

I. Getting Ready for It

Duration: 2-3 minutes

Lejaren Hiller - *An Avalanche*

-staging score-

cont. →

Pitchman:

Enter, notes in hand, walk over to mic (wrong height) contort to it and nearly shout: "Is this thing on?"

Turn to stagehand and say: "They won't understand much of this anyway, but at least they're gonna be able t'hear what I have to say about the American Cultural Revolution."

Prima Donna:

Enter w/pious formality and take feminine bow. Walk to stage location, primp a bit and wait stiffly and formally to begin.

Percussion:

Stagehands:

When feedback sounds, Stagehand 1 (overalls w/ straw hat) enters and checks stage arrangements against a list on long sheet of paper.

Stagehand 3 enters organ loft to adjust pitchman's microphone, then leaves.

Audio Tech:

Enter, check various mics, mutter & hum to yourself and act satisfied with the arrangements. Go to computer and cue feedback sound file (F key). Mime adjusting levers, and continue to fuss with equipment until mvmt II begins.

Costumieres:

Enter behind Prima Donna and hover in her vicinity. Help her primp if necessary.

I. Getting Ready for It (cont.)

Duration: 2-3 minutes

attacca →

II. The Avalanche

Duration: 6 minutes

cont. to coda →

Pitchman:

Perform piece according to your part.

Prima Donna:

Perform piece according to your part.

Percussion: Enter, hung over & clutching ice pack. Stagger & lurch to drums and collapse into seat.

Give self a "booster shot" in the arm w/ syringe to pull yourself together (jolt into shape).

Strike prize fight bell, cue first piano sample, and begin mvmt II.

Perform piece according to your part.

Stagehands: Stagehand 2 brings Perc a turkey basting syringe on a pink cushion.

Stagehand 3 enters stage and makes adjustments to piano (as if threading in roll). When everything is all set, go to chair near piano, pull out Batman comic and read it.

Stagehands 1 & 2 leave stage before mvmt II begins.

Stagehand 3 ignores show, eventually falls asleep and remains asleep for duration of mvmt.

Audio Tech:

Take seat at audio table.

Monitor computer/electronics throughout performance, cue vocal samples ("C" key).

Costumieres:

Help Prima Donna w/ her various costume changes:

1. Roses
2. --default gown--
3. Wagnerian helmet, breast plate & spear
4. Ten-gallon hat w/ guitar or banjo
5. Scuffed slippers and ragged shawl
6. --default gown--
7. --default gown--
8. Cigarette w/holder (sits on table/piano bench)
9. --default gown-- (revive after suicide)
10. Austere robe w/hood

II. The Avalanche (coda)

Duration: 20-30 seconds

attacca →

III. Cleaning Up the Mess

Duration: 2-3 minutes

Pitchman:	After final phrase, descend from organ loft and enter stage. Continue speaking with: "Carrying flag... they do give me pleasure!!!" while strangling composer bust. Then assume pose of Lenin w/fist in air & other palm rising until " <i>cough!</i> "	Continue coughing, falling to knees and eventually collapsing (w/ Perc's drumroll).			
Prima Donna:	Remain silent and still as one does before applause.		When Pitchman collapses, emit a single <i>shriek</i> and change back to default gown	Promptly take bow, but remain in bow position for several seconds longer than expected. Then straighten up & exit stage mechanically & unevenly, repeating your entrance in "retrograde" (smiling as you did on entry but exaggerated and doll-like).	
Percussion:	Remain silent and still as one does before applause.	Snare drum roll as PM coughs, strike bass drum w/his collapse.	A beat or two after PD shriek, cue final piano sample	Fasten toy tin drum into standard marching bass drum carrying position. You are last to exit, beating drum with small mallets in time w/ piano music. Exit precisely at the moment the tape cue terminates (may require a procession around the stage to kill time).	
Stagehands:	Stagehand 3 continues sleeping...			Woken by Audio Tech, then run offstage with him	All 3 stagehands run onstage w/stretcher and put PM's body on it. Cover body w/large US flag, then carry out stretcher.
Audio Tech:	Remain silent and still as one does before applause.	Mute PM and PD's microphones		Rush over and wake up Stagehand 3, then run offstage together	Run onstage with stagehands, but rather than tending to Pitchman, begin to noisily dismantle equipment. Exit shortly after Stagehands.
Costumieres:	Remain silent and still as one does before applause.		Assist Prima Donna in her costume change		Follow Prima Donna offstage