

A Few Silence (*location, date, time of performance*)

for any number of performers

Preparation

Each performer provides a battery of instruments/objects with a range of sound-producing abilities including but not limited to: sustained noises, sustained tones, pitched or non-pitched percussive sounds, metallic sounds, wood sounds, plant sounds, brief tones or noises. A stopwatch is required for each performer.

I

The piece starts with a duration of five minutes in which the performers listen to the “silence” of the performance space while creating written scores based on their observations of sounds that occur within this time span. A list of timings should be created, each timing to correspond to a textual description of a sound occurring at the given moment. Included in each description should be features such as the overall shape or contour of the sound, dynamic level, duration, etc. An occasional reference to a sound’s source is ok but should not predominate. Examples: “low sustaining tone”; “soft sustaining noise”; “quick percussive sound”; “noisy descending glissando”. [*See also the included example score.*]

II

At the end of the five minutes the performers reset their stopwatches and perform their respective scores, creating the indicated sounds to the best of their ability using the instruments at hand. The piece ends at the end of this, the second five-minute duration.

Big Orbit 11.09.07, 9 PM

- 1:04 creaking
1:11 creak wood sound
1:19 ascending noisy & tick
1:30 creaking wood sound
1:38 wood creaking
1:50 creaking wood sound
1:52 humming sound
1:59 whispering speech
1:20 crack
1:29 noisy constant
1:31 percussive creaking sand
1:42 creaky wood sound
1:52 knocking percussive sand
2:06 creak
2:11 repeating low percussive sand
2:29 whirring sand very soft
2:37 noise soft short
2:51 shuffling
2:57 lots of creaking wood sounds
3:10 more wood sounds
3:19
3:22 speech loud
3:30 loud quick percussive
3:34 sand
3:54 percussive metal sound
4:11 percussive noisy explosive
loud percussive sand
4:24 lowered (to diff force)
4:38 speech distant