

Smooche de la Rooche II

Annesley Black
2007

electronic solo introduction

63"

Electronics:

(looped rope sounds with various interruptions)

(crackling noise)

A ca. 53"
Begin with regular 8th notes (♩ = 112)
The first time that you hear a change in the sound-types coming from the tape, you are to pause until you hear another change in sound-type. Then all players begin at once to play regular 8th notes again, taking the tempo from player 1. The tempi should range between as fast as possible and ♩ = 8, and should vary as much as possible. Each time the tape changes it's sound-type, the players should change between pauses and eighth notes.

B Cue:TAPE bell-like sound ca. 11"
Player 1: may change between wood and plastic, and is to choose between the indicated rhythmic values. Each time glass/ gongs are heard from player 2/3, player 1 is to immediately hit wood one time in forte, and once again resume in mp.

C Cue:TAPE bell-like sound ca. 37"
Player 1: may change between wood and plastic, and is to choose between rhythmic values. Each time glass/ gongs are heard from player 3, player 1 is to pause as long as they want, hit glass or gong one time, in forte, and once again resume in p.

D Cue:TAPE crackle ca. 17"
Player 1: may change between wood and plastic, and is to choose between rhythmic values. Each time glass/ gongs are heard from player 2/3, player 1 is to pause SHORTLY, hit glass or gong one time, in p, and once again resume in pp.

Perc. 1
Perc. 2
Perc. 3

Player 2: try to play in rhythmic unison with player 1. Each time that you succeed, you may take a short pause, and then play once upon your bottle (forte), then resume once again on wood (mp).

Player 3: try to play in rhythmic unison with player 1. Each time that you succeed, you may take a short pause, and then play once upon your dampened gong (forte). Then resume once again on wood (mp).

Player 2: each time you hear glass/ gong from player 1, play glass one time, then alternate between former rule, and a constant pulse

Player 3: see "B"

Player 2: see "C" - begin with constant pulse

Player 3: each time you hear glass/ gong from player 1, play muted gong one time, then alternate between former rule, and a constant pulse - begin with former rule

E Cue:TAPE loud crackling/rustle sound ca. 13"
Player 1: try to play in rhythmic unison with player 2. Each time that you succeed, you may take as long a pause as you wish and then play your favourite instrument with satisfaction and enjoyment.

Player 2: plays glass and gong and is to choose between the following rhythmic values.

Player 3: each time you hear player 1's favourite instrument articulate your vocal sound (every time the same), then alternate between former rule and a constant pulse

F Cue:TAPE buzzing sound ca. 23"
Player 1: try to play in rhythmic unison with player 3. Each time that you succeed, you may articulate your vocal sound once, as fast as possible. Each vocal sound should be different. Then try to play in rhythmic unison with player 2.

Player 2: try to play in rhythmic unison with player 1. Each time that you succeed, you may take as long a pause as you wish and then play your favourite instrument once, with satisfaction and enjoyment. Then try to play in unison with player 3.

Cue for vocal sound/ favourite instrument: scratchy sound from tape part

Cue for favourite instrument: scratchy sound from tape part

G Cue:TAPE (TEIL G,H - NO ELECTRONICS) buzzing/rustling cadence ca. 51"
dynamic range: from pp → mf

dynamic range: from pp → mf

dynamic range: from pp → mf

H ca. 27"
Follow the instrument changes of percussion 2 (always one 8th note behind him/her).

Repeat the first sound in the sequence, with long pauses between re-articulations. Try not to play simultaneously with the other players. When you play with them simultaneously (and be honest!) you must change to the next sound in the sequence. Play with varying dynamics within specified dynamic range.

alternate between all available percussion instruments in a regular 8th-note pulse. Try to build and break instrumental patterns.

Follow the instrument changes of percussion 1 (always one 8th note behind him/her).

Electronic-start part I after part H has run for ca. 27"

cue to go on: Tape: 6 eighth notes in new tempo