Yoz Notes:

Intro

* Mello balance
* Release in winds to battery before final chord

Time Warp

* Started slow, recovered shortly after
* Keyboard lick before party scene
* Letter J wind triplets to percussion
* Small ensemble timing
* More guitar in party scene

Good Riddance

* Started slow, recovered shortly after
* Tenors should be stationary during violin solo

Time’s Up

* Battery entrance timing w/clock

Encore

No pause between transition and encore

Jalen’s Notes:

-CHARACTERIZATION!!! What is it? (Friday)

-OPENER: Opening Guard Gears need to slow down earlier (Wednesday)

-OPENER: Double 45 in Centuries Opener?? (Wednesday)

-TIME WARP: Time Warp Ripple/Individual breakdown/Better toss at the end (Friday)

-TIME WARP: Bigger Characterization

-Good Riddance Choreography needs to slow (Friday)

-GOOD RIDDANCE: Initiation is inconsistent at the beginning (Friday)

-GOOD RIDDANCE: Pathways for run

-GOOD RIDDANCE: After run, prep for the presentation of the flag (Wednesday)

-GOOD RIDDANCE: Ben and Isaiah should just walk (Wednesday)

-TIME’S UP: Julia can start earlier for Time’s Up right at ticking/Come out on the 50 and then travel to clock/GO FOR IT!! (Friday)

-TIME’S UP: Look at traveling entrance for Percussion Feature/We can overtake staging (Friday)

-CLOSER: Take a look at the choreography after the ripple in the closer (Next Week)

-CLOSER: Shira should come out faster (Wednesday)