

Conceptual Dinner

Instructions for Diners

Mannerisms

1. Don't talk to each other during the eating periods unless it's to ask someone to pass some food/ drink. If you do have to speak then don't try and hide it.
2. In the arrival period and between courses hold inaudible conversations - as if during the credits of a tv chat show
3. Do not try to attract attention to yourself outside of the prescribed gestures - remember we are only one part of a much larger performance.
4. The maid coordinates the timing of the piece. Make it as easy as possible for her to carry out her duties. If necessary you can speak to her (try not to) but she won't reply.
5. Be oblivious to the other performances; Never turn round to look at the other groups.
6. Project your voice when you are doing call outs. Don't worry about being sensitive to the other events - our events may or may not penetrate other performances.
7. Don't worry if there are long periods where little is happening.

Tasks

1. Arrive one by one - stagger this across 10 mins or so. As you arrive, the maid will take your coat. Once everyone is seated she will serve drinks. (From after this point you must serve yourself).
2. The maid will serve the food; The Starter Rules begin as soon as the last plate has been put down. (NB. If you get two gestures simultaneously just respond to one after the other).
3. When the maid approaches to clear the table put your knives and forks together, regardless of whether you have finished your food or not and begin inaudible conversation.
4. The Main Rules begin in the same way as the Starter. Each time the toast to the Queen is performed, all other event chains are abandoned.
5. The first diner to finish their Main course should stand in ready position for Freemasons (arms raised). The second diner to finish does the same; At this point all the other diners put their knives and forks together and put their kazoos in their mouths, ready to play. The maid will begin the piece with the gong.
6. Freeze for about 10 seconds when Freemasons ends, until the lights dim, then be seated and begin inaudible conversation.
7. Dessert begins and ends in the same way as Main course. However, freeze at the end of Freemasons until the whole performance is over.

Conceptual Dinner

Diner - Schedule

arrive, drinks served, (inaudible conversation) (0mins - 15mins)

starters (15mins - 30mins)

table cleared, (inaudible conversation) (30mins - 35mins)

main (35mins - 55mins)

Freemasons (55mins - 1hr)

table cleared, (inaudible conversation) (1hr - 1hr5mins)

dessert (1hr5mins - 1hr20mins)

Freemasons II (1hr20mins - 1hr25mins)

Freeze till end.

Conceptual Dinner

Key to performance gestures.

Gesture Title	Description
"mmm"	point at the diner's plate and make the sound as if you like the food.
"shhh"	flat palm at the diner and make the sound.
click	click your fingers whilst pointing at the diner.
clap	clap your hands in the direction of the dinner.
silence	do not respond to the gesture directed at you
ping	ping your glass with the cutlery
"what?"	say and point at diner
yah	say with floppy hand at diner
Toast the Queen	stand up raise your glass and say in a loud voice, "To the Queen." Everyone else says "the queen" raises their glasses and drinks.
insult	point to diner and insult - you decide. (don't do something that will make you or them laugh)
cough	put one hand in front of your mouth and cough whilst pointing at the diner.

Starters - A

If **left** drinks then **clap**

If **“mmmm”** then **“shhh”**

If **“shhh”** then **click**

If **click** then **silence**

If **clap** then **ping**

Starters - B

If **left** holds a communal item **“mmmm”**

If **“mmmm”** then **click**

If **“shhh”** then **clap**

If **click** then **ping**

If **clap** then **“shhh”**

Starters - C

If **left** drinks then **“shhh”**

If **“mmmm”** then **clap**

If **“shhh”** then **silence**

If **click** then **“mmmm”**

If **clap** then **click**

Starters - D

If **left** holds a communal item **click**

If **“mmmm”** then **“mmmm”**

If **“shhh”** then **ping**

If **click** then **“shhh”**

If **clap** then **clap**

Starters - E

If **left** drinks then **clap**

If **“mmmm”** then **silence**

If **“shhh”** then **“shhh”**

If **click** then **click**

If **clap** then **“mmmm”**

Starters - F

If **left** holds a communal item **“mmmm”**

If **“mmmm”** then **ping**

If **“shhh”** then **click**

If **click** then **clap**

If **clap** then **silence**

Main - A

If **left** drinks then **clap**

If **“mmmm”** then **“shhh”**

If **“shhh”** then **click**

If **click** then **silence**

If **clap** then **“what ?”**

If **“what ?”** then **“yah”**

If **“yah”** then **ping**

If “what ?” x 2 then toast the queen

First 2 diners to finish eating assume freemasons position

Main - B

If **left or right** holds a communal item **“mmmm”**

If **“mmmm”** then **click**

If **“shhh”** then **clap**

If **click** then **ping**

If **clap** then **“shhh”**

If **“what ?”** then **“what ?”**

If **“yah”** then **“yah”**

If “what ?” x 2 then toast the queen

First 2 diners to finish eating assume freemasons position

Main - C

If **left or right** drinks then **“shhh”**

If **“mmmm”** then **clap**

If **“shhh”** then **silence**

If **click** then **“mmmm”**

If **clap** then **click**

If **“what ?”** then **“what ?”**

If **“yah”** then **“yah”**

If “what ?” x 2 then toast the queen

First 2 diners to finish eating assume freemasons position

Main - D

If **left** holds a communal item **click**

If **“mmmm”** then **“mmmm”**

If **“shhh”** then **ping**

If **click** then **“shhh”**

If **clap** then **clap**

If **“what ?”** then **“what ?”**

If **“yah”** then **silence**

If “what ?” x 2 then toast the queen

First 2 diners to finish eating assume freemasons position

Main - E

If **left** drinks then **clap**

If **“mmmm”** then **silence**

If **“shhh”** then **“shhh”**

If **click** then **click**

If **clap** then **“mmmm”**

If **“what ?”** then **“what ?”**

If **“yah”** then **“yah”**

If “what ?” x 2 then toast the queen

First 2 diners to finish eating assume freemasons position

Main - F

If **left or right** holds a communal item **“mmmm”**

If **“mmmm”** then **ping**

If **“shhh”** then **click**

If **click** then **clap**

If **clap** then **“what ?”**

If **“what”** then **“yah”**

If **“yah”** then **silence**

If “what ?” x 2 then toast the queen

First 2 diners to finish eating assume freemasons position

Dessert/Coffee - A

If **left or right** drinks then **clap**

If **“mmmm”** then **“shhh”**
If **“shhh”** then **click**
If **click** then **insult**
If **clap** then **“what ?”**
If **“what ?”** then **“yah”**
If **“yah”** then **silence**
If **insult** then **insult**
If **cough** then **cough**

If “what ?” x 2 then toast the queen

First 2 diners to finish eating assume freemasons position

Dessert/Coffee - B

If **left or right** holds a communal item then **“mmmm”**

If **“mmmm”** then **click**
If **“shhh”** then **clap**
If **click** then **ping**
If **clap** then **“shhh”**
If **“what ?”** then **“what ?”**
If **“yah”** then **“yah”**
If **insult** then **insult**
If **cough** then **cough**

If “what ?” x 2 then toast the queen

First 2 diners to finish eating assume freemasons position

Dessert/Coffee - C

If **left or right** drinks then **“shhh”**

If **“mmmm”** then **clap**
If **“shhh”** then **insult**
If **click** then **“mmmm”**
If **clap** then **click**
If **“what ?”** then **“what ?”**
If **“yah”** then **“yah”**
If **insult** then **cough**
If **cough** then **silence**

If “what ?” x 2 then toast the queen

First 2 diners to finish eating assume freemasons position

Dessert/Coffee - D

If **left or right** holds a communal item then **click**

If **“mmmm”** then **“mmmm”**
If **“shhh”** then **“what ?”**
If **click** then **“shhh”**
If **clap** then **clap**
If **“what ?”** then **“what ?”**
If **“yah”** then **silence**
If **insult** then **insult**
If **cough** then **cough**

If “what ?” x 2 then toast the queen

First 2 diners to finish eating assume freemasons position

Dessert/Coffee - E

If **left or right** drinks then **clap**

If **“mmmm”** then **ping**
If **“shhh”** then **“shhh”**
If **click** then **click**
If **clap** then **“mmmm”**
If **“what ?”** then **“what ?”**
If **“yah”** then **“yah”**
If **insult** then **insult**
If **cough** then **cough**

If “what ?” x 2 then toast the queen

First 2 diners to finish eating assume freemasons position

Dessert/Coffee - F

If **left or right** holds a communal item then **“mmmm”**

If **“mmmm”** then **insult**
If **“shhh”** then **click**
If **click** then **clap**
If **clap** then **“what ?”**
If **“what ?”** then **“yah”**
If **“yah”** then **“yah”**
If **insult** then **cough**
If **cough** then **silence**

If “what ?” x 2 then toast the queen

First 2 diners to finish eating assume freemasons position

Conceptual Dinner

Instructions for the Maid

Mannerisms

1. Try to draw as little attention to yourself whilst carrying out tasks as possible.
2. Don't speak to the diners. They may speak to you if they really need something.
3. You should be servile and professional. You may show some awareness of the audience or other performances from time to time.
4. When you have nothing to do, stand quietly to one side (always use the same spot). Either keep your hands clasped together in front of you or behind your back. Don't watch the other performances but you can let them distract you from time to time.

Tasks

1. Come in whilst the house lights are on, put on your uniform, finish laying the table ... fuss around a bit like a maid would.
2. Light the candles about 5minutes after the music has started. Then stand and wait in your spot.
3. Take diners' coats and hang them up as they arrive. They'll arrive one by one.
4. Serve drinks - only do this before any food is on the table; once you have served the food, the other performers **must** pour drinks for themselves.
5. Serve the courses - Bring the food first then the plates/ bowls. The performance for each course will begin when the last plate is set down. Replenish drinks at this time.
6. Clearing the table - do this at the allotted times (you'll need a stop watch). Don't wait for people to finish eating. When you come over to clear up the performers will know that time is up and will let you take their plates. For the main, clear up after Freemasons has finished. Don't clear up after dessert.
7. Playing the gong for Freemasons - This is a separate piece of music that happens twice in the performance. The cue for it starting is when two performers are standing with their arms raised above their heads and all of the other diners have kazoos in their mouths.

You start the piece by playing banging the gong (stand close to the table when you do this). Intermittently bang the gong (no shorter than 3 or 4 secs not as long as 20 secs). You'll notice that the performers' actions change with each hit. Use your taste - if you like what's going on then let it last for longer. If not then move on quickly. Try to have some series of quick successions of gongs interspersed with a few longer ones.

To end the piece, wave the beater above your head until you know that everyone has seen it and bang the gong one last time. Stand looking at the floor for a short while afterward, until the lights go dim before clearing the table. (after dessert, freeze until the whole performance ends).

Conceptual Dinner

Maid - Schedule

arrive put on uniform

fuss over table

music starts (5mins approx)

light candles, guests arrive, serve drinks (0mins - 15mins)

starters (15mins - 30mins)

clear up (30mins - 35mins)

main (35mins - 55mins)

Freemasons (55mins - 1hr)

clear up (1hr - 1hr5mins)

dessert (1hr5mins - 1hr20mins)

Freemasons II (1hr20mins - 1hr25mins)

Freeze till end