

A number piece in the style of John Cage's Five.
Randomly generated by number_pieces.py,
a python program by Daniel Myers.

Performance Notes

The parts are for voices or instruments or mixture of voices and instruments having the ability to play a twelve tone scale in a two octave range of their choice.

All parts begin in the directed key and slowly (or rapidly, diverge)

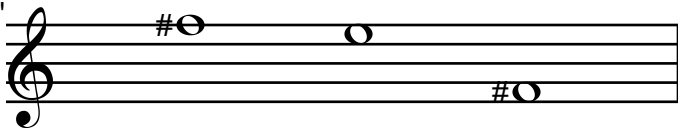
Time brackets are given. As in John Cage's number pieces:

"Within these brackets the durations of tones are free, as are their beginnings and endings, which should be "brushed" in and out rather than turned on and off."

An explanation for how to read and perform the piece


"The timings in minutes and seconds used in what are now known as the "number" pieces by John Cage are called time brackets. The time brackets that appear to the left of each staff indicate a period of time during which the music on that staff must begin. The time brackets to the right indicate a period of time during which the music on that staff must end. These are flexible time brackets that overlap. The exact placement and duration of the music is free within these limitations. Some of the time brackets (those without arrows) are fixed meaning that the music must begin and end at exactly those periods of time. There should be no attempt to coordinate the different parts." Take breaths whenever you need to.

0'8" ↔ 0'40" 0'48" ↔ 1'4"



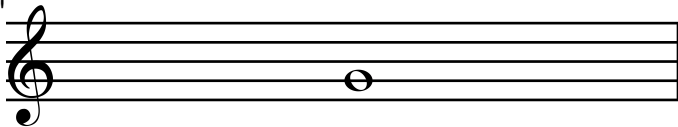
[18, 16, 6]

1'32" 1'48" ↔ 2'52"



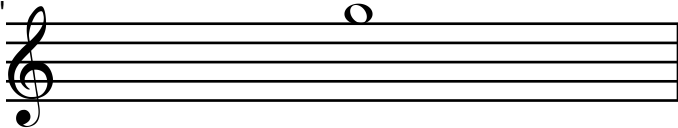
[18, 25, 16]

2'16" ↔ 2'56" 2'56" ↔ 3'12"



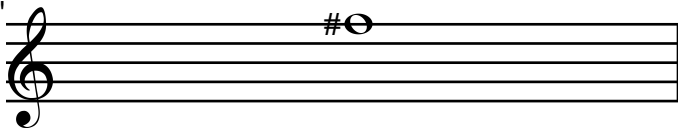
[7]

3'40" 4'0"



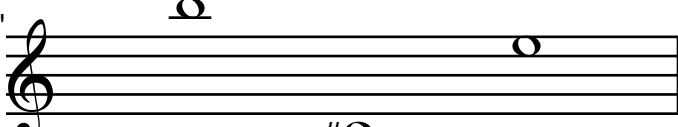
[19]

4'0" 4'8" ↔ 5'20"




[18]

5'0" ↔ 5'48" 5'56" ↔ 6'28"

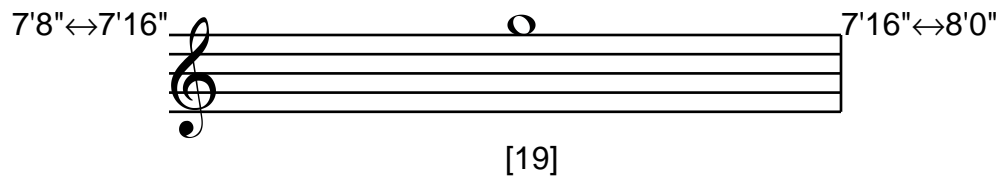


[23, 25, 16]

6'32" ↔ 6'48" 6'40" ↔ 7'20"



[18]



0'48" 0'56" ↔ 1'36"

[9, 6, 10]

1'8" ↔ 1'40" 1'24" ↔ 2'12"

[4, 25, 18]

2'48" ↔ 2'56" 2'48" ↔ 3'44"

[18, 14, 7]

3'16" ↔ 3'32" 4'0"

[10, 17]

4'0" 4'24" ↔ 4'32"

[4, 17, 4]

5'40" ↔ 5'56" 5'56" ↔ 6'4"

[11, 9]

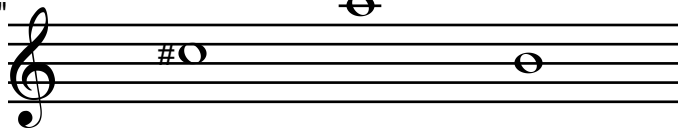
6'8" ↔ 6'24" 6'48" ↔ 7'36"

[17, 10, 19]

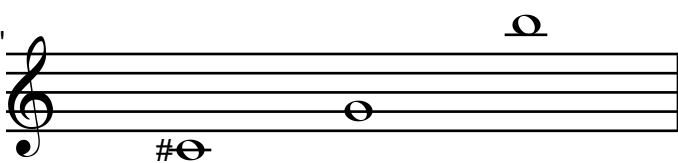
Player 2

number_pieces.py

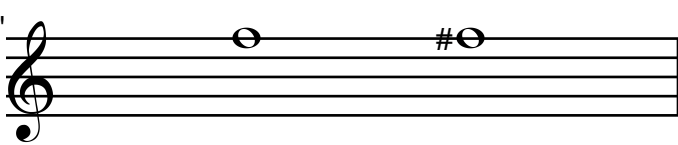
7'40"↔7'56" 7'56"↔8'0"



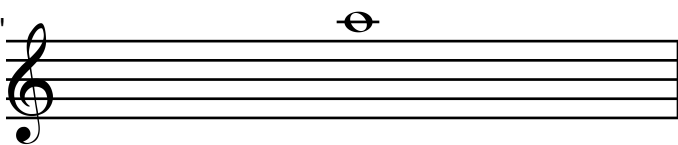
[13, 21, 11]

0'24" ↔ 0'32"  0'40" ↔ 1'20"

[25, 7, 23]

1'16"  1'40" ↔ 1'48"

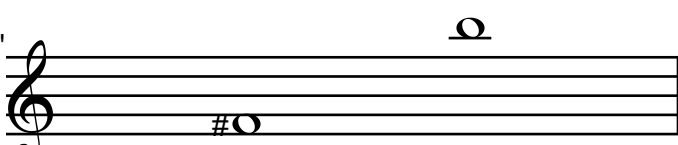
[17, 18]

2'0" ↔ 2'32"  2'16" ↔ 3'4"

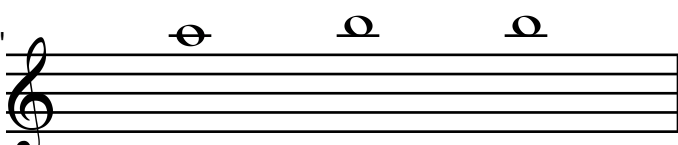
[21]

3'56"  4'0"

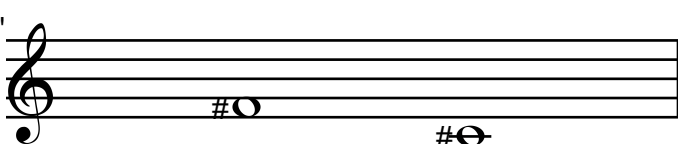
[6, 4]

4'0"  4'40" ↔ 5'4"

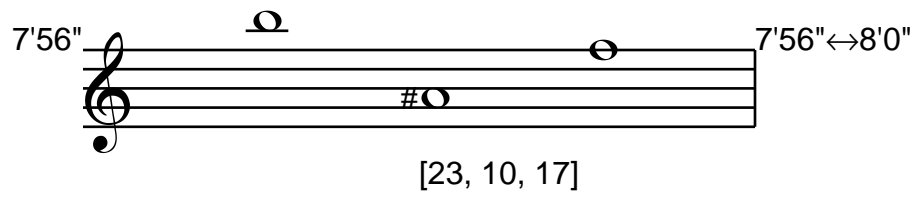
[6, 23]

5'16"  5'24" ↔ 6'36"

[21, 23, 23]

6'0" ↔ 6'24"  6'56" ↔ 7'4"

[6, 25]



0'8" ↔ 0'56" 0'8" ↔ 1'28"

[10, 16]

1'16" ↔ 1'24" 1'16" ↔ 2'28"

[21]

2'40" ↔ 2'48" 2'40" ↔ 3'12"

[5, 13]

3'24" ↔ 3'48" 4'0"

[19]

4'0" 4'48"

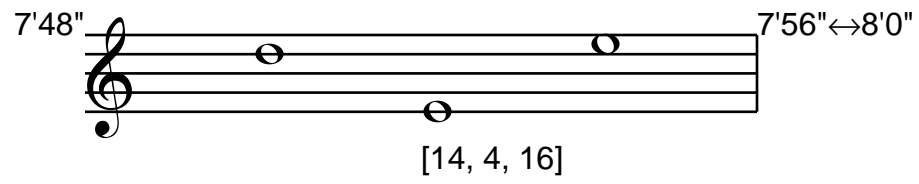
[7, 10]

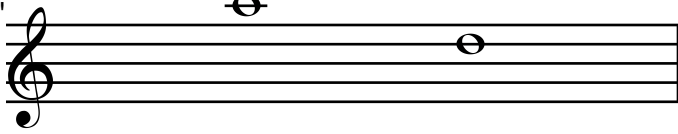
5'16" ↔ 5'48" 5'48" ↔ 5'56"

[4, 11, 6]

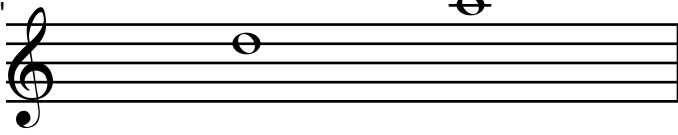
6'40" ↔ 6'48" 6'40" ↔ 7'12"

[23, 15, 6]

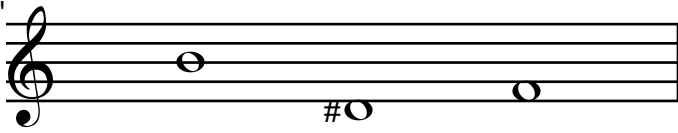


0'0" ↔ 0'24"  0'16" ↔ 1'4"

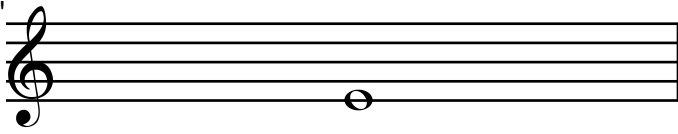
[21, 14]

1'16" ↔ 1'40"  1'16"

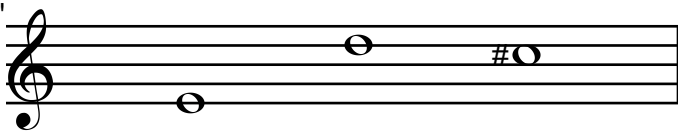
[14, 21]

2'16" ↔ 2'56"  2'56" ↔ 3'28"

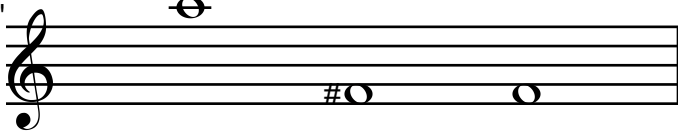
[11, 3, 5]

3'48" ↔ 3'56"  4'0"

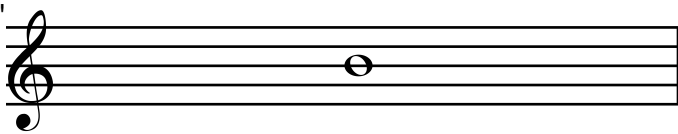
[4]

4'0"  4'16" ↔ 5'36"

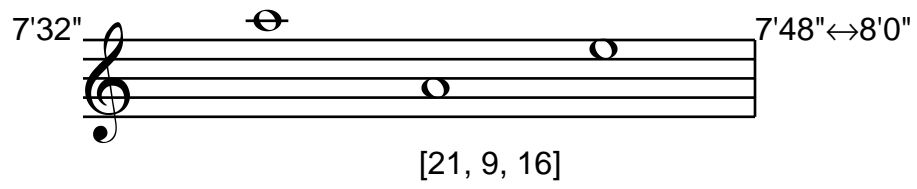
[4, 14, 13]

5'0" ↔ 5'32"  5'56" ↔ 6'52"

[21, 6, 5]

6'48"  6'56" ↔ 7'44"

[11]



0'56" 0'56"↔1'52"

[14, 14]

1'24"↔1'48" 1'24"↔1'56"

[17, 9, 18]

2'40"↔2'48" 2'40"↔2'48"

[23, 21]

3'8"↔3'48" 4'0"

[16, 11, 18]

4'0" 4'56"↔5'52"

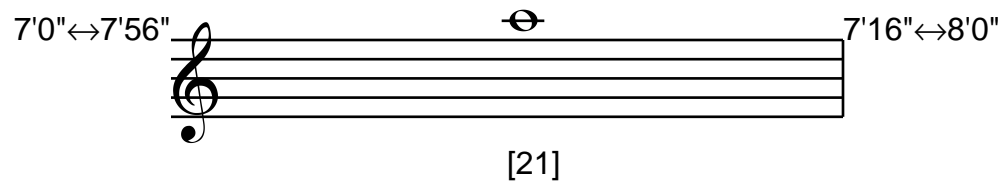
[21, 16, 17]

5'56" 5'56"

[15, 19]

6'24"↔6'32" 6'40"↔7'52"

[17]



0'40"↔0'48" 0'56"↔1'4"

[19, 16]

1'56" 1'56"↔2'28"

[20]

2'48"↔2'56" 2'48"↔3'12"

[18, 20]

3'40" 4'0"

[4, 5, 15]

4'0" 4'40"↔5'12"

[8, 23]

5'16"↔5'48" 5'56"

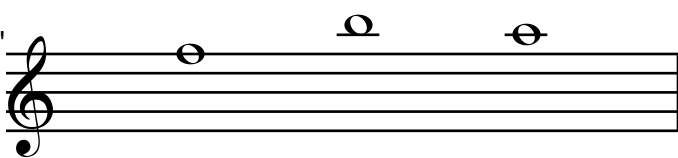
[7]

6'16" 6'16"↔7'36"

[16]

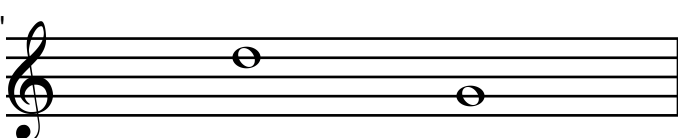


0'16"↔0'56" 0'32"↔0'56"



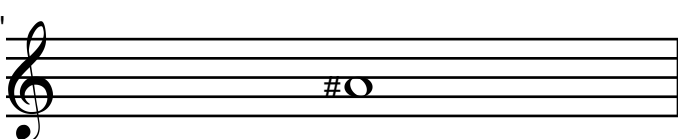
[17, 23, 21]

1'24"↔1'48" 1'32"↔2'28"



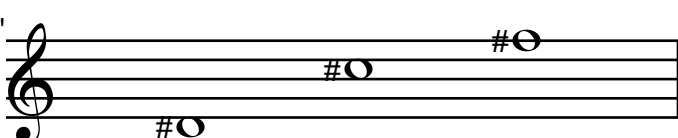
[14, 7]

2'0"↔2'8" 2'8"



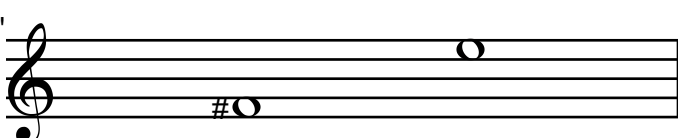
[10]

3'16" 4'0"



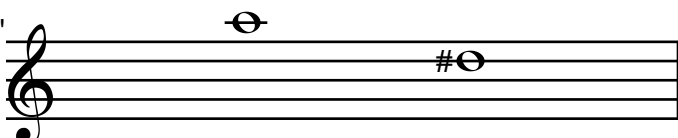
[3, 13, 18]

4'0" 4'48"↔5'36"



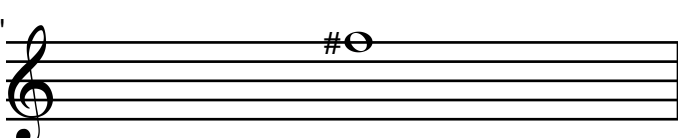
[6, 16]

5'0"↔5'48" 5'56"↔6'44"



[21, 15]

6'56" 6'56"↔7'20"



[18]

