

Simon Lesley

# **Release the Penguins!**

for clarinet, trombone, bass guitar  
& vibraphone/percussion

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How to Release the Penguins:

- 1. Insert Peanuts**
- 2. Add Bicycle**
- 3. Cool Timpani With Small Fan**
- 4. Rotate Embouchures**
- 5. Continue Swimming Motion**
- 6. Release the Penguins**

The titles of each movement are musical instructions taken from John Stump's Dadaistic score, *Faerie's Aire and Death Waltz* (from 'A Tribute to Zdenko G. Fibich'). In keeping with John Stump's sardonic playfulness, this suite of pieces should be performed with none-too-serious comedy and theatrical gesture: visual impact of props and stage performance are key.

You will need:

- 1 clarinet
- 1 trombone with cup mute
- 1 bass guitar, with lightly mellow EQ and multi-FX patches:  
(pitch shift, tremolo/chorus, reverb, compression/chorus)
- 1 vibraphone
- 1 bicycle (upside down) with spring-action bell
- 1 or 2 desk fans, preferably placed on top of timpani
- 1 table
- 2 packets of peanuts
- 1 tall drinking glass
- 1 pint glass
- 1 side plate
- 1 litter bin
- Metal wind chimes or mark tree
- 1 Pingu toy; squeeze him and he garbles
- 1 audio track: (*Water Audio*)
- 1 video cartoon track, to be projected on big screen with its audio: (Pierre Coffin's *Pings*)
- 1 still shot of cartoon penguin, projected during movements 1-5.
- 4 players (with or without Musical Director)