



**promenade**  
 Strategic and creative project support  
 in circus, participatory arts, public art,  
 street arts and spectacle

# Blame Game by Kundle Cru



## Blame Game

In *Blame Game*, this company of innovators explores the dirty politics of scapegoating.

Sometimes our emotions build up and we let off steam to release the pressure. But what happens when the finger is pointed and someone else is blamed unfairly? Are we all guilty of avoiding our collective failures?

The international cast of **Kundle Cru** have fused breakdancing, juggling, Chinese pole, Krump and contemporary dance to create a textured and surprising movement language. In combination with music, they tell stories in their own physically brilliant style.

**Running time:** 60 minutes without interval (indoor), 35 minutes (outdoor)

**Age range:** *Blame Game* is suitable for adults and children aged 7 years and over.

[Find out more and watch the trailer](#)

[Watch the full length film](#) (internal use only please)

## Kundle Cru

Following the success of *Union Black* (2018) **Mateusz Szczerek** (Ireland/Poland), **Alessio Motta** (Portugal/Italy) formed **Kundle Cru** to develop *Blame Game*.

They were joined by the London/Hong Kong Parkour and Art du Deplacement artist **Louise Wong**, Ugandan Krump dancer **Timothy Kakeeto**, Northern Irish juggler and acrobat **Angelique Ross**, Irish musician **Gavan Burke** and Movement Director **Aline David**.

The company members have a strong background in Krump, Hip Hop, House Dance, body contact, juggling, Chinese pole and Parkour.

The creation of *Blame Game* has evolved since 2019 over 11 residencies with partners in France, Sweden, Ireland, UK, Holland and Germany. During lockdown, the Company participated in a bespoke workshop, **Scottie's Notepad Warriors**, and took part in one of **Ben Duke's Physical Storytelling Sessions**.

*Blame Game* uses a unique fusion of dance and circus skills to tell its story. For example, using House Dance footwork and overlaying it with juggling patterns. Or taking elements of sharing body weight and applying it to the Chinese pole where strength and simplicity of movement is a prerequisite and adapting pole movements by adding Krump into the mix. The company also uses elements of improvisation to create unpredictable changes in the flow of the choreographic structures to add texture and surprise.

## Workshops

Company members **Matt Szczerek** and **Angelique Ross** lead a workshop on dance and object manipulation in which participants explore a cross disciplinary fusion of Krump, House Dance, body contact improvisation and object manipulation.

Participants will:

- learn how to combine elements of each movement practice and build cohesive choreographic sequences.
- practice technical aspects of dance and participate in playful exploration through improvisation.
- develop a theatrical approach to the presentation of dance with object manipulation.
- learn to juggle and manipulate objects (balls, hats, t-shirts for example.)

Throughout the workshop participants will be encouraged to play and exchange skills. Outcomes include building confidence, wellbeing and mental health support through movement.



Photos: Alice Underwood

“THE dance piece *Blame Game*, an engaging new work from Kundle Cru with Crying Out Loud... some gorgeous sequences of dance choreographed by Mateusz Szczerek(sp) and Alessia Matta (sp)”. **The Irish News**

*Blame Game* “was the most exciting production ever presented in Circus Factory, with its mix of skills and diverse performers, it elevated contemporary circus in Ireland”. **Cormac Mohally, Artistic Director, Pitch'd Circus & Street Arts Festival**

“*Blame Game* is a celebration of human physicality, a stunning blend of what happens when contemporary circus and dance combine forces resulting in a jaw dropping force not to be reckoned with. A must see for all audiences.” **Juley-Ann Collins, Creative Producer, Roscommon Arts Centre**

“Great performance, engaging + exhilarating ... an intimacy with the performers that really moved me”. **Audience Member**

“Thank you for inspiring our kids! Thank you for giving us such pleasure in enjoying watch you perform! You are great at your craft: dance, circus, acting, team work! Admiration!”. **Audience Member**

## Blame Game Credits

Touring support provided by Promenade. Produced by Crying Out Loud in association with Rua Red and Belfast International Arts Festival, Ireland. With support from Arts Council Ireland; La Verrerie d'Alès Pole National Cirque Occitane, France; 101 Arts Creation Space, UK; CircusStad, Holland; Cheptel Aleïkoum, France; Het Klooster, Holland; Karlsruhe Atoll Festival, Germany; Redbridge Drama Centre, UK; Subtopia, Sweden; Le Plus Petite Cirque du Monde, France and South Dublin Council.

## Promenade

Promenade provides artists and organisations with strategic and creative project support to help reach their goals and aspirations in the field of circus, participatory arts, public arts, spectacle and street arts. Our ambition is to support artists and organisations working in these fields to create work that is unexpected, relevant and contemporary, impacting positively on people's lives.

Visit our website [promenade.ie](http://promenade.ie) to find out more.