

O Waters

For Gary Snyder

John Kennedy (2007)

O Waters is for one or more players interpreting the material freely in their own time, without coordination with other players.

Two sections, DROPS and SONG, are alternated several times of your choosing, beginning with DROPS. A final iteration of DROPS concludes each player's performance.

In DROPS, any of three figure(s) may be chosen and played any number of times, in any order.

In SONG, figures within repeat signs may be repeated (or not) 1-4 times.

Fermatas should be of long and of varying duration, taking care to avoid predictable periodicity.

Notes are indicated above, on, and below a single line. This can be interpreted as sound sources, different sounds on a single sound source, as low-medium-high, or even as phrasology.

Choose among these possibilities of instruments:

- breath as exhalation, whispers, open-mouthed exhales, forced air in less-open mouth, and whatever air sounds you might create in ways that are subtle, quiet, and not overly theatrical
- water in vessels of various sizes, agitated with fingertips, hands, or tools in such a way as to play the rhythms
- an Audubon bird call, twisted in rhythm accepting the chance occurrences of the instrument
- natural and plant materials, such as stones or pebbles struck together, shells or pinecones scraped, leaves or sticks agitated
- though it is less desirable, more conventional percussion such as maracas, rainsticks, guiros, and sandpaper, could be used, but only after other means have been explored

Instrumentation choices can be sustained for long passages, or changed within phrases. One could play long passages on rocks or with breath only, or one could switch instrumentation note by note. However, "imitate nature in its manner of operation" - strive to create sounds and phrases that evoke natural pattern, rather than draw attention to the act of performance.

The performance should be very quiet, and ideally, unamplified. If a space requires amplification, attain a quiet level that is not so close to the sounds that they startle.

DROPS

any number of times, in any order

