

Labyrinth II

for 2-7 players on one piano

David Pocknee

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This piece is an exploration of every combination of scales with five tones and two semitones.

Each player chooses one of the seven octaves on the piano.

This octave cannot overlap with anyone else's octave.

All performers start playing simultaneously.

All notes should be played *piano* (on a scale which ranges from *ppp* to *fff*)

Each player starts at the top of the page, chooses one note from scale 1, transposes it into their octave and plays it *piano*.

Once the note has completely decayed, the performer immediately chooses another note from the same scale and plays it *piano* in their octave.

No notes in a scale should be played more than once.

The number of notes from each scale that are played, depend on the octave the performer is playing in:

OCTAVE	NUMBER OF NOTES FROM A SCALE TO BE PLAYED
Octave 1 (Top Of The Piano)	5
Octave 2	5
Octave 3	4
Octave 4	3
Octave 5	2
Octave 6	1
Octave 7 (Bottom Of The Piano)	1

After the performer has played the number of notes from a scale shown above, they must move to another scale which is connected by arrows to the one they played and below it on the page.

This is repeated until the performer has reached the bottom of the page (or scale 20).

Then the performer must perform as before but play the scale above the one they have finished playing, until they reach back to scale 1.

When a performer has reached back to scale 1 they must sit in silence until the other players have finished.

When all players have reached back to scale 1, the piece ends.

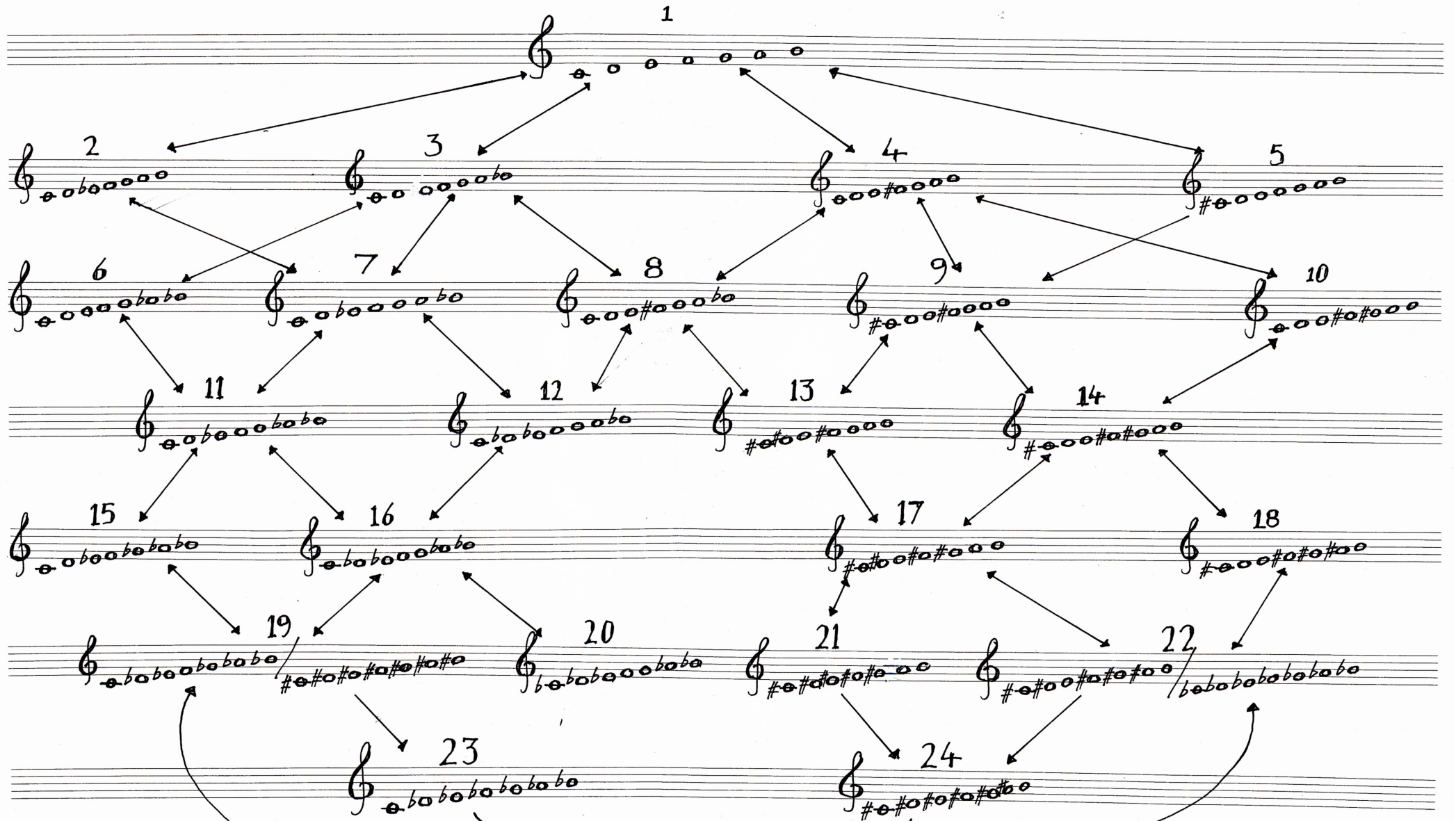
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Every possible scale with five tones & two semitones



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