



The most common struggle in all of our time, choosing right over wrong, good over bad, etc. Using color and performers for visual references, DIVIDED is an epic battle of choice. Being pulled in different directions with musical twists and turns, performers enhance the storyline with props and stages to add visual effect.

Set Design

Utilizing the large props resembling division, the set design is as intriguing as the show itself. The stages (more than one option) are perfect visual points for the musical moments that need to be highlighted.

The large circular prop is off centered, allowing for drill to be written without the prop being needed in those 'showy' visual drill moments.

There are optional screens along the front sidelines (on each side of pit), for colorguard changes/equipment changes.

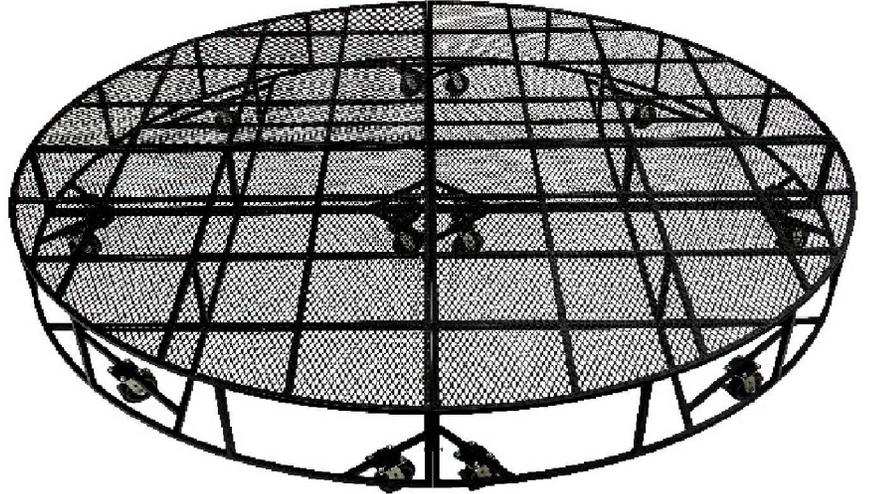
We have also added a large stage option with ramps, showing the division of entering from one side as the "good" side, and leaving as the "evil", or vice versa.

PROP IDEAS & CONCEPTS

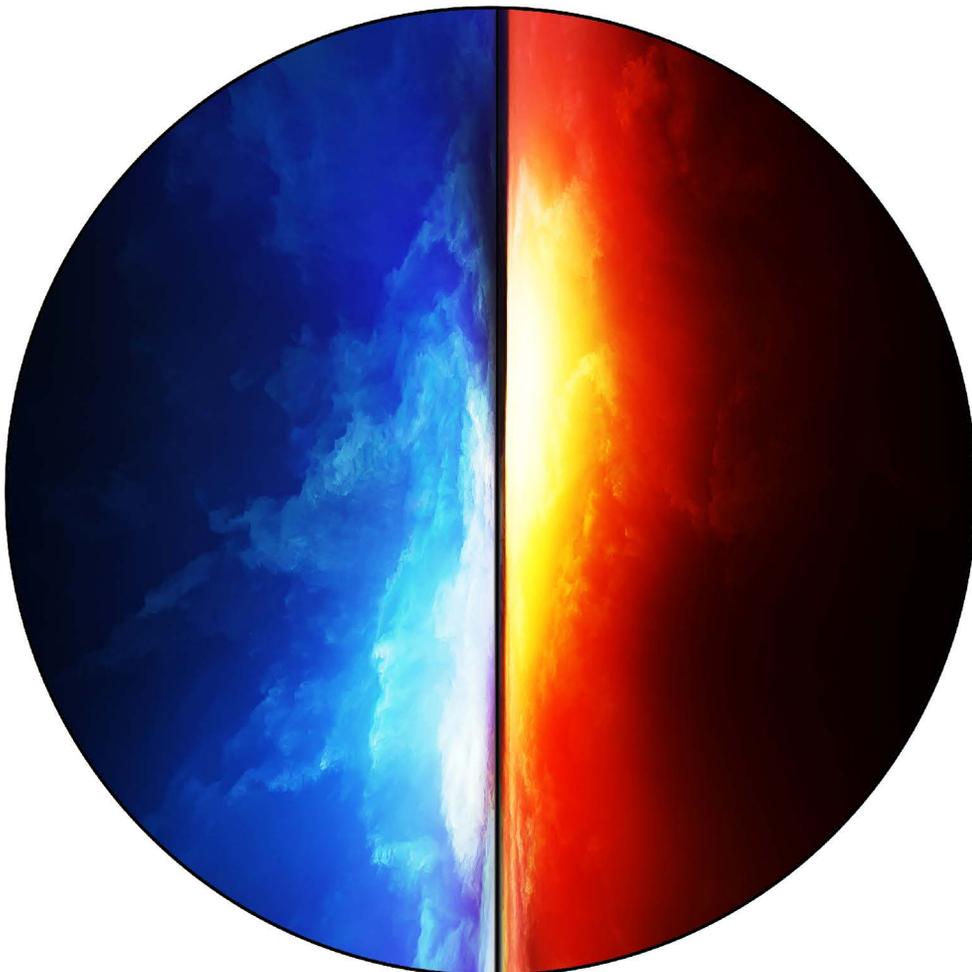
Option 1: Circular elevated stage (spins).

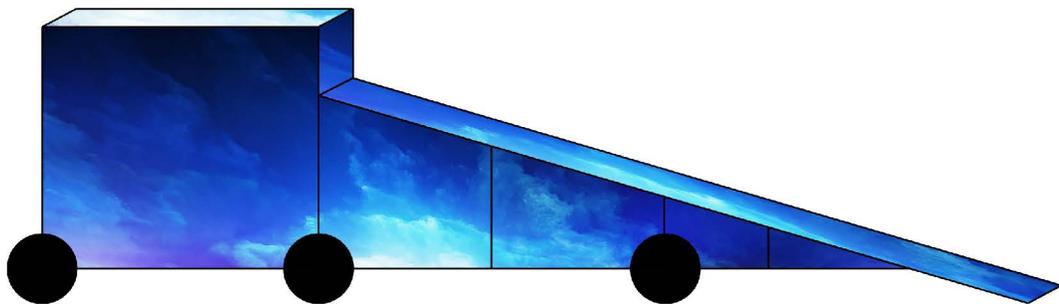
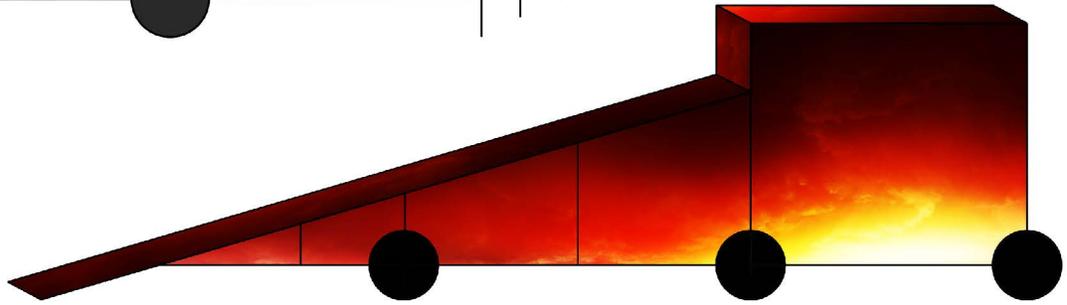
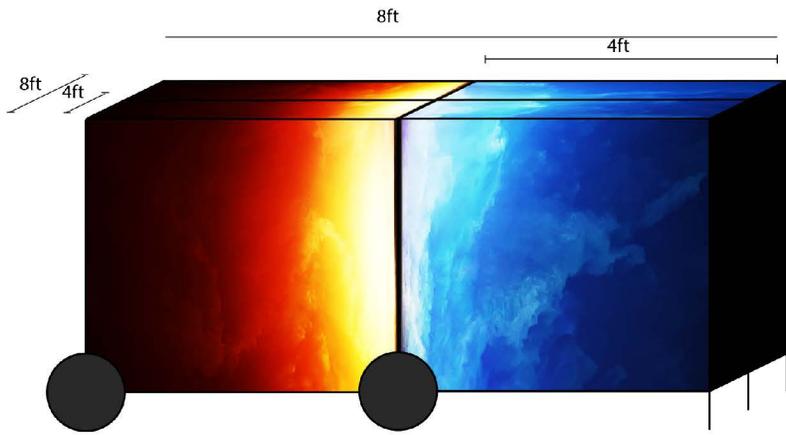
Option 2: Circular tarp used as stage.

Option 3: Square stair case option (together form a stage platform (stationary)).



FCRND122, Round Stage 12'(d) x 2'(h)

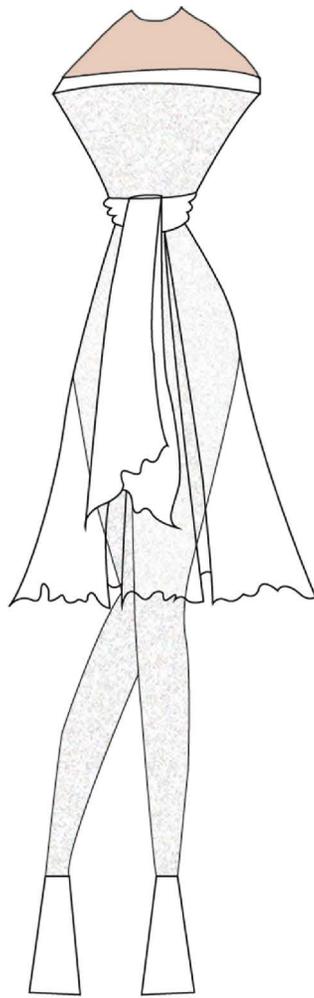
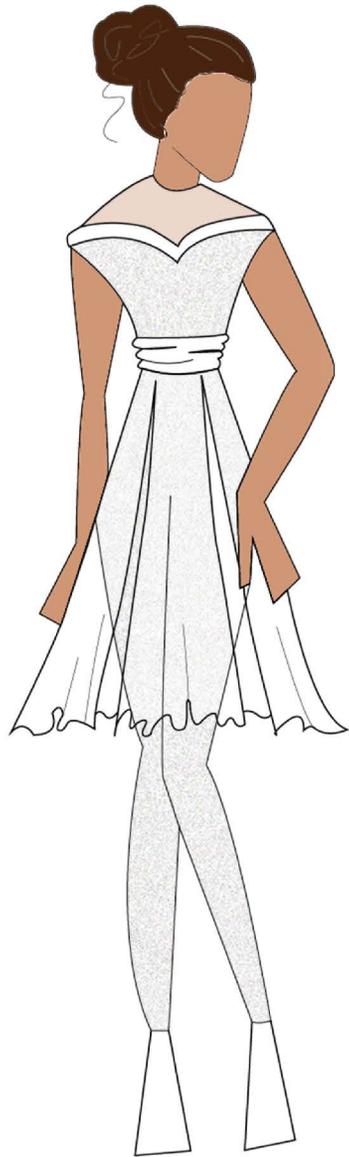




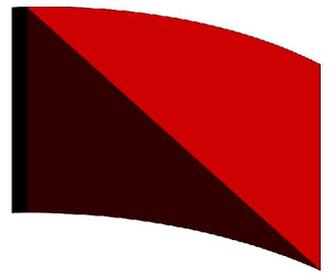
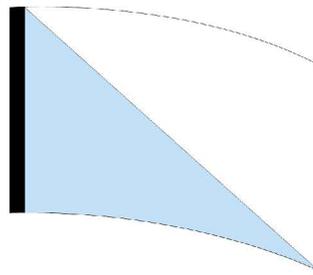
*Front screens (optional)



COLOR GUARD CONCEPT

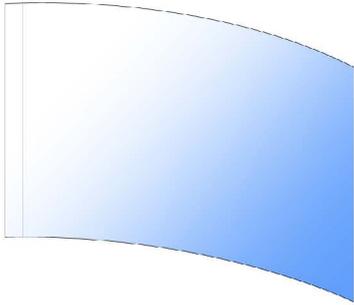


FLAG CONCEPTS

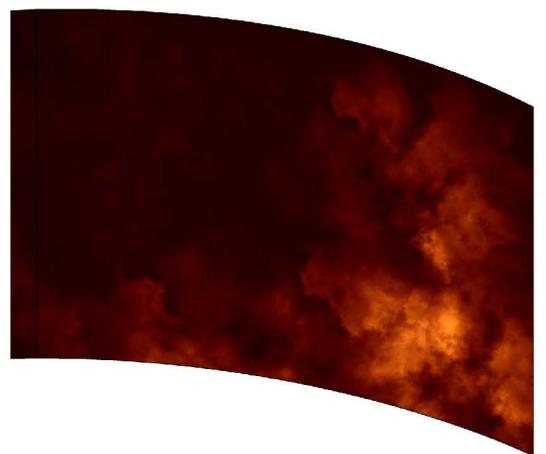
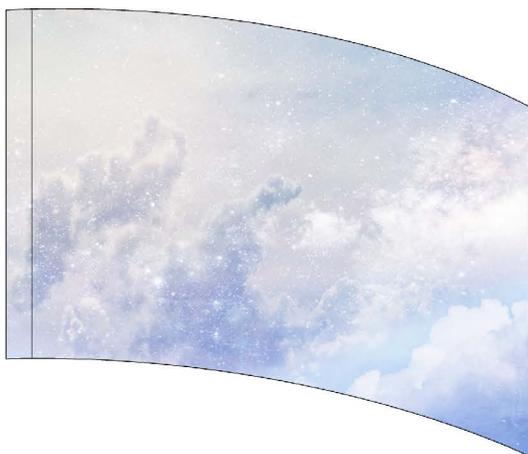
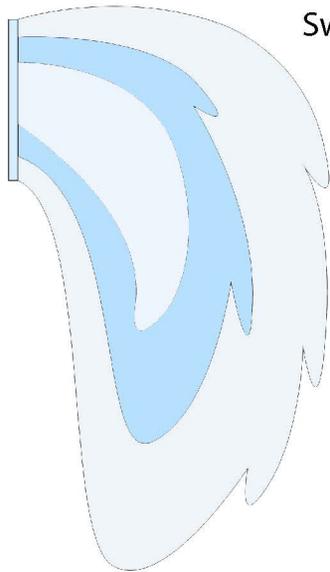


*digital option

*double sided (cannot be digital) - silk option



Swing or oversized flag



Pre-show

Prior to the beginning of the first movement, we can use the set up time to show the two sides being divided. Use some of the guard members to split the field down the center into two parts, good/evil.

To make DIVISION evident, there should be no communication between the two sides, using body language showing that they almost seem to ignore each other.

You can choose to have the entire band split or use just the color guard to be split. When using the entire band (suggested), you can alter their uniform, hat, sash, etc to represent the two sides.

Opener

Distinct Separation - Introduction to Good and Evil

In the beginning stages of the first movement, we follow along as the music introduces the lighter, uplifting. The 'good' side is introduced first (really evident around measure 10 as the choir joins in), showing off a few guard members as soloist, inviting others to join in.

As darker tones enter in the score, so does the evil (visually). The music really begins to show this at measure 28. Both sides are performing separately until the first hit happens in which they do similar work (body work, guard work), except they mirror each other, doing opposite. The body language can be choreographed to where the 'good' side is more fluid, while the 'evil' side does the work in a more harsh manner.

As the music continues, we are making the division VERY evident and the bold statement made that there is no unity between the two. No coexistence.

Towards the end of the first movement, you start to see the 'evil' trying to pull in some of the good - beginning the story line of choice, pressure, etc.

Ballad

Dance Between Opposites (push/pull)

Soloists move in as performers from the first movement scatter. There is an overall angelic feel beginning in measure 9 as the melody from the soloist calms over the field. The soloist can perform on the large stage along with guard member soloists placed on the field.

The color guard is using an oversized swing flag (that can also be used as doubles during the hit). There are two sets of flags for each movement (good/evil), but there doesn't have to be for smaller bands.

In the hit (measure 44), performers are spread across the field, some up on podium props, some on the large circular stage, allow there to be different levels visually.

Closer

Choose or Coexist?

At this point, there is a battle of good and evil. Deciding who to be, which side to be on. If the division will remain or if the sides can co-exist in harmony.

Could use air blades for color guard - have two different colors.

The props are used to show group battles between the two. Elevating the performance for an epic battle. In the score, unity is reflected towards the end of the show, showing that neither good or bad 'win', but that both can always exist within the world, together.