

## **RAW SHACK**

by Shawn Feeney, June 29-Sept. 3, 2004

For large group of improvisers with prompter.

Group of players situate themselves so that there are clear sight lines to the prompter in the middle. The “score” for the piece includes 51 large cards with phrases and symbols written on them. The prompter uses the cards to cue the players. When called, the players may interpret the cards in as literal, figurative, personal or dramatic a way as they wish (as if responding to inkblots in a Rorschach test).

To give a cue, the prompter holds up a card and points at any number of players to perform what is indicated on the card. The prompter can then either give a downbeat or a crossfade. To give a downbeat, the prompter swiftly gestures downward with card. All players who were pointed to then immediately begin playing, all other players instantly stop. To cue a crossfade, the prompter uses hand holding card to bring in new players and empty hand to fade out or maintain current players - rate of fade determined by speed of gesture. Low hand indicates out/not playing, high hand indicates in/playing. Possible uses of crossfade include:

- Equal Fade: Hand with card fades in new players, empty hand fades out original players at an equal rate of speed.
- Overlap: Hand with card fades in new players completely before fading out original players with empty hand.
- Silent Break: Empty hand fades out original players before fading in new players with card.
- In & Out: Hand with card only fades in and out the new players, empty hand stays high to maintain original players.
- Addition: Hand with card fades in new players, empty hand stays high and never fades out original players.
- Mutations: prompter chooses the original players to also be the new players. Prompter uses the same gesture as in Equal Fade, but the same players must transform what they are playing into what the new card indicates. Rate of mutation is determined by speed of crossfade.

A realization of Raw Shack can be any length of time, using any number of cards in any order. Players can request to perform in an upcoming cue by raising their hands when the prompter is showing the card and selecting players. The prompter can also show the cards to the audience just before or after giving a cue if the group wishes to do so. The piece ends when prompter cues the END card with either a downbeat or a crossfade.

All cards except END are numbered 1-50 in alphabetical order. The cards were originally created on 16x10 inch posterboard and numbered on the back. Cards can be randomly selected, scored out in advance, or improvised by the prompter. For a more interactive realization, the players could have a sheet with the card numberings in front of them as they play. They could then request cues from the prompter during the piece by indicating

a card's number with their fingers. Audience participation can also be incorporated in card selection.

This piece is “open source” in that new cards can be created and added by anyone who wishes to perform it.

## RAW SHACK CARDS

1. 500-Year Old Shipwreck	26. Lost in the aviary
2. A Tempo Challenged	27. Maj7 Staccato
3. accidentals	28. Mechanical Constellation
4. As Fast As Possible	29. mikroskopie
5. Beatbox	30. Mozart Age 4
6. Bebop in B-flat	31. Musical Chairs
7. Broken Blues in A	32. my cat just died.
8. BUGS!	33. New Orleans
9. Civil Disobedience	34. No Hands
10. Dinosaur Toothache	35. one of you is a communist...
11. Disco Outfreakage	36. Parabolic Boogie
12. Drone	37. Parisian Ghetto
13. Drunken Bar Fight	38. pebbles in your mouth, Boulders In Your Hands
14. Each Note Is A Punch	39. Planet Mars: 500,000 B.C.
15. Eric Dolphy & Stevie Wonder have a picnic.	40. Play instrument upside-down
16. Fermata	41. Plus 7
17. FIRE!	42. poco a poco
18. Funk in G with Choking Iguana	43. Purple Maneuvers
19. ghosts of roadkill	44. Raining Metallic Particles
20. Great Moments In Literature	45. The Beatles Erased
21. hannibal lecter asleep	46. The last dream you remember
22. Horseshoe Crab Pie	47. Time Sliced Like Chocolate Cake
23. hummingbird trapped in ice	48. twisted intestine
24. In Reverse	49. Waltz in E minor
25. Infinite Space	50. You're actually playing a banjo.
	END