9 Movements

for Electric Keyboard with Effects and Static

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A performance of 9 Movements requires the keyboard to be plugged into an Electro-Harmonix Freeze pedal. This pedal "captures a frozen moment," allowing the user to turn any moment of sound into a permanent drone. If other pedals can replicate this effect, they can be used instead. You will also need one source of static where the volume can be adjusted independently from the keyboard.

0:00 – 1:00 – Create a four-note pattern on the low keys of the keyboard. There should be exactly five seconds between notes, therefore the pattern will be played 3 times. On the third note of the second cycle of the pattern, activate the Freeze pedal to hold the sound.

1:00 – 200 – Remove the last two notes from the pattern (meaning that only the first two notes will be played). There should be exactly five seconds between notes, therefore the pattern will be played 6 times.

2:00 – 3:00 – Remove the last note from the pattern, so you are now just playing the first note of the pattern. There should be exactly five seconds between notes, therefore the note will be played 12 times.

3:00 – 4:00 – There is no keyboard in this section. Gradually raise the volume of the static to approximately the same level of the frozen drone.

4:00 – 5:00 – Improvise on the high notes on the keyboard. Notes should be played quickly, minimizing the attack. There should be 2-5 notes played.

5:00 – 6:00 – Select a harmony between any number of low keys on the keyboard. Repeat this every 10 seconds. On the third repetition, activate the Freeze pedal to hold the sound.

6:00 – 9:00 – Perform various harmonies on the keyboard. The duration between harmonies should vary. It is recommended to create simple patterns and melodies during this section, although the durations should still vary.

9:00 – 10:00 – Repeat the first note of the original pattern once every 10 seconds.

10:00 – 11:00 – Use the first 30 seconds to gradually fade out the keyboard track (the droning Freeze effect), and the second 30 seconds to gradually fade out the static track.