

Sticky-Notes for "Office MAX"

Set-Up: "Office MAX" is a novelty ensemble staged in an office environment. You'll need four computers, with keyboards, set on four desks. If you're looking from the audience, the desks should be set in a straight line evenly across the stage. The two right desks and computers should be facing toward the center of stage and the two left computers and desks should also be facing center stage. (Players two and three are facing each other.) The filing cabinet is placed behind worker one's chair for easy access. The drawers on the cabinet should also be facing into center stage, so the audience has a side view of it as well. In addition to the desk set-up, **worker one** will also need a newspaper, coffee mug, a pencil (perhaps a cup or pencil holder on the desk for added effect), a phone and a receptionist bell set to the right side of his/her keyboard. (It should be noted that player one will answer the phone and lip-sync to the performance CD in bar 4. The voice on the CD is a female voice... not that player one has to be a female... but just wanted you to know... in fact... it might be kinda humorous if it were a guy answering the phone with a female voice. But this part WAS written with a female in mind, as she is portrayed as the supervisor of the four.) In addition to the desk set-up, **worker two** will need a mug, a stapler placed to the right of his/her keyboard with a thin stack of paper next to it, and a medium plastic or rubber trash can placed to the right side of the worker on the floor. In addition to the desk set-up, **worker three** will need a mug, a paper clip box full of paper clips (this will be used as a shaker, be sure it projects), a stapler placed to the left of his/her keyboard and a small plastic trash can placed to the left side of the worker on the floor. This trash can part serves as the higher conga-type voice in the trash can playing sections. (Worker three is the "goof-off" in the ensemble and is not very motivated about her/his job. I'm sure you can find a student in your ensemble that will portray this part to a "T".) In addition to the desk set-up, **worker four** is the player to the far right, from the audience's view, he/she will need two coffee mugs with a distinct high and low pitch (these will serve as an agogo bells type instrument), a receptionist bell placed to the left of the keyboard, a paper clip box full of paper clips (another shaker instrument), and a large plastic or rubber trash can placed to the left side of the worker on the floor.

Performance CD: You'll need to play the included performance CD through a P.A. system or guitar amp. It needs to be loud enough for the audience to hear easily. A Boom Box may work, but it needs to be a BIG one! There are three track ID.'s on this CD and you'll need to have a designated person punch the play button at the correct times during the ensemble. The **first ID.** starts the show and continues play through bar 8 on the score. The workers are merely acting to the CD audio up through bar 8. The **second ID.** is played on beat 4 of bar 59. The **third ID.** ends the show and may be played on the 3rd beat of bar 115 or wait until the audience applause dies-down and then play the ID.



Performance Notes: The workers saunter out on stage, taking their time (they obviously are NOT excited about showing up for work today). You can take as much time as you wish before playing the 1st ID (phone ringing). There can be some casual conversation going on between them, perhaps have a water cooler/coffee machine that they can all gossip around. (This should be placed on the right side of the stage... from the audience's perspective.) When the 1st ID is played, everyone moves to their desk and player one picks up the phone on beat 4 of **bar 3** and lip-syncs the "Row-Loff Productions" line with the CD in **bar 4**. Starting in **bar 5**, and in time, workers 4 through 1 put their forefinger on the keyboard and "punch and lift" it high as if turning on their computers at their appointed time, (a domino effect). During **bars 5 and 6**, each worker should pick-up their coffee mug and ALL take a big "slurp" from the mugs in **bar 7**. Then ALL give a big satisfaction "sigh" on the 3rd beat of **bar 8**. (While worker 1 DOES turn her computer on in **bar 6**, the slurp and sigh are optional for her, as she will be on the phone. But if it can be pulled off some way... I would recommend it.)

Bar 9 begins the actual playing by the workers, starting with worker 4 typing loudly on the keyboard. *It should be noted that any of these sections may be extended for added effect of visuals you may wish to introduce.* Worker 3 is the lazy one in this crowd. Beginning in **bar 13**, he picks up his paper clip box and begins to play, perhaps putting his legs crossed up on the desk... kicked-back. During this time, worker 2 grabs a few pieces of paper, straightens them and starts to staple them as per the part beginning in **bar 17**. By **bar 13**, worker one has hung up the phone and picked-up the newspaper, casually reading and walking over behind worker 3. At **bar 25**, worker 2 turns in his/her chair and empties the trash can onto the floor. (The can should have a bunch of wadded-up paper in it.) Then leans down to play the can while still seated, hands on each side. Also at this point, worker 3 is in a land of his own, playing away while worker 1 is standing over him, staring, and then bursts-out with "Get To Work" in **bar 26**. At **Letter B**, worker 1 taps on the newspaper with a pencil as she strolls back to the filing cabinet behind her desk. During this section, worker 4 plays his two coffee mugs with rulers or pencils. Worker 3 empties his trash can of wadded-up paper, flips the can over and begins playing on the bottom of the can with hands. (The players should hold the trash cans under their left arm and play with both hands when walking around.) Worker 3 stands at **bar 33** and walks over to worker 2, trying to "egg-him-on" to stand up and get into the act, which he does at **bar 37**. By **bar 40**, worker 1 has moved over to the filing cabinet and begins looking for a "report" and slamming the drawers where written. **Letter C** through **Letter D** is a solo section and may be extended if so desired. Worker 1 gets into the act at **bar 49** and then all workers let out a big "Whew!" on beat 4 of **bar 50**. So at **Section D**, everybody's rockin-out up to the 2nd beat of **bar 59**. The workers have arms in the air, about to slam back in on beat 4 of 59, (make sure there's a pause on beat 3), when the 2nd CD ID is played telling them "you've got mail"! They all immediately and frantically rush back to their desks to check their e-mail. (This will, hopefully, cause much reaction from the audience.) **Section E** through **F** is somewhat of a solo building section. (Please note the fast tempo.) On the 4th beat of **bar 75**, the entire ensemble should turn their heads to the audience and let out a Grandiose "Ha!". At **Letter F** everyone has short little solos that they play and then push off with their feet, to the right, to turn a complete 360 degree circle in their chair. If this is timed correctly, there should be a flow of revolving chairs *pyramiding* down the line! Follow the notes on the parts as to when to turn and stop. It should be timed so that when they finish their complete spin, it is time to play again. **Letter G** is a slow building section that may be extended if you wish. There is a duet between workers 2 & 3 starting in **bar 92** and building to **bar 98**. Play out to the end and feel free to embellish with notes and visuals. At this point everyone is really rockin' all the way to the downbeat of **bar 114**. Then they scream out with vigor... "We Want A Raise!" ending with an eighth note triplet. At this point, you have the option of either playing track ID #3 on beat 3 of **bar 115** or waiting until the applause dies-down... just as it starts to... play ID #3. (I think waiting will have a more comedic effect.) Also, have the workers look up as the ID is playing to give more visual communication with the announcement. After the workers hear the ID, they can either be jubilant and run off stage, or dejected and leave with their heads down. Soooooo..... "GET TO WORK"!

Office MAX

by Chris Crockarell

♩ = 112

Worker 1

phone ring from CD

2

3

4

player 1 answers phone

Row - Loff Pro - duc - tions

Worker 2

phone ring from CD

player 1 answers phone

Row - Loff Pro - duc - tions

Worker 3

phone ring from CD

player 1 answers phone

Row - Loff Pro - duc - tions

Worker 4

phone ring from CD

player 1 answers phone

Row - Loff Pro - duc - tions

Worker 1

5

6

turn on computer

7

slurp from coffee mug

8

Ahhh...

Worker 2

turn on computer

slurp from coffee mug

Ahhh...

Worker 3

turn on computer

slurp from coffee mug

Ahhh...

Worker 4

turn on computer

slurp from coffee mug

Ahhh...

Office MAX

pg 5

33 34 35 36

Worker 1

Worker 2

Worker 3

Worker 4

stand & walk toward player 2

R R L R R L

37 38 39 40

Worker 1

Worker 2

Worker 3

Worker 4

*lay paper & pencil on desk
move to filing cabinet / open top drawer
seated if need be, looking for a "report".*

*stands & joins player 3
facing audience*

top drawer slam

f

R R L R L R L

R L R R L R L L R L R R L R