

2. SPOLLING

Instruments/objects required for this piece include:

- **a low multiple-pitched instrument**, such as a vibraphone, that can be struck to sound the pitches f#, c#, d, and b, or a collection of objects that can sound the same pitches and be easily struck and resonated (such as ceramic pots, metal bowls, harp, thumb piano, etc.). Amplification may be explored for smaller objects.
- **Objects that spin (12)**, a few examples being: spinning top toys, a hamster wheel, bingo cage, lazy Susan rotating platter, bike wheel/unicycle, Roulette game, motorized objects that spin, Vogrig Rod, pinwheels, etc. Any spinning item can be included, and the items can be spun by any means: with hands, feet, air, etc.
- **A collection of small objects** that fit within the same material category, (i.e. glass, metal, wood, etc.) and sound the pitch c#. If the objects do not easily sound pitched, then they may be played over a surface that does resonate c#. An example is a collection of small metal objects sounded on the vibraphone pitch c# or in a metal bowl/container that sounds c#.

Instructions

- Begin to spin a collection of 12 objects (the smaller of which should be on an amplified resonant surface, such as coins or tops). Layer the sound as heavily as possible using air, hands, feet, etc. in the suggested rhythm. Once the objects stop spinning, the performer is to hit a bass note on the pitched instrument (in this order: f#, c#, d, b, f#).

| spin | f# | spin | c# | spin | d | spin | b | spin | f# | tinker + spin |

Spin rhythm:



- The sound should also come from visual fury of attempting to keep the objects spinning. The player's physical gestures can be hurried and frantic.
- Continue the spinning sounds for the duration of the movement.
- After one full sounding of the bass line, begin to lightly and sporadically tinker with the objects pitched in c#. Continue to spin the objects in the notated rhythm during tinkering. The tinkering should not overpower the spinning, but the c# pitch should be a noticeable layer and present throughout the movement. The tinkering can be done with chains, metal brushes, or other suitable method.
- The entire spinning cycle with bass notes continues four times, with each cycle becoming faster in tempo.
- The movement ends after the last bass line cycle. Tinker the C# objects until the final spinning object stops. Hold the silence.

Total time: 03:30