



G.I. DISCO

Did you go dancing in a GI club?

The Allied Museum, situated in Berlin's Zehlendorf district, is calling upon all music enthusiasts and clubbers to share their experiences in clubs and bars predominately frequented by soldiers of the three Western Allies, France, the United Kingdom and the United States between 1945 and 1994 in West Berlin and West Germany.

In 2013 the Allied Museum will be showing an exhibition with the current working title "From GI Jive to GI Disco". This exhibition will explain how a vibrant music and club scene was established in and around garrisons such as Berlin. From the very beginning of the occupation period, music introduced by British, French and American soldiers had a major impact upon German music and youth culture. Music for that matter became a mean of bonding and made enemies become friends. Furthermore, music, for many, helped to feel being home away from home.

For this project, the Allied Museum has joined forces with two Berlin based DJs, Kalle Kuts and Daniel W. Best. Spending their teenage years in West Berlin and Stuttgart both were influenced by the sound played in GI clubs such as *Maddox* in Stuttgart or *Silverwings* and *Talk of the Town* in Berlin. Going back to the roots of their DJing career, they are successfully touring Europe as *G.I. Disco*, reviving disco, soul, funk, house and hip hop tunes from the 1970s and 80s.

The Allied Museum is kindly asking you to share your memories of the Allied club and music culture in Germany. This could have been as early as the 1940s and as late as the early 1990s. If you can contribute to this exhibition please contact us. In addition, we would be pleased to receive items related to this subject such as clothing and fashion, entry tickets, matchboxes, photos, records, tapes, instruments etc.

For further questions and further information please contact Florian Pauls by telephone +49 (0)30 81 81 99 84 or via e-mail Pauls@alliiertenmuseum.de

The Allied Museum is looking forward to your contribution!