

Scythian Suite - 4/2

Movement Notes	Letter-Measures	Counts	GE Thoughts/Etc.	Instrumental Texture	Battery	Aux	Choreo	Staging Concerns
<b>Under Pressure Mvt I</b> - Field is jagged, grey, silver, black to represent coal rocks. The movement is very aggressive and edgy building pressure to a huge fire impact event where the first color change occurs.	1-4	16	Create a very intriguing linear mountain/rocky/geometric opening form. The tuba/low reed & battery sound initiation should motivate the 16 counts moving into the brass entrance. This motion should also motivate pulling the guard from the S1 props down and out.	Tuba & Low Reeds Connected front field - rest of field prepped to move towards instrumental staging at M. 5	Centered behind the low reeds - the battery should instantly move into position behind the brass to create good pulse source at 5.	Separate guard into two groups - 12 rifles/20 flags. Flags will motivate back and to the S2, Rifles will motivate forward towards the FSL. They will all start dancing and will pick up equipment when notated below.		N/A
	5-10	20	Forms begin contrary motion/gentle gating (sacktig like) as the brass enter. Trumpet, Mellos, Trombones should be musical field focus grouped with dancers as they pull down and forward from backfield.	Brass enter here - forms should be gating and creating contrary motion complementary to guard forms. Keep music ensemble connected for pulse stability	Conservative staging placement from here to IMPACT for pulse.	Flags will stretch to side 2 and rifles will pull down and forward. Helping motivate wind motion mid field.		
	11-14	14	FIRST TUTTI FORM - winds should either frame or integrate dancers - flags are almost into position.	FIRST TUTTI FORM in instrumental texture. Sacktig-esk		Guard is framing band form - all dancing still - creating structure around all of the gating contrary motion in band forms.		
<b>Guard Equipment</b>	13-18	16	Texture change here - entire field should change to match the musical texture as we hit this subito piano, then move into a grid at 19.	SUBITO mp - create crescendo visually here.		Rifles will HOLD here - pick up rifles in front of band pushing to impact - huge toss on count 13 into rest. Back flags arrive and pick up flags in 4 count rest.		
<b>32 guard - 12 rifles &amp; 20 flags</b>	19-24	27	IMPACT - this should be match the geometric feel as the opening set - hold at C then push into the final impact at m. 26.	IMPACT - HOLD/PUSH - Keep cylindrical brass front on the numbers here - Push/Resolve visual tension on the 8 count rest		IMPACT SET.		
	26-30	20	IMPACT - HOLD	IMPACT - HOLD	IMPACT - HOLD	IMPACT - HOLD		
	31-32	8	Impact release - Battery and Dancers hold field focus here.	---->	---->	---->		
	33-60	84	Percussion Feature - Rifles should stay in focus engaged with the percussion feature. Winds should drill setting up drop offs of section features following.	Winds should drill here - the wind drill should frame the percussion feature but be motivated by the motion of the percussion reshapes. Use contrary motion, facings, there will be layered choreography in winds throughout. FULL WW section needs to be staged Front Field S2 at 61. FULL Brass section needs to be staged Front Field S1 at 68.	Percussion Feature - moderate reshapes for feature. Lets discuss this before you write it.	Rifles will become integrated with percussion feature. Flags integrated with winds.		
	61-67	21	Instrument features begin here. Flags should highlight both brass and WW feature. WW feature introduction.	WW feature (HOLD) introduction should be forward near numbers on S2. Brass will drop off at 68.	Release from feature and maneuver into position for Impact/centered for pulse.	Rifles transition to flag here, they should pull down forward into the FE/Front drops to exchange. Flags pull down into field focus connecting the ww forms as they hold for features/fanfares.		

68-71	16	Brass Fanfares - WWs transition towards impact set at 87.	Brass fanfare (HOLD) - WW should release and head towards brass for tutti phrase at 83.		Rifles will begin to pop out here with brass in groups of threes - stay connected for entire development. Flag group will stay intergrated with WWs.	
72-78	21	2nd WW Phrase - Brass and WW's will maneuver toward impact set at 87. Flags are motivating all motion here.	2nd WW feature - this is ON THE MOVE - keep stepsize moderate 8 to 5-esk.		Weapons continue to add on with brass - Flag line is framing WW and Brass now.	NEW GUARD (Actually baton twirler will enter with costume change on S2 35)
79-82	16	Full guard is in field position now - motion is motivated by guard surrounding the band form.	2nd Brass feature	Percussion is now into position to hold pulse behind winds for rest of tune.	Guard is sequenced pushing to surround the band for impact	
83-86	16	Full field push into "Arc of Fire" Impact - There needs to be a lot of contrary motion, gating, jagged lines that create disonance that move into this impact.	Winds should create an arch around the S2 35 where white guard solo will be revealed.	Centered behind arch push.	Field push framing the winds into impact set.	Trumpet 1 will start the ballad - MUST be staged near guard soloist to start ballad
87-96	40	ARC OF FIRE IMPACT - FIRST 8 counts will be held - then the form will disapate and condense forward with choreography like the form is crumbling as it catches fire. Last 8-16 cts will be held. Guard should integrate towards the center of the form as the phrase builds.	<-----	<-----	<-----	Guard Soloist is revealed in white at the END of this phrase.
97-100	16	RECAP - guard and form immediately pull outward as the guard soloist in diamond white is presented.	Push band forward as far front field towards surrounding the guard soloist and expand form.	<-----	Guard spreads back to cover as much field as possible in windows	Twirler soloist and Trumpet 1 need to be near each other will begin ballad.
101-104	16	HOLD - IMPACT	HOLD - IMPACT		HOLD - IMPACT	