

Session 3 - Design Outline

Page 1 and 1A: This is the setup, you can see our props, DL, Winds, and Rifles / Flags. Also we have a pit in the front. I always add that so that the director can see the field setup as it will be seen. I have already taken the time to add the first hold set and add a few visuals to match. So let's get started. I have also taken the time to put in our count sheet with notes.

Page 2

- Most Important Section Method: Setup the Tpt / M / DL for the first feature. I will use the side 2 rifles to support.
- Decide who is going to move the props in the other sections and where they will move them to: In this case I have chosen the Tbones, and I am going to use two people for each prop, just in case one is missing or sick at a show or rehearsal. For the WW group I have chosen the flutes. So I will begin to move and stage them accordingly.
- Decide that the flags will support the WW feature and move them accordingly.

Page 3

- Tpt / M / DL HOLD - Add open 2nd to the hold
- Move tbone to props side 2 and bbone to travel with them.
- Sousa / BD out of the way moving with LB to set for feature later.
- WW in place for their feature, arrive after 12 and get set in 4.
- CG Side 1 into place.

Page 4

- WW / Rifle side 1 hold. Add lunge visual
- Add a little counter motion as an option for flags
- Restage Tpt / M out of the way
- Tbones move props with Bbones in tow
- Sousa / BD make dice
- Side 2 Rifles staged to support LB feature

Page 5

- Broke this 20 count page into a 8 / 12 to allow WW to restage to grab the props
- LB / BD Side 2 Rifles HOLD
- Clear out rifles Side 1
- Begin moving Flags to the back

Page 6

- LB / BD Side 2 Rifles HOLD
- Restaged Side 1 props. Added LWW on them
- Began to move other elements toward Pg. 7 to smooth the transition into the end of the percussion phrase.

Page 7

- Moved Side 1 rifles to meet side 2 rifles
- Bring DL to the center for feature
- Opened up winds and flags to frame the DL
- Staged Rifles up front for toss moment and easy flag transition.

Page 7A

- Added ripples visual in the winds toward the DL
- Staged the rifle to flag transition
- Brought Wind players off boxes the last 4

Page 8

- Decided to move G1-8 to props
- Decided to integrate the Rest of the CG in between the props
- Decided the winds were going to work toward surrounding the props for a FTL moment and wind out to a full on integrated ending
- Moved G1-8
- Opened up the winds into aisles to allow them in
- Moved players off boxes
- Selected my sets of 15 for each prop
- Made DL open up to allow back flags to begin moving up

Page 9

- Moved into symmetrical
- Still getting everyone organized
- Will need creative CG writing to allow for pass throughs

Page 10

- This is the setup for everything
- Add CG curved paths
- Will need creative CG writing to allow for pass throughs
- CG holds the rest of the drill

Page 11

- FTL for all

Page 11A

- Hold for Chord

Page 12

- Quick reshape to connect all of the forms visually

Page 12A

- Hold to end