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BLOCS D'INCIDENCE

for a group of percussionists

(2014 - revised in 2016)

for a minimum of **3** performer spread in the space.

An example of 10 pages is given at the end of this document. According to the number of performers, they must be distributed by chance. But it's much more interesting for each performer to make his/her own score for each performance according to the duration determined by chance and agreed within the group (see below)

Each performer should be equipped with a **stopwatch,** a single-sided or double-sided **drum** of any width and one or several sources in order to produce **sine wave like sounds.**

Scratching on <u>not</u> muted *white coated* drum head (bass drum, floor tom-tom, tom-tom, snare drum, etc.). A line of rosin for cello passing by the middle of the drum head from an edge to the other. On each hand, the material to produce granular, powerful and regular scratching can be small pine cones, dense styrofoam, etc.).
The scratching produces a continuous and regular creaking by the alternance of right and left hand. There is no dynamics indicated but - depending on the ability of the performer to maintain a continuous and regular creaking - the dynamic is rather strong. From the second half of the piece, accents are produced by the acceleration of the movement of the hands (see below).

Sine wave like sounds, e.g. :
1. Turkish cymbal on a stand and a big sharp nail
2. Bowed crotale
3. Bowed Ice Bell
4. Analog or digital sine wave oscillator

A great number of chance operations is necessary. You can use the web software available here :
http://www.anarchicharmony.org/IChing/ic.cfm

Duration :
According to the program of the concert and/or the context, the duration of the piece is determined by the performed but can't be shorter than 10 mn.
By instance, if the piece can't exceed 15 mn (because of the rest of the program), cast a duration between 10 mn and 15 mn expressed in seconds(ex. between 600 and 900. Result : 743 = 12 mn 23 seconds) :

*numqstns : **1***
*bot : **600***
*top : **900***
*bias : **none***
*sort : **none***

Structure :
Each performer casts the number the duration of each of his/her action :
Example : If the duration of the piece is 12 mn and 23 seconds, the number of actions will be included between (12/2 =) 6 and 12.

*numqstns : **1***
*bot : **6***
*top : **12***
*bias : **none***
*sort : **none***

If the result is **8.** cast **8 x 2 = 16** numbers

In the cas of a duration of **743** seconds :

*numqstns : **16***
*bot : **0***
*top : **743***
*bias : **nonrepeat***
*sort : **asc***

In this example, we have then 8 pairs of numbers. The first number of each pair is the beginning of an action and the second one the end of this action expressed in seconds. Each action is called a **block**. These can be translaed in mn and seconds. You can use the time translator available here :
http://www.onlineconversion.com/advanced_time_calculator.htm

Example :

```
 75  92              1:15 > 1:32
119 127              1:59 > 2:07
153 155              2:33 > 2:35
172 182              2:52 > 3:02
208 238              3:28 > 3:58
514 620              8:34 > 10:20
626 675             10:26 > 11:15
709 736             11:49 > 12:16
```

Instruments Family :
Each performer casts which family of instrument he/she will have to play for each block (**1** = drum, **2** = sine wave).
In the case of several possible sine wave like soures for a performer, he/she can determinates which one by chance operations.

*numqstns : **8** (in the case of 8 blocks)*
*bot : **1***
*top : **64***
*bias : **none***
*sort : **none***

If the result is included between **1** and **32,** family **1** (drum) is chosen
If the result is included betwen **33** and **64,** family 2 (sine wave) is chosen

Accents :
Accent are possible from the second half of the piece. In the example given, it occurs from 6:12.
Blocks with accents must be chosen by chance from that time.
Use the program as followed for each of the blocks.

*numqstns : **3** (in the case of 3 blocks)*
*bot : **1***
*top : **64***
*bias : **none***
*sort : **none***

If the result is included between **1** and **32** = **no** accent.
If the result is included between **33** and **64** = **accent.**

Accents are produced by a short and simple acceleration of the speed of the scratching. These accents can be played anywhere within a block but never at its begininng of its end.

```
Ex. de 10 parts

Performer No.1
01:15 > 01:32 p
01:59 > 02:07 ~
02:33 > 02:35 ~
02:52 > 03:02 p
03:28 > 03:58 ~
08:34 > 10:20 ~
10:26 > 11:15 ~
11:49 > 12:16 ~

Performer No.2
00:00 > 01:45 p
01:46 > 02:09 ~
02:32 > 02:39 ~
02:50 > 03:08 ~
03:51 > 03:53 ~
03:58 > 04:01 ~
05:50 > 06:54 ~
07:19 > 08:44 ~
09:05 > 09:44 ~
09:46 > 09:52 p
11:23 > 11:55 ~

Performer No.3
01:15 > 01:03 ~
01:08 > 02:47 p
02:51 > 03:18 ~
04:01 > 04:02 p
05:14 > 05:19 p
08:37 > 07:52 ~
10:50 > 11:28 ~
12:14 > 12:15 ~

Performer No.4
03:19 > 03:26 p
03:32 > 03:34 ~
03:36 > 04:04 ~
04:20 > 04:22 ~
04:23 > 04:25 p
04:26 > 06:09 ~
06:46 > 07:02 ~
07:44 > 08:01 ~
09:22 > 09:24 ~
10:26 > 12:22 ~

Performer No.5
02:54 > 03:24 p
04:14 > 05:06 p
05:52 > 05:55 ~
06:11 > 06:12 ~
06:16 > 07:12 ~
08:00 > 08:08 ~
08:24 > 08:26 ~
09:10 > 09:11 p
09:45 > 10:24 ~
10:27 > 10:32 ~
12:05 > 12:12 p ACC
```

Performer No.6
00:00 > 00:40 p
01:58 > 02:09 p
03:25 > 03:51 ~
04:31 > 05:16 p
05:22 > 07:35 p
08:09 > 08:10 ~
08:13 > 08:14 ~
09:34 > 09:35 ~
09:37 > 09:50 p ACC
10:00 > 10:05 p
10:12 > 10:15 ~
11:10 > 12:22 ~

Performer No.7
00:00 > 00:10 ~
02:09 > 02:12 p
02:15 > 04:16 ~
04:17 > 05:59 p
06:29 > 06:33 ~
08:28 > 08:51 p ACC
09:56 > 10:13 p
10:22 > 10:23 p
11:06 > 12:14 p ACC

Performer No.8
00:00 > 00:01 p
00:04 > 00:07 ~
00:08 > 01:00 p
01:19 > 02:22 p
05:38 > 05:41 p
07:08 > 07:20 p ACC
09:15 > 10:08 p ACC
10:23 > 10:34 ~
11:30 > 11:31 ~
11:46 > 12:16 p

Performer No.9
00:00 > 01:21 p
01:33 > 01:43 p
02:05 > 02:06 ~
02:14 > 07:40 p
07:48 > 08:00 p
08:13 > 08:17 p
08:44 > 08:46 ~
09:20 > 09:23 ~
09:24 > 09:27 p ACC
09:37 > 10:05 p
10:10 > 10:48 ~
11:41 > 11:54 ~

```
Performer No.10
00:00 > 00:15 ~
00:19 > 01:04 p
02:33 > 02:39 p
03:03 > 03:43 ~
04:41 > 04:45 p
06:56 > 07:10 p ACC
08:46 > 09:33 ~
10:41 > 12:08 ~
12:14 > 12:19 ~




p     = drum
~     = sine wave
ACC   = accent
```