

Test of 15 min score - No Despair

Jo Deb and Anna. Empty space (chair with hidden sign underneath at side of space)

Playful disturbance, Ready not daunted, We have been working our whole lives for this,
Unvulnerable bodies, Don't be fuelled by rage, Move through the noise with ease, Move towards
the light, Stay away from the melancholy, Move thought empire with ease, No despair

Bo's recording (3 min) Piano in distance with traffic noises and beep beep

Straight into Blindfold one (5 mins)

Shhhhh shuffling, little floor sounds, white noise

Start close to audience PUSH TO MOVE (3 people)

Primarily trio

Add eyes Begin to head towards chair

Incorporate CHAIR into PUSH TO MOVE

"No Despair" sign becomes revealed during movement

Trio makes a few stillnesses

Jo stops moving all together (collapse) bottom of chair is also still and sign revealed (this is the
beginning of the sculpture)

In silence

Deb and Anna bring in objects including pile of black chairs, apple, cardboard box, coat hanger,
yellow swimsuit...

Anna sets up swimsuit and coat hanger and sunbathing

Anna is there for a while then add

Madonna and seagulls (1.26)

During sound Jo gets up and removes swimsuit from Anna and places it in the sculpture

Jo and Anna EYES - adjust body in relation to what you see

Deb presses stop as swimsuit comes off

J and A EYES continues, find one another, see what one another is seeing.

Silence

Deb adds in E1whitecity (train slowing down) (1 min)

Deb enters intuitively moving to sounds, Sound ends and Deb continues

Deb apple

Music cue (ready not daunted). Musical Heywete

Followed by Cafe Latvia

Jo starts unravelling the structures and stillness to stillness,

Deb joins Dry your tears and non-stopping

Anna scaffold into melting (heading towards audience) Anna then starts watching action

Jo and deb finish Co-habiting when sound ends and place themselves in the sculpture

Short silence 7 elephants

Cue sound (dansu)

Jo and deb leave the space and final scene is upbeat sound and debris (no bodies)

Fade out sound