



# one minute wonder mechanical music

Ir 2010

adapted from a piece first performed at the larkhall festival 1st may 2010

## aims

create unique and evolving harmonic and rhythmic sequences that is easily played  
represent machines and mechanical devices  
have fun participating and creating an enjoyable listening experience

## requirements

more than 4 pitched instrument players or voices of varied musical abilities

## guidance for all executions

### allocating parts

the piece has 7 parts which can be performed with an individual pitched instruments or voice  
if you have a large number of participants assign a part to groups  
parts increase in complexity from part 1 to 7 allocate more people to parts 1 and 2  
parts 4 and above should be allocated to the most competent musicians  
designate a conductor responsible signaling 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 of notes and repetitions in each part

each part comprises a number of notes of equal duration in all parts  
the notes form a sequence to be repeated the stated number of times below

part	notes in sequence	number of sequence repeats
1	2 notes	30
2	3 notes	20
3	4 notes	15
4	5 notes	12
5	6 notes	10
6	10 notes	6
7	12 notes	5

### the tempo

the executions can be played at any speed so long as all parts play at the same tempo with  
all notes of the same duration

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

### the notes

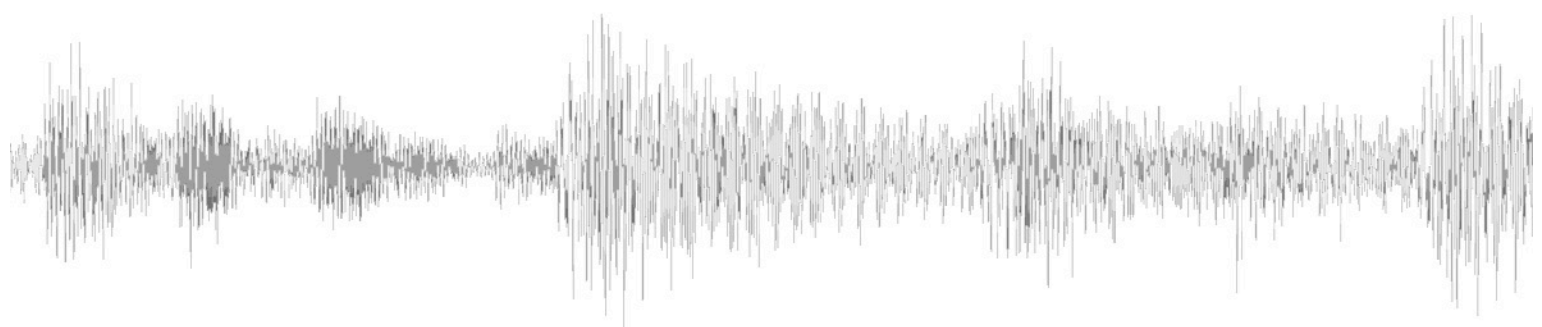
sequences always start with a G which is dramatically emphasised  
further notes depend on which of the 4 executions below are being played

**finishing** all parts stop after the number 60 is shouted by the conductor

**interlude** those instruments not requiring breathing should play G continuously until restarting  
the conductor will count down from 12 maintaining the tempo

### repeating

when the conductor reaches zero the next execution is played in the order below  
after execution 4 go back to execution 1 and repeat the process





## executions

the first note of the sequence is always G which should be dramatically emphasized

the second note of the sequence should be emphasized

the third and subsequent notes in sequences should not be emphasised

### execution 1

part	sequence	number of sequence repeats	rising notes in sequence
1	2 notes	30	G C
2	3 notes	20	G C G
3	4 notes	15	G C followed by any 2 notes rising
4	5 notes	12	G C followed by any 3 notes rising
5	6 notes	10	G C followed by any 4 notes rising
6	10 notes	6	G C GC followed by any 6 notes rising
7	12 notes	5	G C G C followed by any 8 notes rising

### execution 2

part	sequence	number of sequence repeats	falling notes in sequence
1	2 notes	30	G F
2	3 notes	20	G F G
3	4 notes	15	G F followed by any 2 notes falling
4	5 notes	12	G F followed by any 3 notes falling
5	6 notes	10	G F followed by any 4 notes falling
6	10 notes	6	G F G F followed by any 6 notes falling
7	12 notes	5	G F G F followed by any 8 notes falling

### execution 3

part	sequence	number of sequence repeats	rising notes in sequence
1	2 notes	30	G A
2	3 notes	20	G A G
3	4 notes	15	G A followed by any 2 notes rising
4	5 notes	12	G A followed by any 3 notes rising
5	6 notes	10	G A followed by any 4 notes rising
6	10 notes	6	G A G A followed by any 6 notes rising
7	12 notes	5	G A G A followed by any 8 notes rising

### execution 4

part	sequence	number of sequence repeats	notes in sequence
1	2 notes	30	G C
2	3 notes	20	G C G
3	4 notes	15	G C followed by any 2 notes
4	5 notes	12	G C followed by any 3 notes
5	6 notes	10	G C followed by any 4 notes
6	10 notes	6	G C G C followed by any 6 notes
7	12 notes	5	G C G C followed by any 8 notes

