

POISONIC DOCTORS:

alto flute, clarinet, alto saxophone, bass clarinet, Roland TR77 Rhythm Machine

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Part I

afl – cl – as – bcl – Roland TR77 Rhythm Machine

INSTRUCTIONS

Form:	A	1-6	I-III
	B	1-6	I-III
	C	1-6	Coda

No parts 1-6 and I-III should be repeated.

In A the *afl* and *cl* play ‘scissors-paper-rock’ with the 3 notes given. The winner visually cues (thumb for number 6) which one out of 1-6 to play. The winner plays the anacrusis leading up to 1-6 following the tempo of the rhythm machine. From the repeating bar in 1, 2 or 3, the winner plays an anacrusis (the other players will have to listen to the content of this anacrusis) leading to I, II or III. From 4, 5 or 6 the winner decides when the tacet arrives and visually cues I, II or III which then starts from silence.

This process is repeated starting on B, except that the parts already played have to be omitted. And similarly from C, except that after 1-6 the Coda will directly follow starting on a visual cue without anacrusis.

The rhythm machine uses the ‘metronome’ setting in parts ABC and 456, in all other parts, 123 and I-II-III, the rhythm pattern (randomly chosen) is started at exactly the beginning of the part. The tempo can vary continuously but should remain one single tempo within 1-6.

Total time: 2 – 3 minutes.

Dr Noble *Pl*

Dr Noble's ANACRUSIS music

SCISSORS PAPER ROCK

(A) *AFL+cl*

SC P R

AS
bcl

(B) *(sim)*

SC P R

(C)

SC P R

DR N. P 2

WINNER

1 AFL
AS
bcl

2

3

4 (WINNER) cue xx tacet

5 (sim) sim. cue

6 sim

hand cue

VAN TEESELING NIJMEGEN

DR N.
P3

Handwritten musical notation and instructions for three sections:

- Section I:**
 - Handwritten notation: A series of vertical lines of increasing height, followed by a diagonal line pointing down and to the right.
 - Instruction: "Speed up" written above the staff.
 - Staff notation: A musical staff with a treble clef, a key signature of one sharp (F#), and a common time signature (C). It contains a half note on G4 and a whole note on F#4. A bracket indicates a "cue" point, followed by a "tacet" instruction.
- Section II:**
 - Handwritten notation: A series of vertical lines of decreasing height, followed by a diagonal line pointing down and to the right.
 - Instruction: "slow down" written above the staff.
 - Staff notation: A musical staff with a treble clef, a key signature of one sharp (F#), and a common time signature (C). It contains a half note on G4 and a whole note on F#4. A bracket indicates a "cue" point, followed by a "tacet" instruction.
- Section III:**
 - Handwritten notation: A series of vertical lines of increasing height, followed by a jagged line pointing down and to the right.
 - Instruction: "fade out" written above the staff.
 - Staff notation: A musical staff with a treble clef, a key signature of one sharp (F#), and a common time signature (C). It contains a half note on G4 and a whole note on F#4. A bracket indicates a "cue" point, followed by a "fade out" instruction.

Additional handwritten notes:

- "(BACK to START)" written in a circle to the right of Section II.
- "3rd time" written below the "3rd time" label.
- "CodA" written in a box below the "3rd time" label.

Handwritten musical notation for the first system of the CodA section:

- Staff notation: A musical staff with a treble clef, a key signature of one sharp (F#), and a common time signature (C). It contains a half note on G4 and a whole note on F#4. A bracket indicates a "cue" point, followed by a "fade out" instruction.

Handwritten musical notation for the second system of the CodA section:

- Staff notation: A musical staff with a treble clef, a key signature of one sharp (F#), and a common time signature (C). It contains a half note on G4 and a whole note on F#4. A bracket indicates a "cue" point, followed by a "fade out" instruction.

Part II

*game piece for any combination that includes a chordal instrument
(players with non-perfect-pitch is preferable)*

INSTRUCTIONS

The main circle has 14 notes to be played by one player, starting randomly on any note and continuing clockwise. The register should *continuously* change. Tempo, ♩ = ± 40, circle player chooses *one* out of: semibreve, dotted minum, minim or crotchet, and keeps going steadily and stoically (not necessarily unmusically) through the circle. Volume can be indicated by playing soft or loud which has to be followed by the rest of the players.

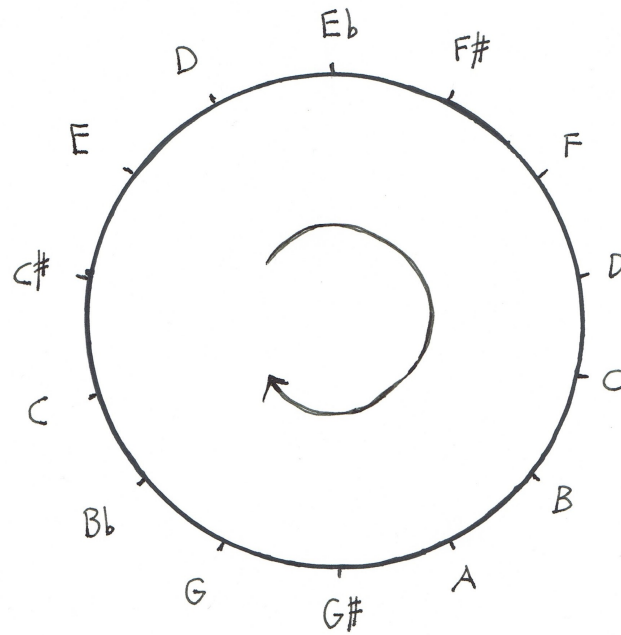
The other players have a time period of approximately 4 notes to listen, (visually) try and find the spot where the circle player is and enter the circle. They have to enter exactly in tempo with the circle player. Once entered, keep playing at least 5 notes clockwise from where you entered in the exact same tempo as the circle player. If correct, you are free to do whatever you want in that part. If you are wrong, you have to play a random bar from the ‘detention circle’, ♩ = ± 40, 80 or as-fast-as-possible. After that bar you have again 4 notes to try and join the main circle with a similar procedure except if you are wrong again you now have to play 3 detention bars (in a row clockwise). If a third time you are wrong, you have to play 5 detention bars. If you fail at your fourth attempt, you will have to keep playing the detention circle until a cluster from a chordal instrument ends the part.

The player of a chordal instrument is a ‘form-boss’. They can play a loud, long cluster as an overrule. This functions as a broom to clean up the mess when necessary. All players join in enthusiastically by playing a loud note on the top high end of their instrument. This ends the part and the game starts all over again with another circle player to be appointed by the previous circle player.

Ms Nightingale’s pickup bar can either start with the main circle or a cluster, but it must end with a long, loud, optimistic cluster. Total time: 1 – 5 minutes.

Ms Nightingale's pickup bar

Main circle



Detention circle

