The Question of Broken Triangles								
	part	variation	amount	walk	talk			extra
				(CW)				
	0			RGB				point
IN	**1**	ONE	2 ~	R	-			P
		ONE	2 ~	G	-			P
		ONE	2 ~	B	-			P
		ONE	2 ~	G	-			P
		ONE	2 ~	B	-			P
		ONE	2 ~	R	-			P
		ONE	1 ~	B	-			P
		ONE	1 ~	R	-			P
		ONE	1 ~	G	-			P
	1.1	ONE	3 ~	RGB	-			P
		ONE	4 ~	RGB	-			point
	1.2	1A1	1 ơ	-	G2	B1	R3	
		AT	2 ơ	-	CAT			
	0.1	HOP/SKIP		BRG	S			
P I A	**2**	AT	1 ơ		B			OT
		1A1	1 ơ	RGB	B			OT
		AT	1 ơ		R			OT
		1A1	1 ơ	RGB	R			OT
		AT	1 ơ		G			
		1A1	1 ơ	G…	G			
	0.2	HOP		GRB				point
P I B	**2.1**	1A1	1 ơ	R…	R2	B1	G3	
		1A1	1 ơ	G…	G2	R1	B3	
		1A1	1 ơ	B…	B2	G1	R3	
		1A1	1 ơ	R…	R2	B1	AT3	
		1A1	1 ơ	G…	G2	R1	AT3	
		1A1	1 ơ	B…	B2	G1	AT3	point
BR II	0.3	HOP		RGB				point
	2.2	AT	2 ơ	RGB	S			
		PIVOT		(CCW)				
		AT	2 ơ	RGB	S			
	0.4	HOP		BRG	AT			point
P II A	**2.3**	AT	1 ơ	BRG	CAT			
		1A1	1 ơ	Bon	B…	AT 1	AT 3	
		AT	1 ơ		B2	G1	B3	
		AT	1 ơ		R2	B1	R3	
		1A1	1 ơ	Gon	G…	AT 1	AT 3	1T, 3S
		AT	1 ơ		G2	R1	G3	

		1A1	1 ♁	Ron	R…	AT 1	AT 3	1T, 3S, half
P II B	**2.4**	AT	1 ♁	BG				𝄞
		AT	1 ♁	GR				𝄞
		AT	1 ♁	RB				𝄞
		AT	1 ♁	BRG	S			
		AT	1 ♁	BRG	CAT			𝄞, point
	—	PAUSE						DFT
P III	**3**	AT	1 ♁		CAT			
		PW	2 ♁	BR	CAT			CAT
		AT	2 ♁		S			1P
		PW	2 ♁	GB	CAT			CAT
		AT	2 ♁		S			1P
		PW	2 ♁	RG	CAT			CAT
	0.5	LEAN/HOP	2 ⁓/HOP		AT			
	3.1	AT	2 ♁		CAT			
		AT	3 ♁		PC - GBR			
		PW	3 ♁	RGB	CAT			
		PW	3 ♁	BRG	S			
		AT	2 ♁		CAT			
BR II A		LEAN	2 ⁓					point
	0.6	HOP 2X		BRG				
		PIVOT		(CW)				
		AT	2 ♁		CAT			
	0.7	HOP		GBR				point
AD I	**3.2**	AN	12 ♁		RT	S	S	A
					S	BT	S	A
					S	S	GT	A
					T	T	T	A
CO I		AT	2 ♁	R - CANON				𝄞
		HOP						𝄞
		PIVOT						𝄞
		HOP						𝄞
		AT	2 ♁					𝄞, point
INT		CHANGE						
		PIVOT						
AD II	**4**	AN	12 ♁		T	T	T	A
					GT	S	S	A
					S	RT	S	A
					S	S	BT	A
BR II B	0.8	HOP		RBG				point
		AT	2 ♁		CAT			
		PIVOT		(CCW)				

	0.9	HOP		BGR				point
		LEAN	2 ∾					
		AT	2 ♁		CAT			
P III	**4.1**	PW	3 ♁	BRG	S			
		PW	3 ♁	RBG				
		PC	3 ♁	GRB				
		AT	2 ♁		CAT			
	0.10	HOP		RBG				
		LEAN	8 ∾					
	4.2	PW	2 ♁	GB	CAT			CAT
		AT	2 ♁		S			1P
		PW	2 ♁	RG	CAT			CAT
		AT	2 ♁		S			1P
		PW	2 ♁	BR	CAT			CAT
		AT	1 ♁		CAT			
	—	PAUSE						DFT
P II B	**5**	AT	1 ♁	RB				𝄞
		AT	1 ♁	BG				𝄞
		AT	1 ♁	GR				𝄞
		AT	2 ♁		CAT			𝄞, half
P II A	**5.1**	1A1	1 ♁	Ron	R2	AT1	AT3	𝄞
		PC	1 ♁		R2	G1	R3	𝄞
		PC	1 ♁		G2	B1	G3	𝄞
		1A1	1 ♁	Gon	G2	AT1	AT3	𝄞
		PC	1 ♁		B2	R1	B3	𝄞
		1A1	1 ♁	Bon	B2	AT1	AT3	𝄞
		AT	1 ♁		CAT			𝄞, point
BR☆	0.11	HOP		GBR				stag, point
		AT			CAT			
		PIVOT		(CW)				
		AT			CAT			
	0.12	HOP 2X		BRG				point
		PAUSE						
P I A	**5.3**	1A1	1 ♁	B…	B2	G1	AT3	
		1A1	1 ♁	R…	R2	B1	AT3	
		1A1	1 ♁	G…	G2	R1	AT3	
		1A1	1 ♁	B	B			
		AT	1 ♁		CAT			
		1A1	1 ♁	G	G			
		AT	1 ♁		CAT			
		1A1	1 ♁	R…	R			
		AT	2 ♁		CAT			

	0.13	HOP 2X						point
		PAUSE						
OUT	6	AT	1 𝅝	—	CAT			𝄞
		1A1	1 𝅝	—	BRG			𝄞
		AT	1 𝅝	—	CAT			𝄞
CO I		AT	2 𝅝	B - CANON				𝄞
		HOP						𝄞
		PIVOT						𝄞
		HOP						𝄞
		AT	2 𝅝					𝄞, point
INT		CHANGE						1/2 Δ
BR III		AT	3 𝅝		CAT			𝄞
		CHANGE						
Δ	7	FLYING	FLYING TRIANGLE					

Index	
point	home position
P	pause in between movement/cycle
OT	own timing
HOP	new home position
PIVOT	changing to the other direction
1A1	one after one
AT	all together
~	step
➿	cycle
R	red person
G	green person
B	blue person
PN	passing number
PC	passing counting
R…	continue in given direction
T	together (walking)
S	silent (no talking)
Lean	a slight lean forward, to fall and pick up

Visual representation of the
triangles created in the score