

# Simple Music

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O.M.43/010

## INSTRUCTIONS

The material of this piece can be organized and interpreted in many different ways; the piece can be performed by any number of players; musical skill is not required.

Play signs from the map in indeterminate succession; you do not have to play all signs in a performance; you may organize the material serially (play always the same sequence of signs), or choose signs arbitrarily; never play a sign twice in sequence.

Play each sign continuously; determine a duration-latitude (e.g. 10-60 sec. or 5-30 sec.); durations should vary from entry to entry (within the latitude); between two signs always pause for at least the shortest determined duration value (e.g. 10 or 5 sec.); when performing with a large ensemble, pause for the equal amount of time playing; skilled musicians may agree upon shorter sequences (e.g. 1-3 sec.); players may also determine the latitude individually each; for wind instruments duration is limited to breathing space (play always in one breath).

When repeating a sign, you may decide to produce always exactly the same sound, or each time a different sound (regarding pitch, timbre, sound source etc.); players may agree upon choosing particular signs as meeting points (play those signs simultaneously).

The duration of the performance should be agreed upon in advance; the piece starts with players entering one by one, and ends with players exiting one by one, always in sequences corresponding to the duration-latitude (e.g. if the duration of the piece is agreed upon by 20 minutes and the latitude by 10-60 seconds, all players must exit somewhere between minutes 19 and 20, in any case before 20).

The piece can be performed on musical instruments, on toy instruments or on any objects that resonate.

Hamburg, 27<sup>th</sup> July 2010, for Maki Takano



**morse code:** play short and long notes in irregular sequence; execute on a percussion-instrument (or object; do not use a pitched instrument).



**mouth-harp:** either play a chord, or just one note; either draw or blow (do not change the notes during an entry).



**brush:** on a drumskin or on any other surface; use hard bristles (e.g.: shoebrush)



**read:** from a book or newspaper; in any available language.



**small bell:** can be substituted by a woodclacker or the like.



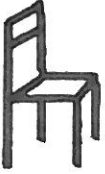
**bubble:** with a staw in a glass of water.



**melody:** sing, whistle or play on an instrument any tune from memory, or invent one.



**loop:** short motive (*ostinato*), repeat either literally, or modify (gradually change proportions: durations, dynamics, timbres; do not change pitches or soundsources).



**move chair:** push chair across floor (chair can be substituted by any piece of furniture or other object; if floor is carpeted, push an object across a tabletop)



**tube:** breathe, humm, growl or produce any other vocal sound through a tube (cardboard-tube).



**radio:** turn the dial of a shortwave receiver; play with distortions; optionally tune fine when receiving music.



**shaker:** can, box or jar, insert peas, nails, gravel etc..



**wineglass:** either stroke rim with fingertip (*harmonic*), or produce a continuous clinking, with two glasses together.



**bow:** any object that resonates: e.g. a piece of metal, cardboard or styrofoam (optionally a string instrument: play a holding tone, a two voiced chord, or a slide).



**horn:** play a holding tone on any simple wind instrument (e.g. toy instrument).

