

**LOTO3000**  
**Episode 3**  
**Série Populaire**





*Loto3000 is a playful performance that appropriates the rules of lotto or bingo. The entire show is performed in the round with a 360-degree set up and takes place in a similar way to traditional lotto, with the exception of the prizes: there are no mugs plastered with Queen Elizabeth II's face, or toasters guaranteed to break down after a set period of time. Instead, the dematerialised prizes take the form of performances that promote contemporary dance. In the Loto3000 space, everyone is welcome to take part in a shared experience focused on the body, movement and joy.*

**It's a lotto manifesto – a lotto carnival.**

**Loto3000 – €3000 of prizes to win!**

## **Creation 2020 – Loto3000 : Episode 3 of the Popular Series**

**Devised and directed by** Collectif ÈS

**Show for 7 alternating dancers**

**Performed and created with** Julie Charbonnier, Adriano Coletta, Sidonie Duret, Martin Gil, Lauriane Madelaine, Jeremy Martinez, Alexander Miles et Emilie Szikora

**Sound Design :** Wilfrid Haberey

**Lighting Design :** Rodolphe Martin

**Scenography** Simon Zerbib

**Stage Manager :** Pierre-Jean Heude

**Acknowledgements** Lili Haberey, Christophe Hanna, Amélie Ferrand, Marion Gatier, Marie-Françoise Garcia, Vincent Vergne, Jacky Rocher, Anouk Médard

**Production** Raphaëlle Gogny - Collectif ÈS

**Coproduction** L'Abattoir – Centre National des Arts de la Rue et de l'Espace Public (National Centre for Performance Arts in the Street and Public Space) – Pôle arts de rue (Street Arts Division) Chalon-sur-Saône / CN D Centre National de la Danse (National Dance Centre) / Le Lux theatre with Scène nationale certification in Valence / La Rampe – La Ponatière, Echirolles, a Scène conventionnée Art et Création (performing arts theatre with a public service contract with the French Culture Ministry for the arts and new productions) – / CCN & Vous Ballet in Nord Sylvain Groud / Théâtre du Vellein – Capi l'agglomération (Community of the agglomeration of Portes d'Isère), Villefontaine / Les Tombées de la nuit Festival in Rennes

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## LOTTO AND ITS RITUALS

The popular game unites people for noble causes, such as funding cultural and sporting activities or charity work. But lotto, or bingo, is first and foremost a game of luck and the aim is to win prizes, such as food hampers and gift tokens. The *Loto3000* episode in our *Séries Populaire* (popular series) revisits the underlying ritualistic elements of traditional lotto: the cards, the drawing of numbers, the prizes, the winner, the caller. Cards take the form of tickets, and the tickets tell audience members where to sit. Luck, therefore, seats everyone. There are various different-sized areas in the space, and benches are placed around a dance floor, which represents a lotto gaming table. Every member of the audience/each player, therefore, has a different viewpoint and experiences a different version of the show. The tickets are also game cards, and each one is printed with just three numbers. To win a prize one of your numbers must be drawn.

## THE SPACES

Community centres, school playgrounds, village halls, gymnasiums – lotto takes place far from traditional theatre stages. We have tackled this feature of the game by performing in spaces that are not dedicated to dance. By taking our show out of theatres, we also create a fresh vision of the relationship between the watching and the watched – primarily by creating an incredibly close relationship with our audiences. Inspired by the long tables on which lotto is played, the audience is arranged so that each person's viewpoint is different. We wanted to bring various relationships to life: those between our show and our audience members, and above all those between the audience members themselves!

## PERFORMANCE LOTTO

The prizes are immaterial – or rather the prizes are dematerialised or materialised by bodies. The prizes are performances, gestures, and unique experiences. The prizes might include a panoramic book of contemporary dance, an extract from a dancer's repertoire, one of the performer's CVs, a minute-long lesson, an extract from a film, or a hamper. These immaterial prizes increase in market value as they are enhanced by promotional poetry. You might win, for example, 'an extract from John Travolta's legendary solo in Saturday Night Fever, performed especially for you by a dancer using just 68 calories in 1 minutes and 30 seconds, raising their heart rate to 160BPM, who slept fewer than 5 hours the previous night.'

## DEMONSTRATING

*Loto3000* is a fun game with prizes that promote contemporary dance: a manifesto for contemporary dance in disguise, a twist on a materialistic game expressing a longing for movement. In *Loto3000*, our desire to win becomes a collective expression of joy, a carnival, and a manifesto for connection.



## ***THE SERIE POPULAIRE (POPULAR SERIES)***

The three episodes in the *Série Populaire* (popular series) were inspired by a desire to revisit popular practices and gatherings, and use well-known, ritualised events as opportunities for invention. Through the *Série Populaire* we aim to create set-ups that offer new perspectives, by diluting our everyday codes and boundaries, and by moving elements around to disorientate, creating shared moments through dance.

Episode 1 : **I Wanna dance with somebody** - 2016

Episode 2 : **Karaodance** - 2018

Episode 3 : **Loto3000** - 2020



## ABOUT COLLECTIF ÈS

ÈS is a preposition that means *in regard to*.

ÈS is always followed by a plural, so it is always followed by multiplicity – exactly mirroring the multiplicity we seek in the idea of a collective. Collectif ÈS was born out of a desire to search, investigate and explore choregraphical language as a group of three. We take the floor as a group, in which each of us is relevant, no roles have been attributed, and we each bring our own vision and approach. We tackle new productions as collective inventions, proposing subjects that emerge from ourselves – taking a gamble on assigning a triple signature to any creative act or subject.

Creating a live show means offering up our own experiences and what we, as living beings, have seen and lived through. Through this way of sharing, we create our own form of research, seeking a physical intensity that drives our bodies to commit absolutely and become fully inhabited. We pursue a desire to develop physical empathy, to inhabit bodies that communicate and exude the pleasure they find in being together. Our research is constantly nourished by our investigations into communication and group energy, by our need to function in a specific way, and by the social role these aspects play. The creative process is an opportunity to come together, work together, and question our relationship with others. We have been co-creating shows since 2011 by tackling, with a degree of self-mockery, themes such as utopia, discord, and the plagiarism and/or inheritance of popular cultural references.

## ÈS is Sidonie Duret – Jeremy Martinez – Emilie Szikora

**2009** – We met in Lyon at the CNSMD (French Higher Conservatory for Music and Dance), where we worked together as performers in various new productions and repertoire shows. We also gained experience in devising, both individually and collectively, in partnership with musicians, architects and plastic artists.

**2011** - For the first time, we experimented with devising and performing a piece together, and this

led to the creation of *P'LAY's* – a show for 3 performers and a crisp eater. Collectif ES was born.

**2014** - We decided to deepen our exploration of creating and performing together, which we had experimented with on our first show. This led to the creation of

*Hippopotomonstrosesquippedaliophobie\** – a show for three performers – awarded the Prix du Public (Audience Prize) and the 6th edition of the Concours Reconnaissance.

**2016** - We devised *Overgame*, a new production for Album Cie. We also created the first episode in our popular series: the dance *I wanna dance with somebody – Episode 1 Série Populaire*.

**2017** - We collaborated with new performers for the first time to create *Jean-Yves, Patrick et Corine* – a trio for five performers.

**2018** - We were artists in residence for new productions at the CND (National Dance Centre) in Lyon for 18 months. During our residency we took the opportunity to focus primarily on our *Séries Populaire* (Popular Series) and created *Le Karaodance – Episode 2 Série Populaire*. We also devised the project *J'peux pas j'ai bal !* (I can't, I've got a dance party), a dance imagined and created by kids for adults.

**2018/2019** - We were the *Artistes compagnons* (Supporting Artists) for the Lux theatre in Valence which has Scène Nationale certification.

**2019** - We devised *1ère MONDIALE* for the Le MOI de la danse festival at the Subsistances in Lyon. La Comédie in Clermont-Ferrand, which has Scène Nationale certification, commissioned us to create *Zéro quatre sept trois deux neuf zéro huit un quatre*.

**2019/2022** – We became associated artists at La Rampe – La Ponatière, Echirolles, a Scène conventionnée Art et Création, (performance space with a public service contract with the French Culture Ministry for the arts), for three years during which we created the *YOLO Troc de pratique* (YOLO practices swap) concept, as well as *mini Série Populaire, une pédagogie inversée* (mini-popular series, reverse pedagogy).

**2020** – We created episode 3 of our popular series, *Série Populaire: Loto3000*

**2021** – We created *Fiasco*, a show for 7 performers. Discord as a creative process, based on punk and the Marseillaise.

**2022** - We are associated artists at the Mille Plateaux CNN in La Rochelle – Olivia Grandville and at the Rive Gauche a *Scène conventionnée*, (performing arts theatre with a public service contract with the French Culture Ministry) for the arts and new productions.



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