

Duncan MacDonald

Rigolo

For solo performer in a gallery environment
(stopwatch and score)

Score:

1. *Performer enters gallery space.
2. He/she finds a new location in the gallery in which to perform (if performed multiple times). **Ideally, he/she will be a short distance from an artwork (2-4 metres).
3. A stopwatch is used to time the performance; the performer starts the stopwatch once he/she feels settled in the space.
4. Once the stopwatch has been activated, the performer will begin to chuckle or laugh in a quiet, sporadic and repressed fashion. The performer's mouth is to remain shut for this section. No gestures are to be made at this point, only sounds will emanate from the mouth. The laughter is to escalate in intensity slowly. (00:00 – 02:30)
5. At the 02:30 mark, the performer is to open their mouth and repeat the earlier section. The laughter is to remain sporadic, but slowly building in intensity. (02:30 – 5:00)
6. At the 05:00 mark, the performer is to introduce gestures with his/her arms to the laughter. The gestures are to remain ambiguous, and preferably not relate to laughter at all. The laughter escalates into a higher pitch tone, and becomes louder. (05:00 – 07:30)
7. At the 07:30 mark, the performer is to fall to the floor and continue laughing. The laughter should go up and down in pitch throughout this section. The gestures from step #6 should be continued with the addition of a new gesture – gently punching the gallery's floor. The loudness should increase here a tiny bit. (07:30 – 09:00)
8. The performer will rise from the floor and remain silent for 1 minute. There are to be no gestures; be a statue. (09:00 – 10:00)
9. At this point, the performer will slowly exit the gallery, quietly chuckling. (10:00 – 12:00)

* The exhibition space is to be selected by the artist. However, it may or may not be an exhibition in which the artist has been invited to exhibit their art.

** The artwork is to be read as a graphic score, guiding the performer's laughter.