

CLAYMORE

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Build between one and sixteen figures out of modeling clay, craft supplies, and/or a building block/brick system. Set up a mini-tripod and a video camera or mobile phone with recording capabilities. Begin a textless, narrative dance utilizing the character motives and story structure below:

- Figure 1: A quiet, unadorned dancer lamenting something lost.
- Figure 2: A roving, watchful eye on Figure 1.
- Figure 3: Figure 1's love interest. Skeptical of Figure 2.
- Figure 4: An admirer of Figure 3.
- Figure 5: A generic extra. Stays out of sight if possible.
- Figure 6: Figure 4's mentor. Regal and magnetic.
- Figure 7: A cavalier character. Always ready for action.
- Figure 8: Underling of Figure 1. Friend of Figure 5.
- Figure 9: A creative type bustling around the scene.
- Figure 10: Figure 7's attendant. Interested in Figure 9.
- Figure 11: Figure 5's child. Constantly pulling for attention.
- Figure 12: An outsider. Weaving in-and-out of the plot accidentally.
- Figure 13: Figure 1's loss. Always too far upstage.
- Figure 14: The caretaker for Figure 3.
- Figure 15: The twin of Figure 9. The friend of Figure 1.
- Figure 16: A mysterious link between Figure 2 and Figure 10

ACT1

A Baseless Accusation

ACT2

Noontime in the Plaza

ACT3

Two Feuds