a sound sculpture for
200 performers, 5 conductors,
and coordinated radios
by Wendy Chambers
written to be performed
in Washington Sq. Pk. on
a fall day near the end
of September

All instrumentalists divide into five groups. Each group is composed of like instruments (woodwinds, flutes & recorders, brass, strings, and percussion). Each conductor is assigned to one group. The groups are arranged in a circle, performers facing out towards the audience, conductors facing in towards performers. The audience surrounds the ensemble.

Radios may be played by anyone and be stationed anywhere. All radios tune to WBAI, 99.5 FM, before the piece starts. Having found the correct station, radios turn off. Radios remain off until an air horn cue in the middle of the piece (4 PM exactly) at which point radios turn on FULL BLAST!! The radios remain on until the end of the Close Encounters record (ca. 3 minutes 27 seconds) and then turn off.

Cue cards are made of 11"x14" poster board. The letters A,B,G,D, and X are painted in the same color. All the other signs should be painted in different colors and NOT the same color as the first five cue cards.

Each conductor has an identical set of 13 cue cards, except for the percussion conductor who has a different set of 11 cue cards. (See attached sheet for percussion cue cards.)

CUE CARDS:

A=pitch A sustained B=pitch B sustained G=pitch G sustained D=pitch D sustained X=whole tune A-B-G-G-D

S=sound effects
M=manic improvisation around whole tune (Close Encounters' tune)

T=glissando

S=fifth chord C-G-D-A sustained

H=G major triad sustained. If conductor rocks hand, weave in and out

by a quarter tone.

T=trill up=C#.D down=A#.B side=B.C#

/= dissonance sustained unless conductor beats time
U= unison (non-predesignated pitch) used at end of piece ONLY!
Everyone sustains the same pitch. Conductor indicates swelling.

The conductor will first hold up the cue card. Performers do not play until conductor gives them a downbeat!! Performers continue to play until specifically cued off!!! (even if conductor puts card down) Conductor indicates beat, speed, and dynamics.

The piece begins at 3:45 exactly.

The piece begins with a fanfare for 5 trumpets (see attached sheets). Then one trumpet plays the first four notes of the Close Encounters tune (A,B,G,G) and the orchestra joins in on the last note (D). This happens four times. Each time the D is sustained for ca. 10 except the third D is short.

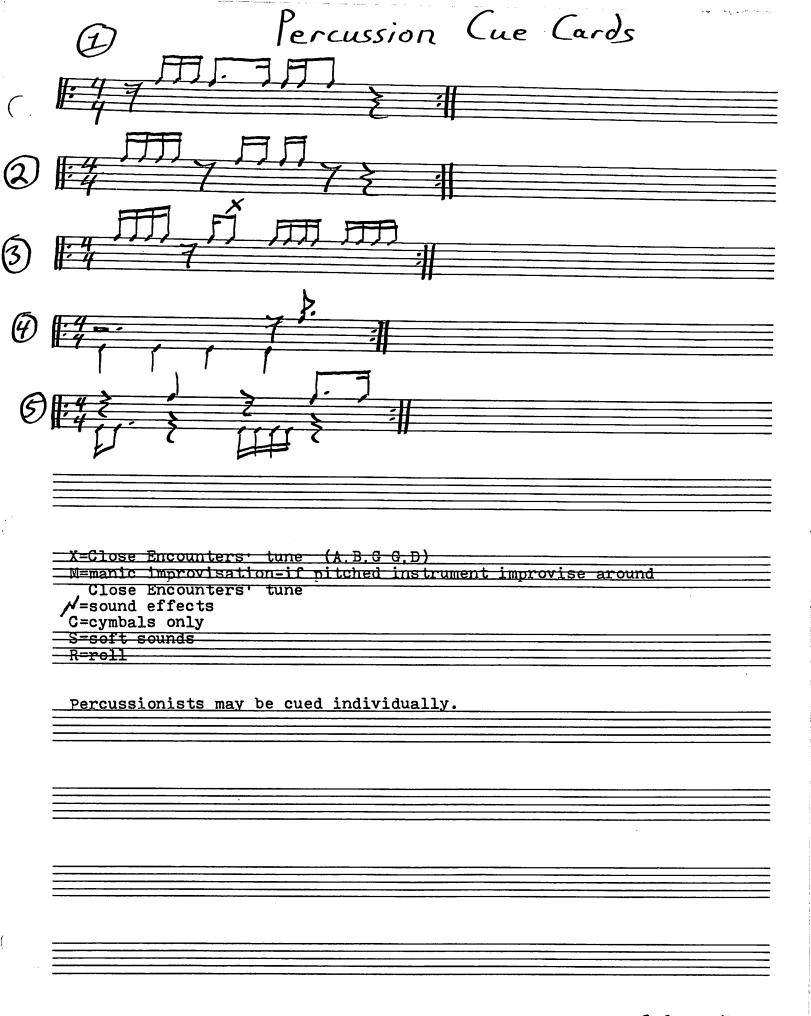
After this introduction, the conductors are confined to using the first five cue cards for ca. 3 minutes. Then all cue cards are used for ca. 7 minutes more.

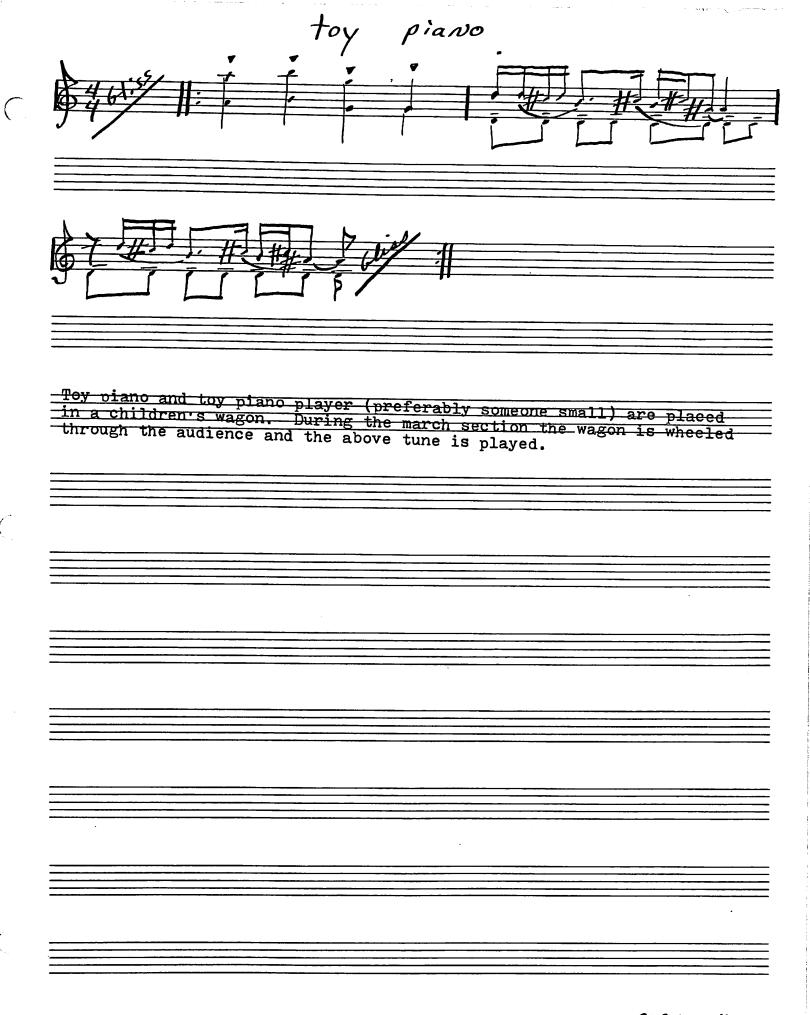
At this point the air horn is set off (being exactly 4 PM). The orchestra cues off IMMEDIATELY and the radios turn on FULL BLAST!! Percussion enters as the radios play. The other groups play march tune (see attached sheets) near or after the end of the Close Encounters' record (ca. 3 minutes 27 seconds). Everyone adopts the same rhythm from the radios. Within a group everyone starts on the same beat although each group enters on a different beat. At this point all players fall in line and march through the audience playing march tune. After encircling audience once, all players return to original location. After returning to original location, conductors blow police whistle to cue off group. After a brief pause, conductor beats 5 and players within a group play

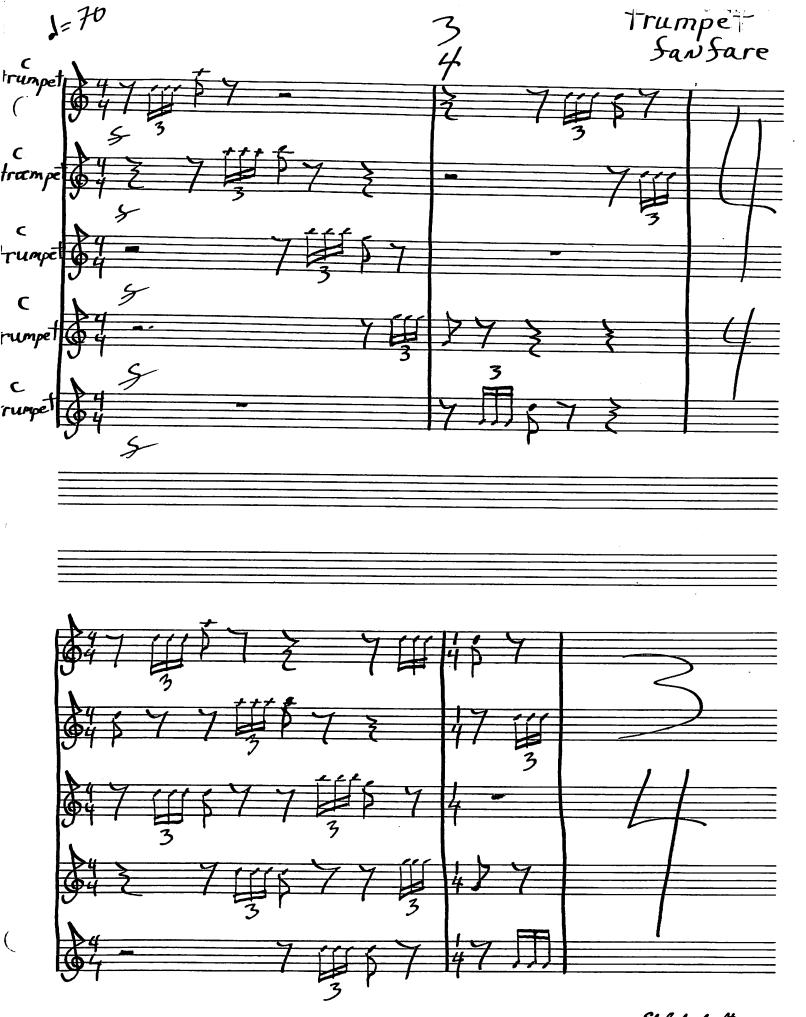
the Close Encounters tune in rhythmic unison from very slow to as fast as possible (slow accelerando). However, groups are not in rhythmic unison with one another and do not cue off and begin at the same time.

A second air horn cue will be given (when everyone is playing as fast as possible) and the entire orchestra cues off. (no radios this time)

After the orchestra cues off the opening fanfare returns.
After this second introduction, the conductors use all of the cue cards. The piece ends in ca. 7 minutes when a conductor holds up the unison card. The other conductors cue their unison card as soon as they see another conductor do so. Any conductor can make the decision to end the piece. Conductors cue swelling with unison card and decide when to cue off group (not necessarily with the other groups).









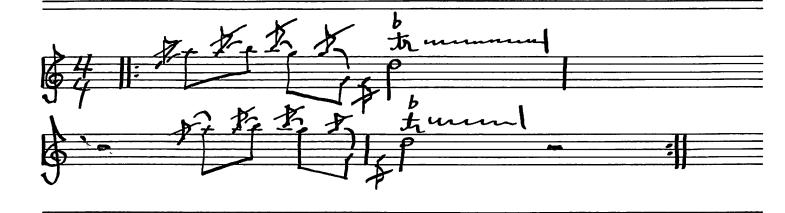
Ed Strchambault ... 500-est, rue Ste-Catherine, Montréal. P.Q. H2L 2C6



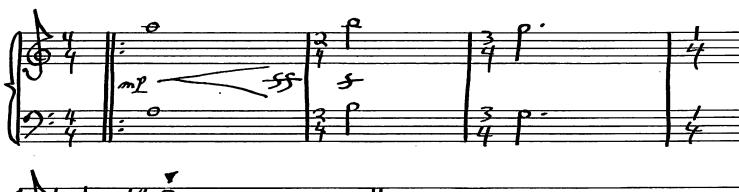


MARCH TUNES

Group I= flutes + recorders



Group 4 = brass







March Tunes-continued



Group 3 = woodwinds

