

Paolo Griffin

Pack (2017)

For any number of players

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“The first thing which strikes one about the pack is its unswerving direction; equality is expressed in the fact that all are obsessed by the same goal, the sight of an animal perhaps, which they want to kill.”

-Canetti, E. *Crowds & Power* (1960)

Technical Requirements

1. The players should assemble a set of objects either individually or as a group. These objects can fall into two categories: 1) Objects used to hit, and 2) Objects to be hit.
2. The players, discussing beforehand, may use any object(s) that the group perceives as having the ‘best sound possible’.

Performance Instructions

1. A leader from among the players may be chosen.
 - a. If a leader is chosen, they must be chosen via democratic process.
2. The players should choose a goal or objective that they wish to achieve using some or all the material they have on hand (ex. to play as loudly and as hard as possible until all their objects break).
3. The work ends when a satisfactory result is achieved.