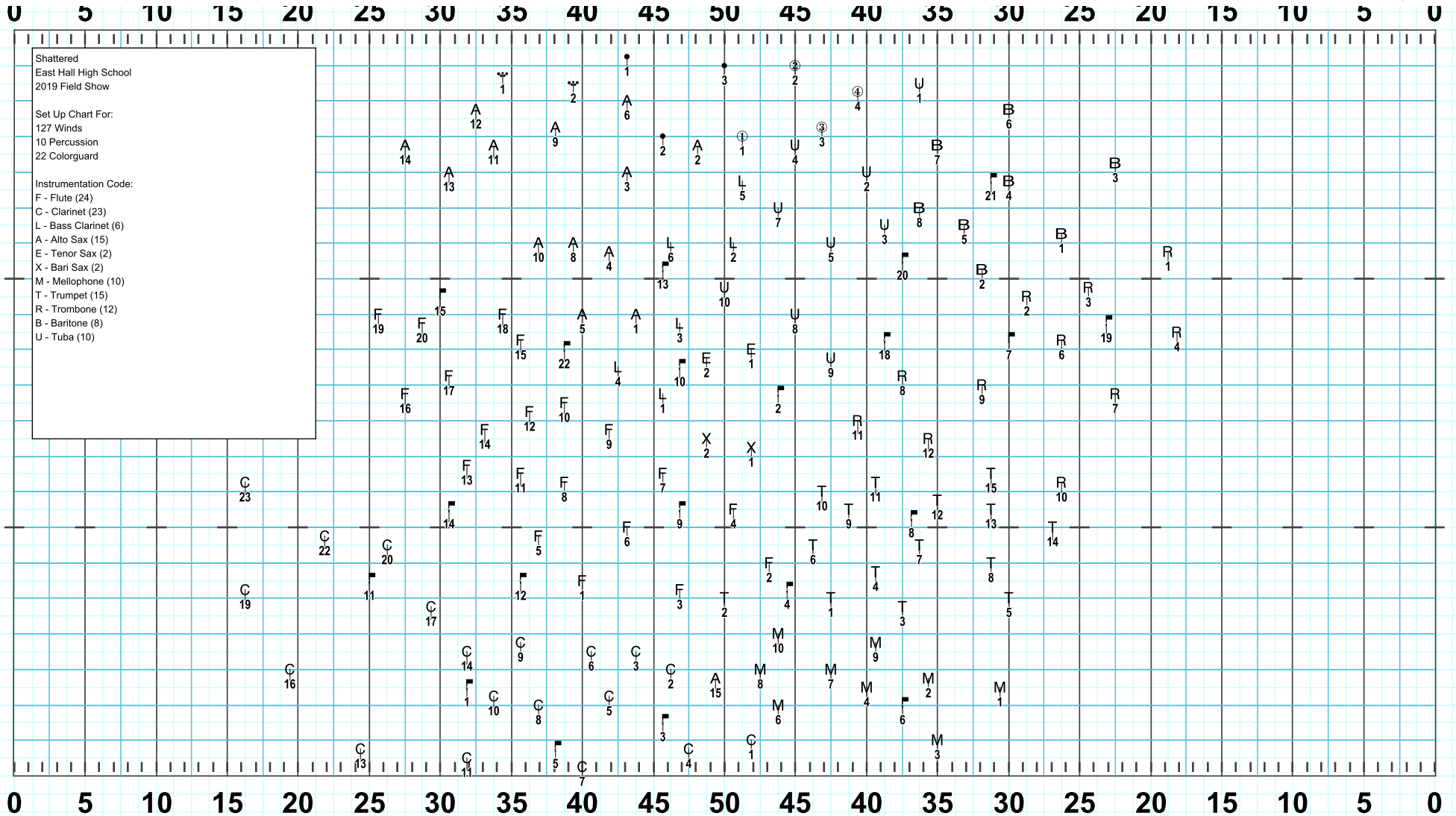


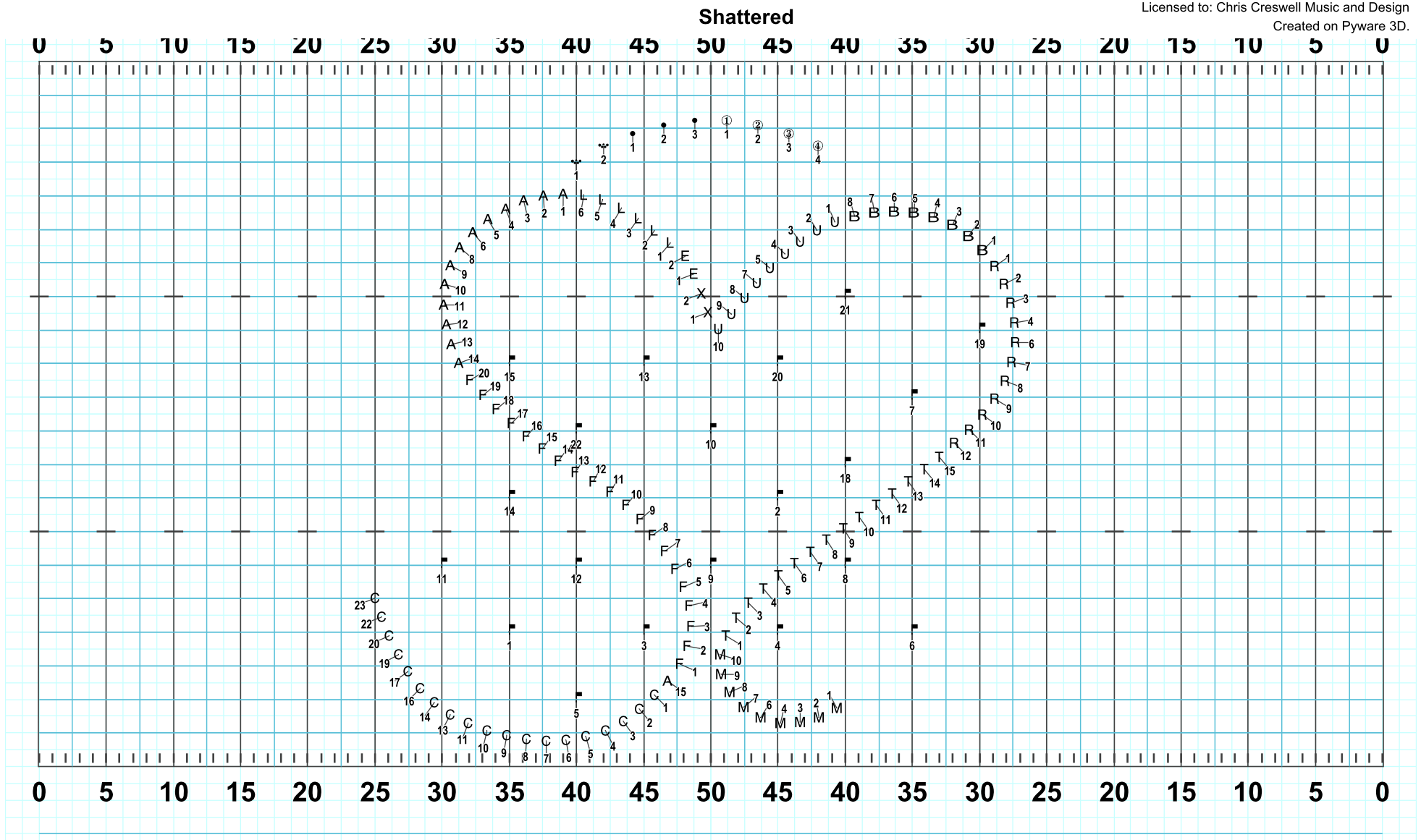
Shattered



Director Viewpoint

Set #0 Counts: 0 Measures: SHATTERED

Opening Set



Director Viewpoint

Set #1 Counts: 32+16+32 Measures: 1-8, 9-12, 13-20 Part 1

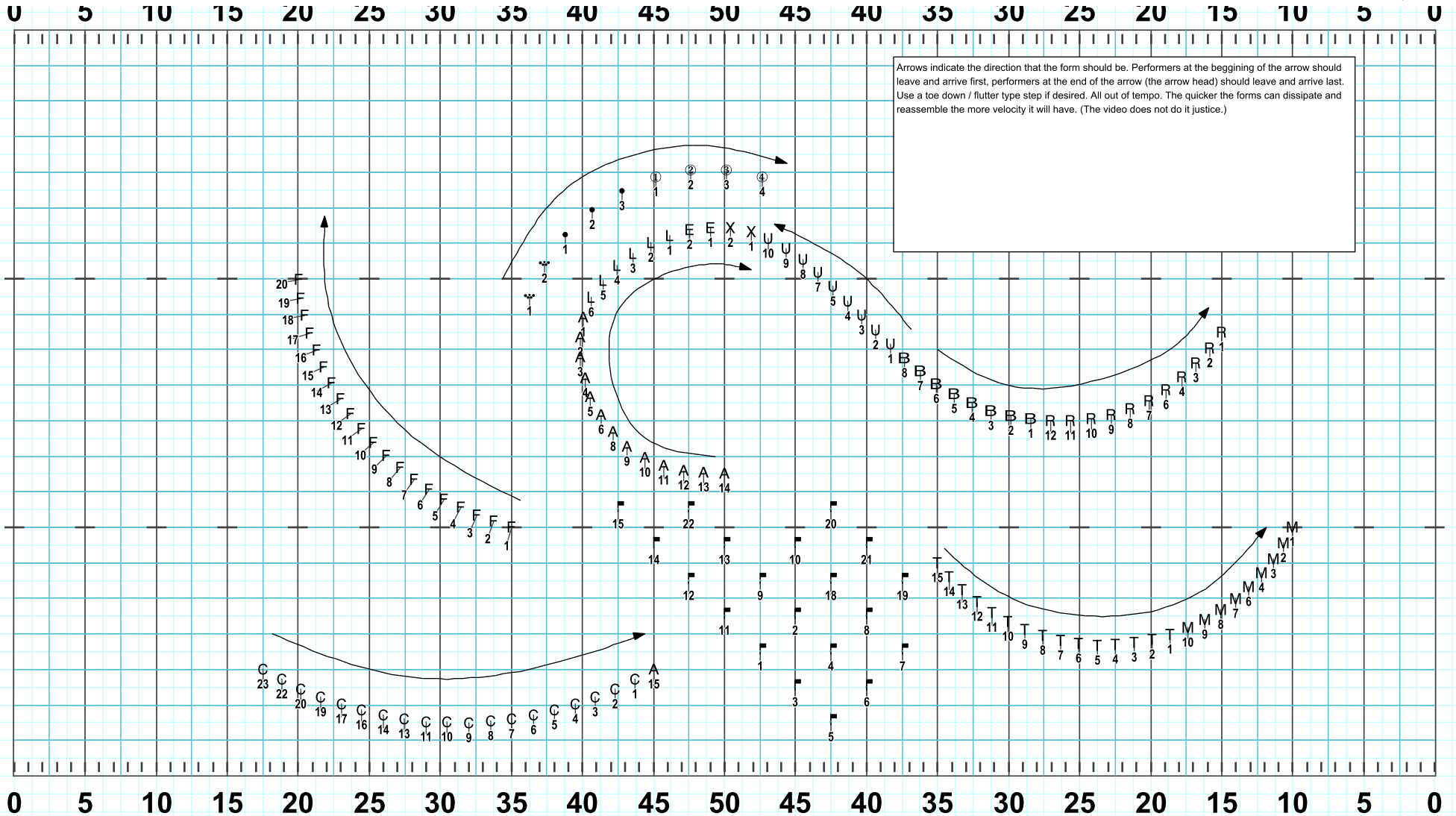
All - Hold / Visual / Pose 32, Free Form 16, Hold / Visual 32

Utilize the diagonals for sequential body moves that move down the line.
 Performers could also place hands on shoulder of person next to the sequentially.

Guard - Body only until set 7

OPTION: This set could be skipped and performers can scatter to set 3 as desired.

Shattered



Director Viewpoint

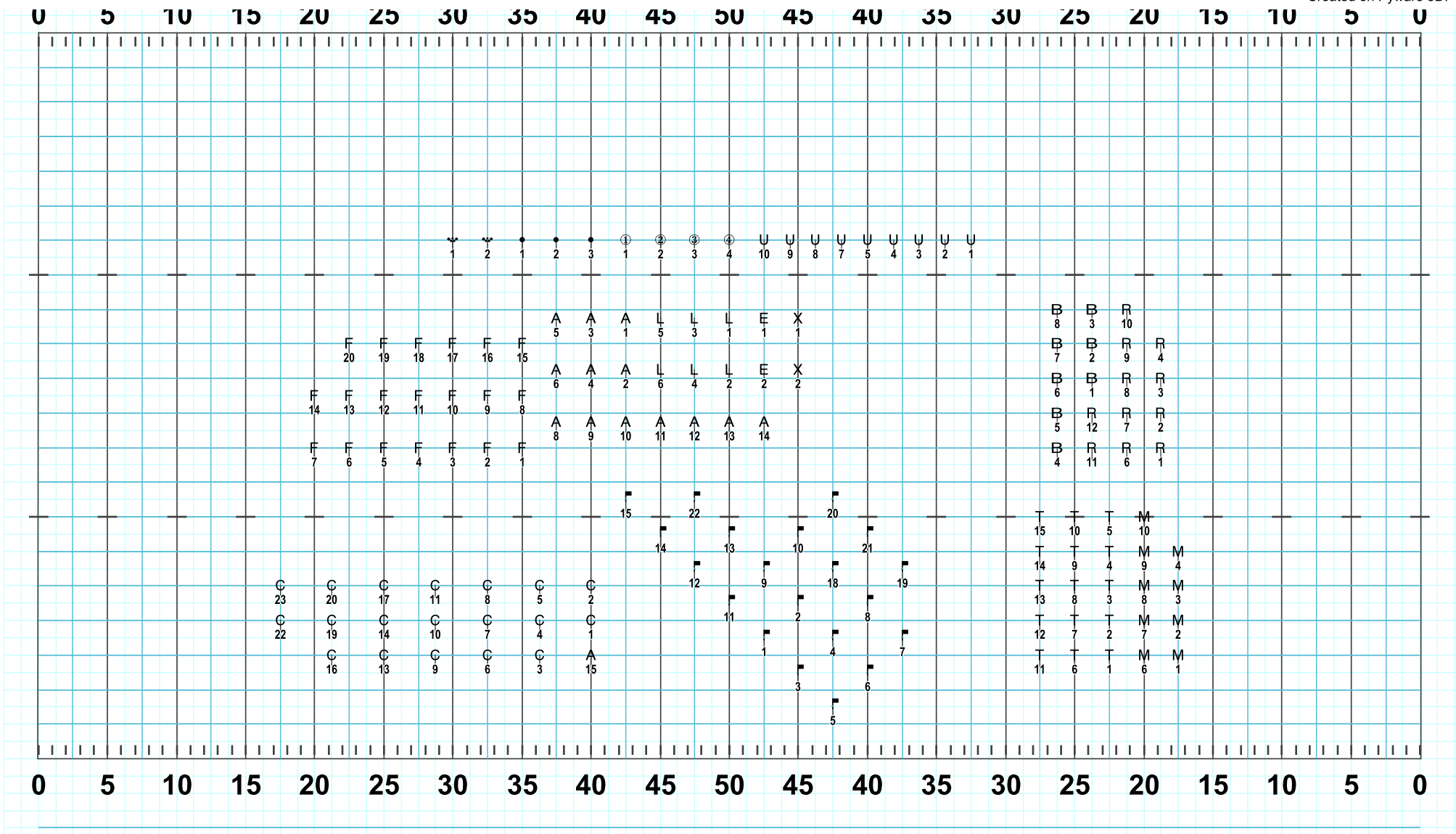
Set #2 Counts: 32 Measures: 21-28 Part 1

All - Scatter / Free Form 32

Performers can ripple / peel out of the diagonals and then arrive sequentially in this set. Use a sight ripple. Not in tempo.

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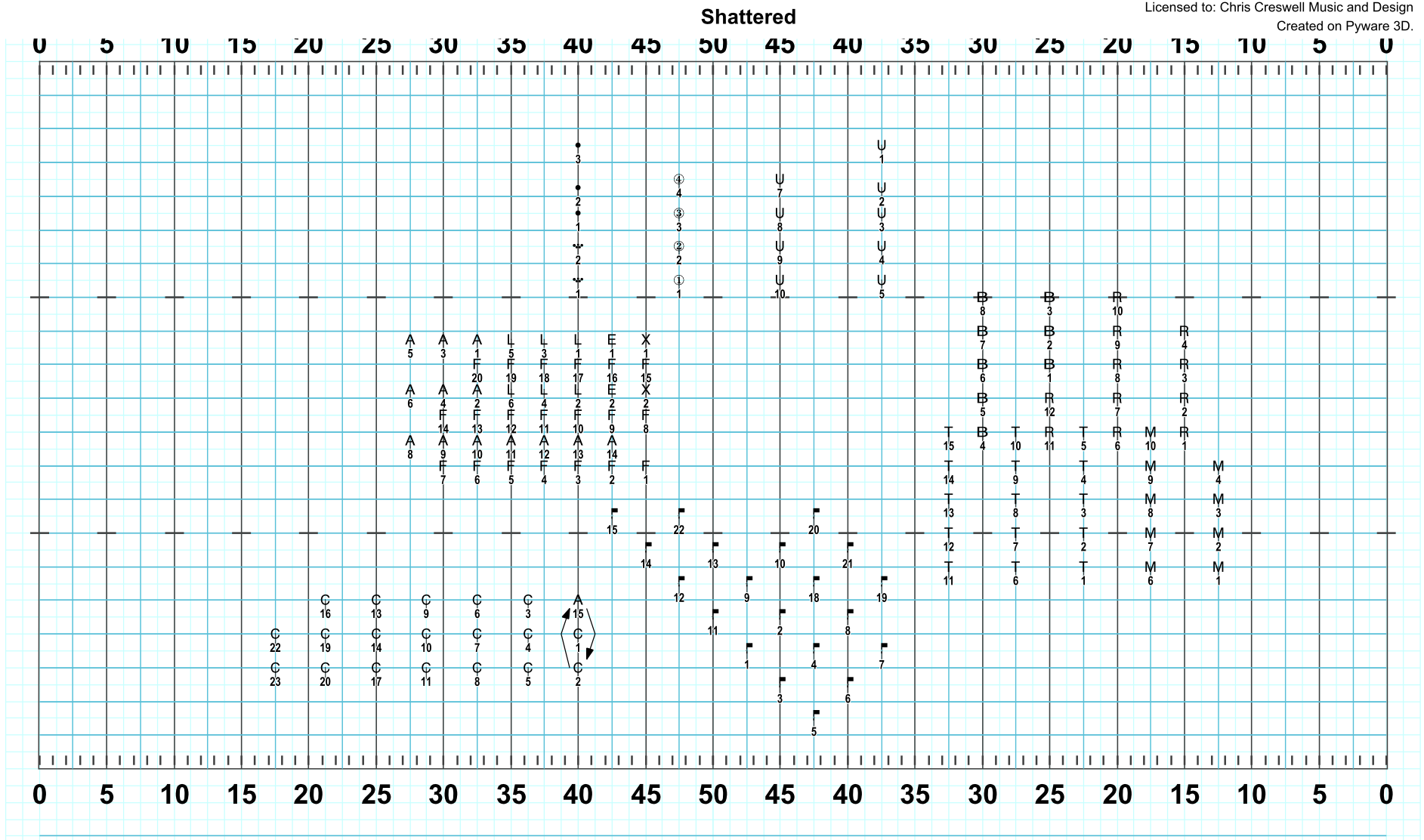


Director Viewpoint

Set #3 Counts: 16 Measures: 29-32 Part 1

Winds / DL - Float 16

Guard - Hold 16



Director Viewpoint

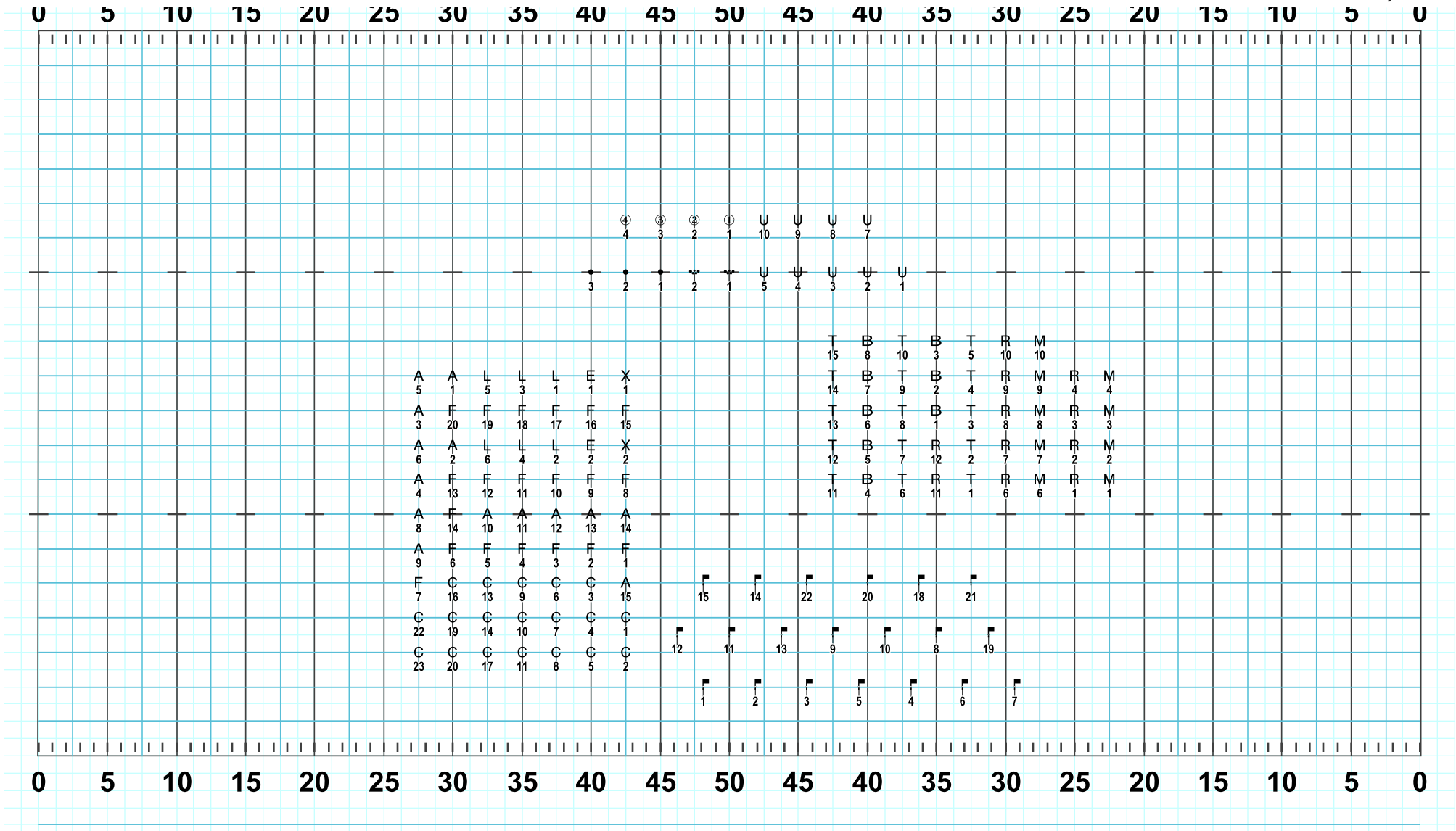
Set #4 Counts: 16 Measures: 33-36 Part 1

A15 / Clarinets - See special instructions
 Other Winds / DL - Float 16
 Guard - Hold 16

A15, C2 - Float 8, Hold 8 (see arrows for path - applied to all)
 C3,5 - Hold 1, Float 8, Hold 7
 C6,8 - Hold 2, Float 8, Hold 6
 C9,11 - Hold 3, Float 8, Hold 5
 C12,14 - Hold 4, Float 4, Hold 4
 C15,17 - Hold 5, Float 8, Hold 3
 C18,20 - Hold 6, Float 8, Hold 2
 C21,23 - Hold 7, Float 8, Hold 1
 Other C - Hold 16

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Director Viewpoint

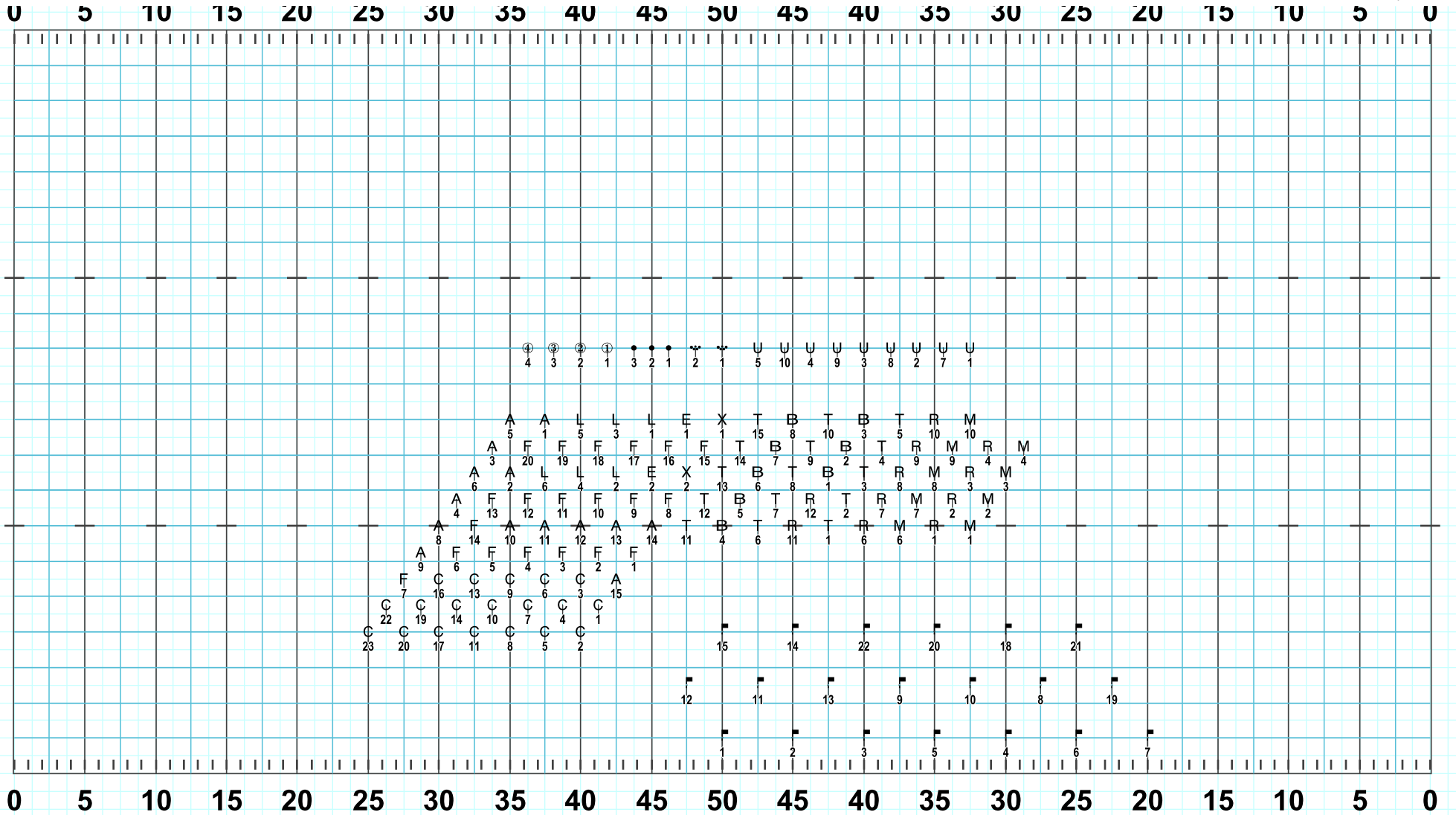
Set #5 Counts: 16 Measures: 37-40 Part 1

All - Float 16

Woodwinds can use sequential movement / visual footwork / Hold 8, Flutter 8 / a mix of all.

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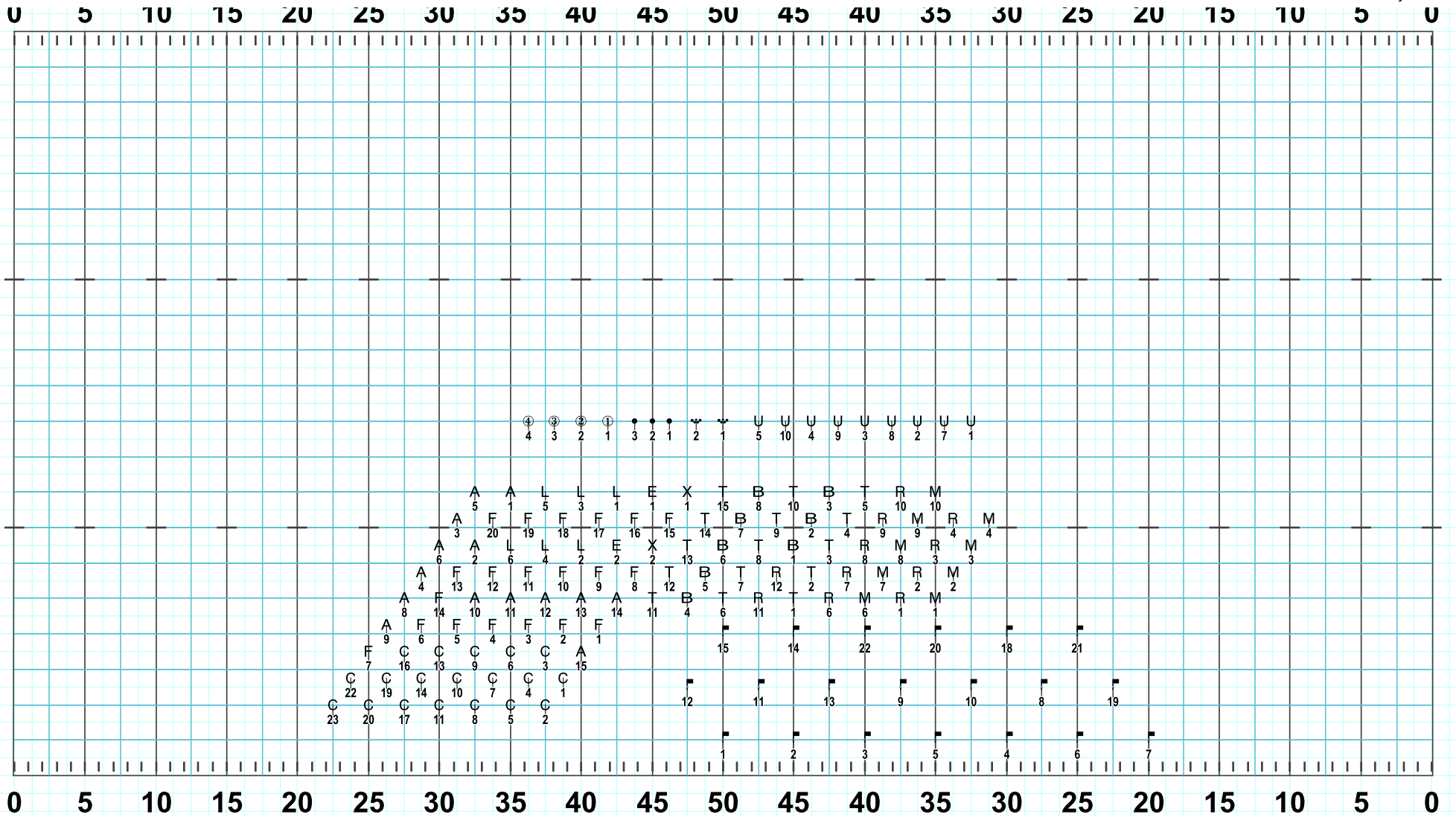
Director Viewpoint

Set #6 Counts: 16+16 Measures: 41-44, 45-48 Part 1

All - Float 16, Hold 16

.Guard - show color

Shattered



Director Viewpoint

Set #7 Counts: 16 Measures: 49-52 Part 1

Winds / DL - Float 8 in half-time (16 counts)

Guard - Hold 16

Shattered

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U 5 10 15 20 25 30 35 40 45 50 45 40 35 30 25 20 15 10 5 U

④ ③ ② ① • • • ♯ ♯ U U U U U U U U

A₅ A₁ L₅ L₃ L₁ E₁ X₁ T₁₅ B₈ T₁₀ B₃ T₅ R₁₀ M₁₀

A₃ F₁₉ F₁₈ F₁₇ F₁₆ F₁₅ T₁₄ B₇ T₉ B₂ T₄ R₉ M₉ R₄ M₄

A₆ A₂ L₆ L₄ L₂ E₂ X₂ T₁₃ B₆ T₈ B₁ T₃ R₈ M₈ R₃ M₃

A₄ F₁₂ F₁₁ F₁₀ F₉ F₈ T₁₂ B₅ T₇ R₁₂ T₂ R₇ M₇ R₂ M₂

A₈ F₁₄ A₁₀ A₁₁ A₁₂ A₁₃ A₁₄ T₁₁ B₄ T₆ R₁₁ T₁ R₆ M₆ R₁ M₁

A₉ F₆ F₅ F₄ F₃ F₂ F₁ T₁₅ T₁₄ T₂₂ T₂₀

F₇ C₁₆ C₁₃ C₉ C₆ C₃ A₁₅ T₁₂ T₁₁ T₁₃ T₉ T₁₀ T₈ T₁₉

C₂₂ C₁₉ C₁₄ C₁₀ C₇ C₄ C₁ T₁ T₂ T₃ T₅ T₄ T₆ T₇

C₂₃ C₂₀ C₁₇ C₁₁ C₈ C₅ C₂ T₁ T₂ T₃ T₅ T₄ T₆ T₇

0 5 10 15 20 25 30 35 40 45 50 45 40 35 30 25 20 15 10 5 0

Director Viewpoint

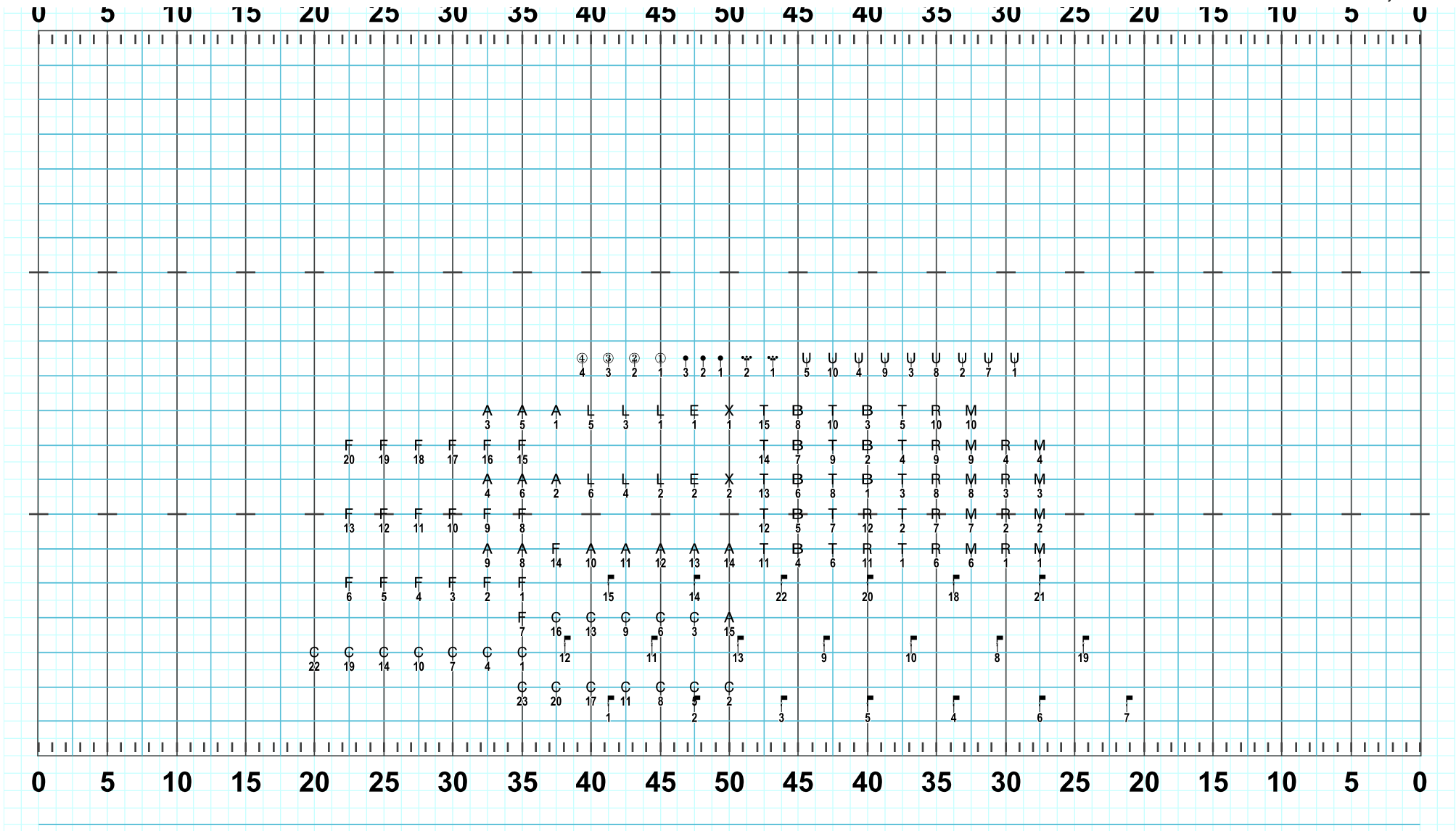
Set #8 Counts: 8+18 Measures: 53-54, 55-60 Part 1

Winds / DL - Float 8 (or mark-time), Hold 18

Guard - Hold 26

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Director Viewpoint

Set #9 Counts: 12 Measures: 61-64 Part 1

All - Float 12

Guard - body only

Shattered

The chart displays counts from 0 to 50 on the top and bottom, and measures from 0 to 50 on the left and right. Instruments are represented by letters and numbers:

- U**: Upright Bass
- F**: Flute
- A**: Alto Saxophone
- L**: Clarinet
- E**: Trumpet
- X**: Trombone
- T**: Tenor Saxophone
- B**: Baritone Saxophone
- M**: Mellophone
- C**: Cymbal

Counts are shown above and below the grid lines. Measures are shown to the left and right of the grid lines. The chart shows a complex arrangement of instruments over 65-68 measures.

Director Viewpoint

Set #10 Counts: 12 Measures: 65-68 Part 1

Woodwinds - Float 9, Hold 3

All Others - Float 12

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U 5 10 15 20 25 30 35 40 45 50 45 40 35 30 25 20 15 10 5 U

0 5 10 15 20 25 30 35 40 45 50 45 40 35 30 25 20 15 10 5 0

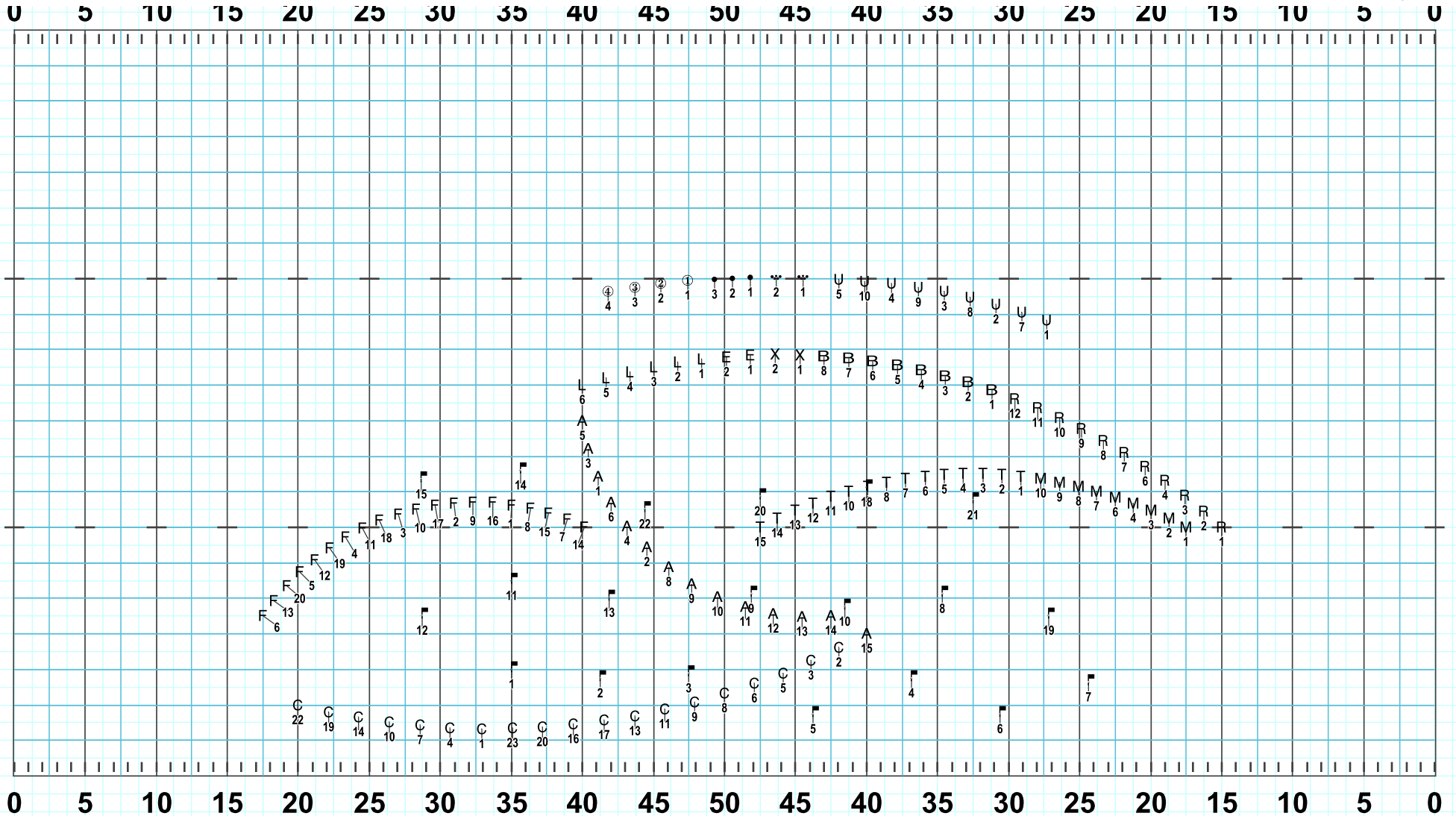
Director Viewpoint

Set #11 Counts: 12 Measures: 69-72 Part 1

Brass / DL - Float 12

Woodwinds / Guard - Hold 12

Shattered



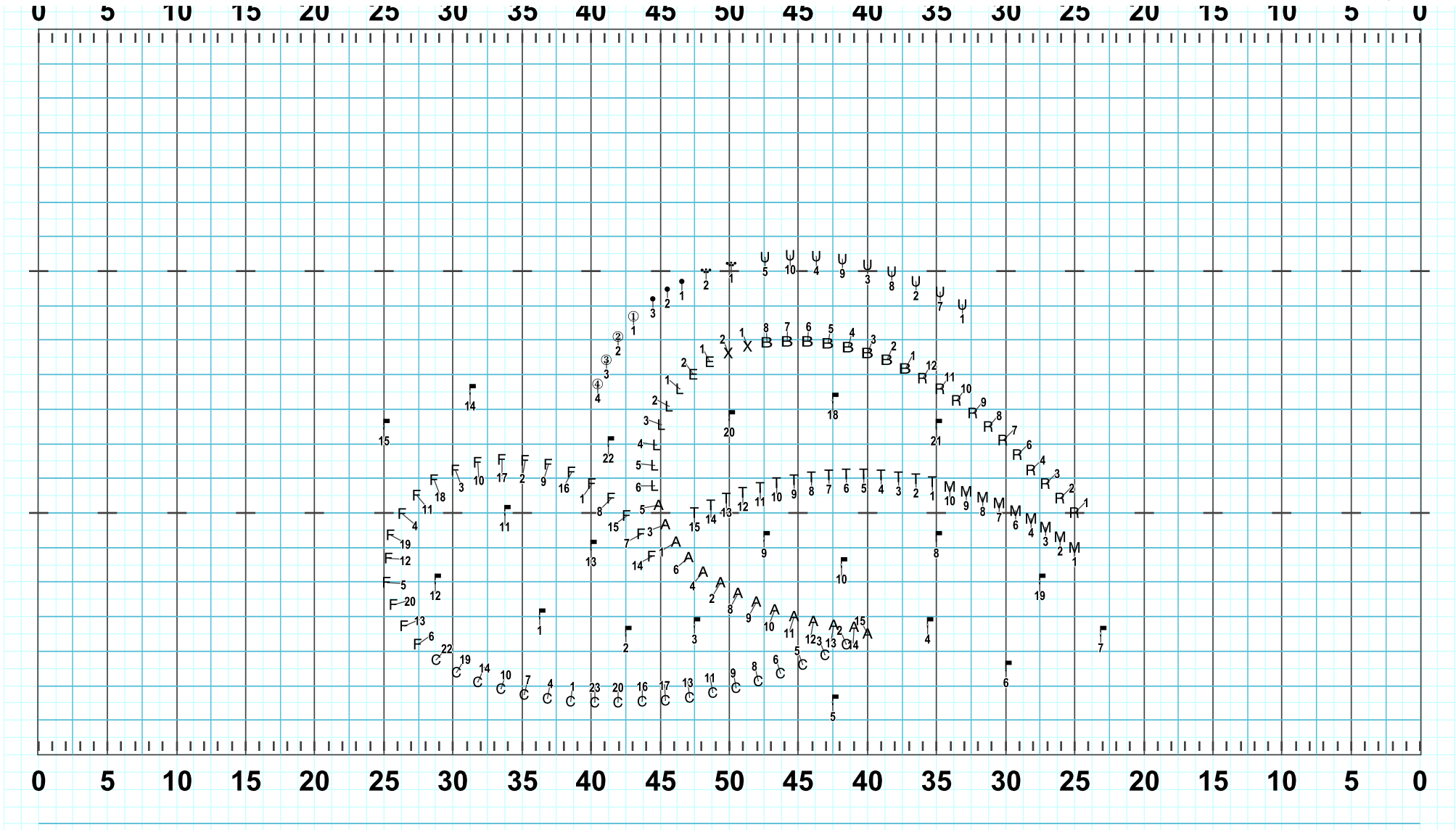
Director Viewpoint

Set #12 Counts: 12 Measures: 73-76 Part 1

Winds / DL - Float 12
Guard - Scatter / Free Form 12 (body only)

Shattered

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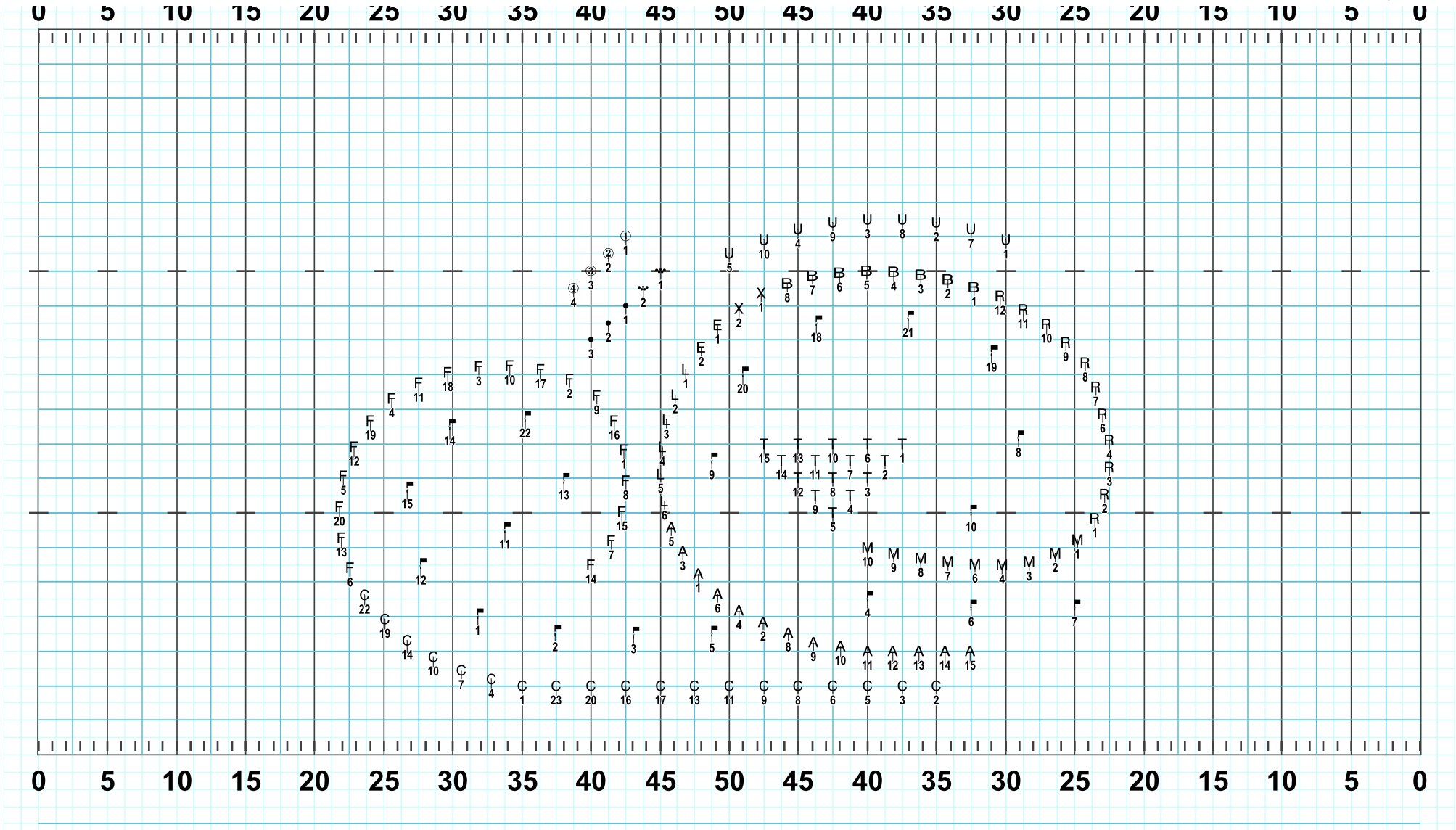
Director Viewpoint

Set #13 Counts: 12+48 Measures: 77-80, 81-96 Part 1

Winds / DL - Float 12, Hold 48

Guard - Scatter / Free Form 12 (body only), Hold 48 (show color)

Shattered



Director Viewpoint

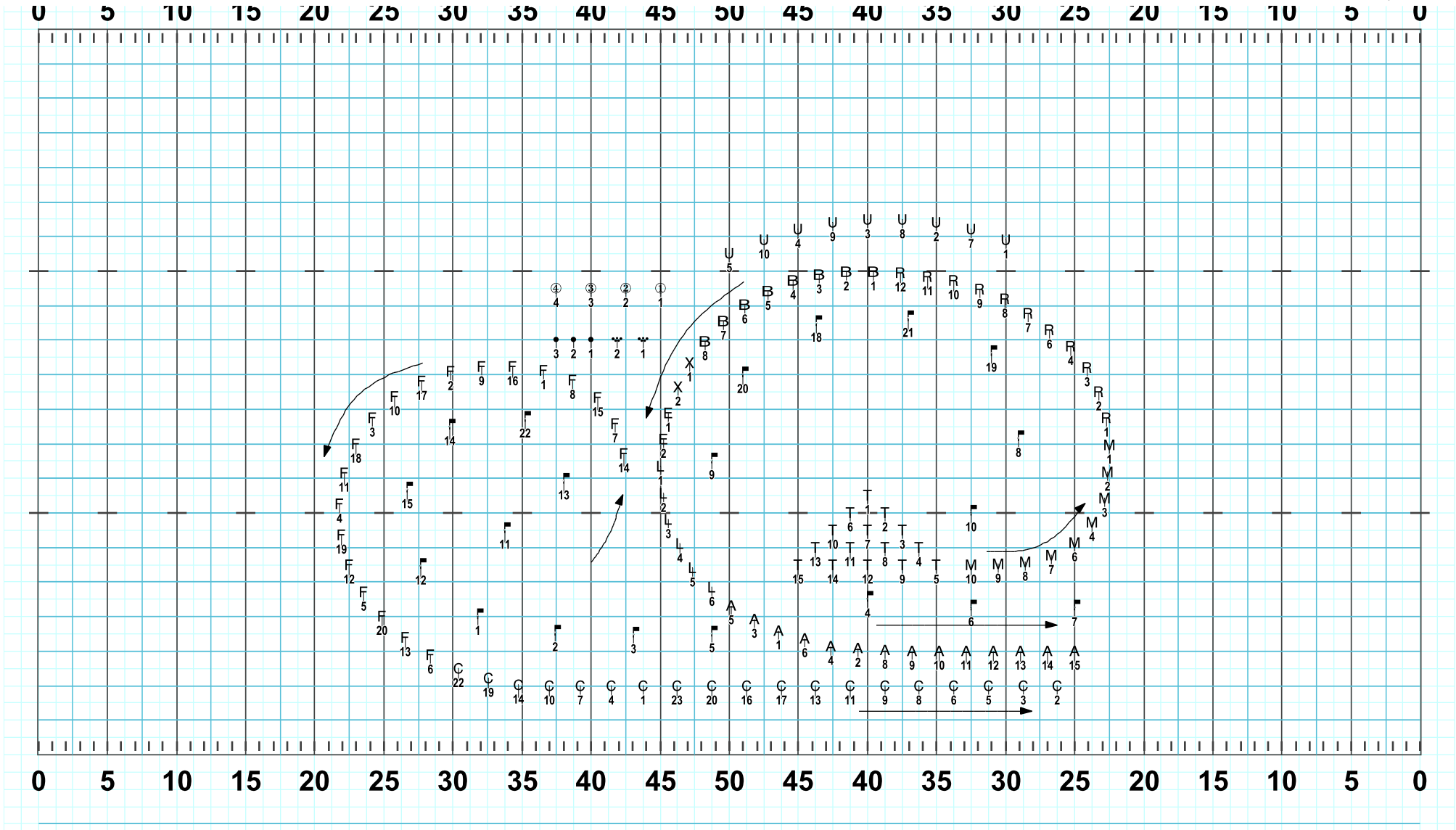
Set #14 Counts: 12 Measures: 97-100 Part 1

All - Float 12

Guard - body only, flutter if needed

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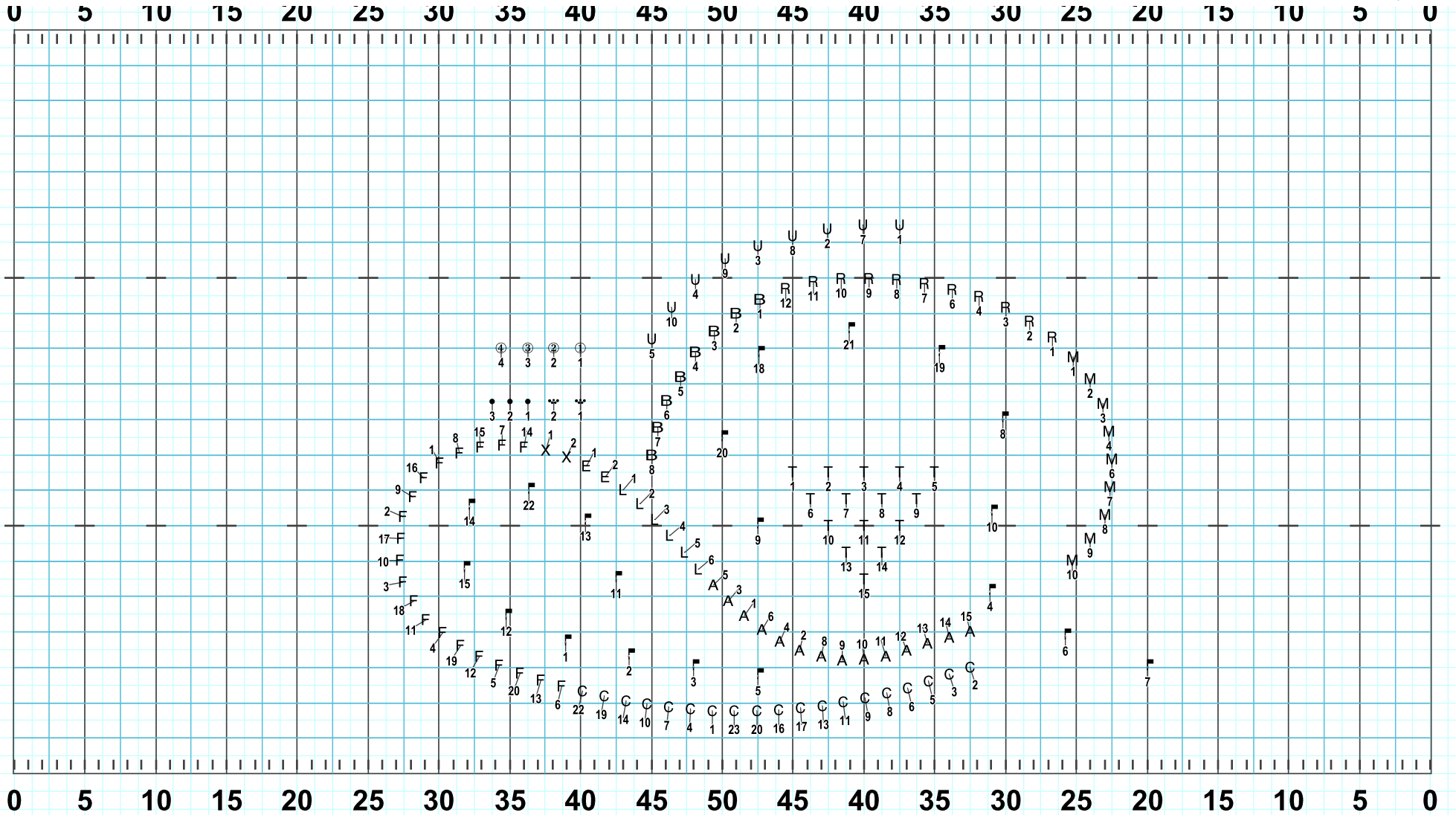


Director Viewpoint

Set #15 Counts: 12 Measures: 101-104 Part 1

- U - Hold 12
- T - Float 12
- Other Winds - Follow the Leader 12
- Guard - Hold 12 (show color)

Shattered

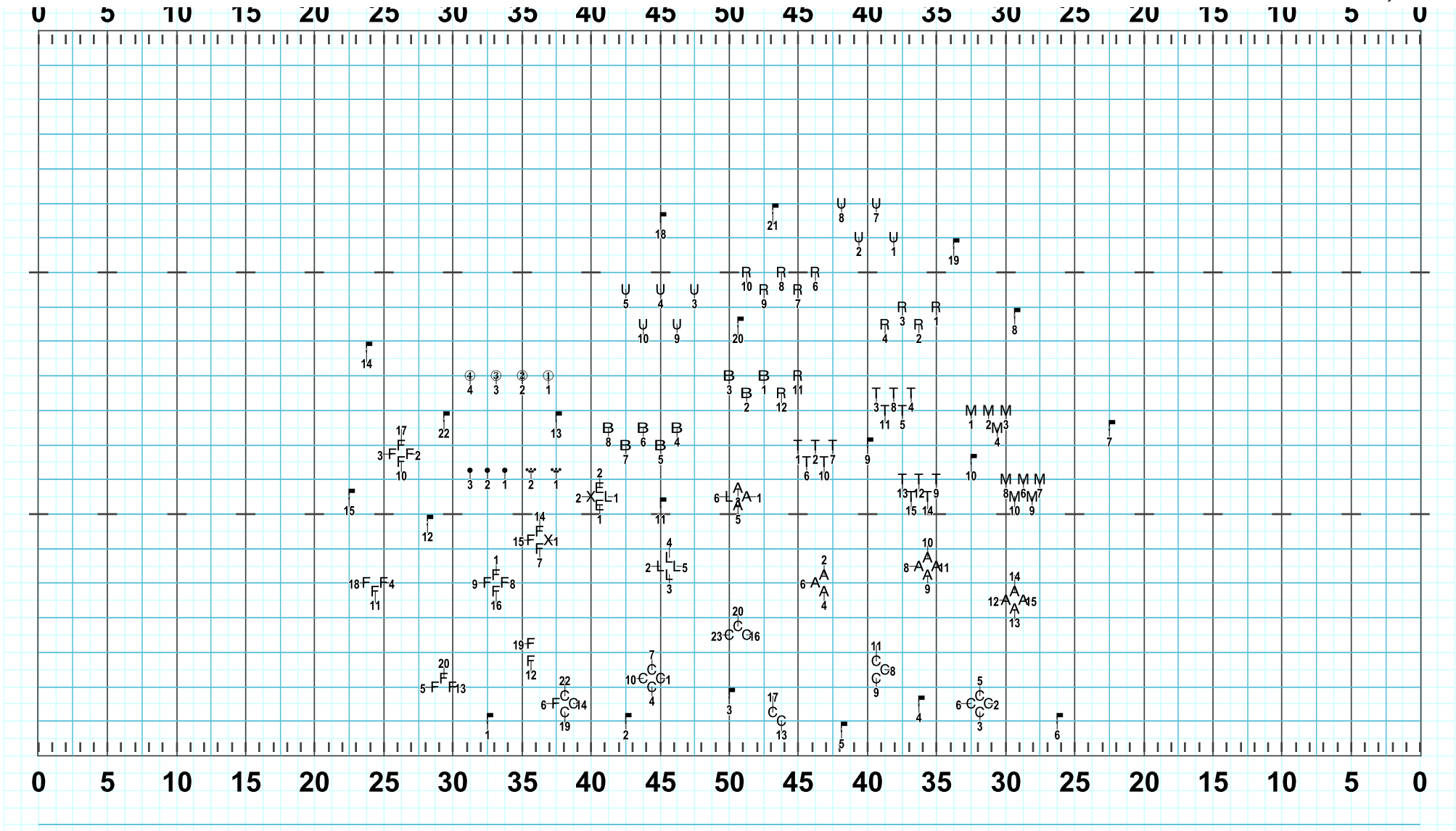


Director Viewpoint

Set #16 Counts: 12 Measures: 105-108 Part 1

All - Float 12

Shattered



Director Viewpoint

Set #17 Counts: 12+27 Measures: 109-112, 113-121 Part 1

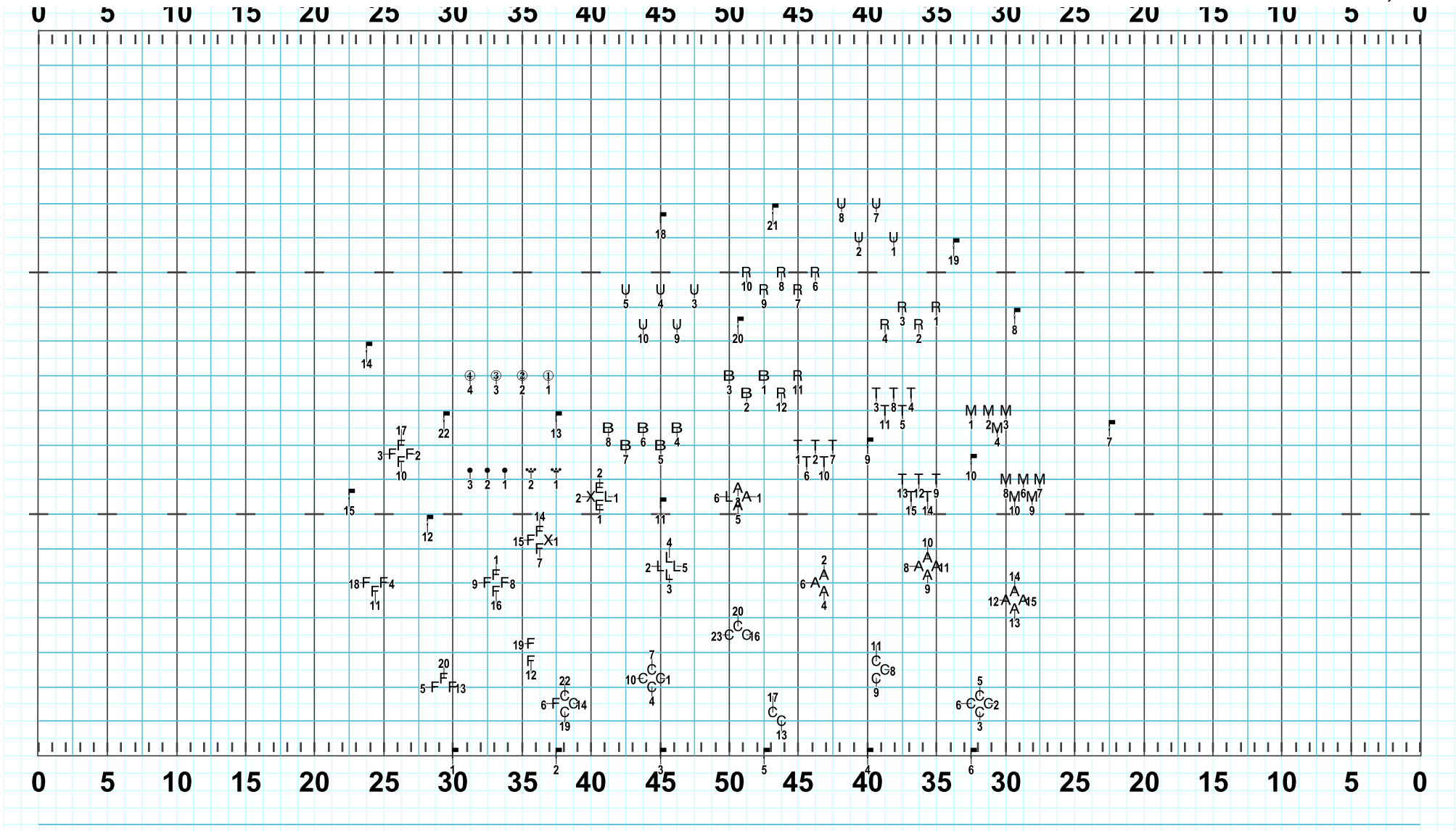
All - Float / Scatter 12, Hold 27

Spots dont have to be exact. Just need to be in pods. Hit poses, aggressive stances, etc. Mix up the poses.

END - Part 1

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Director Viewpoint

Set #18 Counts: 3+8+8 Measures: 122, 123-124, 125-126 Part 2

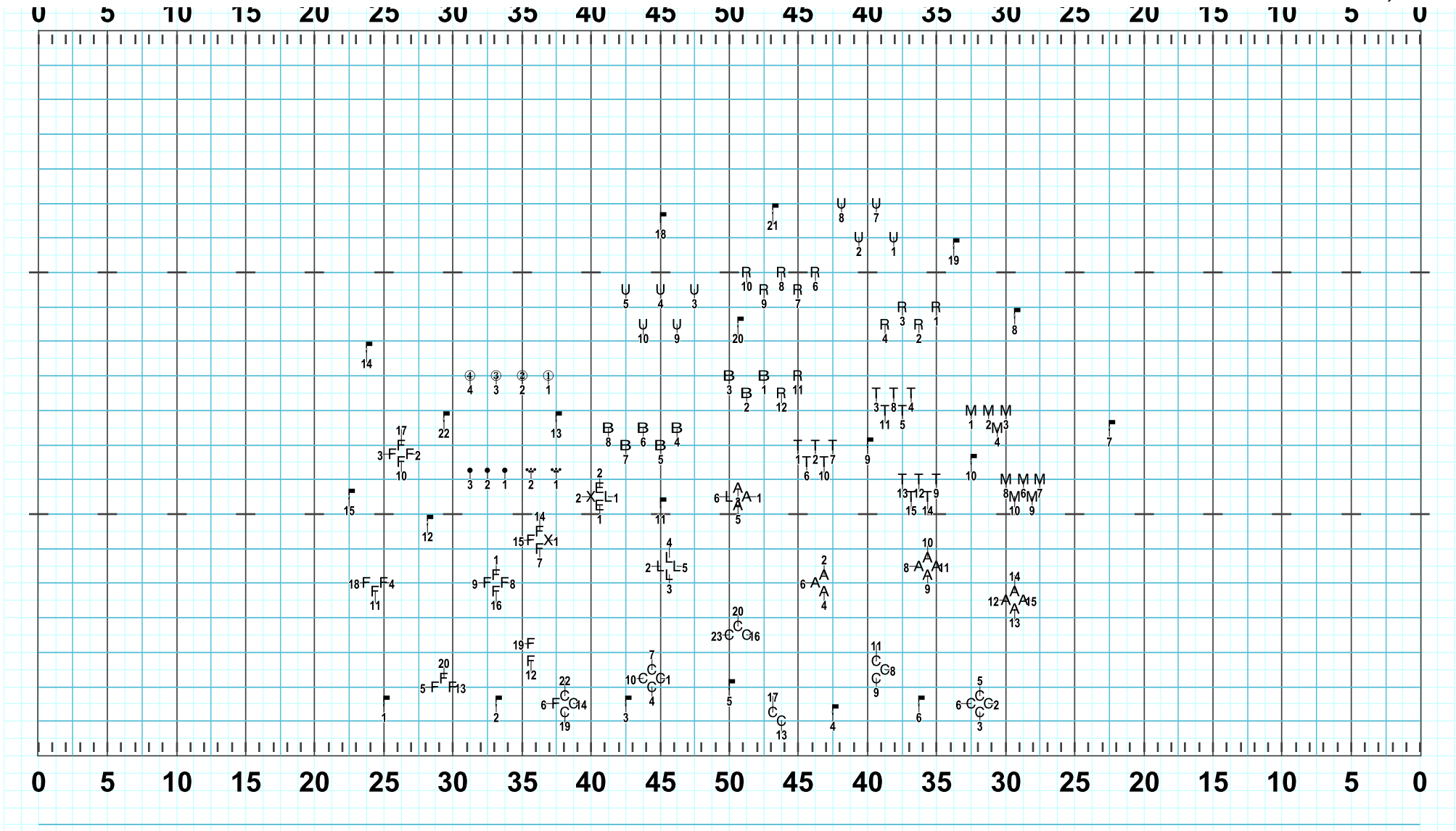
Winds / DL - Hold 19

Guard 1-7 - Hold 3, Run 8. Hold 8 (change to rifle)

Other Guard - Carry the choreography load while the rifles are changing equipment.

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Director Viewpoint

Set #19 Counts: 8+8 Measures: 127-128, 129-130 Part 2

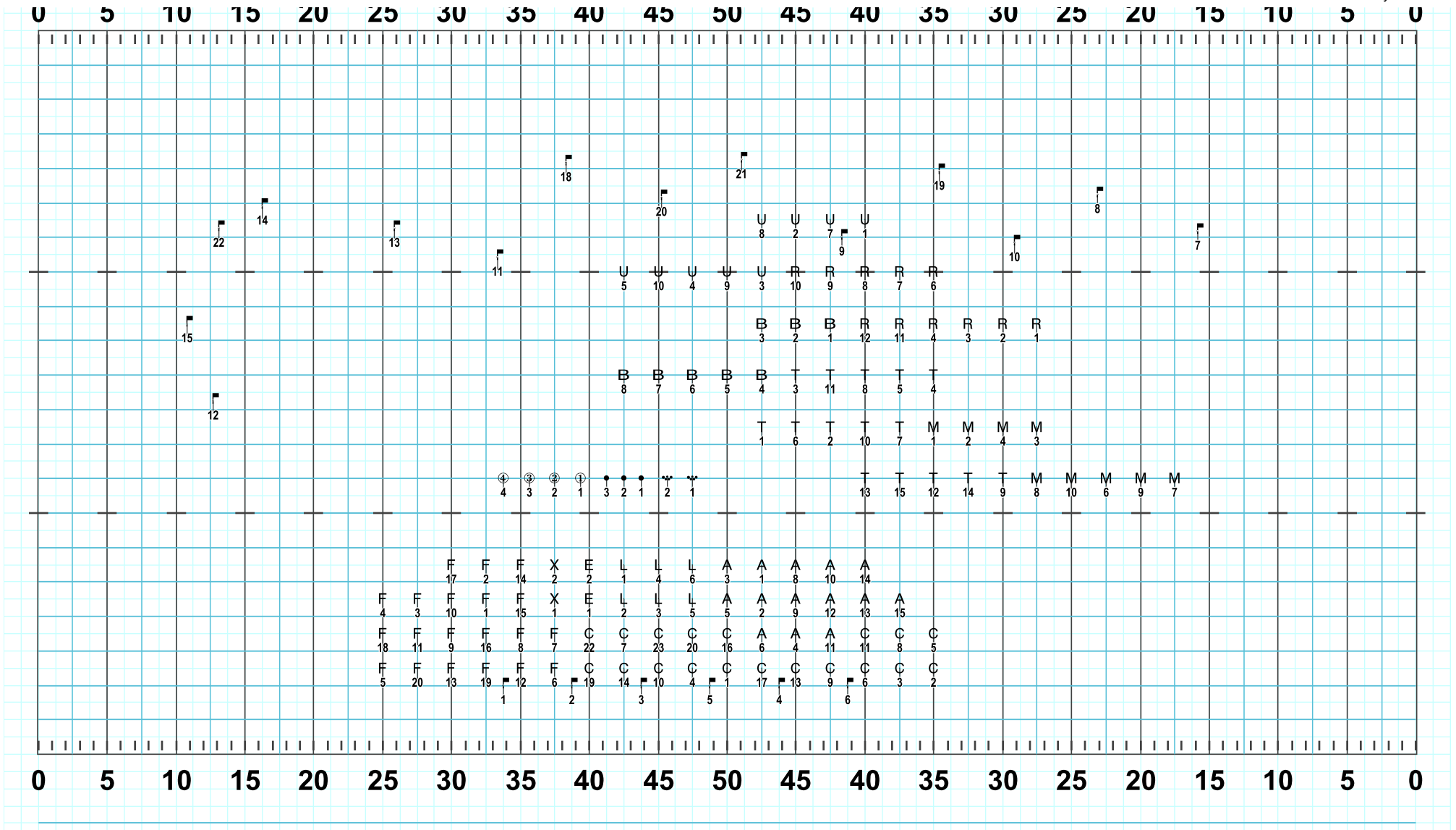
Winds / DL - Hold 16

G 1-7 - Run 8, Hold 8 (toss)

Other Guard - Hold 16 (keep with the strong choreography)

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Director Viewpoint

Set #20 Counts: 16 Measures: 131-134 Part 2

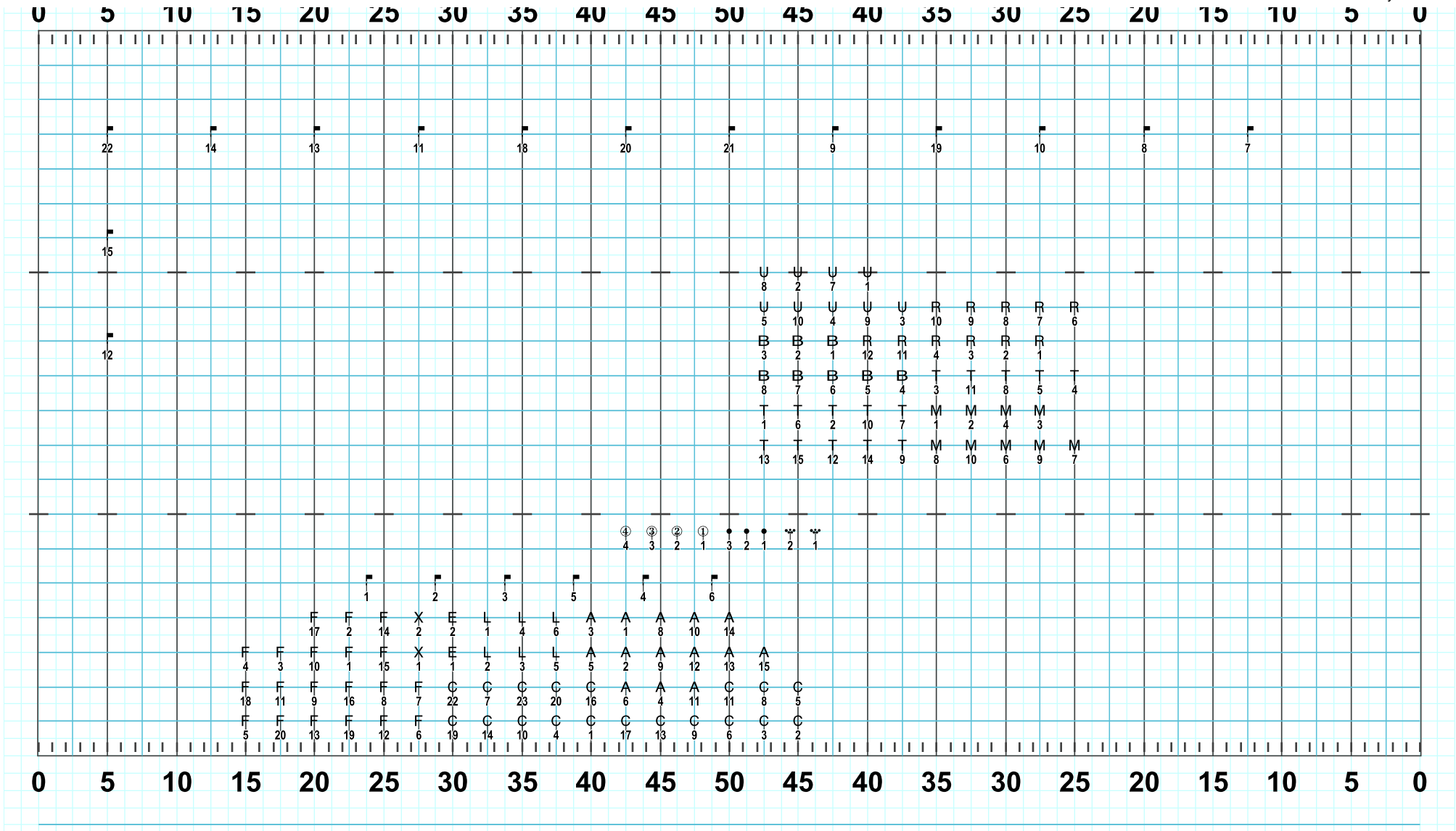
All - Float 16

Rifles - featured, carry focus

Flags - flutter, in-transition to next set, no work, arrive asap

Shattered

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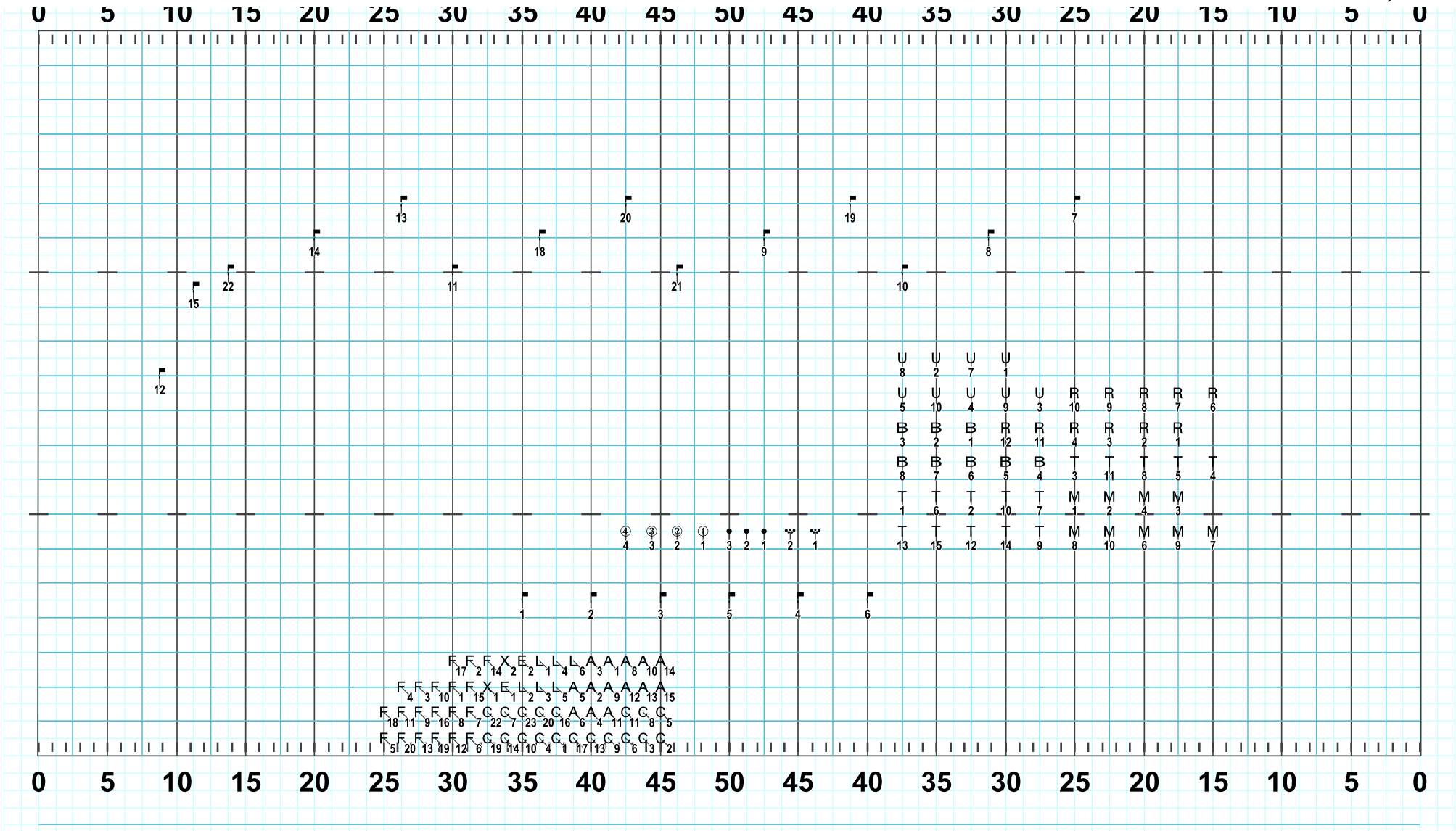


Set #21 Counts: 8+8 Measures: 135-136, 137-138 Part 2

- Winds / DL - Float 16
- Rifles - Float 16 (write choreo to accentuate moving down the lanes between the woodwinds).
- Flags - Run 8 (or less), Hold 8 (equipment change)

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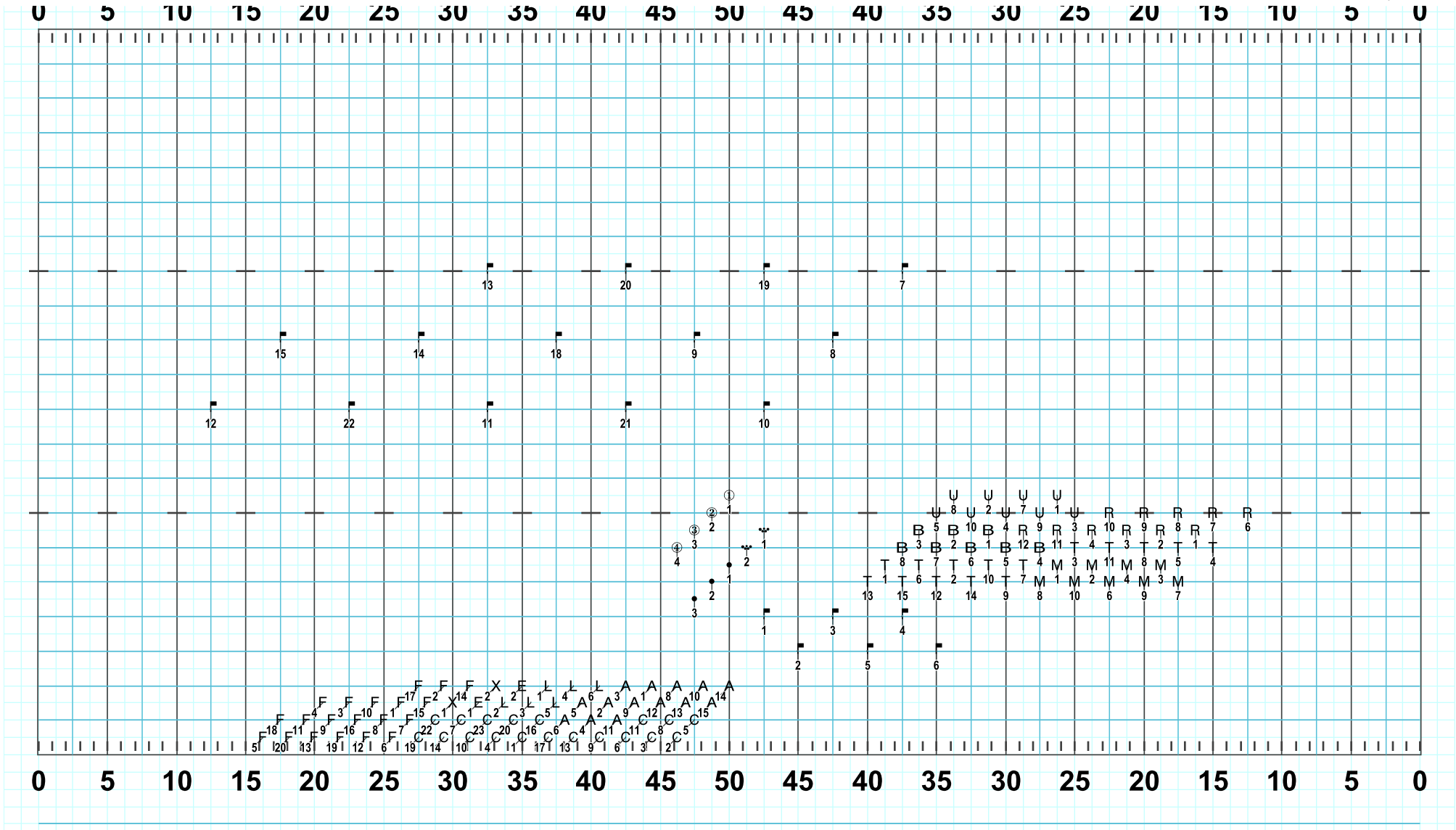


Director Viewpoint

Set #22 Counts: 16 Measures: 139-142 Part 2

- Winds - Float 16
- DL - Hold 16
- Rifles - Float 16 (featured)
- Flags - Float 16 (flutter if needed, body only)

Shattered



Director Viewpoint

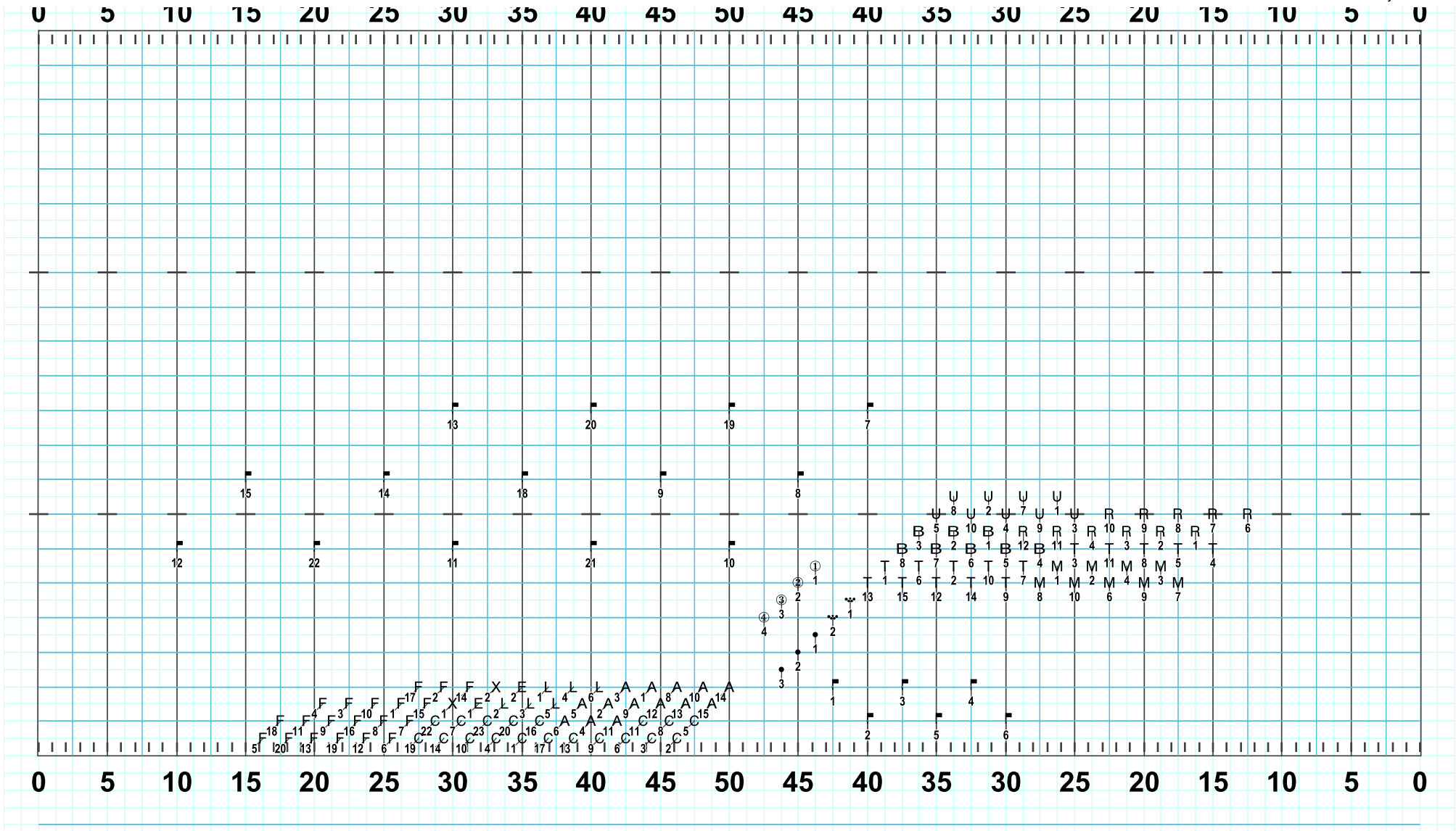
Set #23 Counts: 16 Measures: 143-146 Part 2

All - Float 16

Flags - continue body only, flutter

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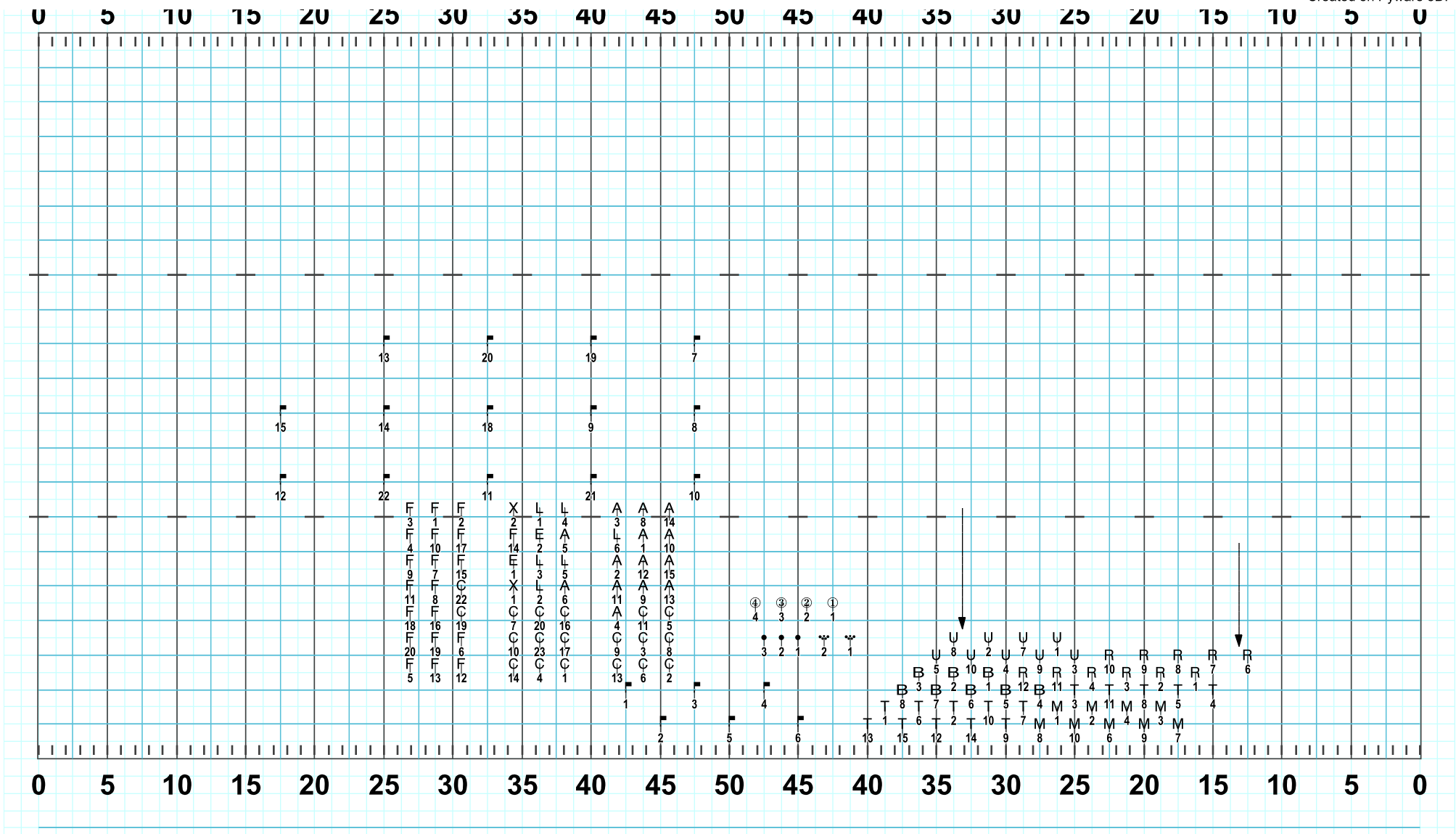
Director Viewpoint

Set #24 Counts: 14+8 Measures: 147-152, 153-154 Part 2

- Winds - Hold 22
- DL - Float 14, Hold 8
- Rifles - Float 14, Hold 8 (body only, let flags carry workload, will be featured with brass feature).
- Flags - Hold 22 (show color, featured with woodwinds)

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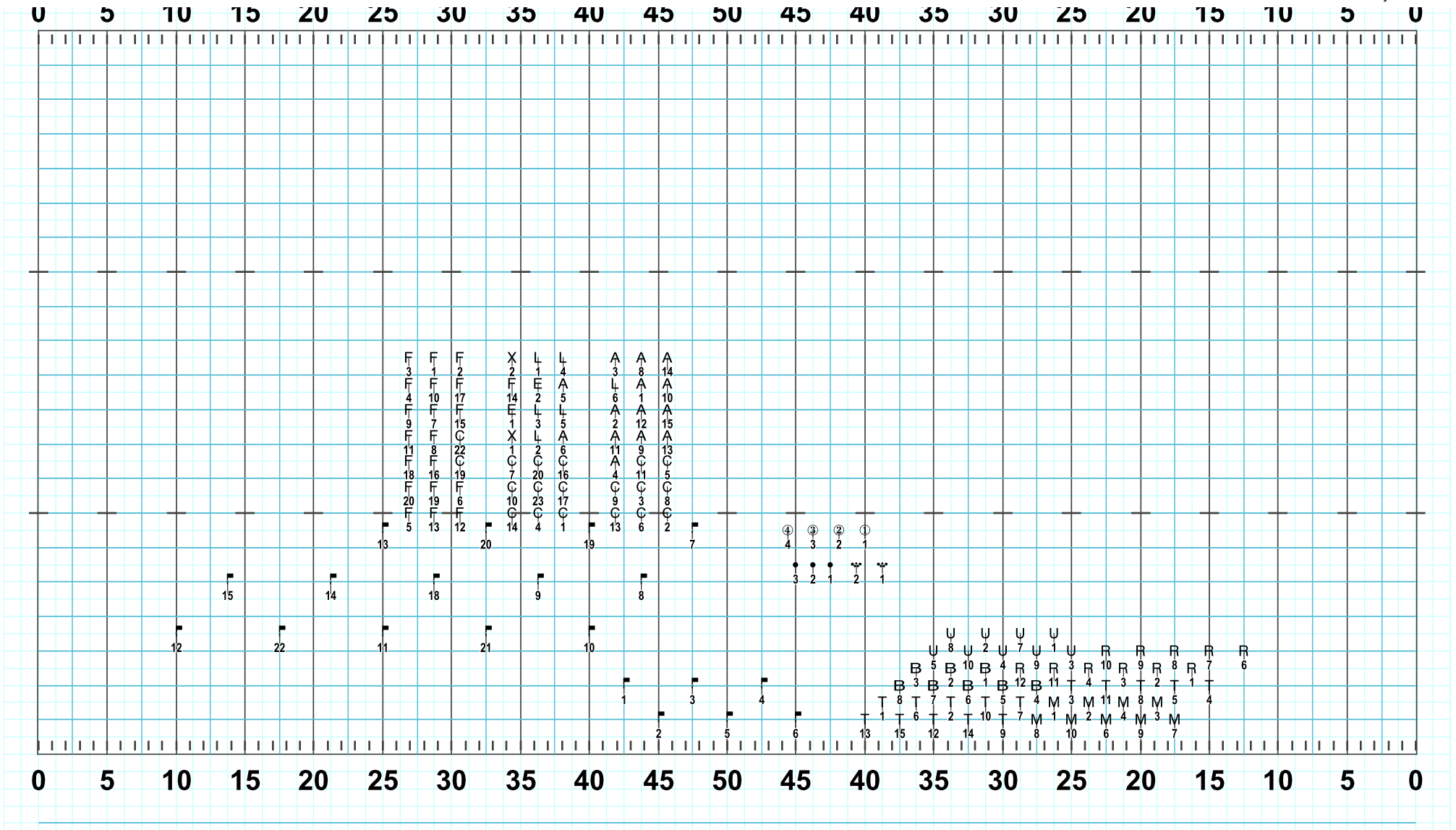
Director Viewpoint

Set #25 Counts: 4+12 Measures: 155-158 Part 2

- Woodwinds - Float 16
- Brass - Forward March 16
- DL - Float 4, Hold 12
- Guard - Float 16

Shattered

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Director Viewpoint

Set #26 Counts: 24 Measures: 159-167 Part 2

Woodwinds - Float 24

Brass - Hold 24 (feature)

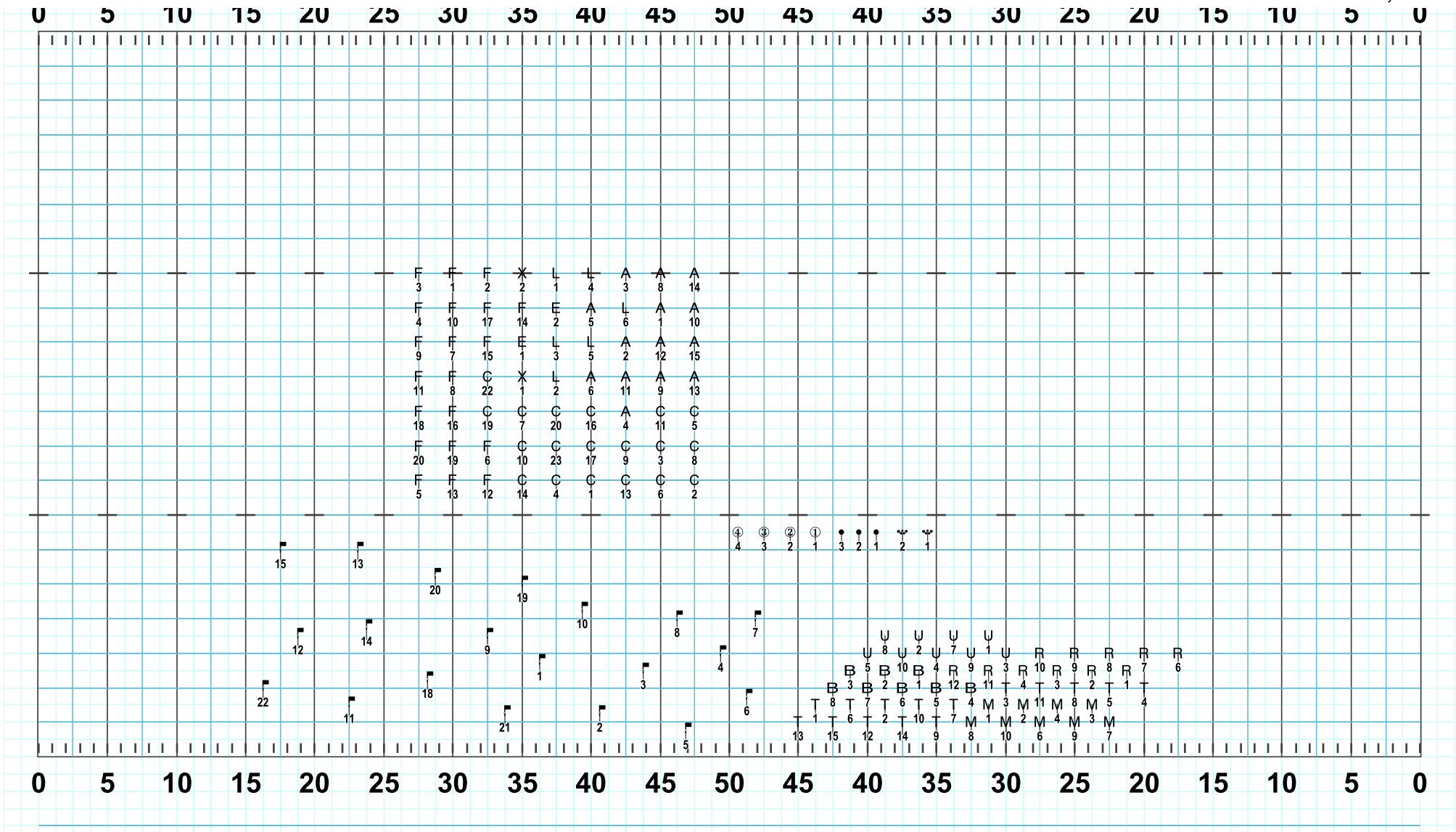
DL - Hold 10, Float 10, Hold 4

Rifles - Hold 24 (featured with brass)

Flags - Float 24 (body only?, adjust paths through lanes in WW)

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Director Viewpoint

Set #27 Counts: 12+3 Measures: 168-171, 172 Part 2

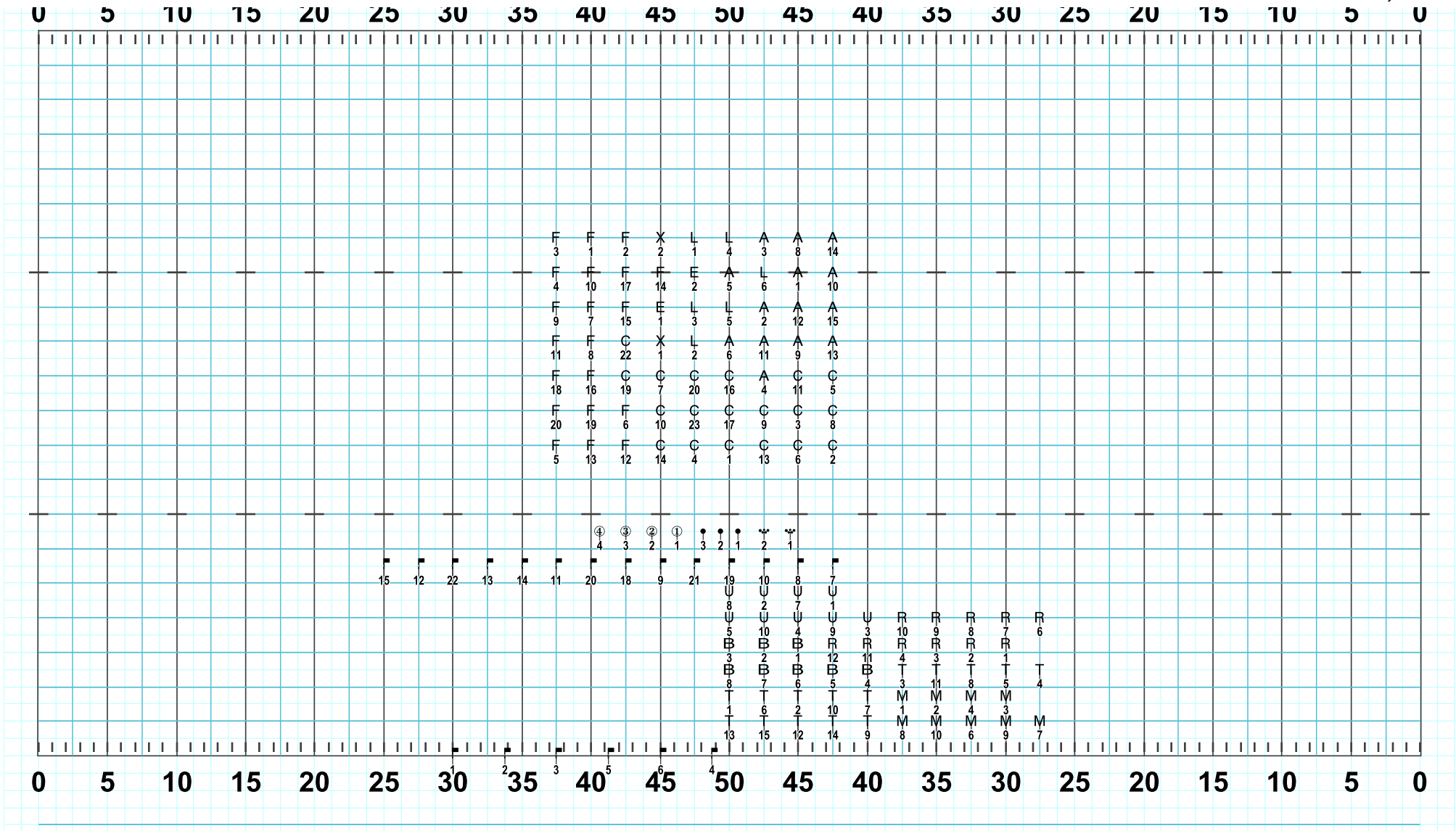
Woodwinds - Float 12, Hold 3

Brass - Body / Visual Footwork 12, Hold 3

DL - Float 6, Hold 9

Guard - Scatter 12, Hold 3

Shattered



Director Viewpoint

Set #28 Counts: 8+8 Measures: 173-176 Part 2

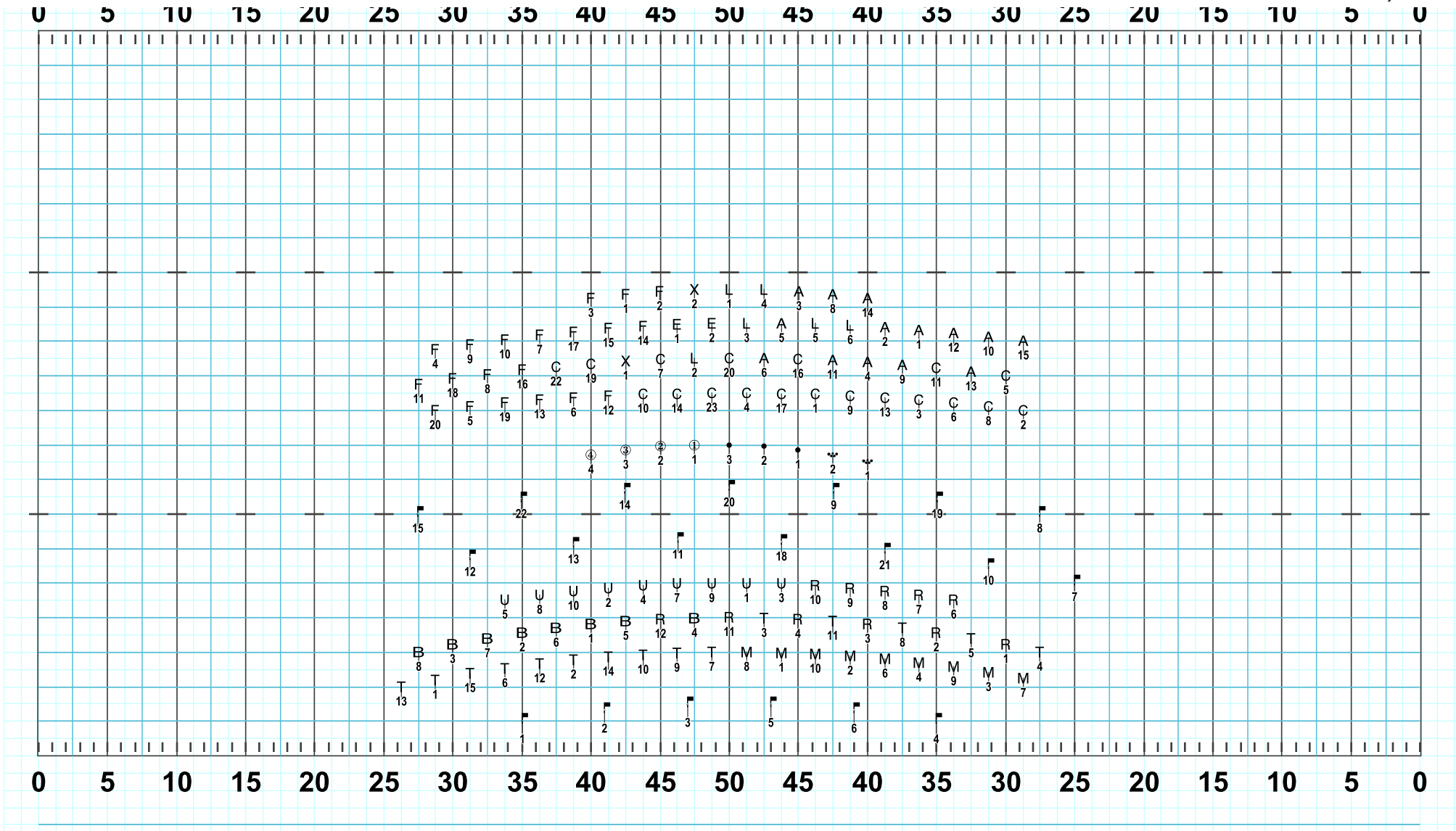
Winds / DL - Float 16

Rifles - Flutter 8, Hold 8 (equipment change - same flags as other guard)

Flags - Flutter 16 (body only, flag stripped setting up hit at set 29)

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Director Viewpoint

Set #29 Counts: 16+36 Measures: 177-180, 181-189 Part 2

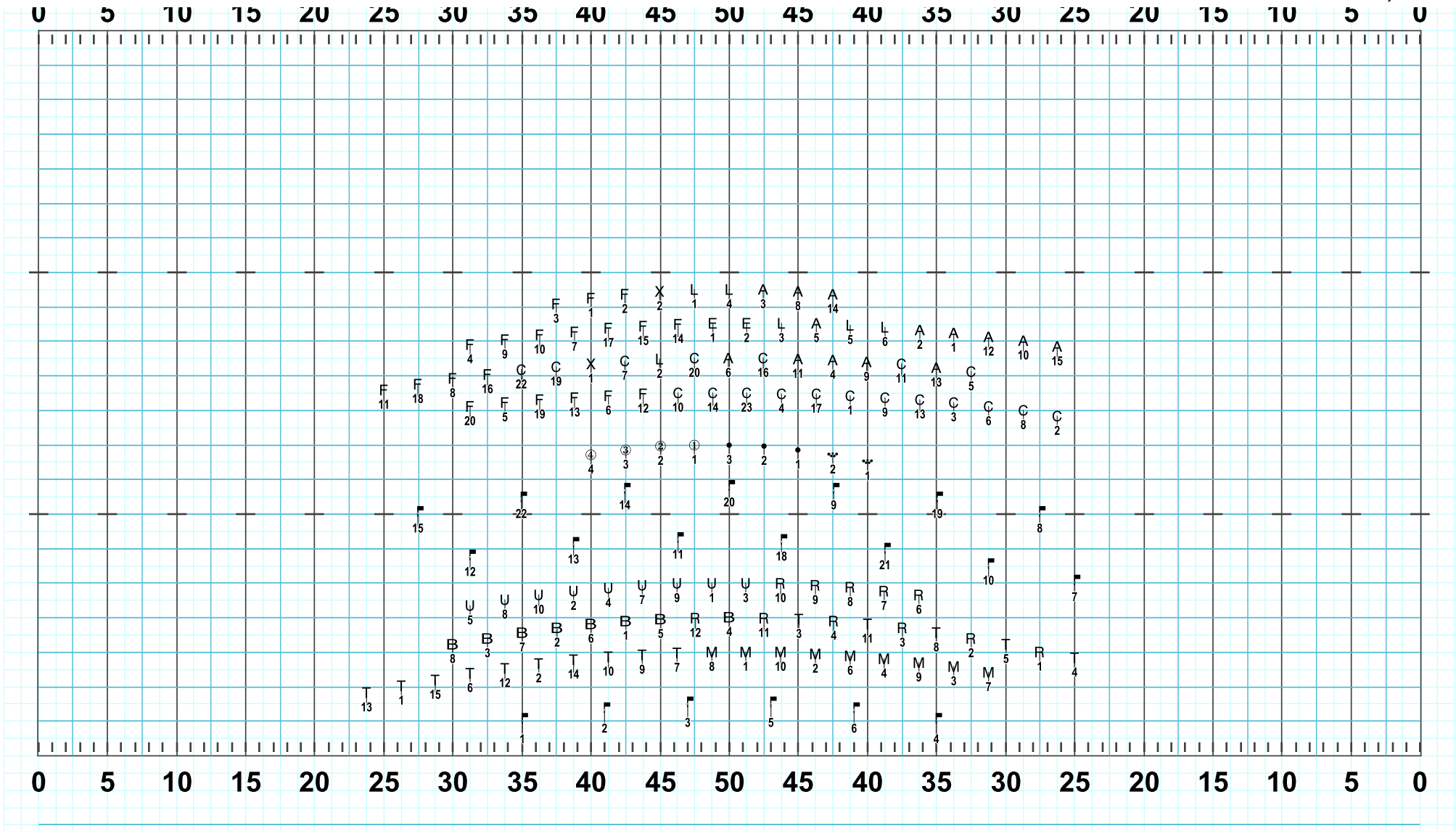
Winds - Run / Flutter / Scatter 16, Turn 4 to concert (horn up), Hold 32

DL - Float 16, Hold 36

Guard - Flutter / Run 16, Hold 16 (show color m. 18)

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Director Viewpoint

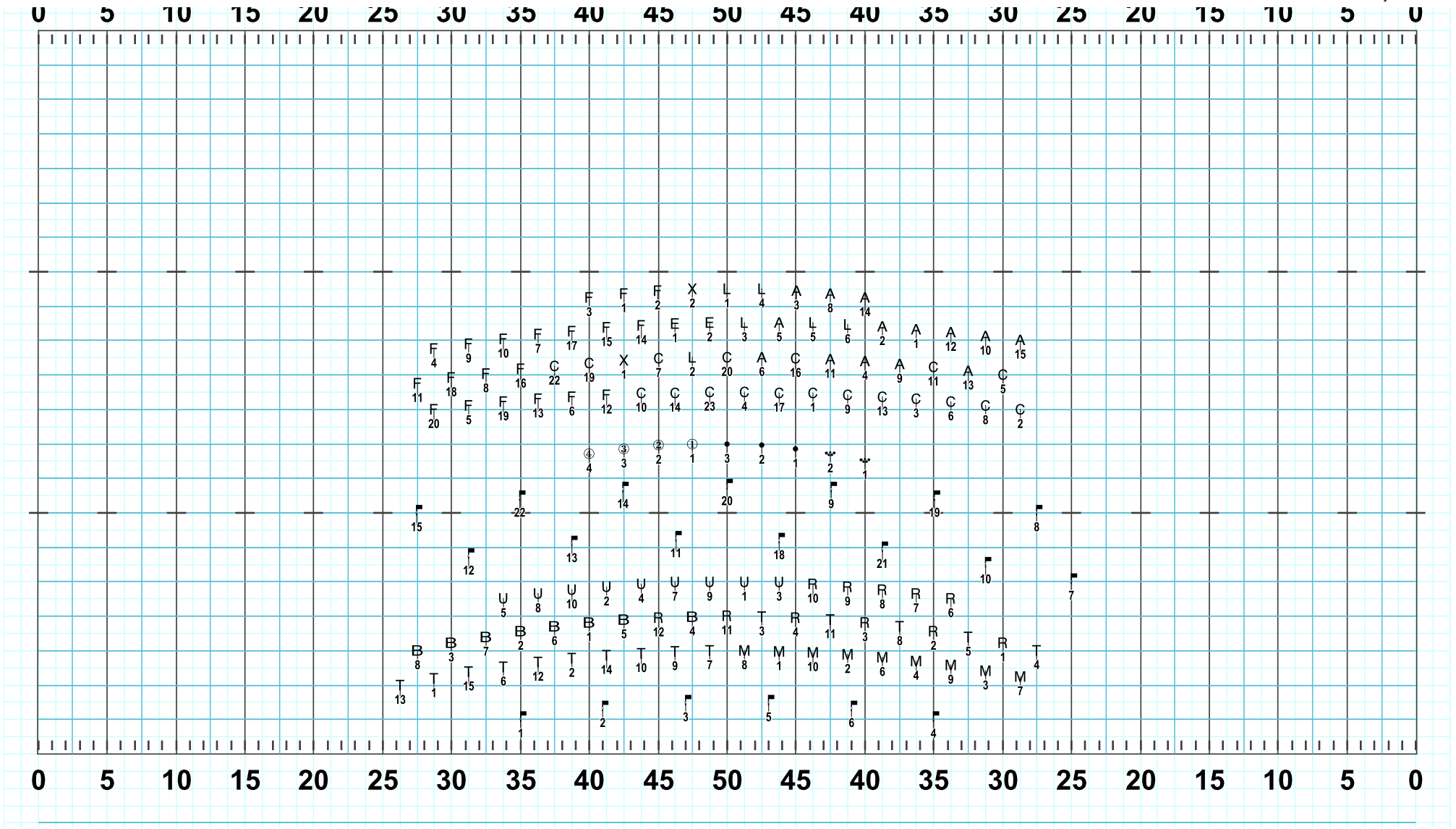
Set #30 Counts: 4+4 Measures: 190, 191 Part 2

Winds - Move / Body 4, Hold / Visual 4

DL / Guard - Hold 8

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Director Viewpoint

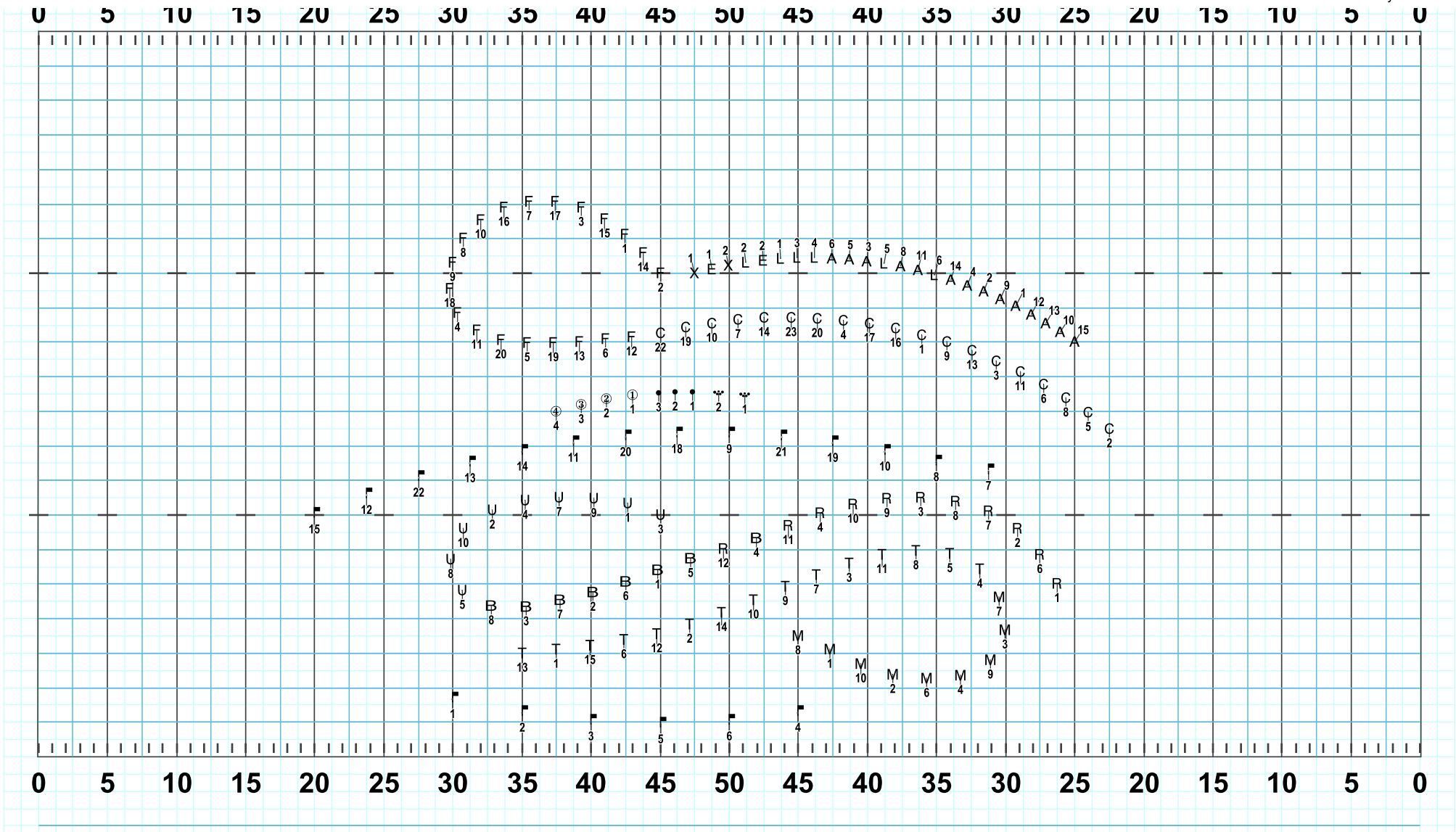
Set #31 Counts: 4+8 Measures: 192, 193-194 Part 2

Winds - Move / Body 4, Hold 8

DL / Guard - Hold 12

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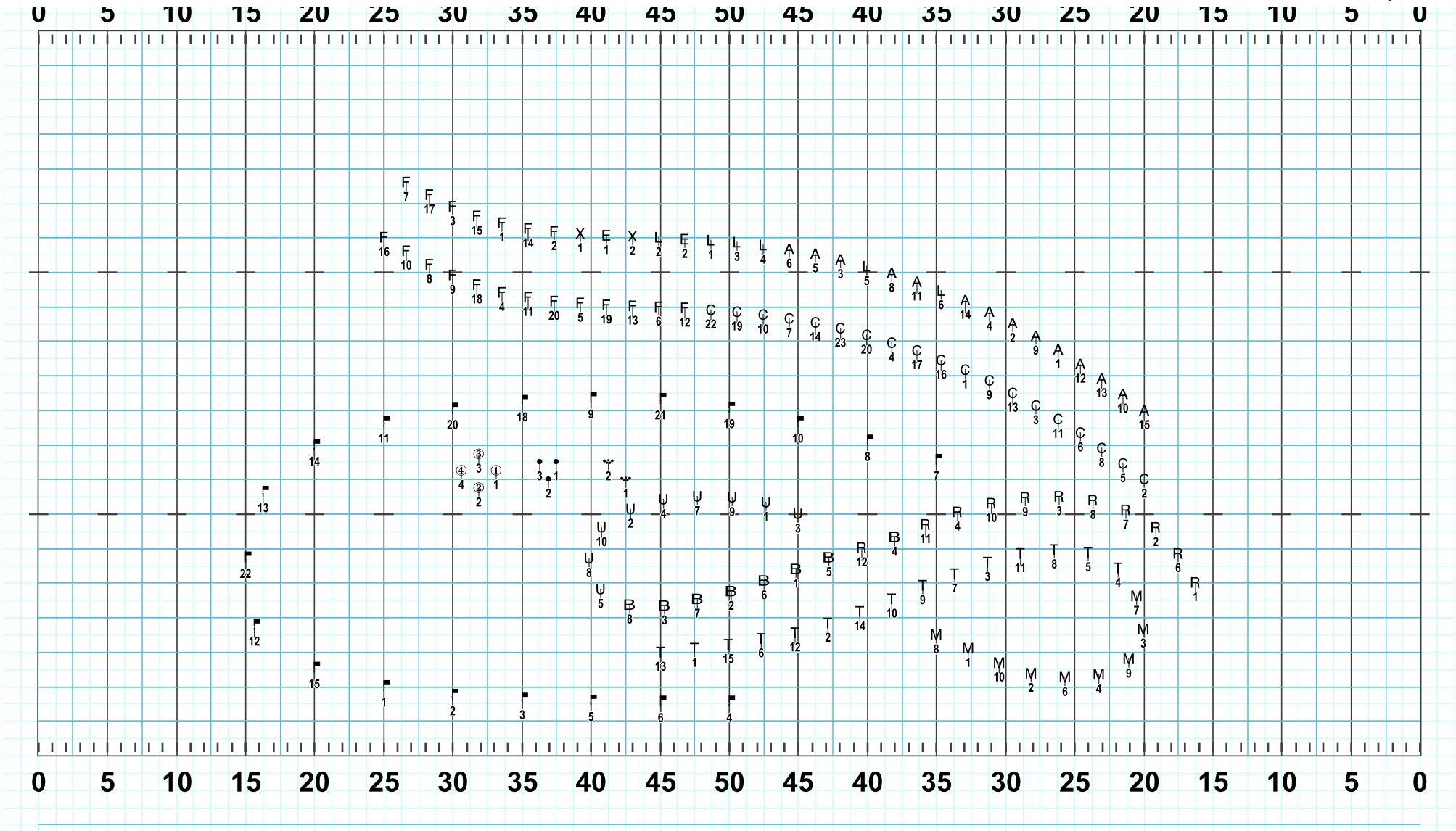
Director Viewpoint

Set #32 Counts: 16 Measures: 195-198 Part 2

All - Float 16

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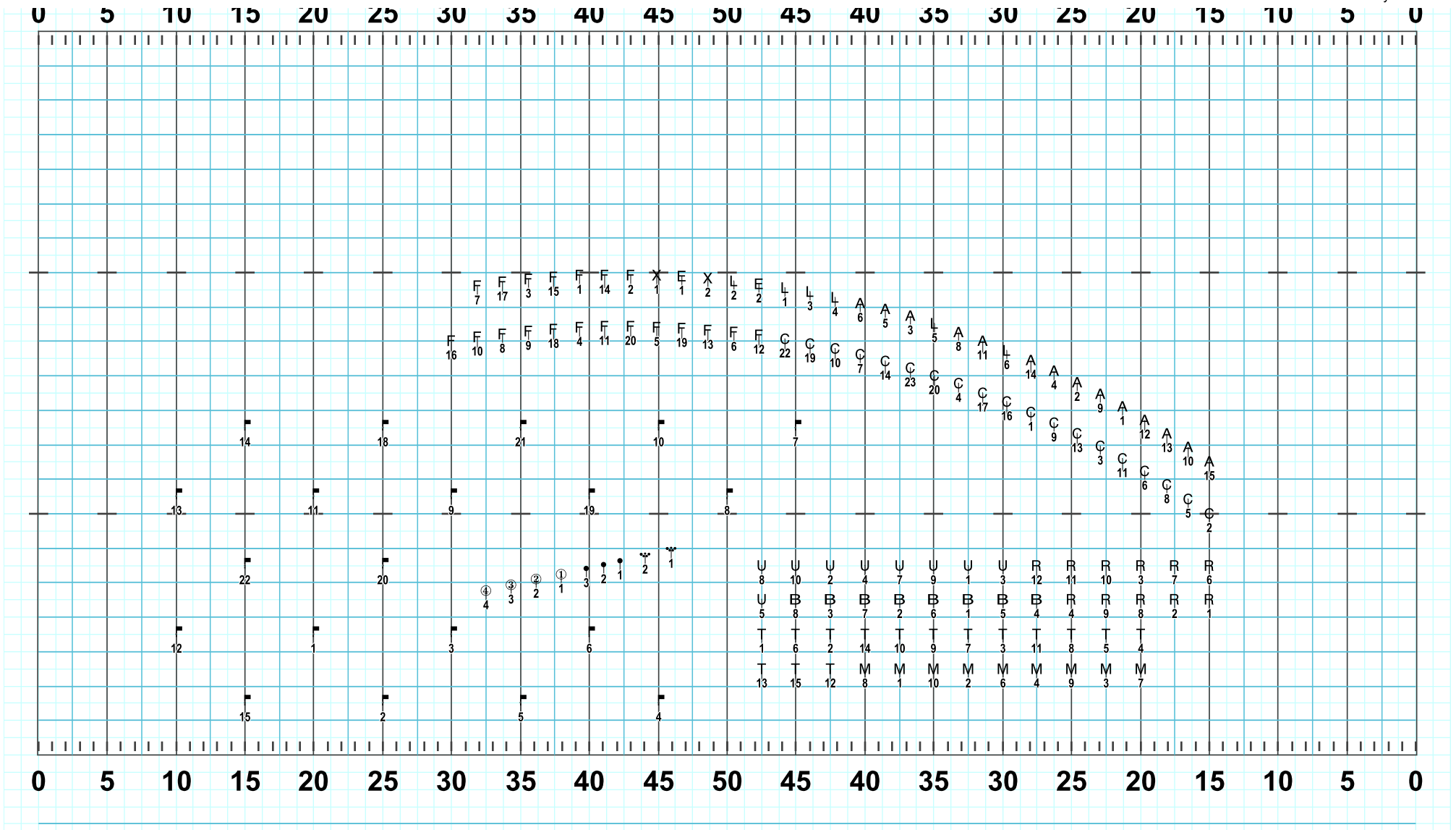
Director Viewpoint

Set #33 Counts: 16 Measures: 199-202 Part 2

All - Float 16

Guard 14, 11, 29, 18 - adjust paths to pass through DL

Shattered



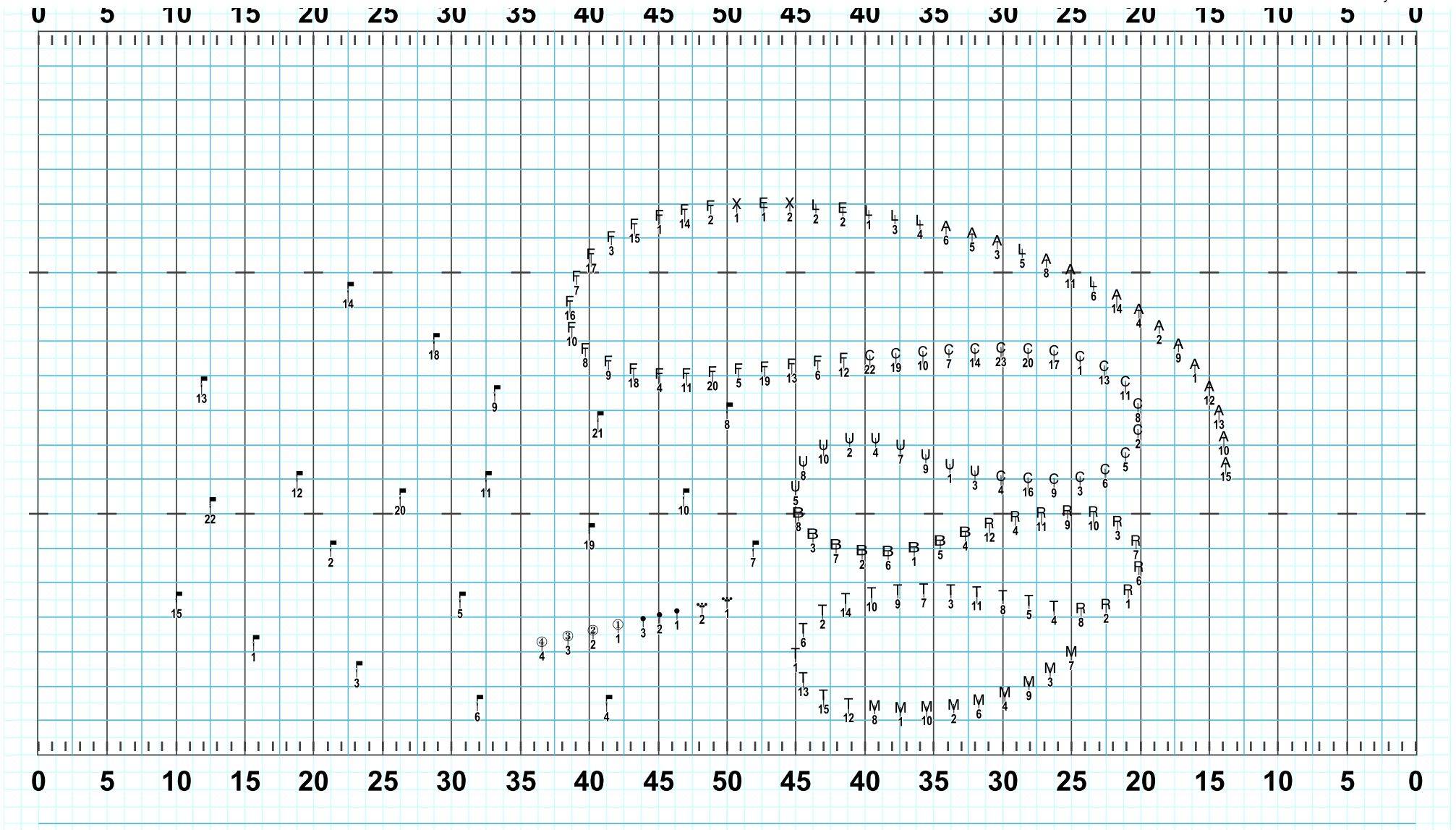
Director Viewpoint

Set #34 Counts: 12+4+16 Measures: 203-206, 207-210 Part 2

Winds - Float 16, Hold / Body 16 (some extended step sizes, jazz run where needed)

DL / Guard - Float 12, Hold 20

Shattered



Director Viewpoint

Set #35 Counts: 14+36 Measures: 211-223 Part 2

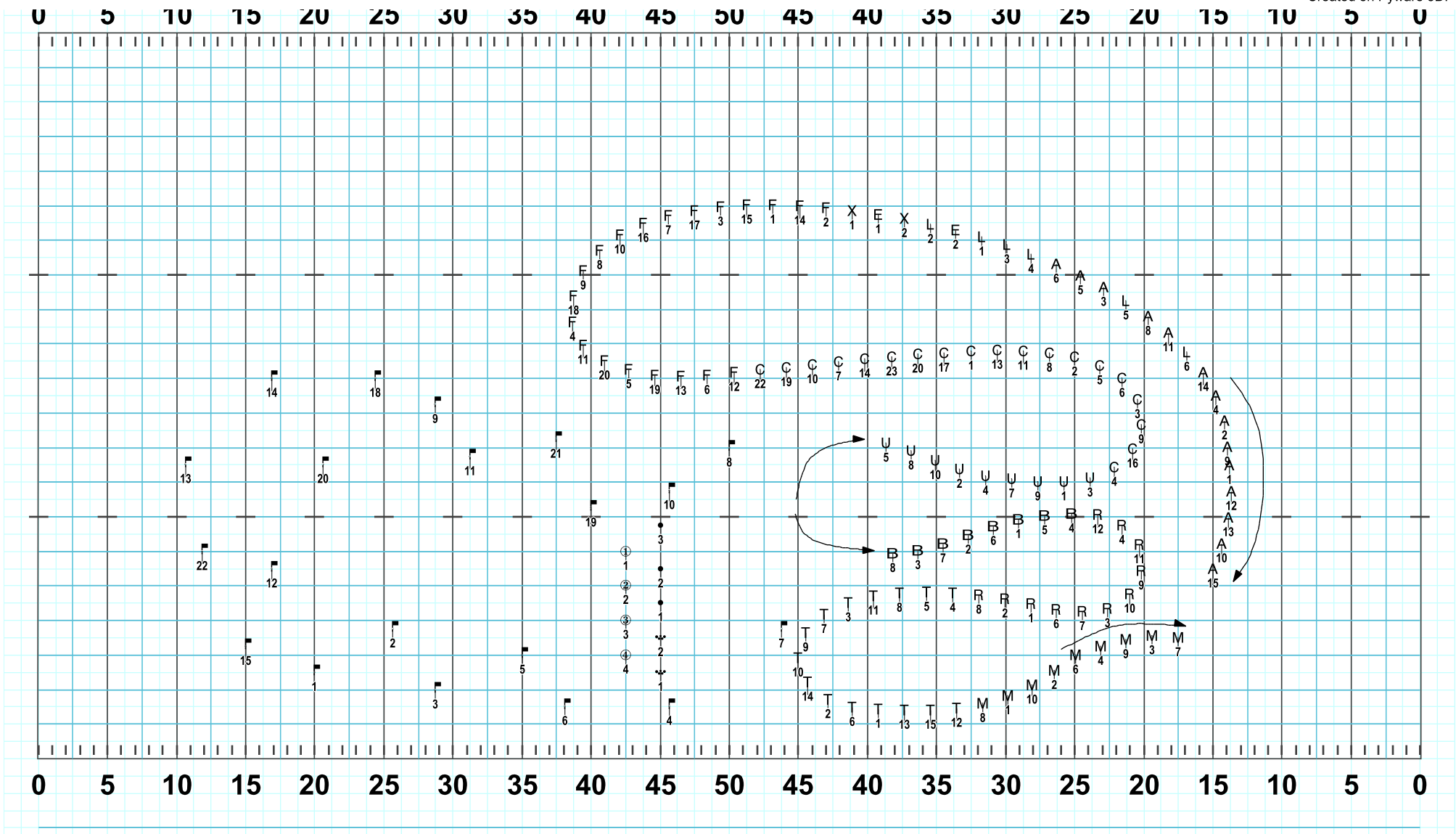
Winds - Float 14, Hold 36

DL - Free Feet 14 (move out of tempo, with swagger), Hold 26

Guard - Scatter 14, Hold 36

Shattered

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Director Viewpoint

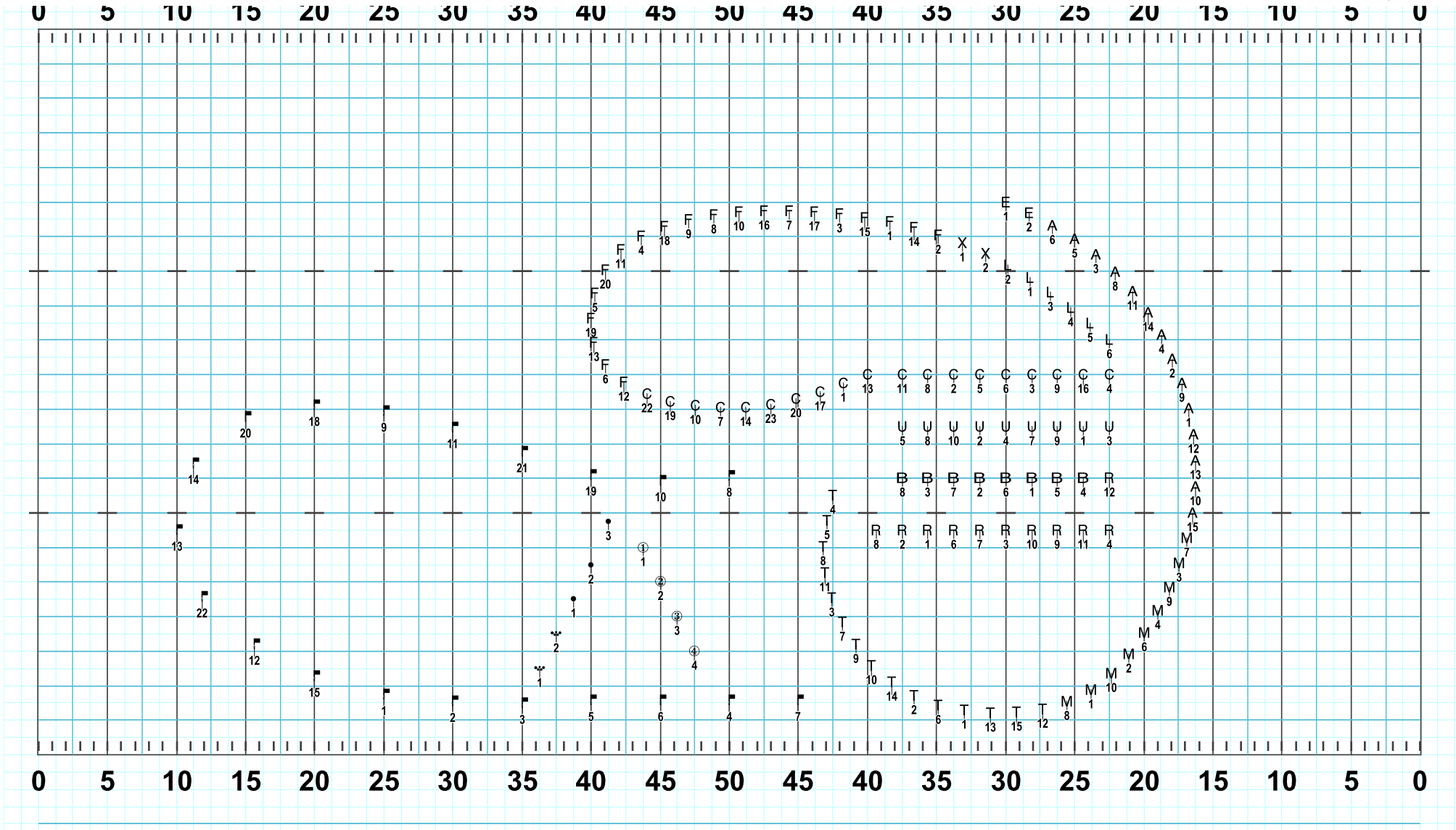
Set #36 Counts: 12 Measures: 224-227 Part 2

Winds - Follow the Leader 12

DL / Guard - Float 12

Shattered

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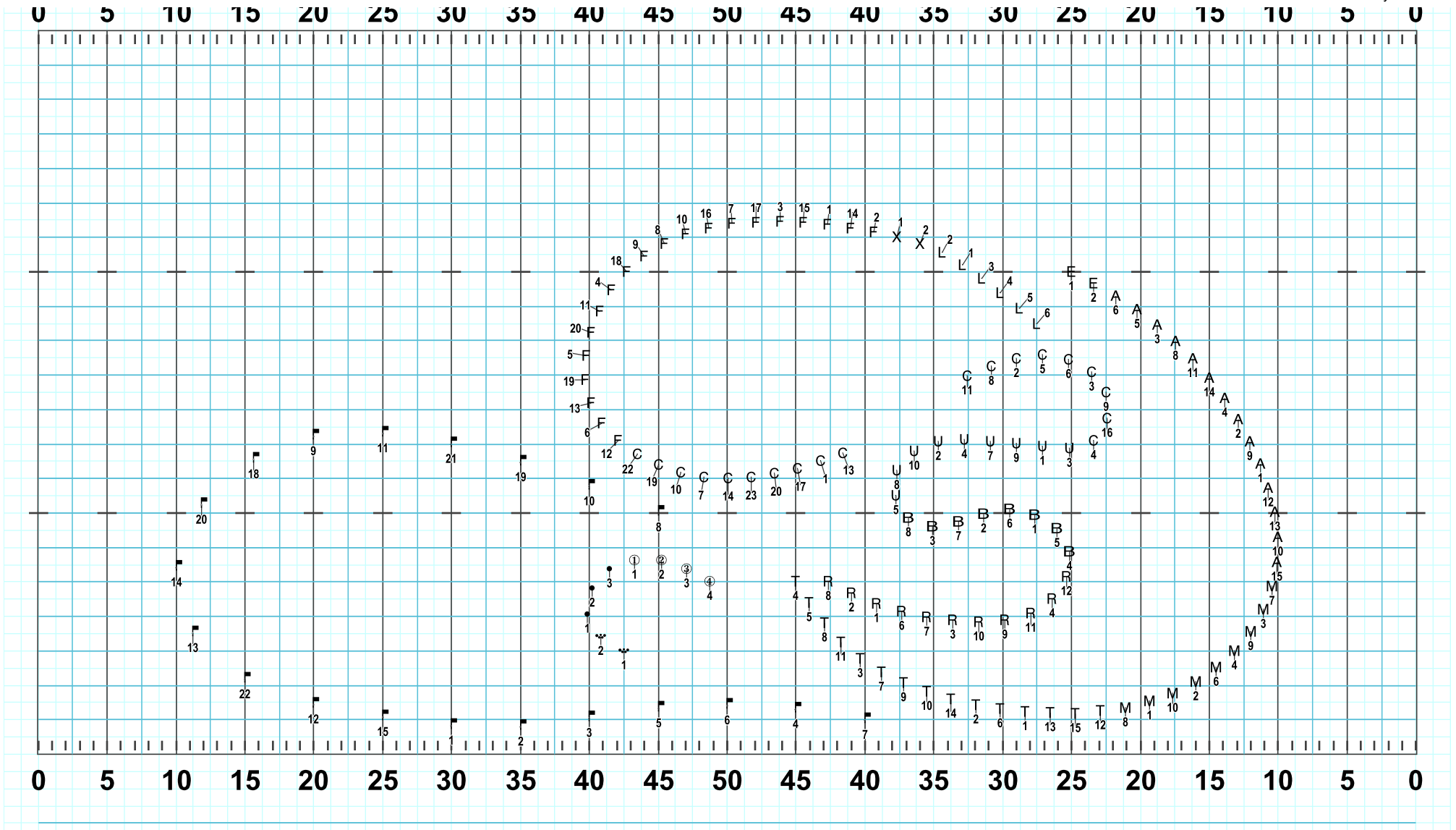
Director Viewpoint

Set #37 Counts: 12 Measures: 228-231 Part 2

All - Float 12

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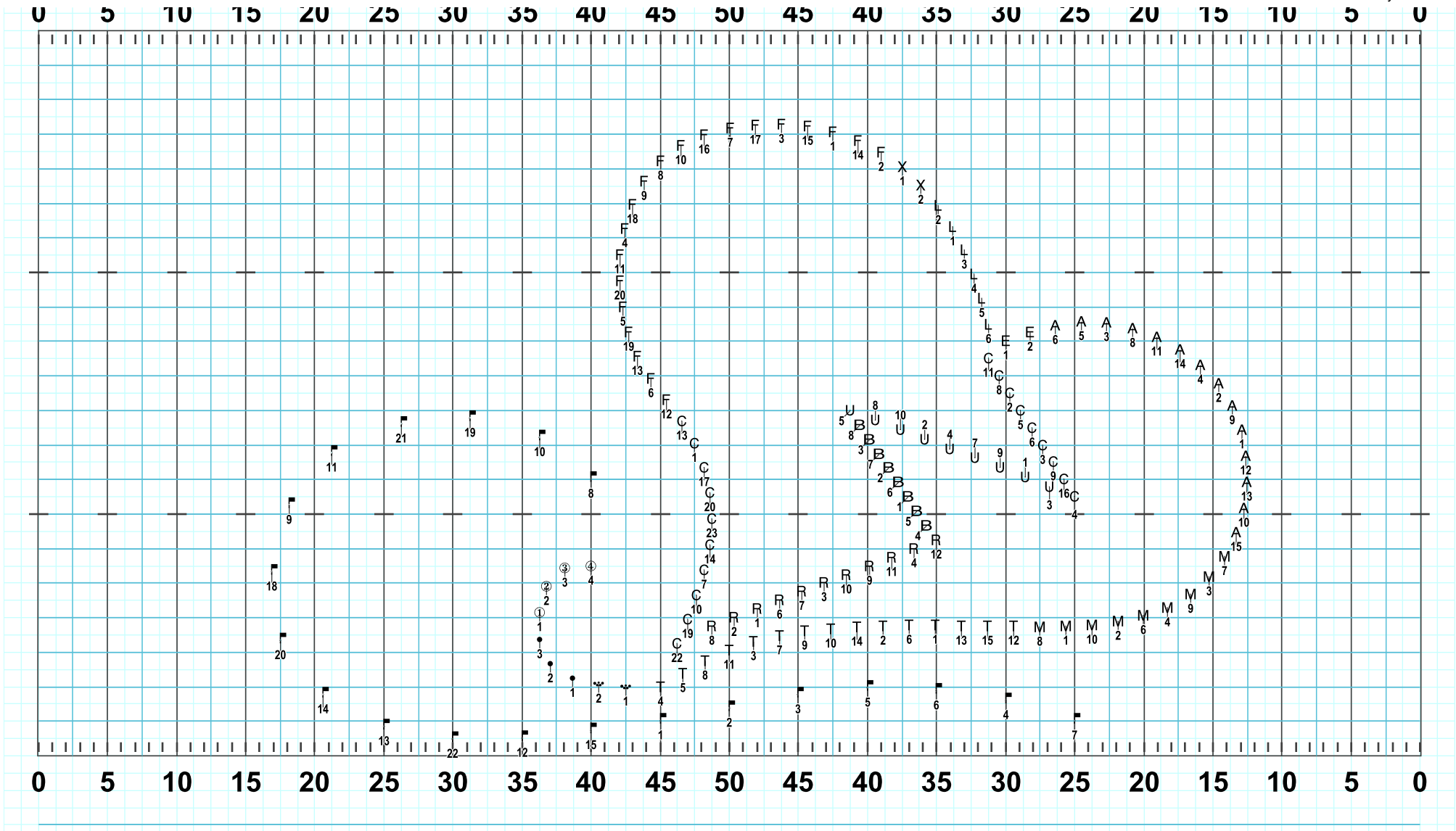
Director Viewpoint

Set #38 Counts: 9 Measures: 232-234 Part 2

All - Float 9

Shattered

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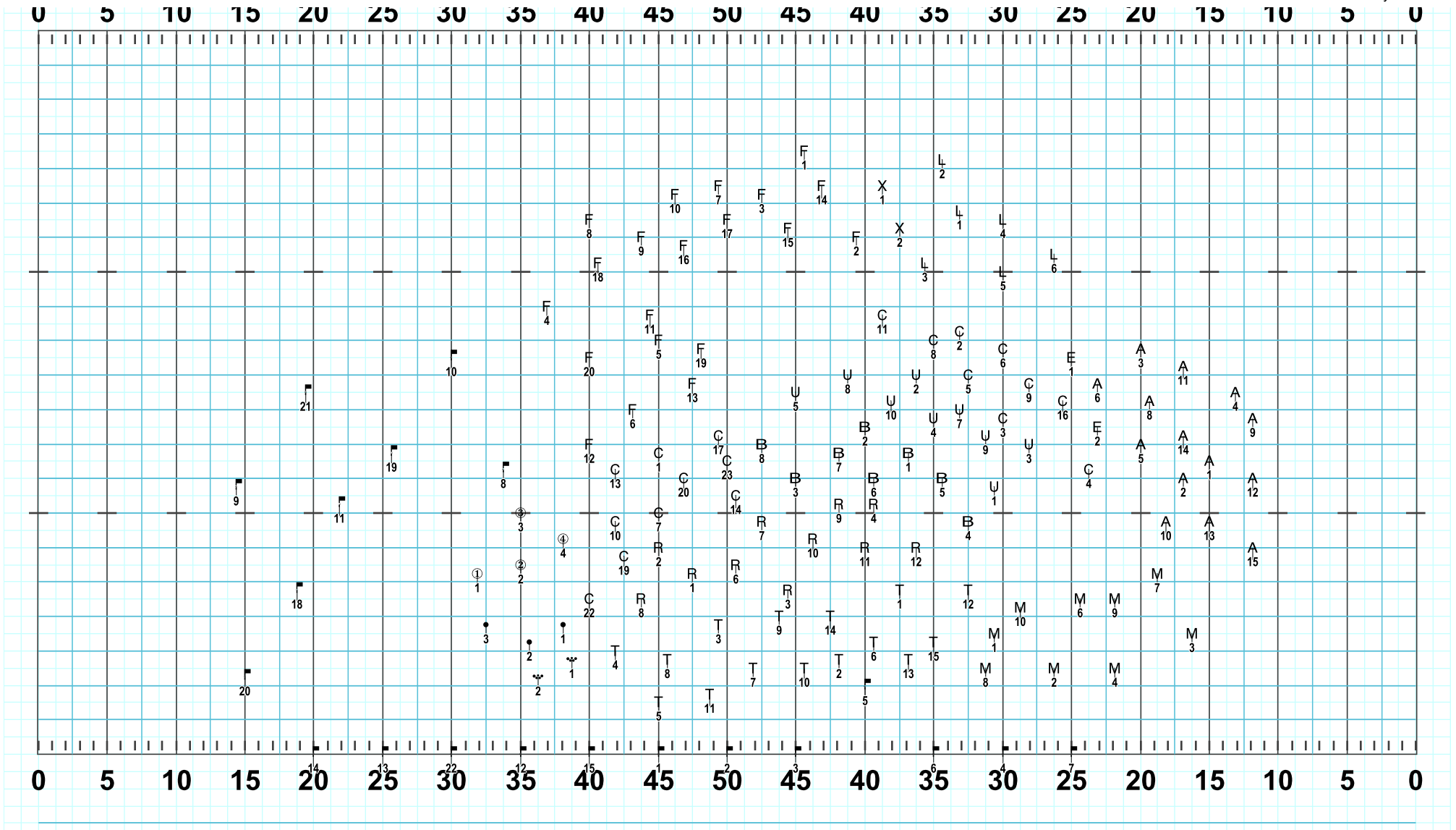
Director Viewpoint

Set #39 Counts: 18+12 Measures: 235-240, 241-244 Part 2

All - Float 18 (right foot lead), Hold 12

END - Part 2

Shattered



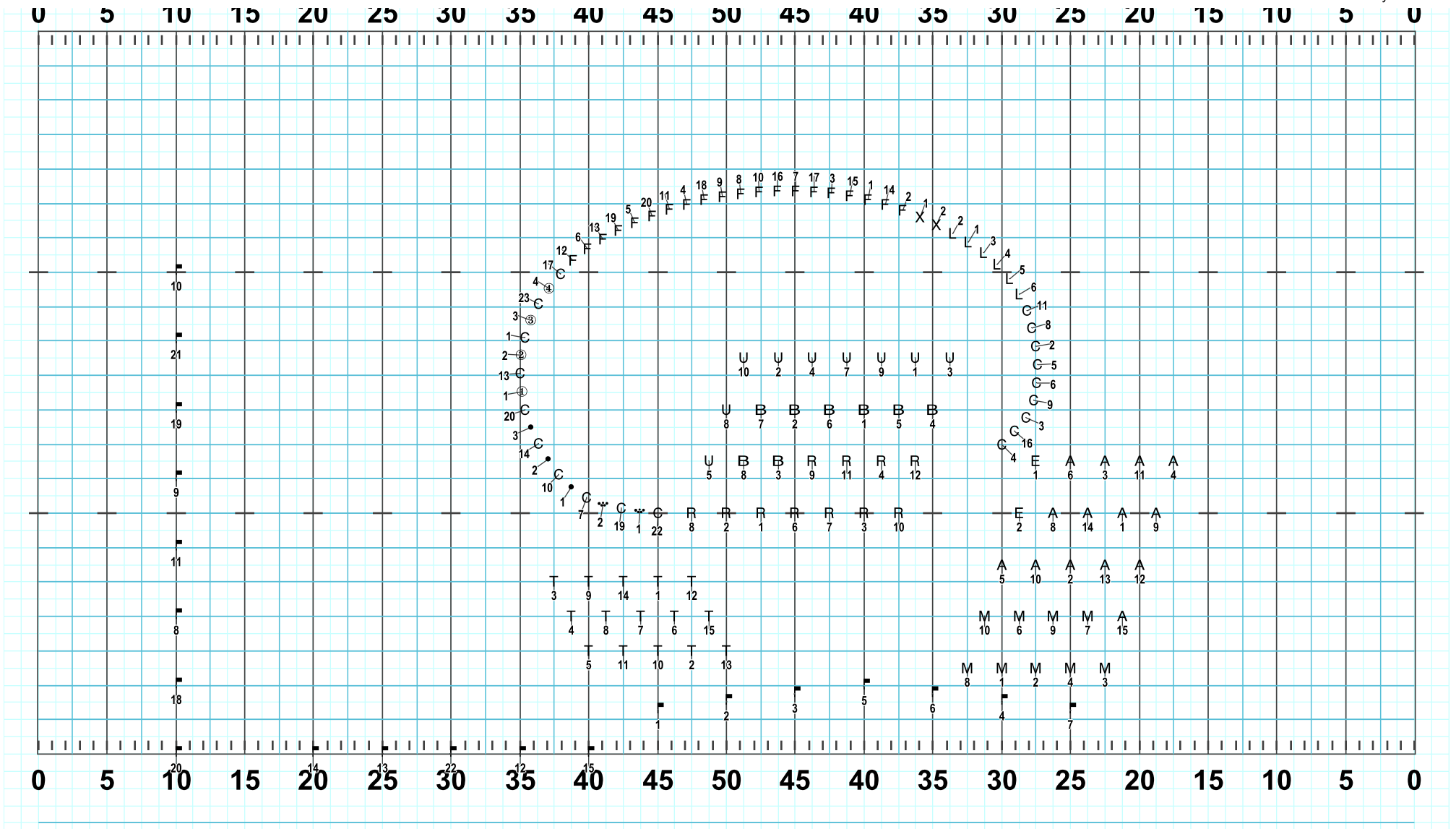
Director Viewpoint

Set #40 Counts: 4 Measures: Scatter Measure Part 2

All - Scatter

Extend silence longer if needed. Except for A / E / M - all other winds can continue scattering to set 41

Shattered



Director Viewpoint

Set #41 Counts: 4+16 Measures: 245, 246-249 Part 3

A / M - Hold 4, Float 16

Other Winds / DL - Scatter 20 (arrive at positions at different times)

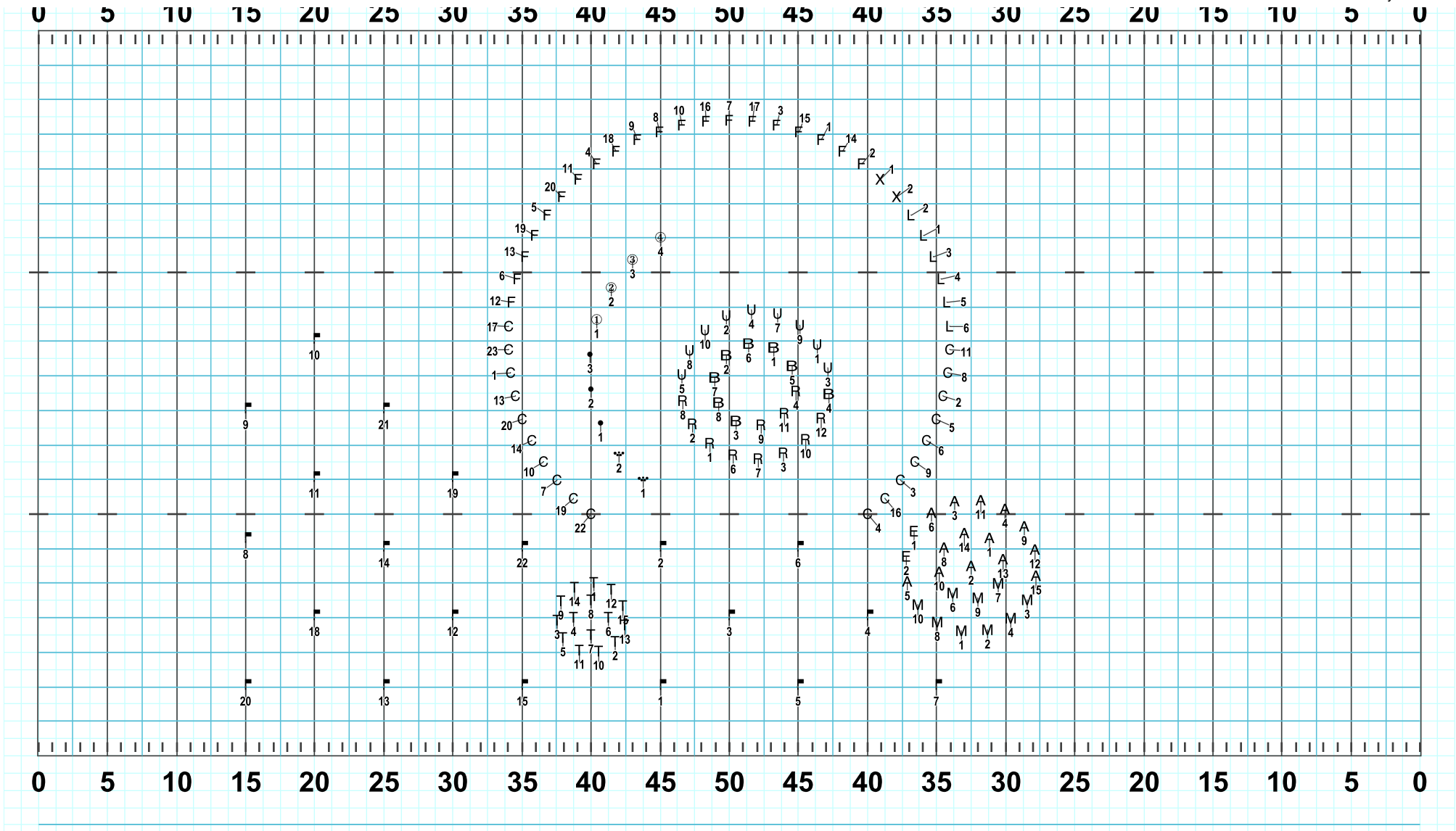
Guard 5 - Hold (in character - Guard 3 or 6 should grab their equipment from previous song, then bring new equipment out so they can stay in character.)

Guard 1,2, 3, 4, 6, 7 - Hold 4 (equipment change), Free Feet 16 (body only, flag in hand)

Guard 14, 13, 22, 12, 15 - Hold 20 (equipment change)

Other Guard - Flutter 20 or less (equipment change quickly and begining moving to next set, this can happen at random times)

Shattered



Director Viewpoint

Set #42 Counts: 12+12 Measures: 250-252, 253-255 Part 3

T / R / B / U - Float 12, Hold 12

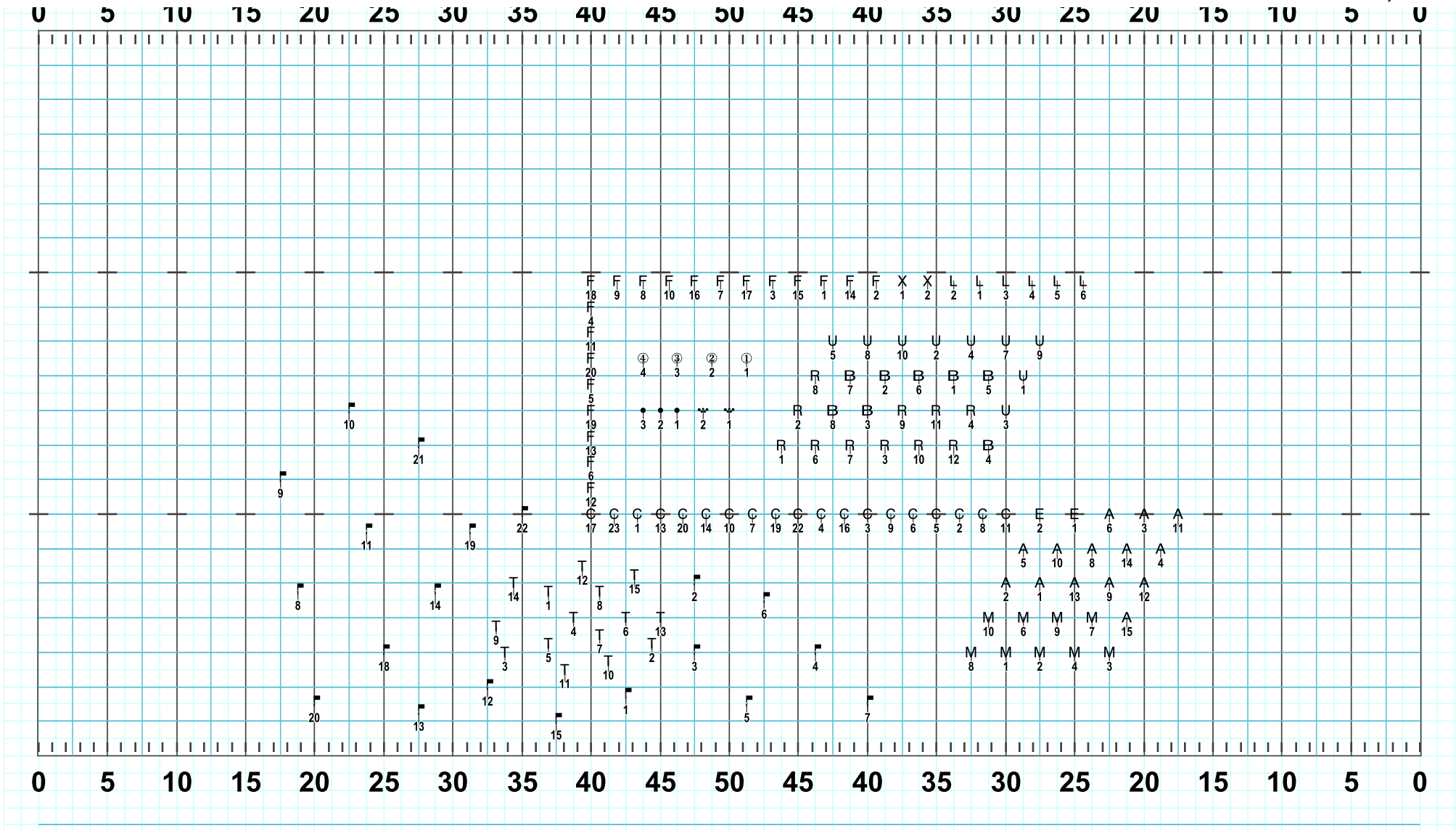
Other Winds - Float 24 in double-time, Hold 12

DL - Float 12, Hold 12

Guard - Flutter 12 (body only), Hold 12 (show color)

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Director Viewpoint

Set #43 Counts: 6+18 Measures: 256-261 Part 3

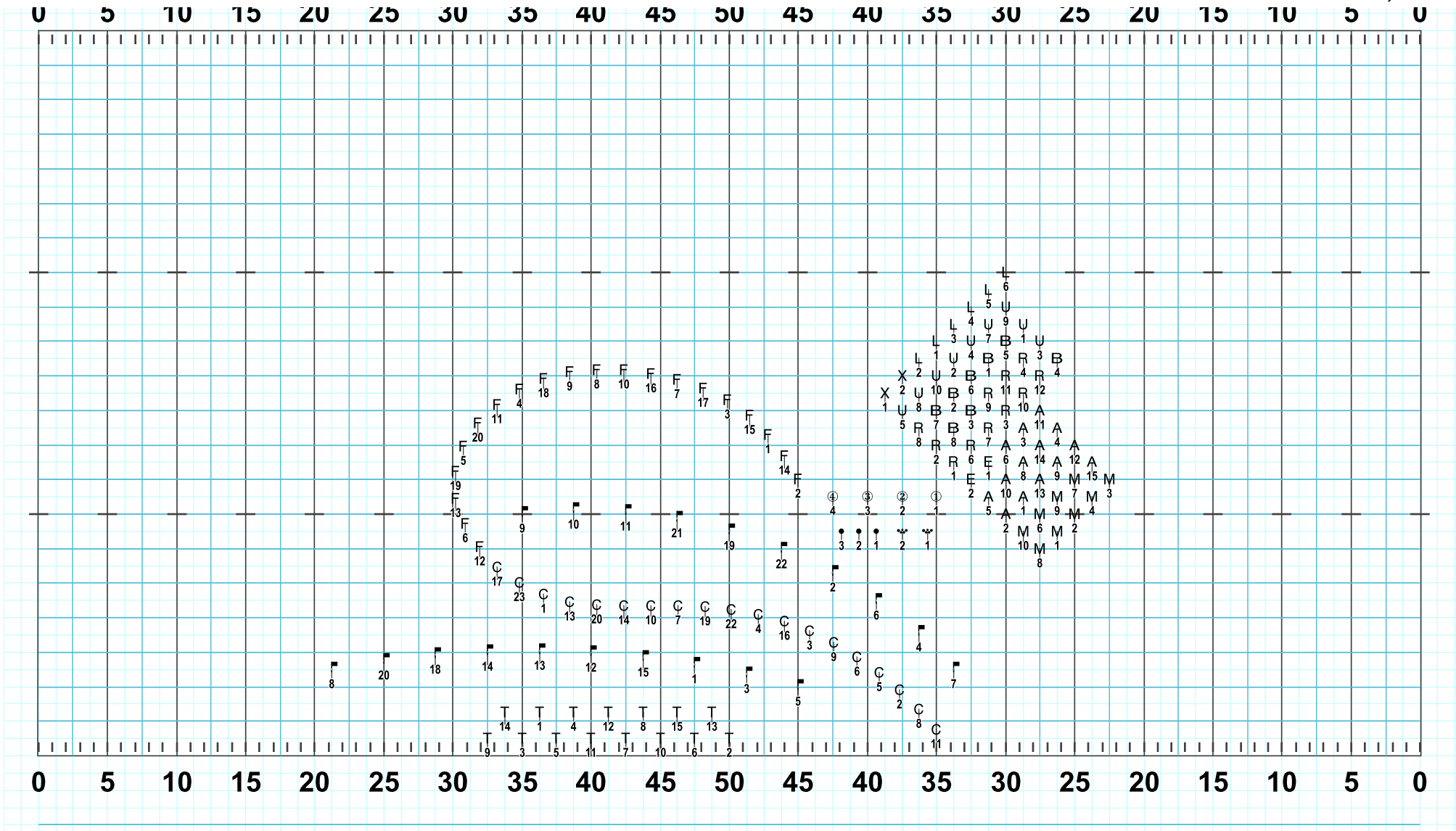
T - Scatter 6, Hold 18

Other Winds / DL - Float 24

Guard - Scatter 6, Hold 18 (featured with T)

Shattered

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Director Viewpoint

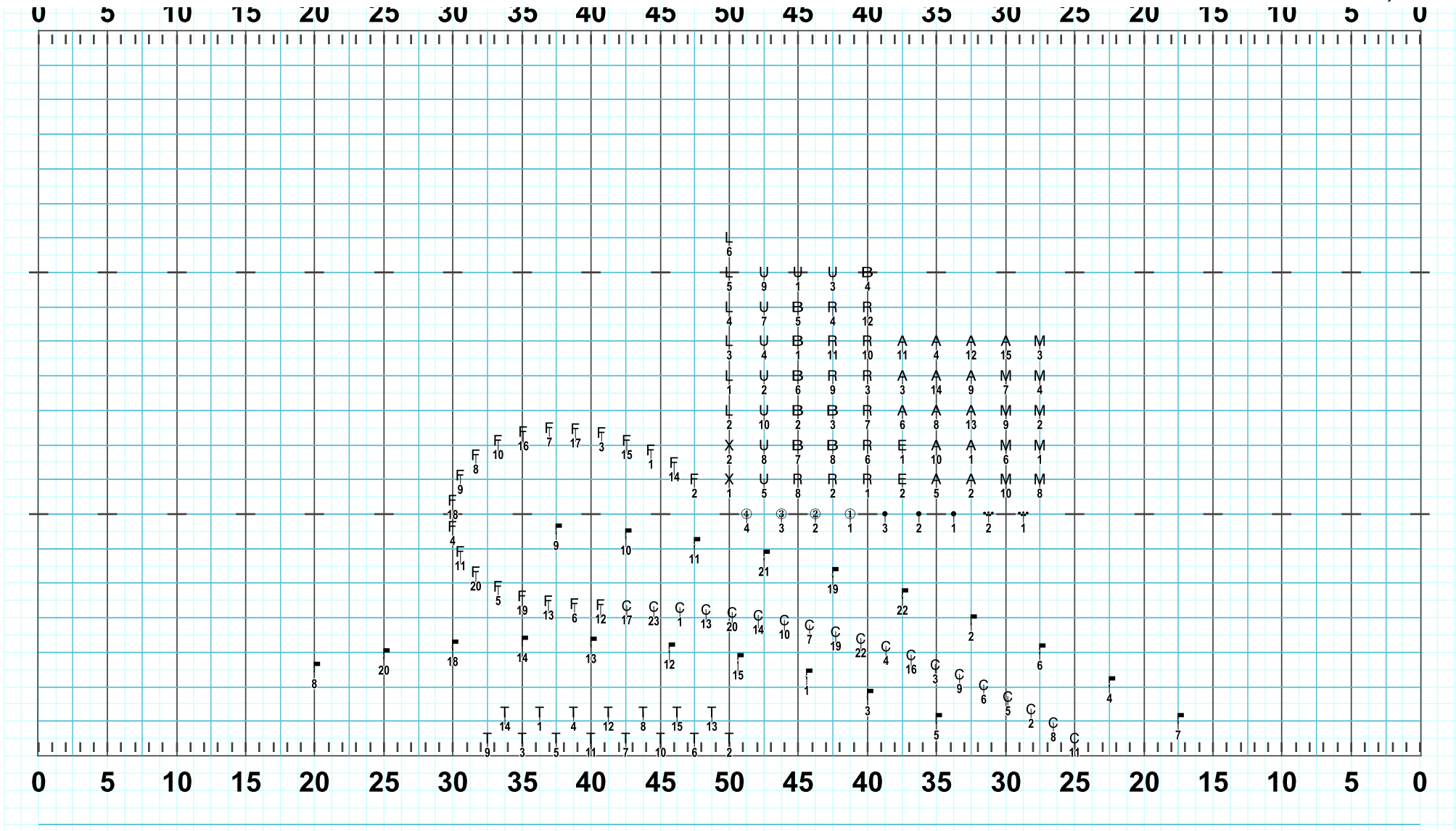
Set #44 Counts: 28+4 Measures: 262-268, 269 Part 3

T - Move freely out of time 28 (clap hands, visuals, etc.), Hold 4

All Others - Float 28, Hold 4

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Director Viewpoint

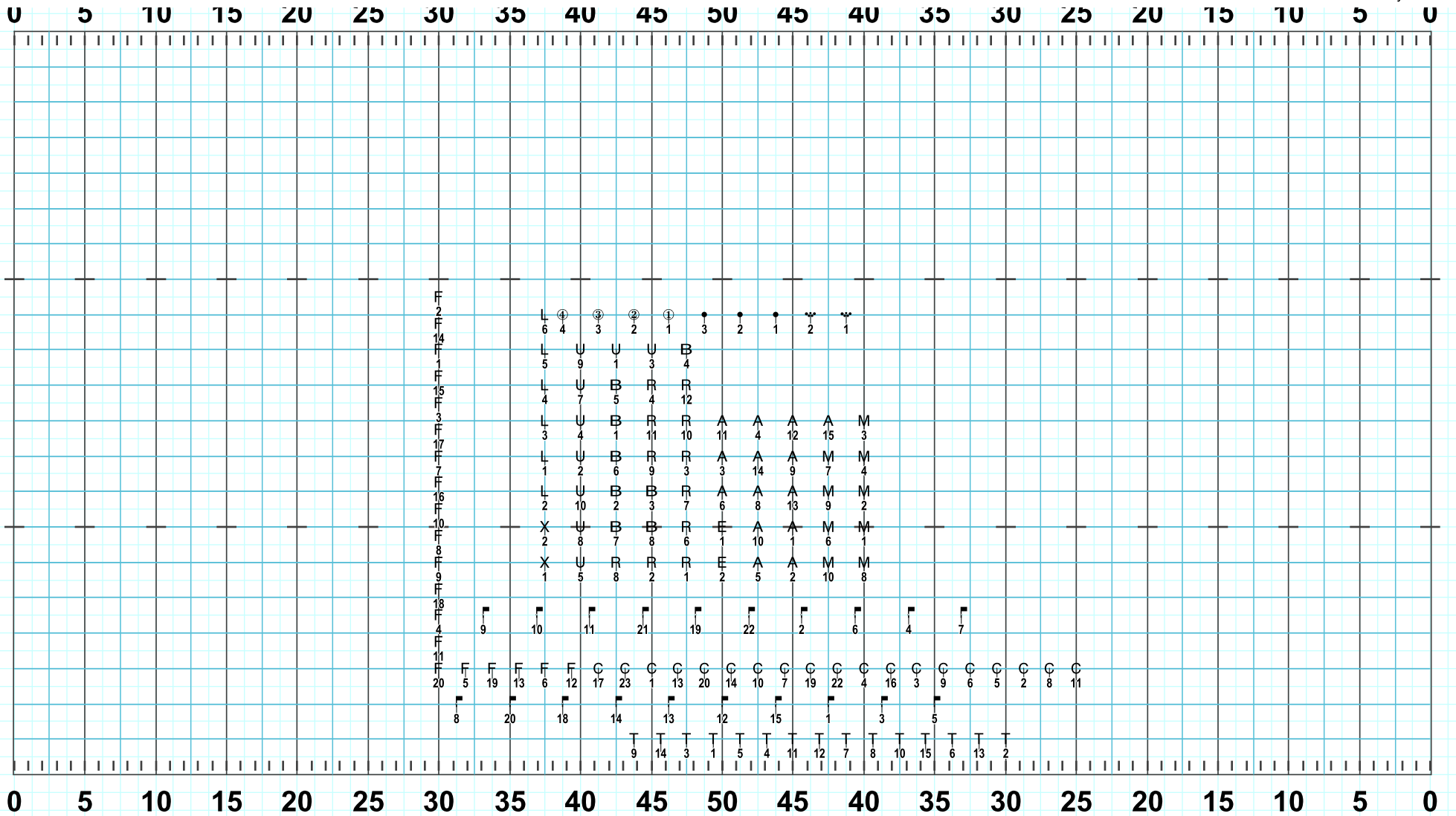
Set #45 Counts: 32 Measures: 270-277 Part 3

T - Hold 32 (Featured)

All Others - Float 32

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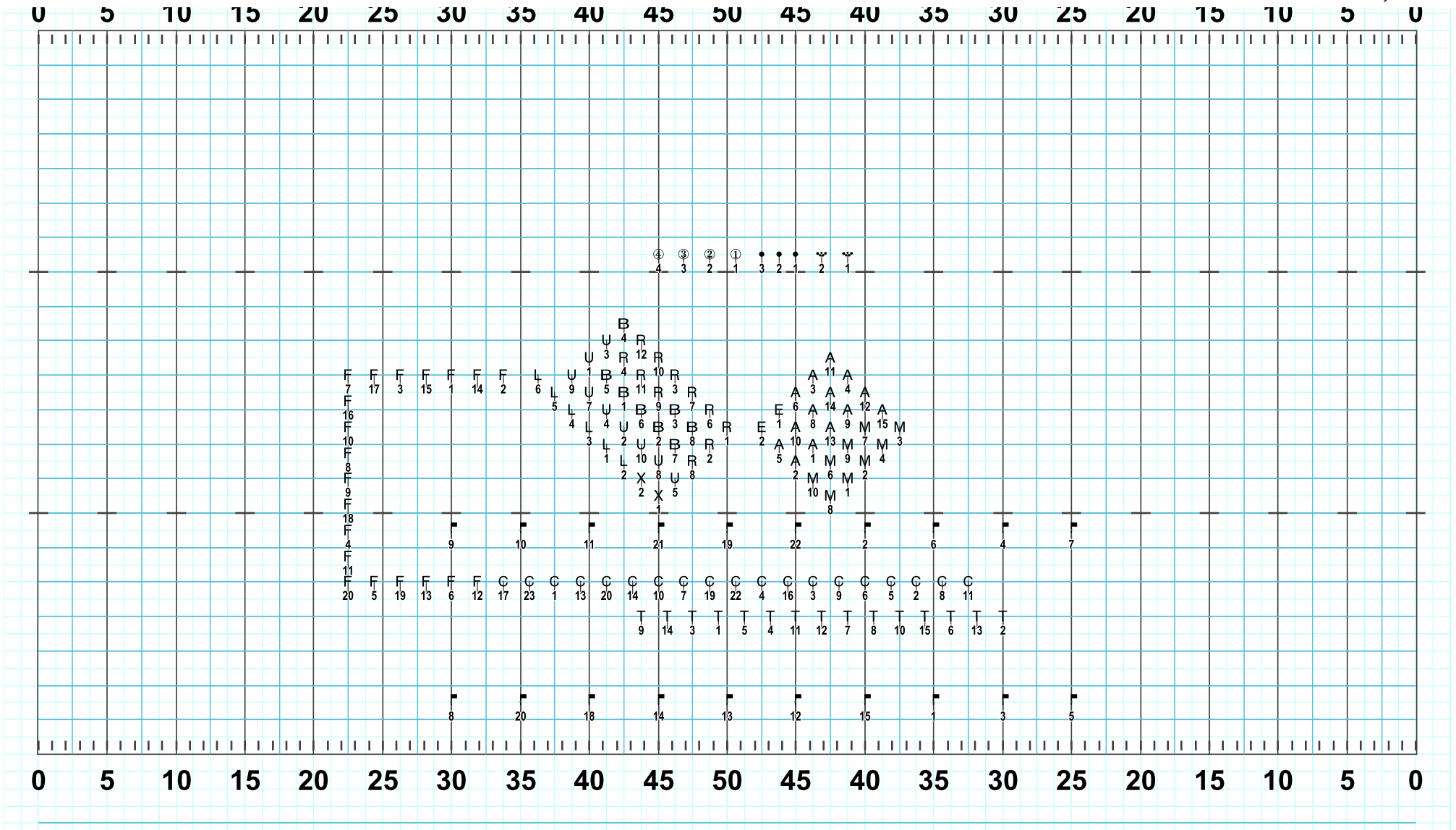
Director Viewpoint

Set #46 Counts: 32 Measures: 278-285 Part 3

All - Float 32

Shattered

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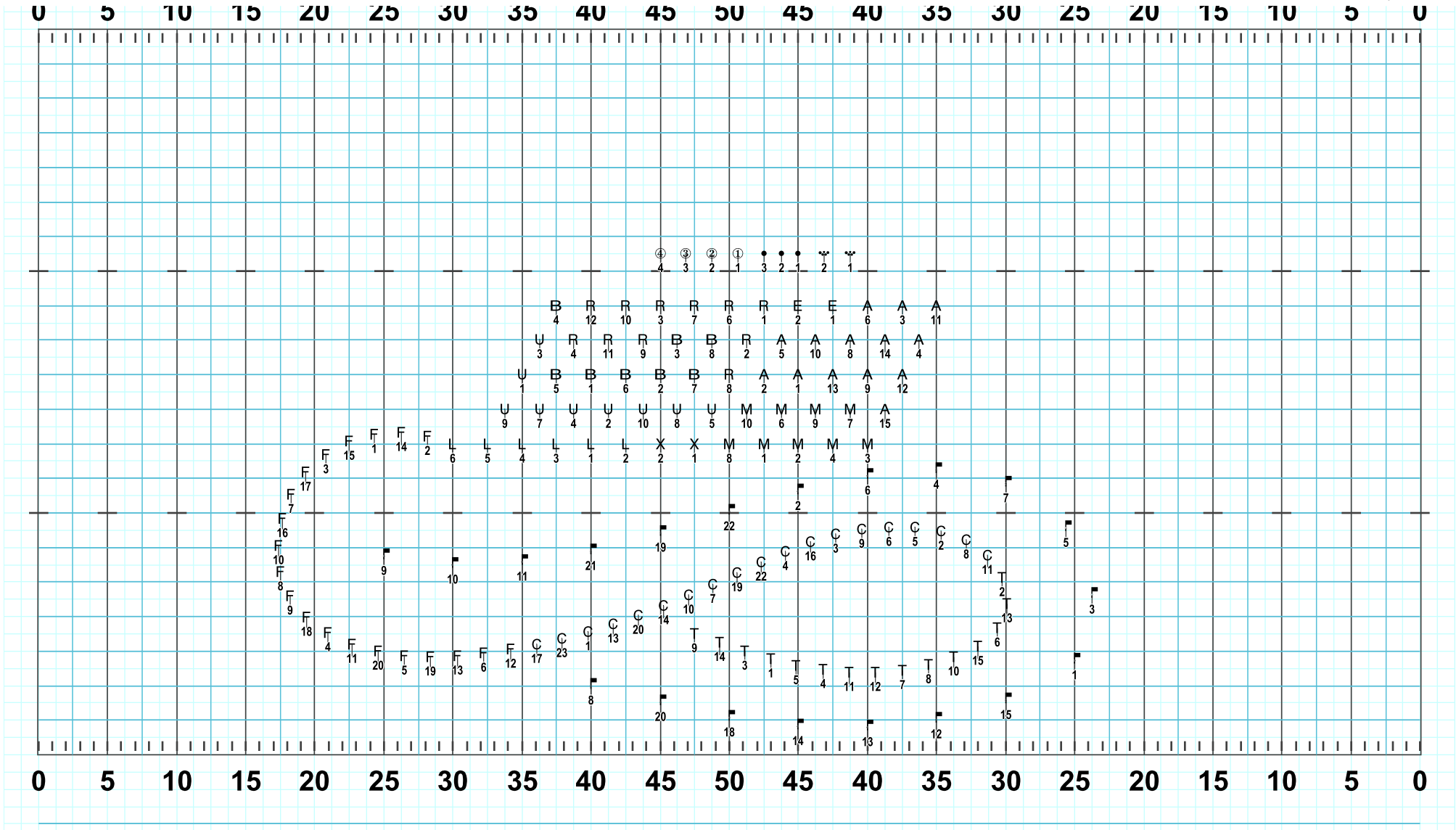
Director Viewpoint

Set #47 Counts: 16 Measures: 286-289 Part 3

All - Float 16

Guard - body only

Shattered



Director Viewpoint

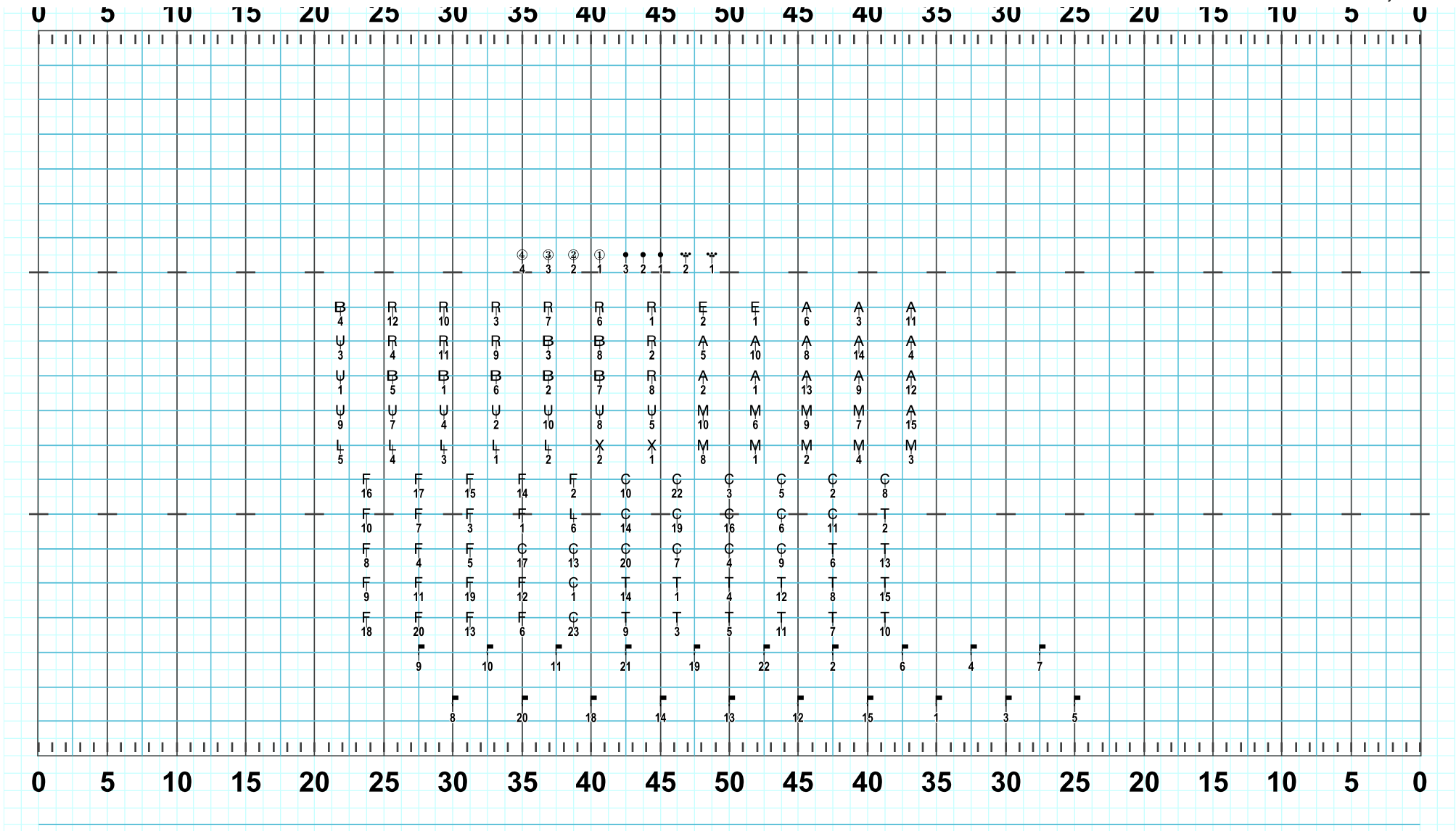
Set #48 Counts: 16+40 Measures: 290-293, 294-303 Part 3

All - Float 16, Hold 40

Guard - body only 20, show color 36

Shattered

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Director Viewpoint

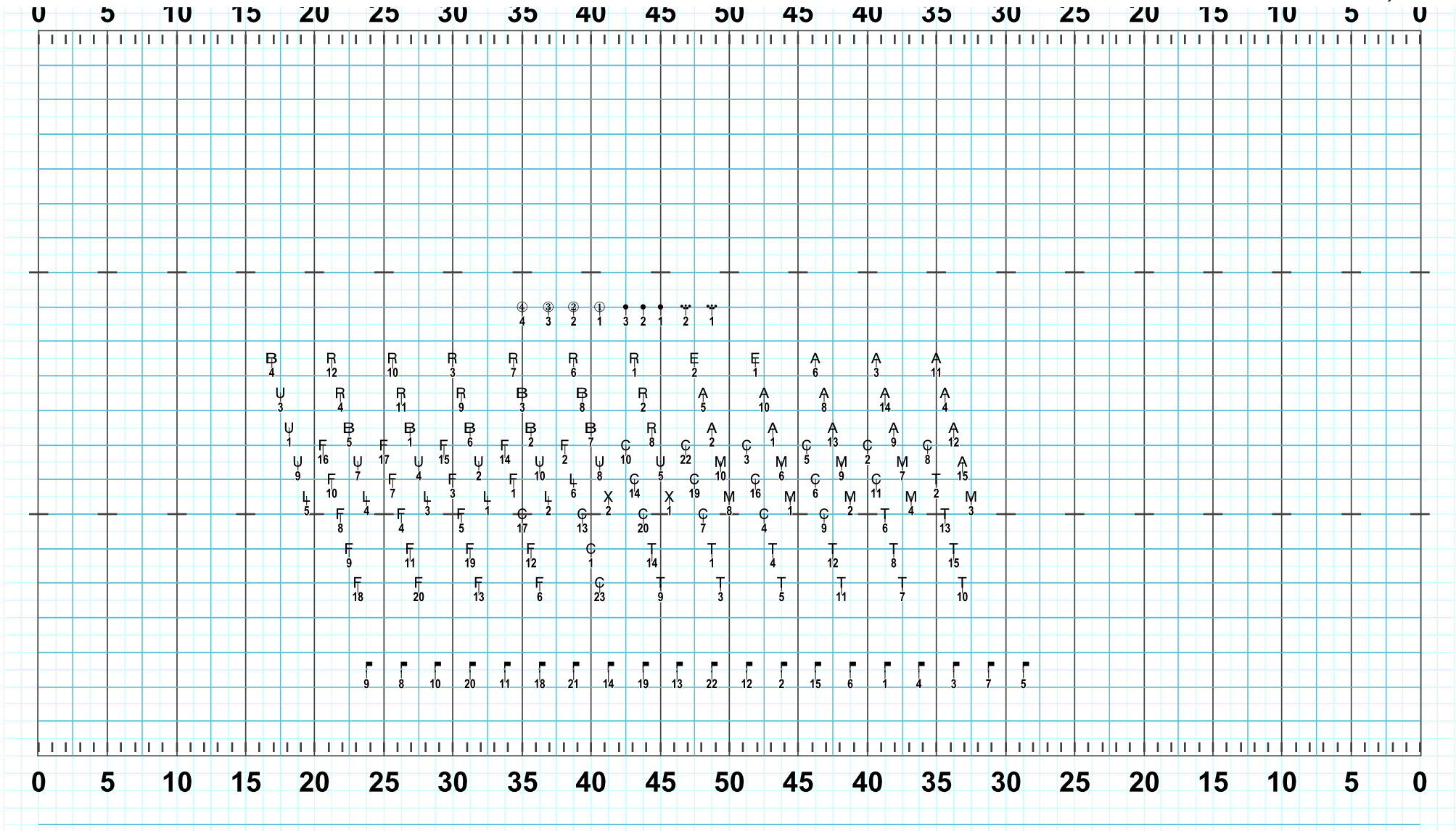
Set #49 Counts: 16 Measures: 304-307 Part 3

All - Float 16

Guard - body only

Shattered

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Director Viewpoint

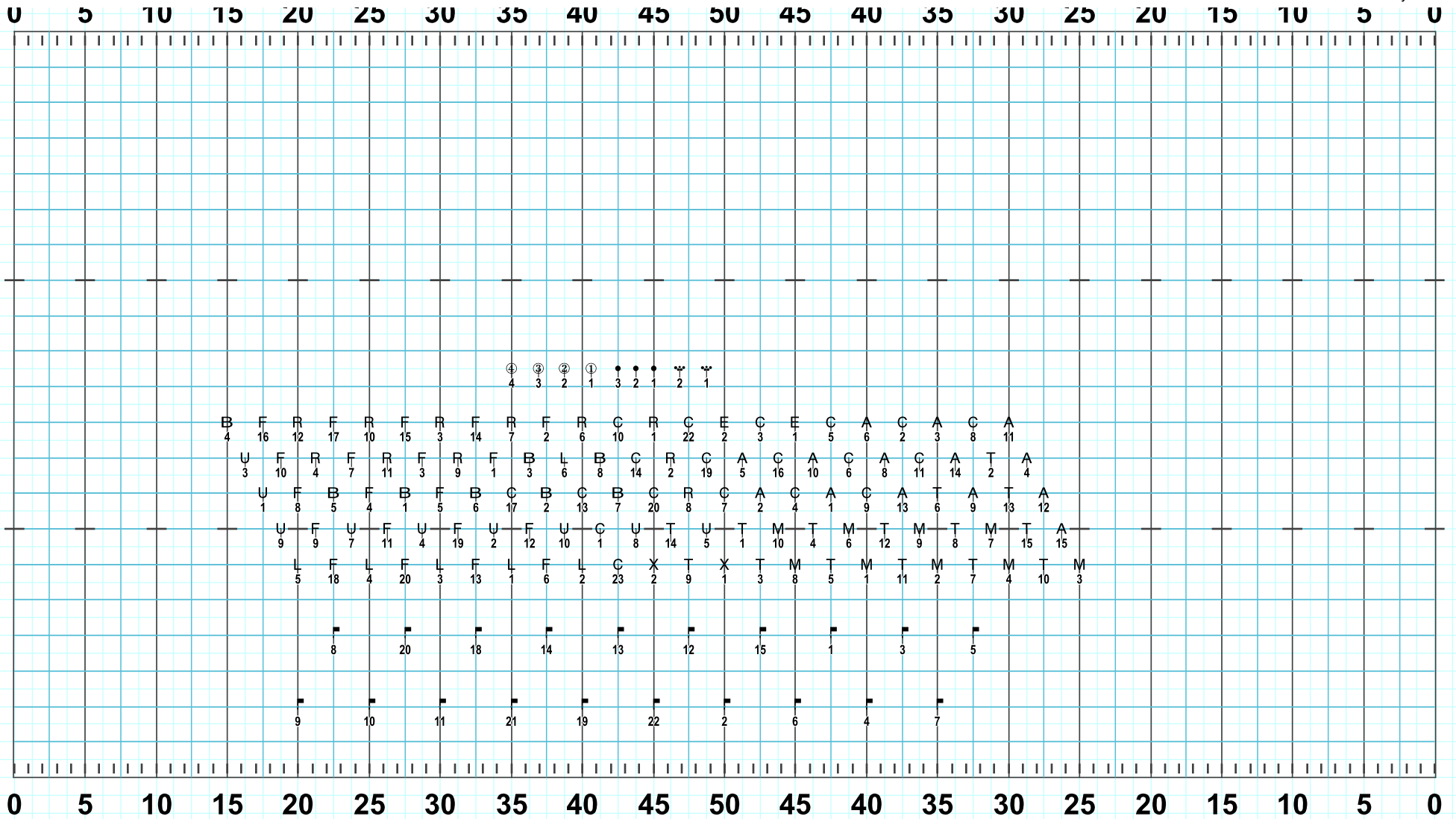
Set #50 Counts: 8 Measures: 308-309 Part 3

All - Float 8

This set is to help with transition to set 51

Shattered

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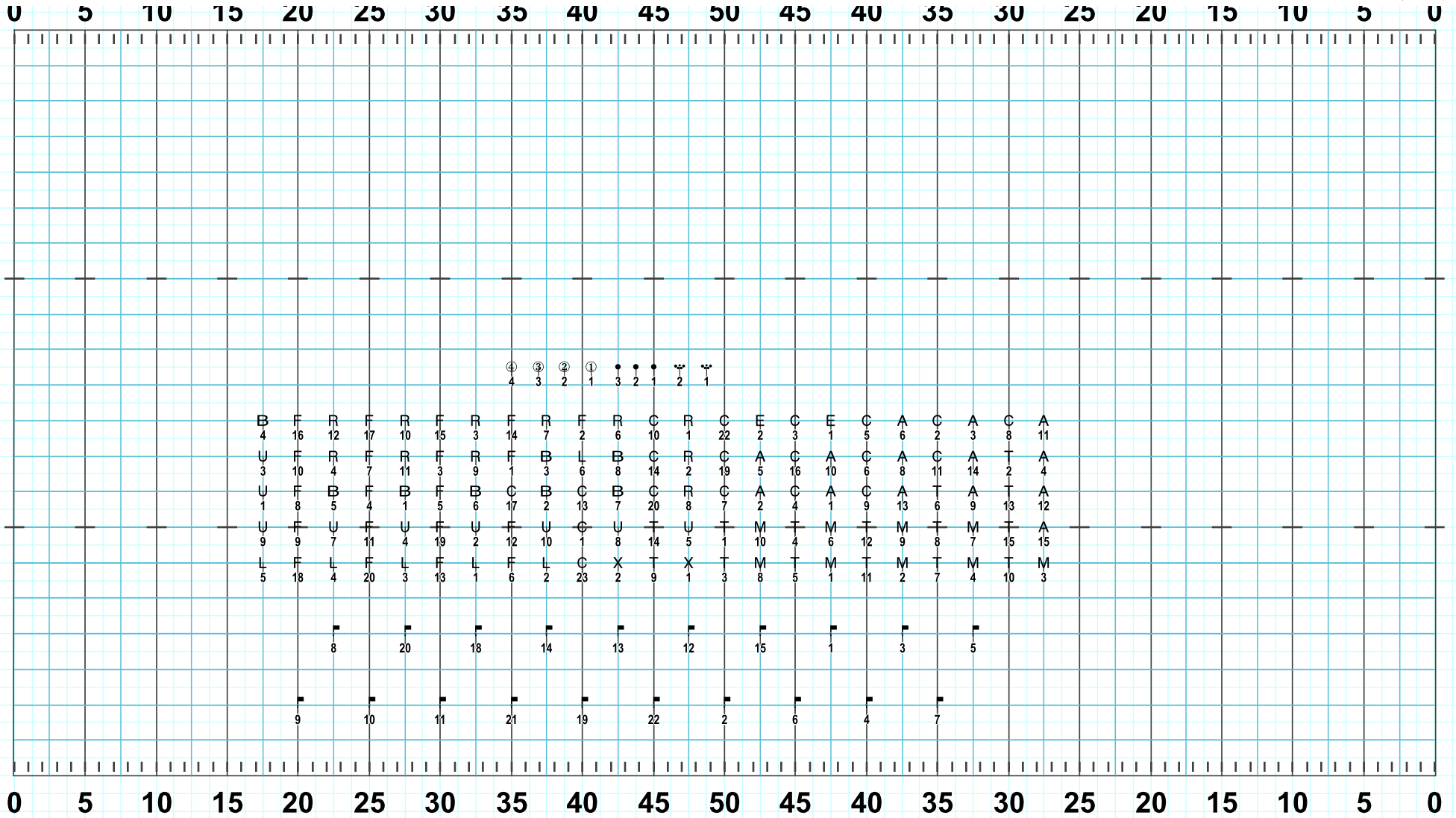


Director Viewpoint

Set #51 Counts: 8+16 Measures: 310-311, 312-215 Part 3

All - Float 8, Hold 16

Shattered



Director Viewpoint

Set #52 Counts: 4 Measures: 316 Part 3

Winds - Float 4 (middle row - mark time)

DL / Guard - Hold 4

Shattered

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U 5 10 15 20 25 30 35 40 45 50 45 40 35 30 25 20 15 10 5 U

④ ③ ② ① • • • ♯ ♯
4 3 2 1 3 2 1 2 1

B₄ U₃ R₁₂ F₁₆ R₄ B₅ F₁₇ R₁₀ F₇ R₁₁ B₁ F₁₅ R₃ F₃ R₉ B₆ U₂ C₁₇ L₁ R₇ F₁₄ F₁ U₁₀ L₂ C₁₃ X₂ C₂₀ X₁ R₁ C₁₀ U₅ C₁₉ M₁₀ C₁₆ M₆ C₉ M₂ M₇ T₂ T₁₃ M₃ E₂ A₅ E₁ A₁₀ A₆ A₈ A₃ A₁₄ A₁₁ A₄ U₁ F₁₀ L₇ F₇ U₄ F₃ U₂ C₁₇ L₁ C₁₃ X₂ C₂₀ X₁ U₅ C₁₉ M₁₀ C₁₆ M₆ C₉ M₂ M₇ T₂ T₁₃ M₃ L₅ F₉ F₁₈ F₁₁ F₂₀ F₁₉ F₁₂ F₆ C₁ C₂₃ T₁₄ T₉ T₁ T₃ T₄ T₅ T₁₂ T₁₁ T₈ T₇ T₁₅ T₁₀ 8 20 18 14 13 12 15 1 3 5 9 10 11 21 19 22 2 6 4 7

0 5 10 15 20 25 30 35 40 45 50 45 40 35 30 25 20 15 10 5 0

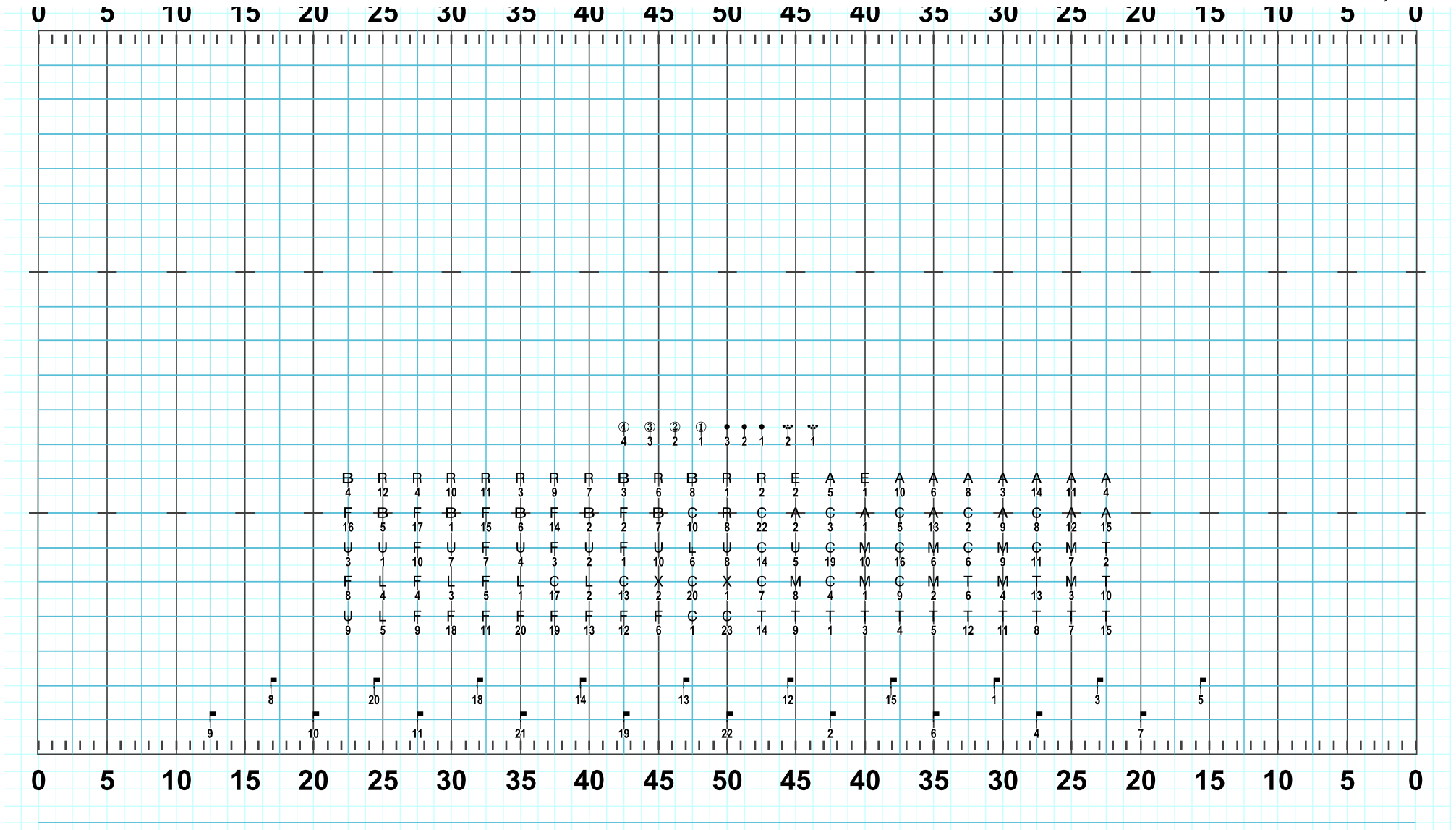
Director Viewpoint

Set #53 Counts: 8 Measures: 317-318 Part 3

All - Float 8

Shattered

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Director Viewpoint

Set #54 Counts: 8 Measures: 319-320 Part 3

All - Float 8

Shattered

Director Viewpoint

Set #55 Counts: 8+17 Measures: 321-322, 333-End Part 3

Winds - Float 8, Hold to End
 DL - Forward March 8, Hold to End
 Guard - Hold to End

END - Part 3

THE END