

1 Choose your first place performance

2

3

4



#1 Design Goal?




# Generate Effect

#1 Way to Generate Effect?

# Clarity


Clarity = *NO Confusion!*

- Performance
- Design
- **EMOTION**




Clarity = *NO Confusion!*

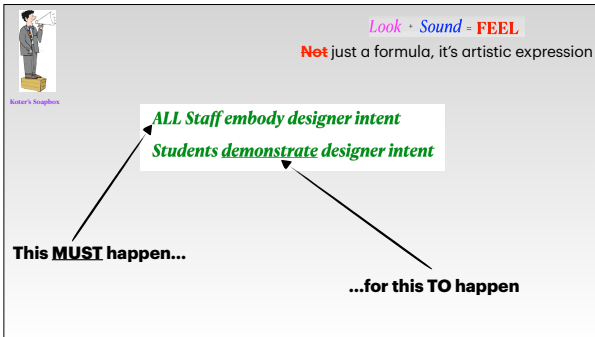
- Where to look
- What to hear
- **HOW TO FEEL**



Show Design Formula


*Look* + *Sound* = **FEEL**






## The Look

- **ONLY** Compulsories:
  - Students are performers
  - On football field
    - Staging
    - Costuming
    - Choreography




## YOUR Look

- Resources
  - School Colors
  - Traditions
  - Venues
    - Size, vantage points, time of day, etc.
  - \$\$\$



## YOUR Look

- Intended Music + Desired Feel
  - Have or adapt?
  - Guard v musician contrast?
  - Obtain?
    - \$\$\$
    - Gently used?




## Stage the guard as if they are **MAIN characters** in a theater production

*MOST read a show through them: costuming, equipment, staging, choreography, etc...*

**ESPECIALLY** visual judges w/indoor experience




## MAIN Characters = **Primary Focus**

- Up Front
- Framing/framed by
- In mass
- In windows
- Playground opportunities
- Costumes contrast musicians



## Guard Staging Secrets

- Weak transitions **NEVER**-tolerated
  - DON'T** just indicate when/where
  - DO** help orchestrate in advance
  - DO** request support of ANY music happening
- 100% on paper **NOT** obtainable
  - "Produce"** on site

Visual Notes

## Transition Secrets

- Ways to Help Focus
  - Use soloist/small group (zoom in)
  - Sequential to lead eye
  - Add on/peel off
  - Equipment on yard lines/at props
  - Hand off to neighbor
  - Be clever

## Make color decisions in a football stadium

## Color Decisions for Costuming + Flags

- From/near press box
- On turf/grass
- Under the lights
  - Style, fit, contrast
  - In motion (spinning)
- Varied body/arm positions
  - From ALL angles/heights

Take videos or photos to view later

## Appropriateness of movement outshines quality of movement!

## Appropriateness of Movement

- Match intended feel
- Prioritize focus
- Elevate musical intent
  - Feet, body, choreography, etc.
- MYTH: musicians can never be static**





- ## MYTHS



- 



- ## MYTHS

## The Sound

- 
- A cartoon illustration of a person's head and shoulders. The person has a large, rounded head, a small nose, and a wide smile. They are wearing a white shirt. To the left of the person's head, there are several curved lines representing sound waves, indicating that the person is listening to something.



### Revise, Reduce, Detail, Delete (R2-D2)

- 



## BEFORE Putting it on the Move

- Simplify/modify for THEM
- Create more variety
- Add more expression
- Adapt for visual opportunities



## BEFORE Putting it on the Move

- Actualize arranger's intent
  - Style, hierarchy, emotion, pacing
- 100 % correct, 100% contribution
  - Go slow to go fast
  - Strategic rehearsal planning
    - *Small groups, one on one*

*A top  
takeaway!*



## Feet Timing = #1 Priority

- Stand + move feet early/often
- Build confidence: OK to look/sound bad
- Putting music to drill:
  - Encourage playing - **NOMATTER WHAT**
    - Will NEVER contribute otherwise
  - Simplify first time on move
    - *F concert only, quarter notes, sync rhythm only, etc.*



## Once staged, adapt the score based on placement and acoustics



## Physical Modifications

- Consistent player complications:
  - Feet not in time
  - Not everyone playing
  - Dropped phrases
  - Designer intent not extracted



## Physical and Acoustical Modifications

- Exaggerating/extracting hierarchy
- Craft rate of expression
- "Addition by subtraction"
- Part "redistribution"





## Pageantry percussion is a blessing AND a challenge!



## The Percussion Score

- 3 additional designers?
- Density
  - *Softs = thinner*
- Unnecessary doublings
  - *Frequency conflicts*
  - *Acoustic v. Synthetic*



## Sound Reinforcement Myths

- ~~Must use audio system~~
  - *No compulsories*
- ~~Balance obtained through volume~~
  - *Contrast/prioritization/staging*
  - *Hierarchy always exists*
    - All instruments **DO NOT** need equal presence

**MYTHS**  
**BUSTED**



## Soundboard Operation

- Position, role, communication system
- Levels **SHOULD** change
  - *In realtime or digital scenes*
- Start at zero, increase as needed
  - *Majority of group is acoustic*

*A top  
takeaway!*



Koter's Snaphox

*"The groups that place highest set the standard for what judges expect others to follow."*

**MYTHS**  
**BUSTED**



*"You must have a totally original theme with new, custom arrangements to be effective!"*

**MYTHS**  
**BUSTED**

*"Small bands with limited instrumentation cannot achieve the same as large bands!"*

**MYTHS**  
**BUSTED**

Clarity - NO Confusion!



Koter's Soapbox



- "Look + sound = feel" - *visual elevates music*
- No compulsories except clarity
- Judges don't choose, they reward
- Functionality + unity highly valued



Koter's Soapbox



- Modifying "gently used" = SMART
- Edit/adapt before + AFTER on field
- Designer intent coached early + consistently
- Stage guard as main characters



Koter's Soapbox

- 100% from 100% with feet IN TIME
- Audio system - start at zero... increase if needed
- Contrast RULES; work before AND after moments



# Thank You

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