"ONE"
playing instructions

The piece „One" consists of melodic patterns, which are repeated and consecutively played from the first to the last. Any amount and any kind of instruments can play the piece. Vocalists can use any vowels or consonants to sing the patterns.

Every player can move on to the next pattern at their own pace.
There is no exact rule for the number of repetitions, but every pattern should be played approximately between 45 seconds and one and a half minutes.
Besides the aspect of time, the amount of repetitions should especially be determined by considering the impact of ones played pattern in terms of dramaturgy. Moving on to the next pattern will change the sonic character of the whole and therefore change the energetic level.
At all times it is crucial for every player to listen carefully to the ensemble as a whole and to understand the role their pattern plays in the context.

Dynamics like crescendo, decrescendo, parts of low volume and high volume, phrasing of the patterns with accentuated notes etc should sponateously arise by every single player aswell as in small groups and the ensemble as a whole.

The patterns can be played in unison or canoncially moved for a quarter or eigth note sooner or later on the pulse. In longer patterns it can be played in a „call and response" way. It is strongly encouraged to move the patterns canoncially against each other every now and then.
However, since it increases the complexity, every single player needs to carefully listen to the ensemble as a whole to determine how many patterns played canoncially sound suitable.

Since the patterns don't indicate the same time signatures throughout the piece, it is important to stay aware of the consequences for periodics, accents and syncopation among the patterns.

The players should give every pattern enough time to unfold in the context of the whole piece. Yet, they should to run not too fast ahead or fall too far behind. Ideally there should be always about two to four patterns playing at the same time.

Besides the ensemble of intstrumentalists and singers there will be an additional player (DJ) triggering loops and actions from a music programm, which will be heard by the ensmble through loudspeakers. These loops are a basedrum and an e-piano bass that work as a pulse, as well as a shaker, effect sounds and a few other percussion elements.
The e-piano bass is playing the following notes:

During P1-3 & P17-23 & P57   During P4-16 & P50-56   During P24-31

During P32-47   During P48-49   During P51-57 additionally

By muting and filtering these elements, the DJ will have additional possibilities to shape the dramaturgy as the piece goes along.

The piece begins with the DJ starting the session on the computer. Then every player will join in with pattern 1 at their own pace. Once the first of the players arrives at the Patterns No 4, 17, 24, 32, 48, 50, 57 the DJ will move to the next bass accompany pattern (see score).

During the concert an optional performance with dancers and stage designers can take place.
In this case a few effect sounds are included in some of the patterns, which give cues for actions of the performers.
All patterns should be adequately practised in order to play them correctly. If a pattern should be too difficult for a player it can be skipped and moved on to the next pattern. Whenever it is necessary patterns can be transposed by octaves in order to make them playable on all instruments.

Percussion instruments like shaker, tambourine, bells, etc can be added if played in a straight rhythm and without indicating a time signature.

The tempo is set as a default of 108Bpm but can be played faster or slower at the discretion of the ensemble.

Pattern 47 is supposed to be sung by all players. Once the last player arrives at this pattern, the audience should be animated to join in the singing and it should be repeated for about one minute. After 30 Seconds the clapping pattern should be added on top by everybody. The audience can continue to sing and clap the patterns as long as they wish.
Afterwards the one minute repetition the musicians can start playing pattern 48. It is not necessary for all players to start pattern 48 at the same time.

Pattern 57 is supposed to be played i unison and shall be repeated until the last player arrives. Then the pattern should be repeated for about 1minute. In the very end, the DJ should give a cue, after which the pattern is repeated for the last time with a crescendo towards the end. All players should stop at the same time.

Have fun!

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