

Keybabish

Simon Katan 2006

Duration: indeterminate

Instrumentation: 6 pitched instruments (preferably budget 80's and 90's synthesisers)
1 drum machine (optional)

Performance Instructions:

This piece prescribes five musical states for the performers. Which should be discussed and defined as part of the rehearsal process. There should be no ambiguity as to which state is which.

Notation	State
scale +	any ascending scale <i>(scales rising in chords or sequentially can be acceptable - players should agree on common limitations during rehearsal).</i>
scale -	any descending scale
chord +	high sustained chord <i>(a single note is acceptable where instruments are not polyphonic)</i>
chord -	low sustained chord
trill	rapid alternation between two or more notes.

Cut out the six rule slips on the following page and distribute them so that the order of players runs from A to F. Also cut out and distribute the agent slips, making sure that the letter following the word 'If' matches the rule slip of that player.

On the first downbeat, conducted by player A, performers may choose between either of the prescribed "start with" states on their rule slips. Whilst playing, each improviser should listen to the player, specified on their rule slip, and decide which of the five states they are playing. This should be obvious and is not open to interpretation. Find the appropriate rule and be ready to change to the new property at the next downbeat which will be given by player B.

At this point all players should change properties according to the appropriate rule. From here on, this process continues, the following downbeat being given by player C and so on. A finite number of downbeats can be determined before the piece, alternatively the choice to end can be left to any of the players who signal the final downbeat with a prearranged signal.

Players holding agent slips should note their conditions before the start of play. The number in brackets denotes how many times the designated property must be played consecutively before the agent can be used. Following the downbeat when the condition is met (i.e. when the player begins playing the named state for the n^{th} consecutive time) the player must hold up his agent slip to the relevant other players. At the *next* downbeat all three players should disregard their rule slips, instead playing the state prescribed by the agent slip.

In past realisations, a seventh performer has been used who turns on and off a drum machine on any of the downbeats at whim, but this is not an essential aspect to the piece and is left to your discretion.

Keybabish

<p>Player A</p> <p>start with chord + or chord -</p>	<p>Player B</p> <p>start with chord + or chord -</p>
<p>If F = scale + then play scale -</p>	<p>If A = scale + then play scale +</p>
<p>If F = scale - then play chord +</p>	<p>If A = scale - then play scale -</p>
<p>If F = chord + then play trill</p>	<p>If A = chord + then play chord + or chord -</p>
<p>If F = chord - then play chord + or chord -</p>	<p>If A = chord - then play chord +</p>
<p>If F = trill then play scale +</p>	<p>If A = trill then play trill</p>
<p><i>Keybabish - 1 agent</i></p>	<p><i>Keybabish - 1 agent</i></p>
<p>Player C</p> <p>start with chord + or chord -</p>	<p>Player D</p> <p>start with scale + or scale -</p>
<p>If B = scale + then play scale +</p>	<p>If C = scale + then play scale +</p>
<p>If B = scale - then play scale -</p>	<p>If C = scale - then play scale + or scale -</p>
<p>If B = chord + then play chord + or chord -</p>	<p>If C = chord + then play chord -</p>
<p>If B = chord - then play chord +</p>	<p>If C = chord - then play chord +</p>
<p>If B = trill then play trill</p>	<p>If C = trill then play trill</p>
<p><i>Keybabish - 2 agents</i></p>	<p><i>Keybabish - 0 agents</i></p>
<p>Player E</p> <p>start with scale + or scale -</p>	<p>Player F</p> <p>start with scale + or scale -</p>
<p>If D = scale + then play scale + or scale -</p>	<p>If E = scale + then play scale + or scale -</p>
<p>If D = scale - then play scale +</p>	<p>If E = scale - then play scale +</p>
<p>If D = chord + then play chord +</p>	<p>If E = chord + then play chord +</p>
<p>If D = chord - then play chord -</p>	<p>If E = chord - then play chord -</p>
<p>If D = trill then play trill</p>	<p>If E = trill then play trill</p>
<p><i>Keybabish - 1 agent</i></p>	<p><i>Keybabish - 2 agents</i></p>

If C = chord + (2)

ABC

chord +

Keybabish

If F = scale + (2)

DEF

scale +

Keybabish

If C = scale - (3)

ABC

chord +

Keybabish

If E = chord - (3)

DEF

chord +

Keybabish

If F = chord + (3)

DEF

trill

Keybabish

If B = trill (3)

DEF

scale +

Keybabish

If A = scale - (4)

DEF

Scale -

Keybabish