

# 23. března 2020

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quarantine edition

♩ = 56

player i

*f*

*improvise*

repeat constantly (loop) or intermittently (sample), rest as needed

*p*

*crescendo*

*diminuendo as you repeat*

*f*

*p*

♩ = 56

repeat constantly (loop) or intermittently (sample), rest as needed

player ii

The first two staves of music for player ii. The first staff begins with a treble clef, a key signature of two sharps (F# and C#), and a tempo marking of quarter note = 56. It contains a series of notes with repeat signs. The second staff continues the melodic line with repeat signs and a dynamic marking of *p* (piano).

*cresc. over many repetitions*

The third staff of music for player ii, featuring a dynamic marking of *f* (forte) and a hairpin symbol indicating a crescendo over the repetitions.

*improvise*

The fourth staff of music for player ii, starting with a treble clef and a key signature of two sharps. It includes the instruction *improvise* and a graphic representation of a piano keyboard with a single note on the middle C key.

The fifth staff of music for player ii, featuring a dynamic marking of *f* and complex rhythmic patterns with triplets and septuplets.

The sixth staff of music for player ii, continuing the complex rhythmic patterns with triplets and septuplets.

The seventh staff of music for player ii, continuing the complex rhythmic patterns with triplets and septuplets.

The eighth staff of music for player ii, continuing the complex rhythmic patterns with triplets and septuplets.

The ninth staff of music for player ii, continuing the complex rhythmic patterns with triplets and septuplets.

The tenth staff of music for player ii, concluding the complex rhythmic patterns with triplets and septuplets.

Player iii: part to be played on a chord instrument or percussion or adapted for whatever instrument you are playing. You may also improvise a totally different accompaniment part.

repeat constantly (loop) or intermittently (sample), rest as needed  
 ○ = your breath cycle

player iii

Bm(add9)

C#11/B

*pp* *mp* *pp* *mp*

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For 1-3 players in any combination, in the same space, in different spaces, in remote spaces.

Nothing needs to be coordinated between the players, so it is especially suitable for collaborating in live performances online, with a poor internet connection, etc., as long as everyone involved has open ears and an open mind.

Feel free to ornament as you like, experiment with different registers or timbres, at any point in the piece.

All repeats are loops, ad libitum.

For folks not well-versed in chord symbol notation, here are the pitch sets I'm (roughly) indicating:

Dm (add 9) = DEFA, transposed = Bm (add 9) = BC#DF#

E11/D = DEG#A, transposed = C#11/B = BC#E#F#

I realize that a person who is well-versed in reading chord symbols would add several other pitches to that second chord, and they are more than welcome to do so.