

# ***THE LAST RACE***





Between Ken Annakin's *Those Magnificent Men in their Flying Machines* and Ettore Scola's *Ugly, Dirty and Bad*, Les Goulus discover the world of competitive machinery.

*The Last Race* is a madcap race of mechanical machines : mobility scooters customized for the occasion into super slow vehicles of sluggishness.

*The Last Race* is a relay race. It's a participatory performance in which the abled and disabled confront each other.

The three abled drivers are ex-road hogs, speedsters of mean and reckless roads.

The other drivers (the locals) compete with them on their home turf with their own wheels.



### The Race's CEO

He's also the organizer of the race. Wielding languages with subtlety, he adapts his speech to the circumstances of the competition. Unfair, ruthless, pitiless, he cares for nothing and no one, but encourages supporters to cheer for their champion.



### The Race Commissioner

Henri de La Guérinière is a well-mannered bourgeois with very rigid morality. He's quickly overwhelmed by the abuse and exactions of everyone.

3 drivers from the following 5 :



**François Ze French** is the caricature of the perfect little froggy redneck. Between Dupont Lajoie and Superdupont, he races for France specializing in slyness.



**Angelo Decati** is the caricature of the Italian hunk. Between Narcissus and Goudurix he races for beauty: his own. Armed by his seducer's eternal smile, he clears all obstacles and gets a right mouthful, but keeps an endless smile to win the race.



**Super Momo** is the caricature of the failed superhero. Between The Masked Cucumber and Benoît Brisefer he vainly races for recognition of the oppressed (ambitious program).



**Diego Fukushima** is the caricature of the Manga hero. Between Spiderman and Zorro, wearing a mask and dressed in black, he races for nuclear lobbyists. Practicing martial arts, he regularly blows a fuse to meet his ends.



**Teddy The Killer** is the caricature of the American Hell's Angel. Between Kit Carson and Professeur Maboul, he races for the advent of the apocalypse. "Blow everything up!" is his obsession.

## The Other Drivers

Whether handicapped, disabled or having difficulty walking either temporarily or irreversibly - all will use electric chairs or mobility scooters which will be dressed and designed by us to participate in the race.

Between 3 and 9 participants are needed for the race to be of value. In accordance to the meetings, discussions and tests we conduct with the drivers, each will be given a name and a comedic characteristic at the show's official presentation.





# PHOTOS (CON'T)





Les Goulus are not into didactics, nor into the explanation of what they do, to each to draw their own conclusions. The Last Race makes no exception to this rule.

In this show, there's no room for pity or compassion vis-à-vis disability. If everyone is an equal to one another, then everyone is treated as a human being, as a sibling.

Hence the idea of a race where everyone can dream of being in a big car race if for a brief moment. Childhood dream becomes reality, with appropriate uniforms and relevant rules perhaps even more "trash" than in its original form. Integration therefore is what guides us and according to each person's abilities, their own role to play: The first is to emphasize "otherness" in order to fight against that differentiation, the other being to denounce France's outrageous delay in urban planning for mobility equipment.

I can also say that time distortion has always fascinated me, as has visual distortions. In these times where everything has become fast and short, be it travel, writing, tools for communication, exchanges, information etc., being in slow-motion where moments of "nearly nothing" becomes hypnotic, when everything else is played out through an economy of time, sound and energy (in regards to vehicles), it's almost a luxury and a reminder that we are sincerely missing out on meditative moments.

Serenity is not achieved through stress!

And then, the outré characters of the 3 drivers and the Race's CEO, evoke the outrageous outfits and gross exaggeration of WWE wrestlers; their motivation to do battle and win at all costs in sluggishly slow vehicles has something ridiculous about it and acts like a mirror on the question of what finally is, or not, essential in our lives.

Gratuitous violence, base cruelty, imbecilic deceptions, virile and grotesque bragging rights are after all abhorrent facets of what we deal with in our daily lives.

It's a slow downed race that combines four fundamentals for the future of humanity:

- Minimal noise
- Minimal speed
- Minimal pollution

And in counterpoint:

- A maximum of gags and twists

The Last Race fits perfectly within the artistic mission of the company. Distortion of time and speed, distortion of shapes and forms, distorted audience perception, extremely strong characterizations, constant complicity between drivers and audience who are of course not easily fooled. The Last Race is the most cartoon-like of Les Goulus' projects, in its sense of timelessness, in its rhythm which creates possibilities for gameplay, breakpoints, gag effects or varying images, and in the strong and visible diversity and complicity it creates between abled and disabled.

Today, The Last Race is played in a 270-degree arrangement, for an audience between 500 to 1,000 spectators. Tomorrow it will play in the round, as if in an arena.





It's a show played in a public space, in interaction with the audience, it's burlesque while highlighting - through content and form - two issues: disability and the slowing down of time.

**Disability ?** Because the show uses mobility scooters. These machines, which we pretended not to see day by day, are made evident for all to see. Hare and turtle speeds are the only gears used. The drivers are a varied mix between abled and disabled.

**Slowing down time ?** The irony of this crazy race is reflected in our voluntary choice to use machines that are the slowest in the world. The stupidity of the search for speed, the vacuity of speed, of who is the fastest, and therefore who is the mightiest is placed in total contradiction with our search for the humane.

**What are we running after ?** The tragedy of the situation is born by the drivers who play for their lives in this last race with cruelty and cunning. All the gratuitous violence and absurdity of the situation are made evident in the eyes of the spectators.  
The drivers though believe in it to the death! Ask them why and they won't know themselves !





# A PARTICIPATORY SHOW

The race is open to anyone with a mobility scooter or motorized wheelchair. The ideal is to be 12 riders in total.

The new drivers will then be dressed in formal racing gear and briefed on the rules.

A competitor's parade could also be organized through the town with mission to highlight the urban spaces that are not adapted for mobility scooters and people with disabilities.

It is expected to receive up to 18 participants in the two races we perform per day.

The reception for amateur drivers will be friendly and encouraging. In function with their mobility, their playful desires, or not; their roles will be determine on a case-by-case basis. If they are accompanied, their partners will become their coach. From the hardcore obsessives who cling to their handlebars at each turn of the circuit without moving an inch, to those who pretend they haven't understood a thing, to the ones who get drunk at every turn, to the ones who systematically fall asleep, everyone will be proposed a simple gameplay and will also be able to propose their own wild ideas.

To note, the costumes for the amateur drivers will be specifically designed so that it requires little effort to put on no matter their disability. The costumes will easily be placed on top of their existing clothes.



Show is visible from 3 sides

## PLAYING AREA

- Access for a Van
- 15m depth X 20m width (minimum)
- Flat and smooth ground (tar, concrete...)
- Can contain street ornaments (central fountain, trees...)
- Access for the disabled
- Possibility to perform indoors (hall, exhibition centre...)
- Bleachers ideally

## ELECTRICITY

2 x 16A (from back centre of the playing area)

## MATERIALS TO BE PROVIDED

- 1 PA (power suitable to the audience's size) with 2 wireless mics or lapel mics
- 4 tents 3x3m
- 10 chairs and 4 tables
- 20 crowd barriers
- 3 rolls of barrier tape
- If possible 10 tyres (in demolition car style)
- If possible some haystacks

## SPECIAL EFFECTS

Use of small special effects: K3

**SET-UP** 2h

**TAKE-DOWN** 1h

**TIME BETWEEN 2 SHOWS** 2h

**DURATION** 45 minutes

A person from the organizing body to assist with the Set-up.

Someone to look over the set especially during meal breaks.

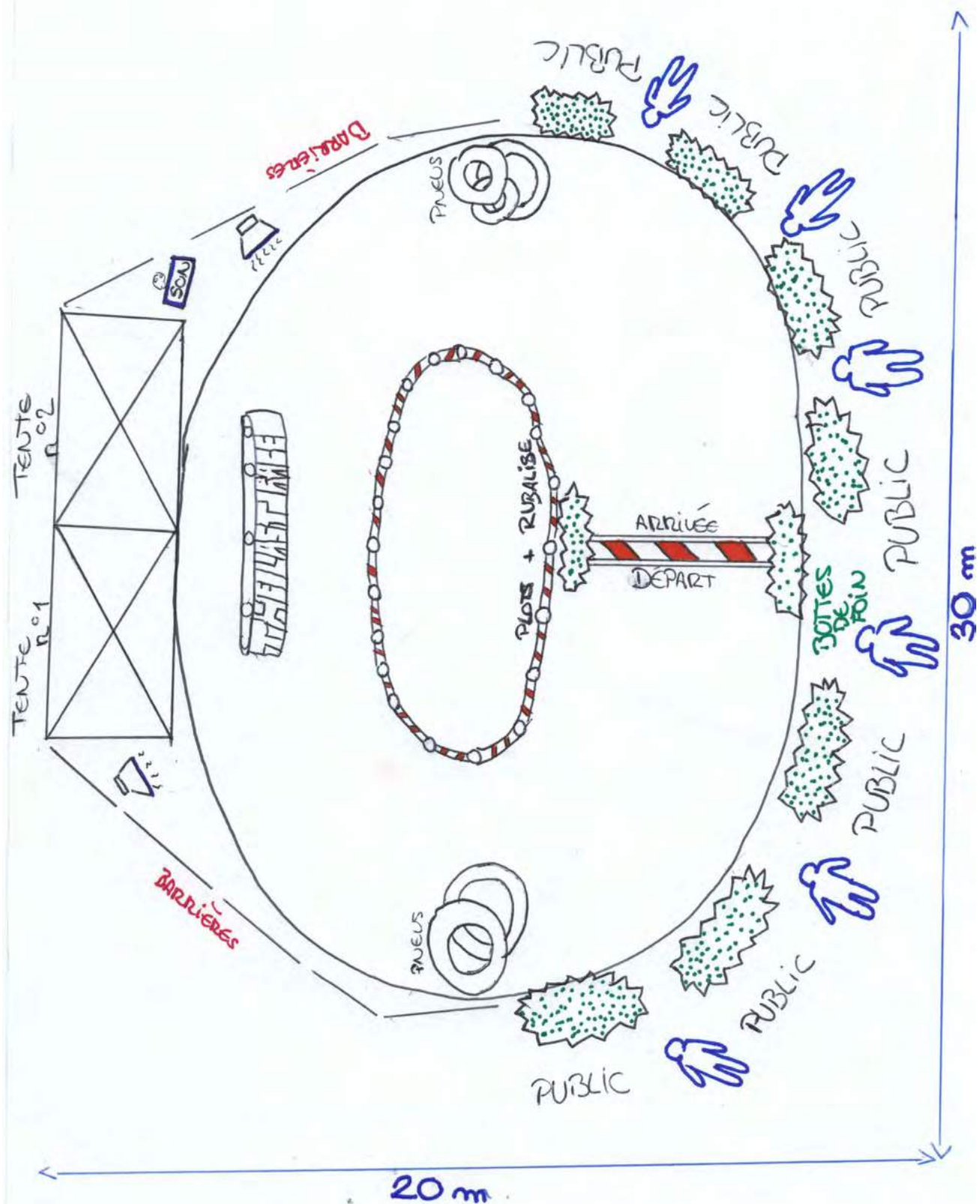
Full halogen lights for night shows.

Housing accommodations in proximity to show.





# GROUND PLAN



The company defends an interactive theatre with the audience and questions the traditional role of the actor by giving him the capacity to intervene anywhere in any place, through engaging contemporary writing.

Les Goulus have many shows in their repertoire: *The Cupids*, *The Tall Dwarves*, *The Spiders*, *The Krishnous*, *The Horsemen* and more recently *Molière In All Its Shapes & Sizes*, as Street Theatre or promenade pieces. *MDRI*, *The Horse Screamer*, *The Battle of The Bands* (co-created with the band SNOB), *Blancass ou p'tit café?* and *Pinard et philo de comptoire* as stage-shows. Not forgetting *Yellow Hand in The City* a one-off phenomenon, *The Super Girls* created in 2012 and *Tomorrow I'm playing at the Olympia* created in 2013, *Kartoons* in 2016 and *TchernOcircuS* the last show.

The company also enjoys recognition abroad, allowing them to continuously evolve their shows through an interaction with varied audiences, in different languages, while always questioning, inventing and sometimes defending their relationship with public spaces.

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