

# Here we are (C)

for seven or more participants (sustained instruments, percussion, recordists, bell, and listeners)

Jennie Gottschalk—August 2018

**Hosts:** Distribute scores to everyone and briefly explain. Everyone is invited to participate in whatever role they choose. If possible, provide simple/found instruments. Provide notebooks and pens at the timekeeper's station.

**Everyone:** Take a couple of minutes to look over the score and choose a role. Brief Q&A. Be sure there are enough people in each role. The timekeeper will need to set up in advance with a clock/stopwatch and a bell or a triangle. All time is marked by the timekeeper only. Both sustaining and percussive instruments can be planned in advance or devised spontaneously.

**Instrumentalists:** Set up in the corners of the space, as far from each other as possible. Have fun, but don't make a mess.

**Recordists:** Anyone with a recording device that plays back (for example a smartphone) can be a recordist.

#		0:00	1:00	3:00	4:00	5:00	6:00	7:00	8:00	9:00	10:00	11:00
1 or 2	timekeeper	Ring quietly for a full minute.	Make no intentional sound.	Ring for the first 5 seconds.	Ring for the first 10 seconds.	Ring for the first 15 seconds.	Ring for the first 10 seconds.	Ring for the first 5 seconds.	Ring for the first 10 seconds.	Ring for the first 5 seconds.	Ring loudly for a full minute.	
at least 3	sustaining instruments	Set up a station.	Settle in. Beginning at any time in this interval, sustain a single sound.	Alternate between playing and listening. Adjust occasionally (after a pause only) to locate your unique place in the sound world. Do not blend. Drawings given to you can be used to suggest changes in any aspect other than pitch.			Make no intentional sound.	Starting from nothing, gradually flood the room with sound. Draw on information from the 2:00-6:00 section, but feel free to make gradual adjustments. Blending is possible. Refer to drawings as before. Rest as needed.		Stop when you hear the continuous bell sound.		
at least 2	percussive instruments	Set up a station.	Settle in. Make at least seven sounds.	Create a sustained sound and follow the directions above. OR Rhythmically trace footsteps and other sounds in the space.			Gradually increase speed and velocity.		Stop when you hear the continuous bell sound.			
at least 1	recordists	Set up a recording device. Make sure your sound is on.	Record for one minute near a single player (recording 1).	Cross to stand near a distant player. Play recording 1 until the bell.	Record within the space or outside, either from a single position or in motion (recording 2).		Make no intentional sound.	Play back recording 2 in the parts of the room that are quietest or least occupied. Adjust volume to match the growing body of sound. Play back until the recording is finished. The bell and live sounds will stop before you finish.				
any number	words	Set up with a pen or pencil and paper.	Write down what you hear and think in words.  You can switch to another role at any point.			Read those words back in any order or repetition, riding and building the wave of sound. Watch/listen to see if anyone else is filling this role, and if so, build up a dialogue together. When you finish going through your words, write more and continue.			Stop when you hear the continuous bell sound.			
any number	graphics	Set up with a marker or pen, surface, and several sheets of paper.	Sketch trajectories and bodies of sound that you hear. Share drawings with sustaining musicians. Move freely around the room.  You can switch to another role at any point.			Stop when you hear the continuous bell sound.						
any number	observers	Listen and/or watch carefully, tracking what happens against the rest of the score. Move freely around the room or stay in one place. You can switch to another role at any point.										
any number	free listeners	Listen on your own terms. Move freely around the space, leave the space, or stay in one place. Return any time or not at all. You are free to imagine or switch to any other role.										

End. No applause. No period of careful silence. Take materials with you or return them to the timekeeper's station.