

[for three players]

### setup

Each player needs:

- A table, which ideally should be wooden and resonant.
- 24 different sound-producing objects as specified in the list below, arranged in a grid on the table. They should be arranged in the same layout for each player. The objects should be of the same type for each player, but each should be different in some way (e.g. three differently sized boxes, three differently pitched harmonicas etc). Some materials may be used up through extended use (such as bubble wrap). Make sure the supply is sufficient for required use for these materials.
- A two-octave sampling keyboard, connected to either a local speaker or PA (in which case a speaker should be located next to each player). Each keyboard is preloaded with one of each of the 24 sample types provided (listed below).
- A simple tabletop pitched instrument capable of producing a major scale (e.g. melodica, glockenspiel). Each player should have a different instrument, but the key of the scale should be the same for all players. Players use only one octave (seven pitches). Ideally this should be the same octave for all players, but this can vary if necessary depending on the availability of instruments.

### actions

Players make sequences of sounds with their objects, sampling keyboard and pitched instrument while simultaneously trying to imitate the sounds made by the other players.

Each time a player makes a sound, the other two players attempt to make the same sound as soon as possible afterwards.

When responding to cue sounds, all sounds must be imitated as closely as possible, despite any instrumental differences.

Sounds may be either short (such as firing a cap gun), attack-decay (such as allowing a bouncing ball to come to rest) or sustained (such as operating a metronome). Short sounds stop naturally, attack-decay sounds should be allowed to stop naturally where possible, and sustained sounds may be terminated as required (they may also be short). Each articulation of a sound should be simple; so a single glass bottle tone not a rhythmic sequence, or a constant stream of bubbles not an undulating series of volume/energy changes. Sufficient space should be allowed between each cueing sound to allow other players to respond (tending towards hocketing).

Any cue sound may be given at any time, in any sequence, and with any number of repetitions. Cues and responses can be joined together, overlaid, or have silence separating them.

Where multiple cues are presented simultaneously or in quick succession, players respond as best they can. This may necessitate deciding which cues to ignore.

The sample sounds listed are provided separately for loading on to the three keyboards. The list shows the filename for each sample. There are three different samples for each sound (e.g. door1, door2, door3). Each player should have one version of each sound, and these should be assigned to the same keys for each player.

Sounds marked with an asterisk are longer and require the respective key to be held down to allow them to sustain. When the key is lifted the sound stops. All other sounds play out in full when cued.

<b>samples</b>		<b>objects</b>	
aerosol	burst of air from an aerosol can	ball in glass	small ball (e.g. table tennis, polystyrene etc.); drop into glass and allow to bounce
alarm*	alarm bell ringing	balloon	deflated balloon; inflate as much as possible with a single breath then allow to deflate
ball	ball bounced on the ground	bicycle bell	bell can be single or double tone; ring bell
broom*	broom sweeping stone	bicycle hand pump	a fast single stroke producing a burst of air
burner	burst from a hot air balloon burner	bicycle horn	horn with rubber bulb; a single honk
buzzer	electric buzzer	box with hinged lid	open lid and slam sharply
can	metal drinks can being crushed	brush on rough surface	small brush (e.g. tooth, nail, paint etc.) with sandpaper, cloth etc.; brush surface briskly
cannon	large cannon being fired	bubble wrap	burst bubbles
carhorn	car horn being sounded	cap gun	small cap gun with supply of caps; fire gun
carindicator*	car indicator clicking	desk bell	strike bell and let ring
churchbell	church bell strike	glass bottle	large glass bottle, low in pitch; blow across bottle mouth to produce sustained pitch
cork	wine bottle cork being popped	glass of water with straw	blow a constant stream of bubbles through straw
door	door being slammed	handheld fan	small battery-powered fan; turn on and then off
drop	miscellaneous object dropped on the floor	harmonica	blow/suck a single chord
fan*	desk fan starting	marbles in a glass	a few marbles in a glass with enough space for them to move; stir marbles with finger (or stick)
foghorn	foghorn being sounded	mechanical buzzer	joke shop wind up buzzer, placed on resonant object if necessary (e.g. table, small box); press buzzer
gate	squeaky gate being closed	metronome	mechanical pendulum metronome; start and then stop
glass	pane of glass being smashed	pencils and box/tray	a few pencils and a box/tray to contain them; drop pencils into box/tray and allowed to bounce
icecubes	ice cube swirled in a glass	plastic cup	disposable plastic water fountain cup; place upside down and crush with fist
jacuzzi*	bubbling Jacuzzi	polystyrene block	small piece of polystyrene; hold in hand and manipulate
organ	organ chord	small metal cake tin	metal cake tin or small baking tray, placed upside down; strike sharply with hard object (e.g. metal beater, spoon etc.)
packing	packaging polystyrene being rustled	squeaker	small squeaker (e.g. from soft toy); squeeze squeaker
stream*	burbling stream	water in two glasses	two small glasses containing water; pour water from one glass to the other as a steady stream
whistle	steam train whistle being sounded	whistle	whistle (e.g. referee whistle, samba whistle, penny whistle); blow whistle