



1998 – 2004

with addenda & texts from 2005 - 2006

**THE FREEFORMFREAKOUT ORGANISATION / NORFOLK AND GOODE
PRESS**

Performance Texts: Alan Bowman

Surviving performance/event scores produced by Alan Bowman/The Freeformfreakout Organisation in the period 1998 to 2004 with an addendum of alterations and additions to texts and additional texts from 2005/2006.

The texts in this edition are in no particular order, just like the author.

Alan Bowman 2006

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2006

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page v	CANA E AN E N EQUENZA
page vii	CCTV
page viii	CRESCENDO
page ix	NNEESESSWWNW
page x	Dangerous
page xi	Cooking Pieces (Imagine this piece boiled)
page xii	Falling Object Music
page xiii	map event (join)
page xiv	Map/Landscape Interventions (hole)
page xv	Mappa Memoria
page xvi	Mirror Activities
page xvii	Untitled Sound Piece (room)
page xix	SUNDAY SERVICE
page xx	three wind events
page xxi	untitled (for emily harvey)
page xxii	for the airshaft - 537 broadway (for emily harvey) (emilyshout)
page xxiii	3 telephone events (for emily harvey)
page xxiv	untitled (pebble)
page xxv	untitled in d
page xxvi	untitled in d (variation)
page xxvii	elegy
page xxviii	A light switch
page xxix	On Finding a Hole in a Map.
page xxx	TOURIST ACTIVITY VENICE
page xxxi	a yo-yo for ay-o
page xxxii	bow
page xxxiii	CHANGE THE SOUND OF THE SEA
page xxxiv	untitled (eyesmoon)
page xxxiv	On Finding the Moon in the Street

page xxxv	synchronise your blinking with your breathing
page xxxvi	puddle 1, 2 & 3
page xxxvii	Exchange shadows with someone
page xxxviii	TEN HIDING EVENTS
page xxxix	ALPHABET
page xl	DATE OF BIRTH # 1, 2, 3, 4
page xli	Merge: Video Projection:Installation:Event:
page xlii	Yes is not necessarily... (1)
page xliii	Yes is not necessarily....(2)
page xliv	NINE BOOKS
page xlv	26 alterations
page xlvi	Thirteen Hours
page xlvii	PIZZA EVENTS
page xlviii	2 IMPROVISED SOUPS
page xlvix	SHOE EVENTS
page li	Events for Woolworths or another store of a similar ilk
page lii	Record
page liii	Opening (for Reg Vardy Gallery)
page liv	Apartment (Per la biennale di venezia)
page lv	Apartment games:
page lvi	Living Room Music
page lix	NOTICE
page lx	ADDENDUM: Additions, alterations to 1998/2004 scores
2005-2006	
page lxiv	two instruction cards
page lxv	After Ray Johnson
page lxvi	trumpet voluntary
page lxvii	An Experiment (Performer Free Painting Events 1 &2)
page lxviii	For an orchestra i
page lxix	For an orchestra ii

<u>page lxx</u>	<u>For an orchestra</u>	<u>iii</u>
<u>page lxxi</u>	<u>For an orchestra</u>	<u>iv</u>
<u>page lxxii</u>	<u>For an orchestra</u>	<u>v</u>
<u>page lxxiii</u>	<u>untitled (window mic)</u>	
<u>page lxxiv</u>	<u>Bill Stone's Tape</u>	
<u>page lxxv</u>	<u>Sneeze Event 2</u>	
<u>page lxxvi</u>	<u>Theramin</u>	
<u>page lxxvii</u>	<u>Cloudmusic II</u>	
<u>page lxxviii</u>	<u>Untitled (keyboard eggs audience)</u>	
<u>page lxxix</u>	<u>Untitled for pianoforte</u>	
<u>page lxxx</u>	<u>FFFO Magic Tricks 1 & 2</u>	
<u>page lxxxi</u>	<u>FFFO Interviews</u>	
<u>page lxxxii</u>	<u>FFFO Tattoos</u>	
<u>page lxxxiii</u>	<u>Shoe Event (late shoe days)</u>	
<u>page lxxxiv</u>	<u>Music for the Air (1,2,3)</u>	
<u>page lxxxv</u>	<u>Your Opinion?</u>	

Performance Texts: Alan Bowman
1998-2004

CANA E ANE N EQUENZA

L GR D I S (o TRICOLORE)

20 performers
20 music stands + score sheets
20 caving lamps (or other lamps that can be worn on the head)
20 red torches
20 green torches
conductor/metronome
bell/horn

Each performer has a number corresponding to a line of the score, this line is their starting point

Where the score indicates green, green torch is flashed on and off (or for a variation - "on" on the first green, off on the second and so on)

Where the score indicates red, red torch is flashed on and off (or for a variation - "on" on the first red, off on the second and so on)

Where the score indicates white - nod head (or shake, tilt - to be decide beforehand)

Where nothing is indicated - do nothing!

Each performer begins with their own line and works through the score until all lines are done (or for a specified time - e.g. the length of time it take the #1 vaporetto to go from Piazzale Roma to Santa Maria Elisabetta)

VAPORETTA STOPS:

1. PIAZZALE ROMA	=	-I----L-R---
2. FERROVIA	=	--RR--I-
3. SANTA MARCUOLA	=	S-----RC--L-
4. RIVA DI BASIO	=	RI--DI-I--I-
5. SAN STAE	=	S--S---
6. Ca' d' ORO	=	C-D-R-
7. Rialto	=	RI-L--
8. SAN SILVESTRO	=	S--SIL--S-R-
9. SANT' ANGELO	=	S-----G-L-
10. SAN SAMUELE	=	S--S----L-
11. Ca' REZZONICO	=	C-R-ZZ--IC-
12. ACCADEMIA	=	-CC-D--I-
13. SANTA MARIA DEL GIGLIO	=	S-----RI-D-LGIGLI-
14. SALUTE	=	S-L---
15. SAN MARCO	=	S----RC-
16. SAN ZACCARIA	=	S--Z-CC-RI-
17. ARSENALE	=	-RS---L-
18. GIARDINI	=	GI-RDI-I
19. SANT' ELENA	=	S----L---
20. SANTA MARIA ELISABETTA	=	S-----RI--LIS-----

SCORE. L=LEFT, R=RIGHT, C=CENTRE

	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F	G	H	I	J	K
1.	-	L	-	-	-	-	L	-	R	-	-	-	-	-	-	-	-	-	-	-
2.	-	-	R	R	-	-	L	-	-	-	-	-	-	-	-	-	-	-	-	-
3.	L	-	-	-	-	-	-	R	C	-	-	L	-	-	-	-	-	-	-	-
4.	R	L	-	-	R	L	-	L	-	-	L	-	-	-	-	-	-	-	-	-
5.	L	-	-	L	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
6.	C	-	R	-	R	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
7.	R	L	-	L	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
8.	L	-	-	L	L	L	-	-	L	-	R	-	-	-	-	-	-	-	-	-
9.	L	-	-	-	-	-	L	-	L	-	-	-	-	-	-	-	-	-	-	-
10.	L	-	-	L	-	-	-	-	L	-	-	-	-	-	-	-	-	-	-	-
11.	C	-	R	-	C	C	-	-	L	C	-	-	-	-	-	-	-	-	-	-
12.	-	C	C	-	R	-	-	L	-	-	-	-	-	-	-	-	-	-	-	-
13.	L	-	-	-	-	-	-	R	L	-	R	-	L	L	L	L	L	L	-	-
14.	L	-	L	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
15.	L	-	-	-	-	R	C	-	-	-	-	-	-	-	-	-	-	-	-	-
16.	L	-	-	C	-	C	C	-	R	L	-	-	-	-	-	-	-	-	-	-
17.	-	R	L	-	-	-	L	-	-	-	-	-	-	-	-	-	-	-	-	-
18.	L	L	-	R	R	L	-	L	-	-	-	-	-	-	-	-	-	-	-	-
19.	L	-	-	-	-	L	-	-	-	-	-	-	-	-	-	-	-	-	-	-
20.	L	-	-	-	-	-	-	R	L	-	-	L	L	L	-	-	-	-	-	-

ALTERNATIVE TO 20X20 GRID = JUST PLAY ONE AFTER ANOTHER - OVERLAP OR
ROUND STYLE

venezia, 07/1999

CCTV

TWO ROOMS

CONNECTED BY A SINGLE DOOR, ACCESSIBLE AND CLEARLY VISIBLE TO THE AUDIENCE.

A T.V. MONITOR IN THE AUDIENCE ROOM, CONNECTED TO A VIDEO CAMERA IN THE OTHER ROOM. THE MONITOR SHOWS THE OTHER ROOM.

WHEN THE AUDIENCE IS SETTLED, AN INTRODUCTION IS MADE AND THE T.V. MONITOR IS SWITCHED ON.

ON A GIVEN CUE, THE PERFORMER MOVES TO THE DOOR AND OPENS IT.

THE DOOR ON THE SCREEN OPENS.

THE PERFORMER EXITS THROUGH THE DOOR AND GOES INTO THE OTHER ROOM.

THE VIDEO CAMERA AND MONITOR SHOW THIS. ON THE MONITOR THE PERFORMER APPEARS IN THE NEXT ROOM:

I. BUT IN A DIFFERENT SHIRT;

II. AND PERFORMS SOMETHING ON SCREEN. AS THE AUDIENCE WATCHES THIS (taped) PERFORMANCE, THE PERFORMER SECRETLY RE-ENTERS THE ROOM AND WATCHES THE PERFORMANCE WITH THE AUDIENCE;

III. AS A COMPLETELY DIFFERENT PERSON;

IV. DISAPPEARING AND REAPPEARING IN DIFFERENT PARTS OF THE ROOM.

sunderland, 1999

CRESCENDO by The Freeformfreakout Organisation

crescendo

choose a specific time of day or night
at exactly the same time every day perform the following

day one - turn on one electrical appliance (including audio-visual)

day two - turn on another appliance

day three - turn on another

etc.

etc.

carry on until you reach a point where everything is turned on
from this point all items with alterable volume controls should, on each
successive day, be turned up by one

when everything is turned on and all volumes are at maximum –

reverse the above process

the event ends when all appliances are again turned off

venezia, 1999-12-14.

NNEESESSWWNW

Something is buried at each of the cardinal and intercardinal points of the compass, each at an equal distance from a chosen place ('point a').

The location of 'point a' is kept a secret.

venezia, 2004

Dangerous

Given the right conditions, this piece could kill someone.

venezia, 2003

Imagine this piece boiled

Imagine this piece shallow fried

Imagine this piece deep-fried

Imagine this piece baked

Imagine this piece roasted

Imagine this piece steamed

Imagine this piece poached

Imagine this piece refrigerated

Imagine this piece frozen

Falling Object Music

- 1 pockets contents
- 2 purse contents
- 3 body
- 4 clothes
- 5 drinks (in glass, poured)
- 6 hard
- 7soft
- 8 found
- 9furniture
- 10 from a great height
- 11 thrown
- 12 body fluids (spit, blood, tears, piss)
- 13 explosive devices

new york, 2002

map event

join up everywhere you've ever been

Map/Landscape Interventions

On finding and using an old map:

Locate any holes.

Go to the relevant map location and remove that part of the terrain/town/etc. covered by the hole in the map.

If the map has no holes, damage areas of the landscape covered by wear marks, folds, etc.

Wherever possible, try to make the area of removal/damage correspond to the shape of the hole or damage on the map.

venezia, 2003

Mappa Memoria

Draw a map of everywhere you remember being.

venezia, 2003

Mirror Activities

Look in a mirror until your face changes

Look in a mirror until you have visibly aged

Look in a mirror until you become someone else

Look in a mirror until you can see into your head

Look in a mirror until you change/realise

Untitled Sound Piece

to mic up a space in which every surface is 'active' and amplified so that when struck it produces its 'own sound. all vocal sounds are amplified (mics), personal radio mics (2 persons, poss. 4 per performance). amplified to a point where breathing is amplified to a v. loud degree. talking in anything more than a whisper is almost unbearable and speaking in a normal conversational level is unbearable.

to make a normal environment and its sound over obvious. ambient sound becomes like a rock concert

provide acoustic/percussive instruments

play the room

expanding heating pipes opening/closing of windows

footsteps - floor expansion contraction

external sounds are captured Microphones on the outside of the building bring the outside inside - but loud. as if it is inside

an aural version of Roloff's piece

Sounds from another area are activated within the space e.g. 2 rooms miked but speakers are in opposite rooms so you can hear what's going on next door not what's in the space in which you are

Connection of various surfaces by wire(?) to make acoustic bass instruments from the space

wall - wall wall - floor

floor - ceiling wall - ceiling

floor - floor ceiling - ceiling

Through wall/floor projection

Record the sound of the comments book

new york, 2002

SUNDAY SERVICE

An Event for the Sleepy Non-Believers of Carpenedo

prepare every church bell in town

1. 1. at the same time (exactly) and on a given signal - ring each bell only once
2. 2. from a given starting point and from a given time, ring each bell once in a predetermined order.
 - a) a) as soon as each performer hears the previous bell ring
 - b) b) as soon as each performer stops hearing the previous bell
3. 3. dampen church bells so that they do not resonate
4. 4. prepare church bells. attach large bags of flour to the hammers (clappers)
5. 5. prepare church bells with gelignite
6. 6. amplify church bells beyond belief!
7. 7. amplify the sound of church bells swinging to the point where the sound of them swinging is louder than that of them ringing.

venezia, 2000

three wind events

A feather is placed in the middle of a footpath

A banknote is place on an outside window ledge

A ribbon hangs from a tree

venezia, 2003

untitled (for emily harvey)

canary and pigeon feathers are placed on an outside window ledge.
the window is closed.
the event is finished when the last feather is no longer visible.

venezia, 2004

for the airshaft - 537 broadway (for emily harvey) (emilyshout)

all present should climb into the airshaft outside of emily's kitchen and on a given signal shout, as loud as possible, one word (or sentence) for emily.

all present leave the airshaft in silence (smiling).

(ideally this should be followed by a toast and a raucous party, with dancing)

venezia, 2004

3 telephone events (for emily harvey)

the sound of a telephone ringing emanates from the centre of a completely empty room.

a telephone and a pair of spectacles are hidden in a secret place.

a telephone is placed on a desk in a locked room.
the key to the room is dropped in the laguna di venezia.
the telephone rings.

venezia, 2004

untitled

A keyboard capable of infinite sustain of a note

A sack of pebbles, each one heavy enough to hold down a key

One pebble is added to the keyboard each day (or at other given intervals)
until all notes are played

venezia, 2003

untitled in d

minim, note of 'd' in the treble clef is played sliding down after four beats to a continuous tone five octaves below, held for a pre-determined number of weeks

Every week a 'd' note is played for the length of 4, 8, 12, or 16 beats, some where between the two original notes

venezia, 2003

untitled in d (variation)

use an electronic keyboard or other keyboard instrument capable of sustaining an indefinite note

the note of 'd' after middle c is played, sliding down after for beats to a continuous tone five octaves below and is played indefinitely.

every day (or other chosen intervals) an object of size and weight suitable to depress a single key is placed upon the keyboard. the first notes to be used should be all remaining 'd notes'. when all 'd notes' are covered then it is free choice.

venezia, 17/7/03

elegy

The lowest vocal sound you can make, played continuously, is buried with you on your death.

venezia, 2003

XXX

A light switch
When pressed the doorbell rings

venezia, 2003

On Finding a Hole in a Map.

On finding a hole in a map...

Travel to, and remove that part of the terrain which is covered by the hole in your map

venezia, 2003

TOURIST ACTIVITY VENICE

Tour Venice with a map of Vienna

Ask directions to places on the map

venezia, 2003

a yo-yo for ay-o

these were for Ay-O's birthday in 2001, but i never got around to making them - he got a packet of skittles instead

a.

a yo-yo.

the string is 6 feet long

b.

with great preparation the performer climbs to the top of a tall ladder a yo-yo is dropped its string is long enough for it to almost touch the ground
it doesn't return upwards
(it's 'A Yo!')

c.

with great care and deliberation, and exaggerated effort, the performer begins to play with a yo-yo the more elaborate the yo-yo the better (lights and music would be good)
when a steady momentum has been achieved an apparent stranger approaches and cuts the string

d.

a yo-yo

when released the yo-yo doesn't fall

e.

a yo-yo

when released the yo-yo floats to the ceiling (or beyond)

new york, 2001

bow

On meeting someone for the first time,
Bow so low
that your hat falls off
(if not wearing a hat, bow so low that you lose your balance)

venezia, 2003

CHANGE THE SOUND OF THE SEA

change the sound of the sea

sunderland, 1998

untitled

Close your eyes.

Open them when the moon has moved

On Finding the Moon in the Street

Throw it back

venezia, 2003

synchronise your blinking with your breathing

venezia, 2003

puddle 1

Move a puddle that is reflecting the moon...
...into the daytime

puddle 2

move a puddle
without changing the reflection seen on it

puddle 3

move a puddle that is reflecting the moon...
...until it reflects the sun

venezia, 2003

Exchange shadows with someone

Exchange shadows with someone

venezia, 2003

TEN HIDING EVENTS

hide behinds a famous painting in a well-known gallery.
whenever anyone looks at the painting run out and leave the gallery
screaming, laughing or crying.

hide somewhere that you know a loved one will find you .
stay there until you are found.

hide somewhere that you know a loved one will never find you.
stay there.

hide somewhere that you know a loved one will never find you.
stay there until you are found.
try to love the person who finds you.

hide something that no one will miss.
make daily checks on it.

hide something that someone will miss greatly.
make daily checks on it.
give cryptic clues as to its whereabouts, without displaying and knowledge of
it.

choose a country at random.
imagine it hidden.
ask about the whereabouts of this hidden country as if you were looking for
lost keys.

hide your eyes.

hide.

Venezia, 2000/5

ALPHABET

write down the letters of the alphabet, each one on a separate piece of paper or card

the performer(s) will empty their pockets and bags of all contents and divide the objects into 26 groups

each group will be assigned a letter of the alphabet and each object within the group will become that letter

the performer(s) will use this new alphabet to write something

(if the performer does not have 26 objects, then they should wait for someone to show an interest, and produce a collaborative piece)

sunderland, 1999

DATE OF BIRTH # 1

Write down the day and month of your birthday in the form of a length of time.
e.g. 26 september = 26/09 = 26:09 = 26 minutes and 9 seconds
leave the room for that length of time.
(feel free to ask friends to suggest other actions)

DATE OF BIRTH # 2

Ask a series of strangers for their dates of birth. Applaud each one loudly and enthusiastically.

DATE OF BIRTH # 3 (performance)

Ask the audience for their initials. The person(s) whose initials are nearest the start or the end of the alphabet is the winner. Give them a gift.

DATE OF BIRTH # 4 (performance)

Perform DATE OF BIRTH # 3. The winner should then announce their date of birth as per DATE OF BIRTH # 1. They must then talk to the audience for that period of time. (The audience may choose the subject OR an action for that person to perform)

sunderland, 1999

Merge: Video Projection:Installation:Event:

ONE: make a video film.

the film should have the appearance of "INTERFERENCE", like a badly tuned television.

SNOW

figures move in this snow

white, bright, interference

TWO: a room is lit with very bright, white light, so that the brightness of the room effects the eyes - like looking at a light bulb.

THE VIEWER ENTERS THE ROOM

at the point at which the eyes begin to become accustomed to the light, the video is played, projected onto the wall.

the lights are turned off, the room is dark except for the video projection.

images from the room, 'burned' on the retina, merge with the images from the video film.

THE EFFECTS FADE.

sunderland, 1998

Yes is not necessarily... (1)

Room

Box with an LED display and one button

When the button is pressed the box displays either "YES" or "NO"

Room

A fence dividing the room with a gate at its centre

Box with an LED display and one button

When the button is pressed the box displays either "ENTER" or "LEAVE"

Room - darkened

A single door stands alone in the centre of the room, illuminated by single spotlights – 1 front and 1 back

Box with an LED display and one button

When the button is pressed the box displays either "COME" or "GO"

Room with an entrance and a separate exit

The exit should be accessible only by the use of a long ladder

Box with an LED display and one button

When the button is pressed the box displays either "UP" or "DOWN"

Room

Box with an LED display and one button

When the button is pressed the box displays nothing at all

Someone shouts in a distant room

venezia, 1999

Yes is not necessarily.... (2)

Room – very, very large

Empty except for a single box on a simple stand
There is one button on the box
Only one person is allowed in at any one time
The button is pressed
In the corner of the room a screen or slide projection lights up (small scale)
The projection only lasts as long as it takes the viewer to cover half the distance from the button to the point of projection

Room

Empty except for a single box on a simple stand
There is one button on the box
The button is pressed
A secret photo/video image of the button pusher is relayed to a large screen on the outside of the building
It is shown for only one second

Room – very, very large

Empty except for a single box on a simple stand
There is one button on the box
The button is pressed
The lights go off
Stereophonic sounds of a game of table tennis move across the room
a table tennis ball is dropped onto a table, bouncing faster and faster, the sound stops just before the ball is about to come to its own stop
(A brick is dropped into a bucket of water)

Lights go on

venezia, 1999

NINE BOOKS

Book: when opened, all the words fall out.

Book: a storybook that reads aloud the story.

Book: (lazy) containing a videocassette of the film.

Book: locked.

Book: bolted

Book: screwed.

Book: contents collaged.

Book: does not open fully.

Book: full of water/flour/blood

Book: slams shut when opened.

Book: (hot title) bursts into flames when opened.

Book: blank.

Book: with too few pages. as the pages run out, more and more is crammed onto them until the text becomes illegible

Book: transparent pages

transparent jacket and pages

transparent jacket and pages - printed

Book: written in complete alphabetical order

aaa b cc d eeeee h iii lll m nn oo pp rrr tttt w

venezia - bolzano, 2001

26 alterations

carry the twenty six letters of the alphabet in your pocket
every so often remove one letter and decide whether to use it or not

venezia, 1999

Thirteen Hours

write the twenty six letters of the alphabet onto twenty six small pieces of paper or card
place the letters in your pocket (or bag)
every half hour take a letter from your pocket (or bag) and discard
remove that letter from your vocabulary

venezia, 1999

PIZZA EVENTS

1. Order a pizza without cheese, tomato or any added extras, including pasta (bread).

2. For every olive on your pizza - denounce the pizza.

3. Tip a pizza upside down onto a piece of manuscript paper. Play the resulting score (a) on a mandolin, (b) on a pizza

4. EVENT FOR A FOREIGNER

Drink wine with a pizza

5 EVENT FOR AN ITALIAN

Drink wine with a pizza

6 Assign a verbal utterance to each ingredient you discover on your pizza

6a Invent a new word/name for each ingredient

7. Go to a pizzeria and order a cheeseburger pizza with fries

8.

9.. Smoke while everyone eats. Complain as everyone eats while you smoke.

10. Offer to marry the person with the nicest looking pizza.

11. CONCERTO FOR PIZZA - for mixed company

Everyone orders a pizza, waits for their arrival without making eye contact with anyone else at the table. When the pizzas arrive they should be eaten in silence

venezia, 1999

2 IMPROVISED SOUPS

MAKE SOUP

venezia, february 2005

SHOE EVENTS

53484F45/1

wear your favourite shoes

53484F45/2

wear your least favourite shoes

53484F45/3

wear your favourite persons shoes

53484F45/4

wear your least favourite persons shoes

53484F45/5

wear your favourite persons least favourite shoes

53484F45/6

wear your least favourite persons shoes

53484F45/7

wear your least favourite persons least favourite shoes

53484F45/8

wear your oldest shoes with your newest clothes

53484F45/9

wear your newest shoes with your oldest clothes

53484F45/10

wear your shoes for 24 hours (continuously)

53484F45/11

take a bath in your shoes

53484F45/12

exchange shoes with a friend and spend the day in their shoes

53484F45/13

exchange shoes with an enemy and spend the day in their shoes

53484F45/15

polish the shoes you are wearing at the time of reading this. if you are not wearing shoes, polish whatever you have on your feet, if you are barefooted - polish your feet

53484F45/16

attach hobnails or other metal shoe protectors to the shoes you are wearing at the time of reading this, if you are not wearing shoes, attach them to whatever you have on your feet, if you are barefooted - attach them to your feet.

53484F45/17

wear work shoes to a dance and dance in them

53484F45/18

wear your dancing shoes to work, go about your business as usual

53484F45/19

estimate the number of miles walked in each pair of shoes that you own. write the figures on the corresponding soles. 53484F45/20

estimate the number of miles walked in your oldest shoes. spend the equivalent number of pounds sterling on new shoes.

sunderland, 1998

Events for Woolworths or another store of a similar ilk

Security video monitors over the checkouts face the windows onto the main street.

The store is closed but illuminated.

- * The video monitors show couples waltzing around the store.
- * The video monitors show the store full of people.
- * The video monitors show a different store.

date unknown

Record

Make an audio recording of the phrase “This is now reversed” so that it is only intelligible if played backwards.

venezia, (2003)

Opening (for Reg Vardy Gallery)

A pristine white canvass, as large as can be found, is placed on the floor.

At its center, a table covered in a pristine white table cloth.

On the table an abundant supply of carafes and bottles of red and white wine and glasses.

The wine is free to all.

venezia, (2003)

Apartment (Per la biennale di venezia)

Falling Object Music (a i)

- Draw a target/goal or define an area outside of your apartment.
- Systematically empty your apartment by throwing your belongings/ the contents of the apartment out of a window.
- Those items which land within the target/goal or defined area you may return to their original position within your home.

Falling Object Music (a ii)

- ...by throwing them back in through the window.

venezia, (2003)

Apartment games:

- 1 dismantle your home
- 2 a) apartment b)compartment c)department
- 3 put all the pieces into boxes
- 4 leave

Apartment games b

Dismantle your house

Move all the pieces as far away from each other as possible

venezia, (2003)

Living Room Music

Requirements: living room and contents

1 die
paper
pencil

The following version of this piece uses six objects. The number of objects used as instruments is optional. Use of the die or the introduction of extra dice should be considered if numbers above six are to be used.

Performers are encouraged, however, to set their own parameters for all aspects of this piece.

Choose six objects or areas in the room, or a combination of both.
Assign a number from 1 to 6 to each.

EXAMPLE

1 = CUSHION
2 = PENCIL
3 = LIGHT SWITCH
4 = CHAIR
5 = RUG
6 = WALL

Make a note of each item or area.

Choose a range of methods in which to play the items (instruments).

e.g. choose six "methods" of playing the six instruments (or 36 if you assign six methods to each instrument).

Possible options:

Apply six general methods covering all instruments.

Apply six methods to each individual instrument. This option may be complicated and difficult to remember, but it's also pretty safe - when you throw the die you know that, this way, your not going to have to sit on a pencil.

Suggested methods (entirely optional).

1 = CUSHION

Methods

1 = pat
2 = throw against wall
3 = throw against chair
4 = drop to floor

5 = "fluff up"
6 = ignore (pause or rest)

2 = PENCIL

Methods

1 = chew
2 = place behind ear
3 = write on wall
4 = drop to floor
5 = sharpen
6 = ignore

3 = LIGHT SWITCH

Methods

1, 3, 5 = on
2, 4, 6 = off

If the light is already on (or off) ignore as appropriate.

4 = Chair

Method

1 = pat
2 = tip over
3 = sit on (count two)
4 = stand on (count two)
5 = climb over
6 = ignore

5 = Rug

Method

1 = scratch
2 = rub
3 = drag feet across
4 = roll over
5 = vacuum
6 = ignore

6 = WALL

Method

- 1 = knock on
- 2 = lean against (left side - count two)
- 3 = lean against (right side - count two)
- 4 = bang head against
- 5 = talk to (count of two)
- 6 = ignore

Example of six general methods, covering all six instruments.

- 1 = touch with nose
- 2 = stroke
- 3 = lick
- 4 = slap

Possible extra element:

Manner.

This element influences the way in which the Method is applied to each instrument.

e.g.

- 1 = quietly, softly
- 2 = naturally - i.e. what feels natural for the player at that time
- 3 = loudly, hard
- 4 = narrated (describe what you are doing)
- 5 = aggressively
- 6 = humorously

NOTICE

A sign saying “NOTICE” is hung above a glass of water.

ADDENDUM: Additions, alterations to 1998/2004 scores

Page V

CANA E AN E N EQUENZA

L GR D I S (o TRICOLORE)

Amendment – the centre light remains on but should be held as still as possible, action occurs when ‘c’ is activated

Each performer has a starting number and should continue along/around the grid until they arrive back at their number, thus playing the whole grid.
(2006)

page XII

Falling Object Music

14. rain through a window
15. snow
16. stock market indices (live updates)
17. the temperature → for the evening: a thermometer with a digital display is placed on a plinth outside a window (2006)

page XIII

map event

to join up everywhere you’ve been : on a map
: in “real life”

- string
- pencil lines
- chalk lines
- electronically
conference call?
skype?

(2006)

page XVI

Mirror Activities (Extra event)

The audience is confronted with a large mirror which casts their reflection back at them.

All is silent except for noise from the audience.

Each member of the audience is given a small, handheld mirror and no explanation.

(2006)

page XXXVIII

Exchange shadows with someone

By exchanging clothes, modifying your posture in an attempt to make your shadow match that of your partner, drawing your shadow... (2006)

Page XXXIX

Ten Hiding Events

#11 Performers hide until the audience becomes restless then emerge from their (obvious) hiding places as if nothing has happened

#12 Performers hide until the audience leaves

#13 Hide the audience

(2006)

page XLIX

2 IMPROVISED SOUPS

soup for waygood

people are invited to bring ingredients for soup (a basic stock will be prepared by the artist)

soup is made as a: a single performer event
 b: a collaborative event

donors are invited to eat their soup with the artist

(2006)

Performance Texts: Alan Bowman
2005-2006

two instruction cards

(1) close your eyes

(2) open your eyes

at the beginning of the performance hold up card (1)

when everyone has closed their eyes, hold up card (2)

venezia 26.IV.05

After Ray Johnson

A: has to deliver a blackboard on wheels to an unknown address

B: knows the address and has to write it on the blackboard whilst A is trying to deliver it.

A: runs as fast as he/she can.

ARJ – HA HA Finale

C: has to film the proceedings

Venezia, 2005

trumpet voluntary

two trumpets play the same note for an indefinite or undefined period of time

(as trumpet player 'a' becomes short of breath trumpet player 'b' should begin to play.

The players must judge their breathing etc so as to create a seamless joining of sound thus producing one continuous note of constant volume, timbre and pitch)

venezia, 2005

An Experiment (Performer Free Painting Event 1)

A flash bulb flashes repeatedly in front of a canvass painted black.

An Experiment (Performer Free Painting Event 2)

A flash bulb flashes repeatedly in front of a famous painting. This may be a reproduction.

venezia, 2006

For an orchestra

music for sparklers: for hiss and sparks
an orchestra equipped with sparklers
musicians try to write their names before the sparkler dies

venezia, 2006

For an orchestra

music for glowsticks (slient)

up

down

left

right

circle left

circle right

and combinations thereof

venezia, 2006

For an orchestra

music for flexible tubes

whistle and hum

venezia, 2006

For an orchestra

ICE

When the ice has melted the orchestra may leave

venezia, 2006

For an orchestra

musicians

stomachs

microphones

venezia, 2006

untitled

a contact/plate microphone is attached to the inside of an external window
and to an amplifier/p.a.

the volume of sounds reproduced match the ambient sound within the room

the volume may be altered accordingly

venezia, 2006

Bill Stone's Tape

Originally performed as "Emily's Overall Wardrobe", Museo Fortuny, Venezia, June 2006. Performers Alison Knowles, Alan Bowman

A performer pulls out the magnetic video tape from a mini-DV tape labeled "Emily Harvey's Wardrobe by Bill Stone"

As the tape is pulled from the cassette it is read as a book and the story of Emily's Wardrobe is told

A second performer translates the story into another language, real of invented

A video of the performance on mini-DV in PAL format is sent to William Stone after the performance.

venezia, 2006

Sneeze Event 2

The floor of the performance space is swept meticulously and all dust and debris collected carefully in a dustpan

The dustpan is placed on a table in front of a free standing fan

venezia, 2006

Theramin

A theramin

The performer of this piece should stand in front of the instrument with arms outstretched in front of them in an attempt to create a continuous tone

He/she should remain as still as possible, arms outstretched.

The piece ends when the performers interaction with the theramin ends

venezia, 2006

Cloudmusic II

A cloud casts a shadow on a piece of manuscript paper

The course of the cloud's passing is played on a keyboard with a pitch wheel

venezia, 2006

LXXX

Untitled

An electronic keyboard capable of holding a sustained note

Weights of various sizes (pebbles, eggs, water-filled balloons, glasses (full/empty), shoes, balls, tools...)

The audience may place/replace one object each on the keys

venezia, 2006

Untitled for pianoforte

A piano is placed against a wall so that either

Its keys are perpendicular to the floor

Its strings are exposed and facing away from the wall at 90° to the floor

Balls and other projectiles are thrown

venezia, 2006

FFFO Magic Trick #1

performer no.1 requests items of value from the audience. They are placed in a black silk bag. the bag is placed on a small table.

performer no. 2 runs across the stage, picks up the bag and runs out of the room

performer no.1 completely ignores this fact, bows and leaves the stage

FFFO magic Trick #2

as #1 but instead of the 'thief' performer no.1 runs away with the bag

venezia, 2006

FFFO Interviews

ask completely inappropriate questions

venezia, 2006

FFFO Tattoos

squid & ink
blood & syringe
teabags
various paints and dyes
found objects for forms

venezia, 2006

Shoe Event (late shoe days)

Untie your shoes without using your hands

venezia, 2006

Music for the Air

A musical score is cut into 1cm or 1" squares

The pieces are placed on a window ledge to await a breeze

The score is played as the notes are found

Music for the Air II

A musical score is cut into 1cm or 1" squares

The pieces are placed in front of a fan which is then switched on

An orchestra moves around the room playing the notes as they find them

Real, toy or homemade instruments may be used

Musicians may crawl

Music for the Air III

A musical score is cut into 1cm or 1" squares

The pieces are placed in the horn of a brass instrument

An attempt is made to blow the notes from the instrument

venezia, 2006

Your Opinion?

Ask someone for their opinion on this performance

As soon as they open their mouth to open

walk or run away

venezia, 2006

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