

# Musicians come together for jazz jams

Once a week, on Monday nights, jazz music streams from Niemeyer Hall on the Oregon City campus

By Jess Sheppard

Clackamas Print

Every Monday night from 7 to 10, musicians from both the college and the community gather in the Leroy Person Room, in Niemeyer Hall, to jam. For those three hours, room N119 is filled with the delightful sound of jazz music.

All musicians who would like to participate in these open sessions are welcome to do so.

The jams are entirely informal. Attendees commonly wear attire along the lines of jeans and plain shirts with comfortable shoes. The musicians laugh and joke amongst themselves between songs.

It is almost as if the audience doesn't exist — like watching a group of friends engage in a jam session in someone's garage. This atmosphere makes for a calm and relaxing setting for everyone.

Each week's gathering is unique. Since anyone can participate, there is no knowing for certain who will perform. Some of the regulars include

Music Department Chair Tom Wakeling, who plays the lead bass, Part-Time Music Instructor Eli Reisman on guitar and Ed Bennett, a well-known bassist from California and the head of Saphu Records.

Feb. 4's session saw Drum Set and Hand Percussion Instructor Charlie Doggett and student Evan Guilford taking turns on the drums. Zach Sears, a Clackamas alum who now attends

Portland State University, played the bass for the second hour. Transfer student Brad Rickel and music major Jared Henkin complemented one another on their trumpets as they played selected songs within the jazz genre.

As the event wound down for the evening, the group was joined by Brian Rose, head of the music technology program. Rose entered from the back of the room and went straight to the piano.

With barely more than a wave to his fellow musicians, he easily began to play the stunning blues piece "The Walk" as if he had been there from the start.

The selection of

music was just as impressive as the musicians themselves. The first hour of the program opened with a calm, generic jazz composition. Each subsequent song was significantly different than the last, either through a drastic tempo change or a new instrument taking on the solo parts.

For a casual fusion of local musicians, the Clackamas Community Jazz Jams put on an extraordinary performance.



Photos by Lydia Bashaw Clackamas Print

LEFT: Part-Time Music Instructor Eli Reisman strums lightly on his guitar.



RIGHT: Charlie Doggett, drum set and hand percussion instructor at Clackamas, jams out at the Feb. 4 session.

# Wrestling video game slightly unrealistic, very entertaining

Based on professional wrestling allows one to fight dirty

By Le Balbi

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"WWE Smackdown vs. Raw 2008" on PlayStation 2 is a video game with innovative controls where the player can control his or her favorite or hated World Wrestling Entertainment (WWE) or Extreme Championship Wrestling (ECW) wrestlers.

The game was released in November 2007. Some of the new wrestlers who are new to the 2008 version are CM Punk, Tommy Dreamer, the Undertaker, Marcus Cor Von, and Jimmy Wang Yang.

The game has four difficulty levels: easy, normal, hard and the most difficult, "legend." It is so new to this edition that it includes a popular ECW Extreme Rules Match.

The difference between a Raw match and an ECW Extreme Rules Match is that the ECW match includes a submission on two sides of the ring and under the apron. In a Raw match, wrestlers can be pinned here, while in an ECW Extreme Rules Match, there is no pinfall. In the open and in or submission must be used in the ring.

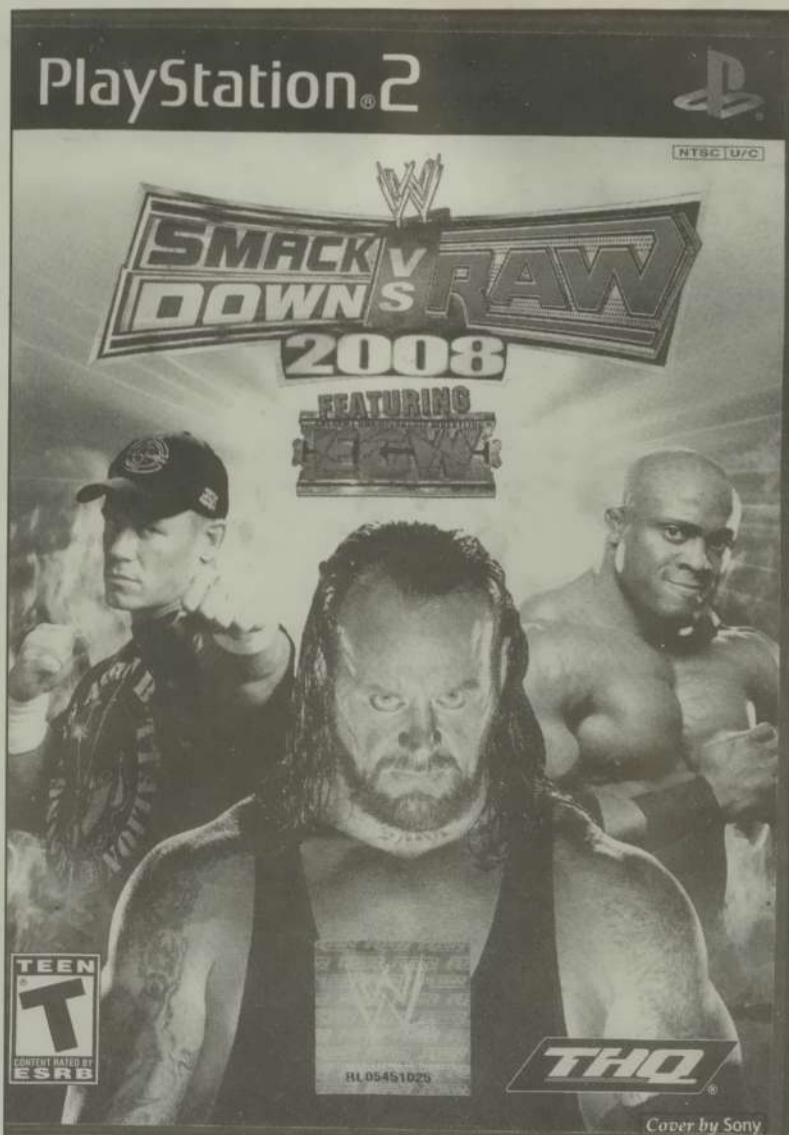
In addition, Season Mode returns with new features.

This version of the game provides a long and grueling schedule for the superstar the player selects. Injury can occur to the wrestler during the season, making it more realistic and challenging. The schedule can be simulated, and the wrestler can gain money, which can be used to buy custom moves, different wrestler outfits and other hidden wrestlers.

In General Manager Mode, the player can make all of the match decisions and control either Raw, Smackdown or ECW, making the game an interactive experience.

Some of the hidden wrestlers include Bret Hart, Stone Cold Steve Austin, Vince McMahon, Shane McMahon, Ravishing Rick Rude, Mick Foley, Roddy Piper, the Rock and Terry Funk.

However, in order to unlock some of these wrestlers, the player must accomplish the virtually impossible tasks in the Hall of Fame



Mode.

One challenge is to unlock Hart, which requires using Shawn Michaels to beat Hart in a 30-minute Ironman match.

Each wrestler has two of each of the available fighting styles. These styles are brawler, dirty, hardcore, high flyer, powerhouse, showman, submission and technical. Each type has a different set of moves.

As far as controls go, the makers of "WWE Smackdown vs. Raw 2008" decided to shake things up a bit. For example, the finisher button and the run button have swapped places; the run button is now the L1 button with the left joystick, and the finisher button is the triangle button.

Wrestlers at Clackamas have mixed feelings about the game.

"I would play it because I watch professional wrestling," said junior varsity wrestler Anthony Weerheim.

Stephen Gonzales, however, feels differently.

"I don't play video games because I don't have the time," Gonzales said. "I prefer the physical over the mental."

But regardless of its obvious connection to the sport of wrestling, "WWE Smackdown vs. Raw 2008" is a source of entertainment. It will give great enjoyment for the cost.