

Roshambo

for two players

20-25min.

Each player chooses 7 sounds.

The chosen sounds should be constant dynamic textures or pitches.

The piece consists of "random" pair combination of these sounds.

The players always play simultaneously and synchronized.

Play one of 6 sounds for the approximate duration of a long breath (~30"), let a very short pause (~1") at the end (just let the sound decay and begin the next one), then play the same or another sound, again and again, and so forth.

The 7th sound can be introduced sometime during the last third of the piece.

A player can sometimes do two of the sounds simultaneously.

At the end, repeat the first played combination, for four or five times.

Notes

Find a way to choose the sounds; it can be individual or collective, working on differences or similarities.

For three players, choose only 5 sounds, and add the silence/not playing option.

Roshambo is the Japanese name for the Rock-paper-scissors game.