

Imitation

By Jake Randell

Section 1.

Gather a small collection of organ pipes, spread out within the space and arrange your pipes on the floor in front of you. Place a personal item next to your pipes to mark them as your own. Refrain from sounding any of your pipes at this stage. Once you are satisfied with your arrangement, sit or stand in silence. Once all players are waiting in silence, a bass drum will be struck once. This sound marks the start of section 2.

Section 2.

You now have 2 minutes to explore your collection of pipes. Explore as many ways as possible of sounding your pipes. Feel free to observe other players for inspiration and make as much noise as you like. Once 2 minutes have elapsed, a bass drum will be struck once, marking the start of section 3.

Section 3.

The main activity may now begin. Each time the bass drum is struck during Section 3, all players must reconsider the following questions and adjust their actions accordingly:

General

Will you sit or stand?

Will you make sounds or rest in silence?

Will your position within the performance space be fixed or continually changing?

Will you be an originator and create new sounds, or an imitator and recreate other players' sounds?

If you choose to be an originator, what new sounds will you create?

If you choose to be an imitator, how may you learn to performance other players' actions?

Attention

Will you pay attention to the actions and/or sounds of other players?

If you will pay attention, will this be through listening, observing or using both senses?

If you wish to only listen, will you close your eyes, divert your gaze or use periscope glasses to direct your view toward the floor?

Will you focus on sounds and/or actions that are close to you or far away from you?

Will you search for a specific type of action or sound?

Originators

How many different sounds or techniques will you explore?

How often will you produce a sound and for how long?

Imitators

Will you imitate other players' actions, sounds or both?

Will you attempt to accurately recreate other players' actions or sounds, or choose to mimic certain qualities or aspects?

Will you attempt to imitate actions or sounds using a similar size of pipe, or explore how similar actions translate to your collection of pipes?

Once 10 minutes have elapsed, a bass drum will be struck three times, marking the start of the performance.