# Sherando Indoor 2026 **Show Design** and concepts

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Concept overview/Show flow

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Members needed

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Uniforms (ideas and help needed)

## Summary of slide contents

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Floor

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Props (ideas and help needed) student book choices 07

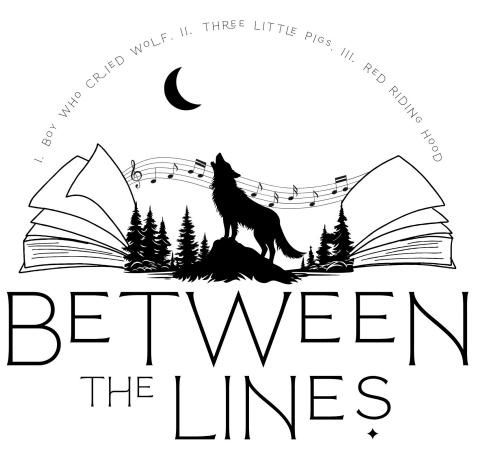
Mini model of floor/props for visualization

80

Music (playlist and mp3 sample of opener)

Sherando Indoor Drumline 2026 Draft #1 for t-shirt design

## And now....



SHERANDO INDOOR DRUMLINE 2026

### **Between The Lines**

Between the Lines is a storybook-themed indoor drumline production that brings classic fables to life — with a twist. The show centers on the relationship between the narrator and the wolf, two characters who weave through every chapter. Throughout the show, the narrator guides us through familiar stories like *The Boy Who Cried Wolf, The Three Little Pigs*, and *Little Red Riding Hood*. But as each movement unfolds, we begin to step *into* the stories, changing each ending and reshaping how the wolf is seen. What starts as traditional storytelling becomes a journey about imagination, revenge, and the change of expectations.



Sherando Indoor Drumline 2026

Between the Lines 9:00 slotted time 7:00 run time 1:00 on/off										
British Colonia Coloni	Time	Focus	Practicality	Visual Cont.	Musical Cont.	Narration	Notes	Costuming		
Pre-Show			Get floor and props setup	All, prope get setup to starting position and then performers start standaring / rourning and looking at each book	Front, preshow is a vilraphene soft (or wheever is more affet, to play some sort of elevator type music	Mic sound check in	elevator music	Beige Overalls, Dark Ra Shirt		
Part 1- Intro	0:30	Nurrator	Describing what will happen to the audience and judges	whole flow does a gesture to the maratur to draw attention, then puse back in "wandering" (gesting ready to grain drams/mave props etc.	Fores	Introducing us to the concept of the show, setting the scene in a library	scatter sets that look into diag lines pointing fiscus to the narratar	Nurrarator - suit and da fic to match enc		
Transition 1	0:30	Buses	sctup props for BWCW with sideways basks creating sheep's pen and grass, and first hig book prop gets introduced	The line of props on the hack gets separated and the hoodine cornes through starting a feature with all other performers giving accents, maybe a big follow the header, then we move to the BWCW stage with first fill cris mornest		Setting the stage as we will be exploring our first book	jelly bass feature, thirk tiny village dancing massic			
Part 2- Boy Who Cried Wolf	1:30	VE characters playing bey, and welf and marrier, and full era		full but moving with ea, hig bleb de'll with bey going through it and away, when the hoy cries wolf they need to be on opposite sides of the floor, and the buttery hurrys over there, when there is no wolf we see the buttery all arm and Walk much away (think bluccounts 24)	crying wolf, and then getting quiet when there is none	stocytelling		Welf - for cost The Bry- vest sesse to v collared shirt, straw hat shephands erook		
Transition 2	0:25	Quark	Get rid of BWCW, setup 3LP historics	quads (hopefully 3) are the little pigs and see see them each get beuses setup while playing a very quiet feature while the mentar talks about the next story. Houses setup in center of floor with the hot brick house in the center	Quark, Front quiet feature for background nurration	New beek, 3LP				
Part 3- Three little pigs	1:30	full end sole quade getting houses domoyed ending in one house:	members help tear down houses leaving one for single quad feature into strace tearsition, houses jet tern down and turned back into backs	Full hat moving with eq., as henses get blosse over we lose the solo quads to the full marching battery	coming up from behind into little red ricing bood snare intro (jolly)	storytelling	IF 5 quark, then they are the pigs, staged featured in their houses.	pigs (quads if 3) pirk be		
Transition 3	0:30	Searcs	Setting up forest props (they stay till the end of the show) Keep had brick house as grandinas sleeping house	the hot qual feature in Sip (introc) ends with the sucres coming from their did with a nice bright feature	Snares, Front, (quick snare feature)					
Part 4- Little Red Riding Hood	0:55	Bible red riching boost and grandinu a		Full But maxing with eq. case shill moving through the firest	Beos 465, fovet, THEN BUILD and very tense when we get to grandrus and wolf drams	docytelling.		Little red riding hood - hooded cape Granny - Granny clothe Wolf - see pt. 2		
Part 5- The Closer	1:05	FILL ENS	People don't move, people du, maybe trees start falling over and everything goes crazy as serig gets lotaler	Clasing the number through the forest with hard confusing shill	Starts with a tensor feature that metricity accels (8th rute:5184-ming in triplet?), add front in with big quarter nates for accents depending on the metricy and then transition to front Hall of the mountain king, then full battey orders. Big crossrable ensing	4th wall book with members, ecop. they all hate the marnists for changing classic statics and shart to turn on him				
Show time casulator (solit each movement times) show length adjusts down here	6:55									

### Pt.1 Intro

The show begins in a still, quiet library, the front ensemble will recognizable samples from the "Reading Rainbow Theme" as the narrator gives exposition, with discordant hits inserted to show that something isn't quite right. Throughout the opening, props are manipulated to building momentum and the occasional dissonance when needed.. By the end of the intro, the floor has transformed into a setting that resembles a sheep's pen and grassy field, creating a smooth and natural transition into the next movement.



### Pt.2 The Boy Who Cried Wolf

In **The Boy Who Cried Wolf**, the story opens lighthearted and familiar. The battery plays the role of villagers and are seen marching around the floor while the boy cries wolf.

The Story takes a deviation from its original counterpart when the wolf appears and tries to eat the boy, who is then stopped by the narrator.

This is the first actual example of the reading going wrong, backing up the dissonance provided from the front ensemble in the intro.



### Pt.3 Three little pigs

Next comes **The Three Little Pigs**, a lively and theatrical middle movement filled with humor and bounce. Each "pig" builds a home in rhythm with the music, while the wolf prowls through quad and bass features.

Just as the classic "huff and puff" moment arrives for the 2nd house, the narrator once again interferes pushing the house down on the wolf and saving the pigs.

The visual design mirrors the shift, with props and formations transforming as the story itself is rewritten.



### Pt.4 Little Red Riding Hood

The final story, **Little Red Riding Hood**, dives deeper and darker. As we follow red through the forest we see the wolf getting closer and closer. When the wolf gets close enough to attack The narrator fully crosses into the story, standing face-to-face with the wolf. The two characters mirror one another in motion and sound, blurring the line between villain and victim.

By the end, the audience sees how much the wolf hates the narrator for changing his stories and chaos ensues



### Pt.5 The Closer

Queue aforementioned chaos, with the relationship between the wolf and the narrator spiraling into a game of cat and mouse, crescendoing with the tempo of "hall of the mountain king" to an all out brawl, completed by complex drill and difficult and intense music



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### Numbers we are looking for

#### Battery



Snares- 3 Quads-2 Basses- 5 Cymbals- 4

#### Front



No limit until cuts are made, any instrument you can play

#### **Narrator**



Needs to play piano and be able to talk and act. (understudy as well)

#### The Wolf



Needs to play trombone and act. (understudy needed)

#### Visual Ensemble



6 Visual ensemble members

#### The real team



As much parent help as we can get

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## Uniforms



 $\nabla$ 

Battery/Front/ (VE?)

Amazon overalls and shirts that will be hemmed to fit to size



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Narrator

Suit that matches overalls and tie that matched drums/battery shirts Sherando indoor drumline 2026

## Uniforms



abla

Wolf

Furs



 $\Gamma$ 

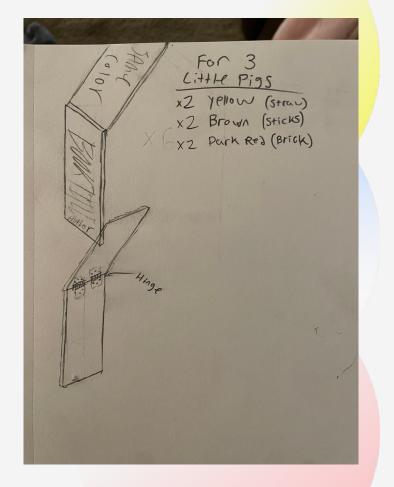
Other characters

Minimalistic accessories displaying the characters

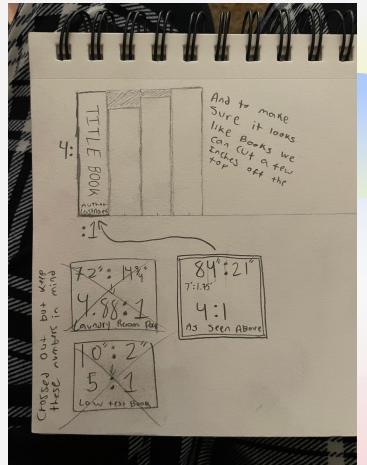
## Floor Design

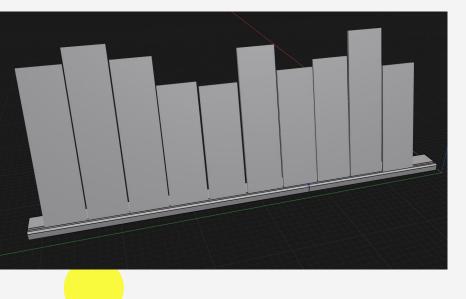


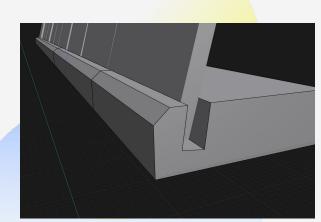


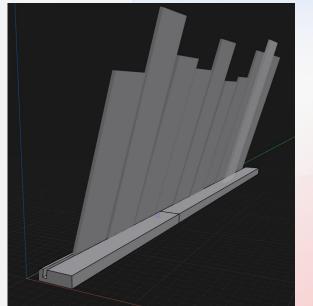




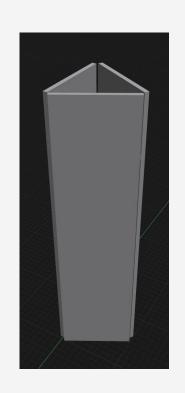


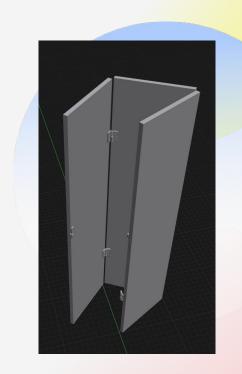


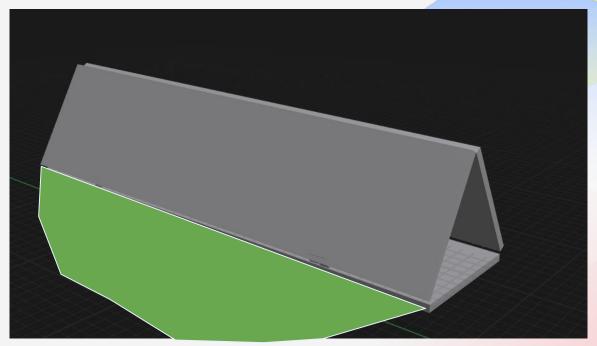




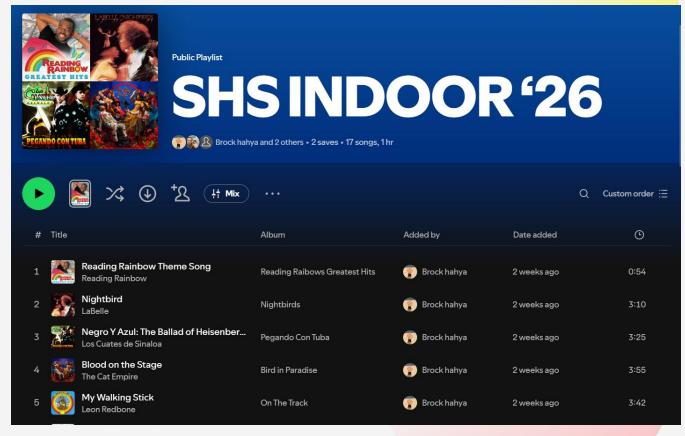








## Musical inspiration, live playlist



## **Musical inspiration**

6	217m	In the Hall of the Mount Electric Light Orchestra	On the Third Day	Brock hahya	6:33	2 weeks ago	6:33
7	Je V	Miss Gulch - Extended MGM Studio Orchestra	The Wizard of Oz (Origi	Rensky	2:45	2 weeks ago	2:45
8		The Mountain Trans-Siberian Orchestra	Night Castle	Brock hahya	4:54	2 weeks ago	4:54
9		The Calendar Panic! At The Disco	Vices & Virtues	Brock hahya	4:43	2 weeks ago	4:43
10		Hello, Little Girl Robert Westenberg, Daniel	Into the Woods (Origina	Brock hahya	2:34	2 weeks ago	2:34
11	<b>O</b>	In the Hall of the Goblin Freshman Biology	In the Hall of the Goblin	Brock hahya	2:40	2 weeks ago	2:40
12		Biking E BRAHIM!	BRAHIM!	Rensky	5:26	2 weeks ago	5:26
13		Alrighty Aphrodite Peach Pit	Being So Normal	Rensky	3:28	2 weeks ago	3:28
14	No.	Bowser's Theme (From Super Mario 64, GMB Soun	Bowser's Theme (From "	Kensky	2:26	2 weeks ago	2:26
15		Sovay Andrew Bird	The Mysterious Product	Brock hahya	4:41	3 days ago	4:41
16		Soulfire Jacob Durbin	Soulfire	Rrock hahya	1:02	2 days ago	1:02
477		Sleepless		<u></u>	2.77	2 days ago	4:33

## MP3 Opener