



# one minute wonder counting

Ir 2010

adapted from original piece of the same name for local musicians and the cube orchestra as part of the musical procession of the larkhall festival 1<sup>st</sup> may 2010

## aims

provide a pulsating backdrop to larkhall festival procession  
reflect on how a minute is constructed  
act a fun learning game  
build teamwork and coordination  
provide a basis for more complex improvisation

## requirements

more than four individuals of any musical ability

## guidance

### allocating parts

the piece has a maximum of 11 parts  
if you have a large number of participants assign a part to groups  
Part 11 signal start/finish/tempo by counting upwards to 60 and down from 12  
stay together throughout the procession

### rehearsing

start with 3 parts and gradually increase in complexity

### numbers and repetitions in each counting part

each part requires counting from 1 to a given number  
the counting parts to be repeated the stated number of times below

participant/group counting part	count to	times repeated
1	2	30
2	3	20
3	4	15
4	5	12
5	6	10
6	10	6
7	12	5
8	15	4
9	20	3
10	30	2
11 conductor	60	1

### the tempo

as the procession develops aim to synchronise with the church bells and others around you

### the emphasis

counting sequences always start with a one which is dramatically emphasised

### finishing

all parts stop after the number 60 is shouted by the conductor / part 11

### interlude

the conductor will count down from 12 maintaining the tempo

### repeating

when the conductor reaches zero repeat the process

