

The 23rd Annual Halloween Puppet Extravaganza

BAREBONES PUPPETS

PRESENTS





Intro: ALPHA/DELTA SCORE

-- Kittens playing: Violins?

START:

2016
you were Once Wild
pg 1.

GRASS: GRASS SCORE.. single violin starts..

(Grass enters back of audience and descends to stage, Milkweed enters from downstage, joins grass which passes through, Milkweed remains onstage)

-- **Milkweed pollination: "POLLINATION HUM"** ...Buzz..humms added to soundscape
(BEES enter and pollinate the Milkweed)

swims - we cue Death

-- **FAT-Cats spray pesticide :** ...Bees die..soundscape hum falters.. bring back to single violin
(BEES die)

-- **Trolls enter:** .. re-built grass score .. BASS DRUM joins..single beats

-- **Trolls gather:** .. bass drum..Drum rolls
(Trolls gather together in circle)

circle

-- **Trolls plant - raise hands:** .. bass drum..Drum rolls cont. Add CYMBAL FLOURISHES
(Trolls plant "seeds", turn and rais their hands causing TREES to grow behind Trolls)

when trolls turn - hands towards audience up

Dogs ENTER chase trolls: DOGS SCORE ..Dog score cues Dogs to enter...Barks become chaos
(Dogs chase Trolls into hiding behind trees Trees)

-- **Trees Form Wall:** .. Dog score stumbles
(Dogs become confused as they look for hiding Trolls)

wistle once attack whistle

-- **Dogs see hiding Trolls & destroy trees:** ..STRIDENT RHYTHUM unifies confusion soundscaps
(Dogs destroy trees...clear stage)

BLACKOUT: ..SILENCE

Deers enter: DEER SCORE --Wind chime only starts (Cue Deers?) ..then re-start single violin into amended GRASS intro
(Stag enters... Doe enters they meet Fawn enters and all 3 interact...)

CONSTRUCTION: CONSTRUCTION SCORE ..Construction sounds takes over..AT MARK!!
(Fawn stumbles...regains footing.. the 3 approach audience and greet them (bow) MARK! construction sounds burst in..deer scatter.)

quiet -

Water Snake: WATER-SNAKE SCORE --CONSTRUCTION -Score .. calm, and Water-Snake weave-score takes over
(3 Water snakes enter. They circle.. raises it's head, circles... they flatten out to form water and waves)

Oil Snake: OIL-SNAKE SCORE -score transitions into OIL SNAKE score..ends at it's exit.
(Oil snakes enters, circles.. Interacts with waves... exits.)

WEAVERS: WEAVER-SCORE ...AT MARK.. Weaver acore..cello weaving sounds start..build to full score
(Perfomers dressed in white enter and stretch white rag-web over stage.)

Witches: WITCHES-SCORE ...FIRE DANCERS enter
(Bass line joins WEAVER-SCORE...orchestra builds on mark...add flourishes here and there.)

-- **CALLING THE CRONE: "CONCH calls"** ...Add Tuba and Conch calls ON CUE!!
(ON CUE: "LIGHTING OF MOON" 2 large CRONE puppet joins FIRE DANCERS)

-- **CRONES into Stars:** ...Cosmic score unfolds after Crones are called in..fades to SPIRIT-SCORE (wineglass)
(Stars and Planets enter and take over stage.)

SPIRITS: SPIRIT-SCORE ...Wineglass sounds join Cosmic-score...Cosmic-score fades... ends with Wineglass only.
(*"Spirit Perfomers"* also dressed in white enter and gather center stage.)

SILENCE:

"We Remember" song ...all silent.. lights off... mics off... join song.
(*"Spirit Perfomers"* also dressed in white enter and gather center stage.)

Handwritten notes: *Face Projections z into*
Horses sword & bow
spirit horses



FLAG: POWERHOUSE-SCORE *preshow* ...very slow and quiet bass line starts...drums join.. full speed is reached and all in.
(6 individual flag stripes enter stage and fumble around)

-- **FLAGS & VOX: CHAOS VOCAL SCORE** ...FLAG stripes eventually line up.. when they do,
"Powerhouse" score stops, PAUSE, choir leans into vox mics and JUMP-talk chaos over each other.
(6 Flag stripes line up forming a flag.)

-- **FLAGS & Tapdance: Drum-roll cymbal flourishes**... VOX score stops, Drum-rolls highlight "events"
(6 Flag stripes take off "pillow-case" covers and bow... then tapdance.)

BULLDOZER: INSTRUMENT CHAOS-SCORE ...Chaos score ..All instruments create "falling apart" chaos noise
(Large-Mouth Eating Bulldozer chses the tapdancing flags offstage...stage is cleared.)

Oil Snake 2: OIL SNAKE-SCORE with "BONES" variation..Oil-snake score, to "bones-score," back to Oil-snake
(Bulldozer escorts Oil-Snake onto stage.. Oilstage is "skinned" by entering THROUGH 'Dozer mouth. Exits stage by re-entering 'Dozer mouth 'Dozer (and snake) exit stage)

Handwritten notes: *6 stripes*

Handwritten notes: *10 count with other saw*
Power house into chaos into
oil snake
into watersnake exit!

Every year ^{crackling sound} into Milkweed (3 whistles) pg 3.

CICADAS: CICADA-SCORE ...from silent cleared stage, Cicada score slowly builds to climax.
(Cicada puppets enter, attach themselves to trees and shed their skin.)

into Milkweed seed pods

3-CRONES: WITCHES SCORE w/ CONCH "Calls" variation --Cicada score becomes WITCHES Score, Bass starts.. score builds in layers.. FIRE-WHIP CUES Crone-Calls. As the 3 Croners enter, (the Conch "calls" happen with intensity.)

(Fire dancers enter stage in growing layered intensity..climaxing in FIRE-WHIP AT this mark, 3 Crone puppets enter stage center.)

STAMPEDES: STAMPEED SCORE --Stampeed score begins with the rumble and whistles... builds in intensity, brass Joins in... volume and tones become higher untill stampeed sounds are enveloped; brassreaching a massive climatic intensity. CLEAN STOP TO SILENCE ON MARK!!

(Buffalo & possible horses puppets enter stage and stampede across it clearing the stage. EXCEPT for the 3 Croners who light the 2-SNAKE FIRE-PAINTING. Orchestra continues building in climatic intensity till fire burns out, and "CLEAN STOPS" to silence on conductor's mark.)

Glass - score reprise - Breath - Low bass stamped out

Reprise and end song: "When We Are Gone"

(end-song presentation to be determined at onsite rehearsals)

You Were Once Wild

glass score reprise end

all w/ pods - all have "seeds" (stamped)

last 2 whip - conchs - pause /
2 -
bass line - pause
3 of stop

