

meet

for any 2–5 similar-sounding instruments, and sampler

dedicated to Nate Trier (2013)

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Performance instructions

The score for this piece is a found **text** (or extract of) that is 12 lines long, and 100 words or longer. The first and final lines have to be performed loudly – otherwise dynamics are ad-lib.

Each **character** (letters, numbers) and punctuation marks in the text represents one beat, with the exception of the spaces between words which are performed on the sampler (and thus the duration of the performed spaces will be equal to the duration of the sample).

The **tempo** is *as fast as possible* (at least 300bpm).

For every character in the text, the performers can **choose** to play a note or be silent. The choice can be made prior to the performance (e.g. by circling/highlighting the characters to be played) or spontaneously during the performance.

Full stops are played in unison (all instruments, plus sampler).
Any other **punctuation markings** are treated as a rest of one beat.

In the first line, players are allowed to use all pitches. After every line break, the performers (individually) choose one pitch-class which they will no longer use. By the last line, each performer should be left with only one pitch-class.

If a mistake is made during the performance, the piece must start over. Whoever made the mistake makes a sustained breath sound through the instrument, which is the cue to start from the beginning.

Sampler:

Each of the samples must be under 2 seconds long. The sampler must contain at least one (preferably more) of each of the following, which are activated randomly every time the sampler is being played.

- a clean note by an instrument (any instrument)
- a non-musical noise
- a sample from a song
- spoken word in English
- spoken word in another language
- a clean, operatic voice
- one cadence from a classical piece
- a helicopter sound
- a drum-kit sound