**Made in Hull**

**The opening event of Hull UK City of Culture 2017.**

**Introduction**

In 2017 the eyes of the world will be on Hull, as it becomes UK City of Culture. Hull is only the second city to hold the title, and the first in England. Hull 2017 will see 365 days of transformative culture produced through a range of diverse and high profile events and projects.

The Culture Company is the independent delivery organisation of the project. Following on from the Olympics and Paralympics, Commonwealth Games and the Tour de France in Yorkshire, Hull 2017 is the next major event in the nation's cultural calendar.

As UK City of Culture 2017, Hull's vision is to harness the power of culture to deliver a lasting economic, social and creative legacy for the city, the North and the UK as a whole.  It is also an opportunity for Hull to reassert its role as a gateway to Europe and as part of the Northern Powerhouse of cities that will help to rebalance the cultural and economic fabric of the UK. An ambitious, diverse and innovative 365-day programme will bring the best of arts and culture from Hull and across the UK to national and international audiences, to make Hull the centre of cultural activity and debate in the UK in 2017 and to reposition the city in future years. See the Hull 2017 website for more information [www.hull2017.co.uk](http://www.hull2017.co.uk)

We expect the Opening event to be seen by around 250,000 visitors and be covered extensively by the media as our opening event. The commission is being over seen by Sean McAllister the award winning Hull born documentary filmmaker, www.seanmcallister.com. Sean and the team are seeking to create an event that celebrates the resilience and character of Hull looking at its history to look to its future. Hull has seen an ebb and flow of industry and ideas through its history, is a politically charged and counter cultural city that is seeing a creative and industrial renaissance.

**The Brief:**

The opening event of the year is a series of audiovisual commissions, staged across the city centre on its historic and lesser known buildings and spaces within HU1. There will be some collaborations that we are asking for.

The team are seeking to collaborate with **Invisible Flock** on a commission that will utilise the architecture, streets and public spaces of Hull as the canvas for conversations: the area for this commission 2 areas of the Town that are connected through alleyways. These are**: 6 shop fronts within the spine of the city Whitefriargate and also Zebedee’s yard**.(With Chris Hees a local animation producer)

It should be noted that the overarching desire is for this series of commissions to speak to the wider Hull community as well as those outside the community to convey Artists, are all being asked to answer a create question to a specific space and we hope by working with Sean the response will culminate in commissions that talk different languages but carry an over arching message of : shifting perceptions of the city and that each piece provides a social commentary on its culture and people. Each commissioned piece should be invocative, provocative, dynamic political and looking forward to the future with hope.

**KEY THEMES**

* The community’s values & attitudes- its resilience & adaptability to change- its independent & radical spirit- its politics- its game changers, innovators & achievers-
* its humour
* Sport and how it has become part of the cultural backdrop to the city and created communities
* Hull people at work – the Docks & Fishing- its products & production lines- women at work
* Hull people at play – social & cultural life across all forms- its diverse demographic
* The Characters of Hull
* The Heroes of Hull.
* Dead Bod- a local folklore icon & story that is a metaphor for freedom of spirit, injury & death, resilience & resurrection

Date of project : The opening will take place on the following dates: 1st January 2017 and run until the 15th

January. 2017 and between the hours of 4pm to 9pm.

**The Brief: Subject Matter.**

**Zebedee’s Yard: PHYSICAL HULL- Hull’s Sporting Achievements & the cultural interplay with Dance**

A collaboration piece : Film animation (Chris Hees) & soundscapes (Invisible flock) portraying Hull’s shakers and movers in team & solo sports, the tribal allegiances of local fans, and the physical & cultural interplay between sport and dance. Where the playing field is the stage, and the human body is the vehicle, celebrating strength, stamina and the beauty of movement- from the corps de ballet & principal dancer, to the boxer in the ring, to the team on the pitch.

*Possible elements:*

* Craven Park dog-track, the Speedway, football, rugby, boxing
* A sound scape in surround sound that creates a feeling of community and makes the hair on the back of your neck stand up.
* Dance forms& Hull dancers Xander Parish & Kevin O Hare
* The interplay of movement between sport and dance- players, fans & audiences
* A two rugby team town- east & west Hull – the dockers & fishing communities’ allegiances- Clive Sullivan- the Hull rugby derby of 1980
* Hull man Ebenezer Morley who founded the Football Association and drew up the rules for association football- The Tigers- the premier league- ‘you’re only here for the culture’
* Boxer Luke Campbell
* Andy Kirkpatrick- extreme mountaineer from Hull

**Whitefriargate: THE CHARACTERS OF HULL**

The major themes we are exploring but told in a more intimate & in-depth way through the people of Hull.

Hull characters take us in and through the archive material giving it a human face

The street of folklore – a chance to meet the characters of Hull telling their stories

Shop portals into another world or country?

The street narrative focuses on ‘Hull at Play’- how we enjoyed ourselves – how we spent our hard earned cash from work, our leisure time in the city and on holiday- through times of full employment in the 60s, declining in the 70s to now, linking economic prosperity & its lack to our ‘leisure pound’ to what the future holds and its resurgence through a green economy.

*Many possibilities- suggestions include:*

* **The War**- more in depth memories & testimonies, the battering and rebuild.
* **The growth of the new estates**- Bransholme & Orchard Park- the move from the old communities & terrace houses & what that meant for people
* A former trawlerman- a **3 day millionaire**- tells us about his leisure time in hull- the 3 days on shore- the distinctive suits- treating the family, being driven everywhere by your personal taxi driver- ‘living for the now’ as your time on shore was brief and each trip to sea could be your last. Twin screen intercutting with **wife of fishermen giving her perspective**
* **A caravan worker** -on the production line- then we go on an **east coast holiday trip to the seaside-** caravan holidays- can extend to **Dutch Dashes & package holidays to Spain**
* **Dockers & activists** take us through the strikes, industrial decline of 70s, with reference to now
* **Hull Talk**- soundbites from Hull people – their love of and pride in their city- the attitudes & values- what makes Hull distinctive- all people from all cultures
* **Hull Game-changers / unsung heroes-** Lindis Pursey / Barry Nuttall / Bert Feldman / Shirley Craven / Basil Kirching

**Hull people talking about the City of Culture**

**The overall brief outcome:**

Zebedee’s yard: To create a series of audio sound scapes depicting the sounds of sport that can be played on loops. An audio show stopper within the confines of a very utilised space in Hull that has a rich history of use by the community. This commission should be your creative response to the key subject matter and utilizing the project that you are doing as part of the Creative Communities Programme. We would also like you to meet Chris Hees who will look to animate in places in this area and we are hoping that this collaboration will create a caldron and sporting fever pitch that really speaks to the people. There is also an opportunity to possibly create live happenings at key moments within the event dates, to create exchanges of dialog or chants.

Other things to consider about the square:

* The re is a second half to the square and it is connected to Whitefriargate by 3 different passages
* It is somewhat protected from the elements.
* It is used during the day.

Whitefriargate: To create 6 different audio-visual responses within the shop windows of Whitefriargate. These can and should be approached in some very different ways and even using a playful sense. Windows can be isolated, object led or talk to each other. All should have an audio-visual aspect to them but can be created in some very different ways. (Please see the PDF of the sketch of where there are shops not currently in use and in the brief please indicate which spaces you feel you would like to use.) We have also attached a couple of Photos for reference.

**Design Process**

This will be in three parts:

Phase 1:

We have completed and have allocated locations. Artists have been chosen to work in key locations.

Phase 2: R&D budget to produce the following:

Phase 2: there is a very small R&D budget available to produce the following: *we can talk through some of this when you come up as the technical production core team will be present.*

The artist will initially be appointed on a Research and Development Agreement. Hull 2017 will facilitate further research, consultation and site visit, in order for you to develop a proposal. The proposal should include:

* Written rationale/concept in response to the brief.
* Description of materials and process
* Outline technical information
* Outline costing’s – Draft 1 including all elements required. (Technical, staffing costs, editing, creation, travel etc.)
* Outline method of fabrication and installation
* Images or rough concept story board

Site Visit Day and Time: **13th September 10.00am.**

**Please come to :** Hull City of Culture 2017 offices; Pacific Exchange, 40 High Street, Hull, HU1 1PS

On arrival Please ask for Niccy Hallifax.

**Timescale:**

R&D period – August/ 27th September 2016 – an R&D fee will be paid. To be discussed with Niccy Hallifax,

once this is agreed we send through an R&D agreement contract.

Meeting to go through ideas with core team so we can start production design aspects and see the concept:

**27th September : 11am.**

Development and Production - September to November 2016. Budgets will be

allocated to each area based on the concept, location and infrastructure

required.

Installation : December 2016,

Rehearsal and Tech rehearsals: TBC.

Event Dates: 1st January – 15th January 2017 (4pm to 9pm each night)

**Fees, Budget, Contracts**

All contracts and agreements will be made between the artists and Hull 2017 after Phase 2 and we will negotiate this as we go through the process.

Please note: The total budget for the project is £1.3 Million and we are seeking to commission up to 15 pieces of work plus the installation, event management and marketing of the project. Commissions will be of differing sizes and complexity and we expect individual budgets to reflect this.

**Working Relationships**

Key contacts:

Sean McAllister - Creative Director : mcallister.sean@sky.com

Niccy Hallifax – Producer: niccyh@hotmail.com

Rupert Creed – Writer (overall narrative)

Ala Lloyd – Design consultant

Dan Jones – Sound consultant

Durham Merenghi – Lighting consultant