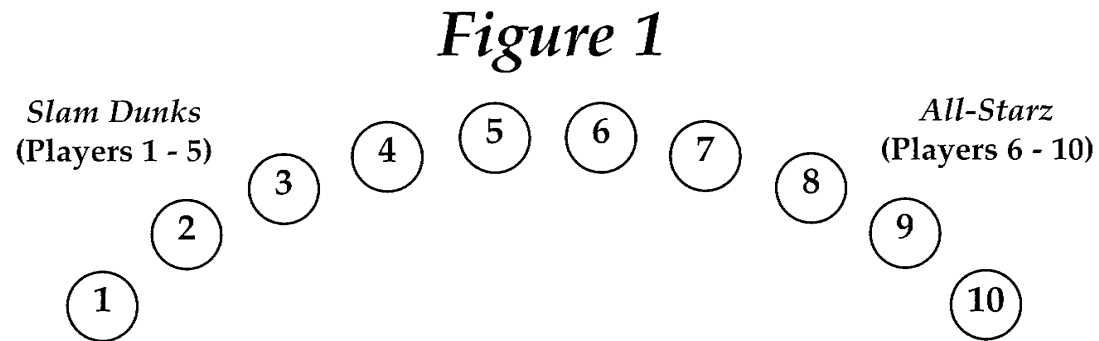


Performance Notes

The piece can begin with an introduction with performers entering from all sides of the stage, dribbling and portraying a pick-up game type atmosphere. When all ten performers have entered the stage, then one selected performer stops the group and asks if they want to play a game? That is the cue to begin the play along track. All performers then use the first eight bars to move to the set in figure one. (*Note: all of the figures/sets are from the audience perspective.*)



Measures 9 thru 12 are unison moves within the arch. In measure 13, players 1, 3, 5, 7, and 9 take one step back out of the arch on count 2, shoot the ball straight up in the air on count 3 and catch on count one of measure 14. Additionally, in measure 13 players 2 and 4 and players 8 and 10 turn and face each other on count 2 and bounce pass to each other with the ball hitting the floor on count 3 and the catch of the pass on count 4. Player 6 just implements one two handed bounce on count three in measure 13, and catches on count 4. This player emulates the part of players 2, 4, 8 and 10 but does not bounce pass, just bounces and catches alone to balance the visual. Performers 1, 3, 5, 7 and 9 should step back into the arch on count 2 of measure 14.

In measure 14 and 15, the split bounces should be split between side one and side two. Performers 1 thru 5 bounce on counts 1 and 3, while players 6 thru 10 bounce on counts 2 and 4. All performers play measure 16 unison, with a right foot lunge on count one and right hand dribbles on counts 2, 3 and 4.

Measures 17 and 18 implement a split using two performers on each quarter note, across the arch from left to right and back. Measures 19 and 20 then implement split eighth notes using one eighth note per performer from left to right and back, with a unison bounce on count 3 of measure 21. It is helpful to stay low to the ground for these splits.

In measure 22, performers face each other in pairs. Performers (1 & 2) (3 & 4) (5 & 6) (7 & 8) (9 & 10). Performers 1, 3, 5, 7 and 9 bounce pass to players 2, 4, 6, 8 and 10 with the ball hitting the floor on count 3 and catching the ball on count 4. Simultaneously, players 2, 4, 6, 8, and 10 chest pass to players 1, 3, 5, 7 and 9. They should release their pass on count three and players 1, 3, 5, 7 and 9 should catch the pass on count four.

Fast Break

pg 2

A

9 10 11 12

Slam Dunks (Player 1)

Slam Dunks (Player 2)

Slam Dunks (Player 3)

Slam Dunks (Player 4)

Slam Dunks (Player 5)

All-Starz (Player 6)

All-Starz (Player 7)

All-Starz (Player 8)

All-Starz (Player 9)

All-Starz (Player 10)

Fast Break

pg 8

The musical score is organized into ten systems, each representing a player. Each system consists of a top staff with rhythmic notation and a bottom staff with descriptive text. The notation includes measures 33, 34, 35, and 36. Asterisks (**) are placed above certain notes in the top staves. The text in the bottom staves includes 'LH dribble', 'RH dribble', and 'RH dribble under leg'. The phrase '(side to side)' is written between the staves of each system, indicating a transition or movement between measures.

Player	Measure 33	Measure 34	Measure 35	Measure 36
Slam Dunks (Player 1)	LH dribble	RH dribble	LH dribble	RH dribble
Slam Dunks (Player 2)	RH dribble under leg	RH dribble under leg	RH dribble under leg	RH dribble under leg
Slam Dunks (Player 3)	LH dribble	RH dribble	LH dribble	RH dribble
Slam Dunks (Player 4)	RH dribble under leg	RH dribble under leg	RH dribble under leg	RH dribble under leg
Slam Dunks (Player 5)	LH dribble	RH dribble	LH dribble	RH dribble
All-Starz (Player 6)	RH dribble under leg	RH dribble under leg	RH dribble under leg	RH dribble under leg
All-Starz (Player 7)	RH dribble under leg	RH dribble under leg	RH dribble under leg	RH dribble under leg
All-Starz (Player 8)	LH dribble	RH dribble	LH dribble	RH dribble
All-Starz (Player 9)	RH dribble under leg	RH dribble under leg	RH dribble under leg	RH dribble under leg
All-Starz (Player 10)	LH dribble	RH dribble	LH dribble	RH dribble