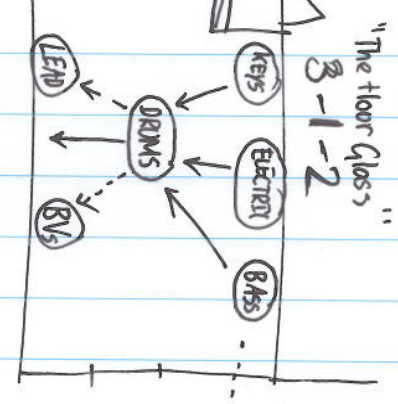


WORSHIP FORMATIONS



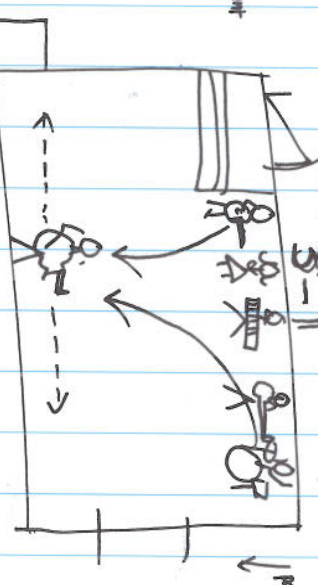
4-2 "Wingbacks"

Main two up front provide drive, keys and boss overlap in the mid range to link with worship leader



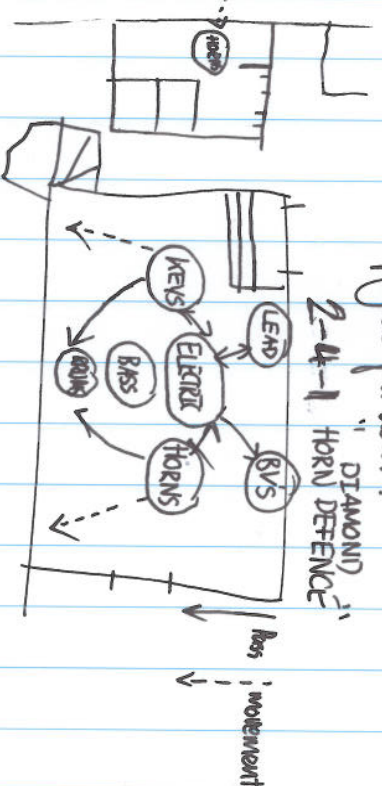
"The floor class" 3-1-2

All creativity is channelled through drums. The midstage 'general' horns located in front to work in size here + towards



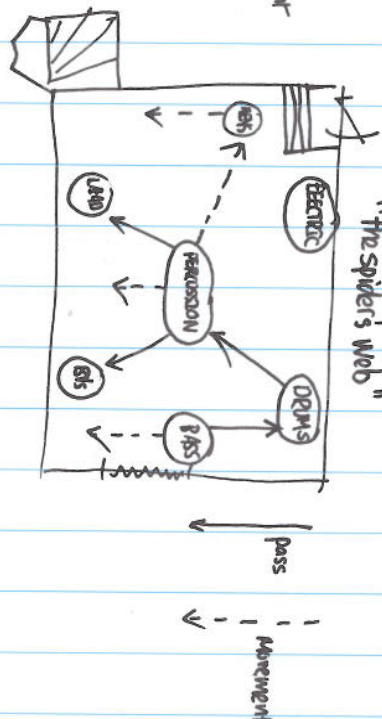
"DEFENSIVE" - AWAY GAMES 5-1-1

long balls fed up to back's worship leader. Solid defensive formation suitable for guestaway slots. provide adequate defensive other should projector fall down.



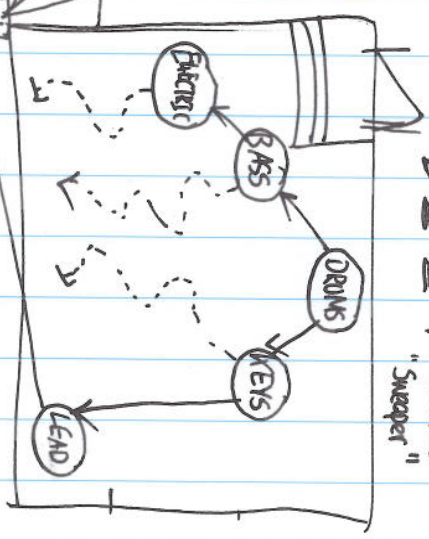
"DIAMOND HORN DEFENCE" 2-4-1

Also code named "Humility" as leader pushed to the back. Condensed midstage provides defensive holding pattern should over unfused congregation fish the stage



2-3-2 "The spider's web"

More width through the addition of percussion in a mid-stage free role



"Creative" Sweeper 1-2-2-1

Drums play a sweeper role in this adventurous formation, giving ample space for musicians from Bvs, keys + electn. Bvs provide the get out ball from backline up to pulpit