

CITE LIBRE

Music for three performers using any sound-producing means

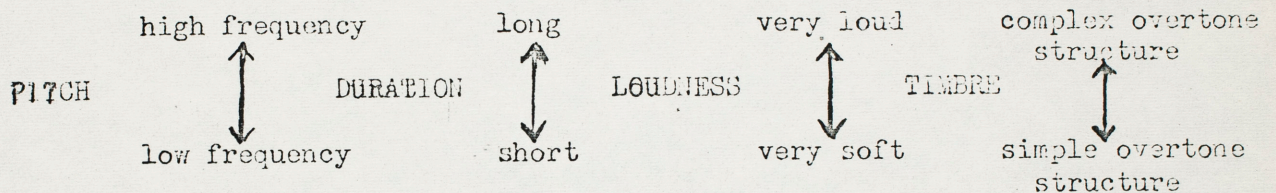
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Vancouver, April 1966

The piece is a system of sound responses made by players to sounds the other performers make. Each performer has the following options:

1. He may choose either of the other players' sounds as response-requiring stimuli.
2. He may choose any aspect of that performer's sounds (pitch, duration, loudness or timbre) as the response-requiring parameter.
3. He may choose in which of these four parameters he will make his own response.

Each choice should be made without consulting the other performers. Every sound possesses, of course, all four parameters, and each may be considered as possessing a continuum from "low" to "high". Thus:



A player concentrates on one aspect of another player's sounds, then inverts the characteristics of that aspect in another parameter. For example, he may hear a high pitch, and choose to respond in terms of loudness, so he plays a sound of "low" loudness. Or, he may respond to a very short sound (low duration) with a very noisy one (high overtone complexity).

There are three possibilities of determining event frequency:

1. Each sound-response may be made as rapidly as possible after the stimulus.
2. Each response may be made after a count of three, six or nine (either in clock time or in the player's choice of tempo) depending on whether the stimulus was low, medium or high in its perceived parameter.
3. The distance between stimulus and response may be articulated by the performer making three, six or nine (for low, medium or high stimuli) physical gestures of his own choice.

During the course of the piece, a player may freely

1. redirect his attention to another performer.
2. redirect his attention to another sound parameter.
3. change the parameter-mode of his response.

The piece begins by one or more of the players directing his attention to sounds occurring in the environment, and making his first response, in terms of his chosen parameters, to any sound he may hear.

The piece ends either when no further sounds occur (this can happen under certain circumstances) or, when all three players make a sound simultaneously.