

to marinate

(six performer score)

DANCER1: _____

DANCER2: _____

DANCER3: _____

DANCER4: _____

DANCER5: _____

DANCER6: _____

INFINITE

Tech Cue One: DANCER2 clicks play on the laptop. (Infinite Music Video)

DANCER2, DANCER3, DANCER4, DANCER5, and DANCER6 dance facing a laptop positioned towards the stage on Stage Right. Performers should be clustered around the edge of the dancing space interpreting/copying movements seen on the video. Formation changes (front/back, left/right) and level changes (crouch/stand) are appreciated here. General milling about and busyness in close proximity.

DANCER1 crosses upstage Stage Left to Stage Right after first chorus (1:22 or so). By the time DANCER1 gets close to the edge of the space, the other performers should be switching gears from dancing with the music video to the next phrase.

TRAVELING

DANCER2 begins phrasework moving Stage Left across the upstage panel. DANCER1 follows shortly thereafter. The rest add on as needed.

You may either use the traveling phrase on the video, or you may collaboratively build a new phrase. If making something new, I recommend each performer adds “a move” and looping around a few times.

Divide the space evenly so at least one dancer can quickly crossover backstage (or running across upstage depending on the space) and fill in the line as needed, attempting not leave gaps. If the choreography travels backwards/Stage Right as a dancer exits the space, come back on stage before restarting the loop. DANCER2 should make two crossings Stage Right to Stage Left in the upstage panel before moving to travel on the downstage panel. The other dancers follow, alternating in upstage, mid-stage, and downstage panels. Exit the stage after this third pass. Half of the dancers (DANCER2, DANCER1, and DANCER3) should run across backstage/upstage to Stage Right for the next section.

RUNNING

When ready, DANCER3 gives a breath cue/"uuuh" and everyone runs to the center to form a standing clump. A (literally) rotating soloist and chorus. The soloist dances while the chorus runs.

Tech Cue Two: Clump brings up first music track (Aliceffekt track)

Soloist:

The soloist is the "home" location for the runners to come back to and should move the center of the circle/clump slightly – each soloist will move the center to a different quadrant of the stage (you pick!) during their phrase. This phrase is notated below. You can start anywhere in the list/loop around. You will not make it through the full phrase, so just make what you actually need. Everyone's will be different, and that is beautiful.

Soloist Phrase:

- left elbow circles
- right hand darts
- knees drop
- sternum closes
- crushed face
- sexy shoulders
- second elbow shudders
- toe curls
- heel pound reverberates to head
- dazzle wrist
- biceps crunch to wings
- kegal
- thigh hits knee
- left rib swirls to floor

Chorus:

The upper body should be held normally/upright while running outward, while lower/ducking while running inward. To make things easier to remember: even numbers spiral clockwise, and odd numbers spiral counter-clockwise.

After Clumping:

- Hold for six counts. All except DANCER4 run clockwise six steps, spiraling out, and then six steps spiraling in.
- Hold for eleven counts. All except DANCER5 run counter-clockwise eleven steps, spiraling out, and then eleven steps spiraling in.
- Hold for four counts. All except DANCER6 run clockwise four steps, spiraling out, and then four steps spiraling in.
- Hold for three counts. All except DANCER2 run counter-clockwise three steps spiraling out, and then three counts spiraling in.
- Hold for eight counts. All except DANCER3 run clockwise spiraling out until they reach offstage (half on each side) (DANCER3 will not dance their phrase - just wait.)

DOGPILE

DANCER3 will be stuck on stage.

Tech Cue Three: Gently fade out music track (Aliceffekt track)

Walking across the stage to lay down in a different quadrant, DANCER3 will slowly begin brainstorming a list of words aloud. DANCER4 will stack on top, also brainstorming a list of words aloud. The other performers will slowly add on similarly. Each performer should have their own topic.

Topic Options:

- types of dances/choreographic tools
- scenery that one might attempt to emulate/calls to mind cliché connotations
- famous music that inspires music
- emotions and feelings
- types of relationships and interactions

Once everyone is assembled on top of each other, speaking can die off and one at a time, the performers may then unstack and form a circle around DANCER4, leaving some space downstage for viewing.

PEANUT GALLERY

DANCER4 will slowly pose in different shapes to describe the "Best Dance Ever." As DANCER4 continues, DANCER5 and DANCER6 will huddle slightly to discuss what is taking shape. Speaking should be soft, but direct - the audience should only hear parts of what is said. DANCER2 and later DANCER3 and DANCER1 can add on to DANCER4 to help create their own "Best Dance Ever," shifting levels and positions at will. Shifts between poses can also be cued by short exhales from DANCER1 and DANCER5. Eventually, DANCER6 and DANCER5 join into the "Best Dance Ever" one at a time, continuing to chat until one exhales three times in a row ("Huh huh huh") to begin the next section.

FLOCKING

Once DANCER1 or DANCER5 gives their cue, the whole group goes into generic flocking across the space, always following whoever is in front of the group. This front should continuously shift and the group should travel a bit around the stage in a medium-sized clump until exiting upstage Left.

WALKING

Again from off stage, the performers will disperse to either side from backstage/upstage and walk along the edges of the stage to then crouch/lay/duck (individual choices, please) to get across downstage, getting up and walking upstage after hitting center and making a new horizontal line somewhere between upstage and center stage.

Tech Cue Four: Start last music track (Itano Tomomi)

As the line forms, the last track pops in and the line slowly walks forward. As the line (still slowly) approaches downstage, DANCER2 will shift to walking slowly backwards instead.

Tech Cue Five: Stop last music track (Itano Tomomi) after registering DANCER2 is walking backwards.

DONE.

OTHER

I hope this is easy to follow. I wrote it up for five-performers, but if anyone knows anyone who wants in, things can definitely be redistributed for a bigger cast.

SALVAGE ONE

I'm not sure how they'll lay out the space... so more information on that when I know it. Also... lighting. Not sure if there are options. We'll see!

THAW X

The show is the evening of March 10, 2016 at Salvage One as a benefit (or the annual "Night of Hot Ballyhoo") for Links Hall. More information coming soon...

MEDIA

- Infinite music video
- aliceeffekt track
- Itano Tomomi track

COSTUMES

These are coming from your wardrobes. I like a nice classy-casual look. You're free to wear whatever... within these rules:

- No logos or graphics. But patterns are a-okay!
- No visible dance clothes. This means no bike shorts. Or leotards. Or socks.
- Color-wise, jewel-tones are good! Preferably no black-on-black - we want to see your bodies!
- Skirts and dresses are nice, but remember the "no bike shorts" rule.
- A few sequins are always a nice bet on stage!
- If it's stretchy, it's probably great, but make sure it's not too dance-y. (Leggings aren't pants.)

If you have questions, just run a picture by me! Hopefully this is a little open-ended!

THANKS

STB