

String Trio No. 1

for three performers

David Pocknee

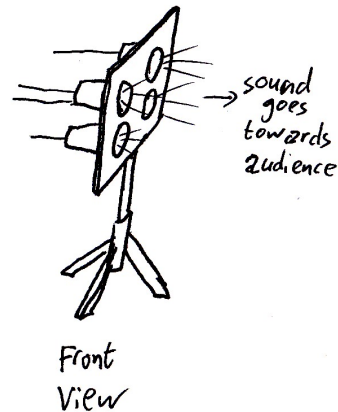
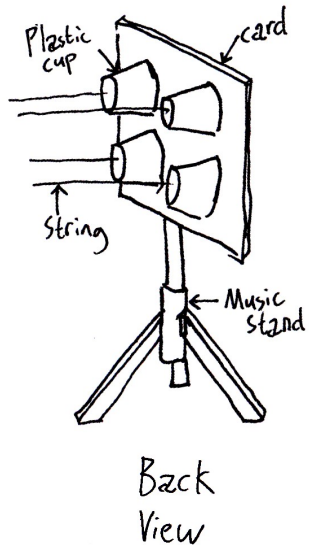
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Set-up

The piece consists of three plastic cup “speakers”, made of card, 4 plastic cups, card, string, and a modified music stand:



The card should have four holes cut in it, large enough to fit the plastic cups into them.

(More cups can be used in a larger or more ambitious performance).

The card should then be attached to a music stand which has had the top removed.

The four plastic cups in each “speaker” should have a long string threaded through each of their bases.

Each performer should hold one of the sets of four strings from one of these “speakers”.

The three “speakers” should be distributed around the audience, with the open-cup side of the “speaker” facing towards a part of the audience.

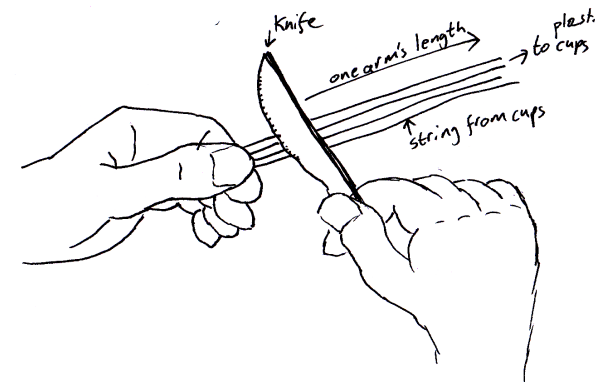
It is best if the “speakers” are arranged at different heights, and in such a design that the strings hang over the audience and that they face in different directions to different parts of the audience.

The strings should not come into contact with anything between the player's hands and the “speaker”, so as not to block the transfer of sound.

Each player should hold the four strings in their hands, as shown below:

There are two types of sound used in this piece:

- A sound created using a knife to scrape along the strings, moving from close to the hand holding the strings, to as far down the string as the arm holding the knife will stretch (“string” in the score). This sound should last for the length of one steady knife-scrape.
- A sound created by inhaling violently whilst holding a falsetto note, to create a pig-squeal sound (“squeal” in the score). This sound should last for the length of one inhalation, starting from empty lungs.



The score consists of 23 numbered events, which contain different combinations of string-scraping and squealing.

If the “squeal” or “string” line contains a cross, then the event should consist of the respective actions.

The line at the top of the event-box will have either a black triangle, indicating that the respective player should cue the start of the event; or it will have a number, indicating the other player who will cue the event.

The start of each event should be synchronized by a cue given by the player who has a black triangle above the event in their part.

Each event should last as long as the squeal or string-scrape of the slowest player.

The length of the break between events should be the length needed for the players to empty their lungs.

The groupings of events in the score into groups of four, is simply to facilitate ease of reading and has no musical implications.

String Trio No.1

CUES: ▼ 2 3 ▼

1	2	3	4
x	x	x	
x			x

Performer 1 (squeal):
Performer 1 (string):

3 2 2 ▼

5	6	7	8
x	x		
	x	x	

3 2 3 ▼

9	10	11	12
		x	
x		x	x

3 ▼ 2 3

13	14	15	16
x		x	
	x		

2 ▼ ▼ 2

17	18	19	20
x		x	
	x		x

3 3 ▼

21	22	23
x		x
x		x



String Trio No.1

CUES: 1 ▼ 3 1

1	2	3	4
x		x	x
x	x		x

Performer 2 (squeal):
Performer 2 (string):

3 ▼ ▼ 1

5	6	7	8
x	x		
x	x		x

3 ▼ 3 1

9	10	11	12
x		x	
	x		x

3 1 ▼ 3

13	14	15	16
x		x	
	x		x

▼ 1 1 ▼

17	18	19	20
		x	
	x	x	x

3 3 1

21	22	23
x	x	x
	x	x



String Trio No.1

CUES: 1 2 ▼ 1

1	2	3	4
x		x	
x	x		x

Performer 3 (squeal):
Performer 3 (string):

▼ 2 2 1

5	6	7	8
x		x	
x	x		

▼ 2 ▼ 1

9	10	11	12
x		x	
	x		x

▼ 1 2 ▼

13	14	15	16
x			
x		x	

2 1 1 2

17	18	19	20
x			x
	x	x	x

▼ ▼ 1

21	22	23
x		x
	x	x