

# « MONUMENT »

## THE PHOTO STORY OF CHAPTER 1



IN SHORT!

Chapter 1 of Monument is a juggling-based investigation unfolding in a neighborhood, a small city or a village for three days and a half.

# THE FIRST DAY:

In the **morning**, the jugglers drive around in their pickup truck for a scouting trip to survey the perimeter for chapter 1. A few stops are necessary to get the lay of the land. The plot begins.



During the **afternoon**, the 5 jugglers are dropped off one by one at a location of the neighborhood divided beforehand into 5 sub-perimeters! Alone for two hours with three clubs, a notebook, a pencil and a camera, they make the space their own, juggle and discover the site. They are still gathering information; and they are starting to get noticed by residents, workers, students...  
The plot is set.



During the **evening**, the team meets with a group of local residents. Quickly associated with the project, the residents share stories about their neighborhood, about what they see from their windows, about what they would miss if they had to suddenly leave their homes.

They are interviewed one by one in the mobile recording studio, namely the pickup truck!

Our accomplices are let into the secret and ready to physically participate during the final performance!

## THE SECOND DAY:



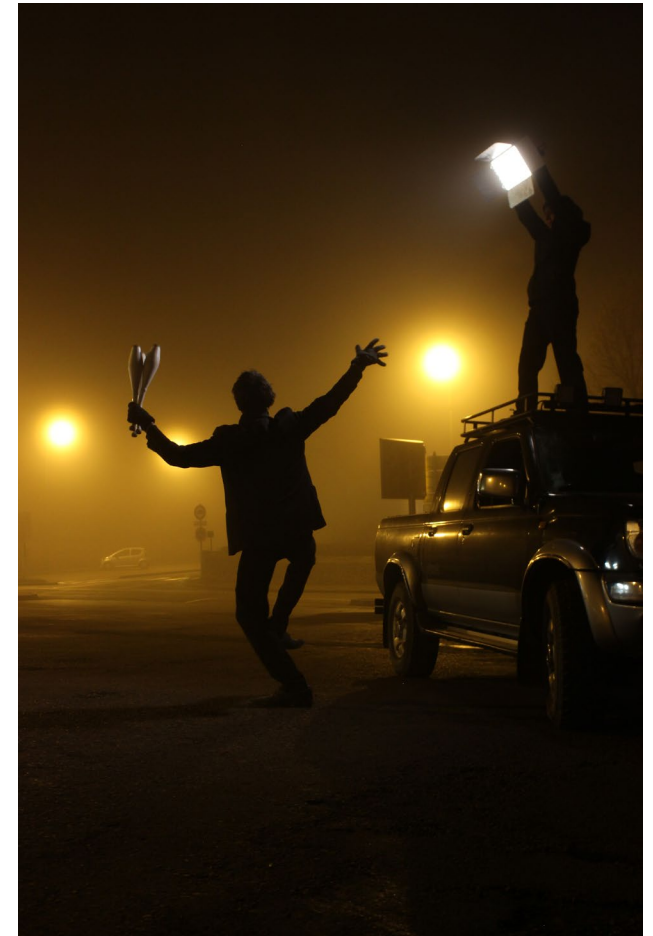
In the **morning**, the jugglers throw clubs in town accompanied by a DJ. Classical music is played and mixed with the voices of the local residents. The DJ is equipped with an autonomous speaker in his backpack. They start together for a juggling parade showcasing the neighborhood and its architecture.



The collective continues its artistic audit work in the **early evening** with the “info point”. This meeting point is deployed on the main square of the neighborhood. Bystanders can stop by, meet with the jugglers, and drink tea or coffee. A map of the neighborhood is displayed, retracing the progress of the juggling-based investigation.

Since day one, the team has been gathering contact information into a phone directory - with contacts from the welcome team, local participants, bystanders that were met during the info point...

A text message has been sent at 2 p.m., inviting people to come to an isolated place of the neighborhood **mid-evening**, and telling them to wear sports shoes! The jugglers welcome the guests and take them for a secret and electric walk. They roam through lesser-known locations of the neighborhood, hidden back alleys, and semi private residential building porches. At the end of the walk, the jugglers pronounce this one sentence: “Good night!” - then they disappear, exfiltrated by the pickup truck.





## THE THIRD DAY:



During the **morning**, the team strides across the city even more actively than the day before. Each juggler has two clubs in hands; the third one is shared. This club will lead the pack of jugglers to pedestrian streets, stairs, places inaccessible by car.

In the **afternoon**, the DJ cranks things up a notch! He installs its speakers on the pickup truck. He goes to and fro in the neighborhood and makes stops here and there. The jugglers pop out of the vehicle and offer a myriad of short one-minute performances all over town.



## THE FOURTH DAY:



In the **morning**, a four hours before the beginning of chapter 2. A sound system is installed on the pickup truck; classical music and the participants' stories are flowing through the town and its residents. The Protocole vehicle in its traditional circus version will overflow the neighborhood. The scan is complete. It is now time to move on to the next chapter!