

one thing at a time (k-tood #5)

Pick an order of players, hands, call it **ABCD**. For example:

player 1, right hand: **A**
player 2, right hand: **B**
player 1, left hand: **C**
player 2, right hand: **D**

Always follow the order decided upon. **A**, the leader, starts a rhythm, on any one note or chord, any loudness, any articulation. After a while, **B** joins that rhythm, on any note, same loudness, same articulation. **C** and **D** do the same, in sequence. Now all four hands are playing the same rhythms, articulations, loudnesses, but different notes. Any single parameter of the music is fair game.

Next, **B**, the new leader, changes one thing (rhythm, articulation, loudness, notes). **C**, **D**, **A** follow suit, at their own pace, in that order, changing the same thing that **B** changed. That is, if **B** changes dynamics from loud to soft, everyone else should do the same. The loudnesses and articulations could be “shapes,” not just single ideas. For example, the piece could start with all four hands getting softer over a four note figure. **B** could change that to go in the opposite direction (getting louder).

Keep doing this, in order. Next **C** leads (everyone follows), then **D**, then **A**, and keep going around. Take your time before changing, and following the change, listening to the results of the slowly changing texture. There can be a great deal of freedom about what kinds of things change. The order of change could be as complicated or as simple as you like (for example, ABCDCDBAAB).

The only unusual thing is that when the leader changes notes: the rest of the hands change notes as well, but to any notes or chord (not necessarily the same one that the leader changed to).

Keep the piece going, letting it grow and change, as long as you like.

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1/25/02
rev. 2/9/06