

QUAND LA PLUIE DANSE

(for various instruments (min. 4 melodic))

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INSTRUCTIONS:

- The score contains different lines: the patterns **A**, **B**, **A+B**, **C**, **D**... and a melody.
- Every lines start always together with pattern **A**.
- Once you played a pattern you can repeat it, or switch to a different one depending where you are in the structure.
- You don't have to play a pattern until the end for jumping to another.
- The pattern **A**, can never totally disappear, one instrument at least, must play it or fragments of it until the *part 5*. (see structure)
- if you're lost, the instrument(s) playing the pattern **A**, is always the reference to indicate where the beginning of the cycle is.
- One of the musician can lead the others with the dynamics (crescendo, subito piano...)
- You can use from time to time percussive instruments, objects or just make noise anytime.

STRUCTURE:

part -1- One or two instrument(s), play(s) and/or sing(s) fragments from the pattern **A**.

Other instruments enter as bit by bit (on the patterns **A**, **B** or **A+B** ...).

part -2- Some instruments (or only one) play the melody once.

part -3- Some instruments start to play and/or sing the patterns **C**, **D**, **E**, **F** and invent new patterns.

part -4- One instrument (or more) play the melody again, then everyone goes to *part 5*.

part -5- Everyone play the **A+B** pattern, twice (or more) slower than the actual tempo and accelerate the tempo as bit by bit. Repeat the pattern until it's too fast to play, then stop.

The piece is finished.

THINGS YOU CAN DO WITH THE PATTERNS:

- You can play only fragments of it.
- You can sing it
- You can play twice faster
- You can play twice slower
- You can change the pitch
- You can change the octave.
- You can invent new lines.