** (8 beats)

Swing Saber to the **right** (8 beats)

Swing Saber in **front** of you in a Figure Eight (8 beats + 8 slow beats)

Slice Saber in the air, raise up in **rt** hand & place in holster (8 beats)

 **A**

 2:38 to 2:58 Reach down low with **right** arm/fist and slowly/victoriously raise (8 beats)

(Video 2:50 to 3:03) Let **right** arm slowly fall down to your side

Reach down low with **left** arm/fist and slowly/victoriously raise (8 beats)

Let **left** arm slowly fall down to your side

Reach down low with **both** arms/fists and slowly/victoriously raise

Let both arms slowly fall down to your side

Firmly and dramatically place balled fists on hips.

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