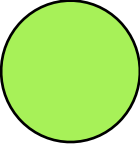
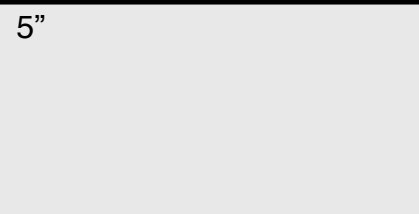

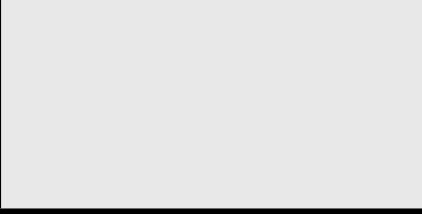
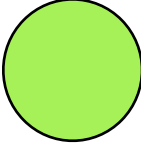
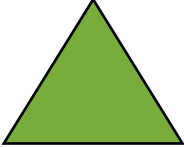

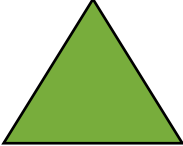
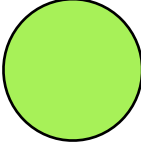
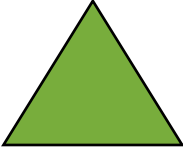
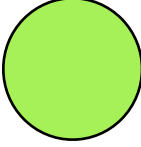
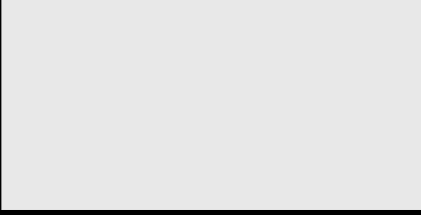
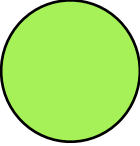
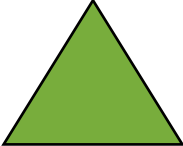
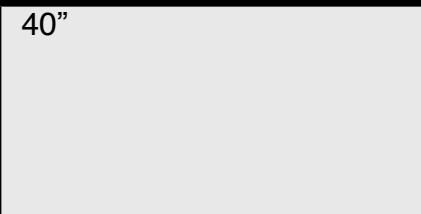

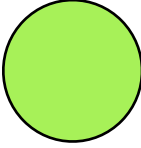
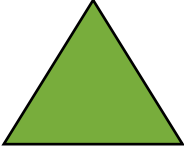

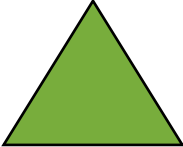
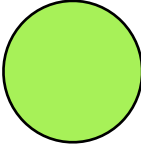

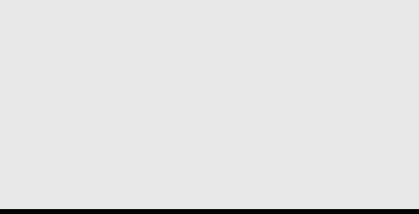



# 60" Game

Sam Pender-Bayne  
2010

Top Player	Start! 	5" 	10" 
			
Bottom Player	15" 	20" 	25" 
			
Top Player	30" 	35" 	40" 
			
Bottom Player	45" 	50" 	55" 
			

Finish  
on 60"!

# Instructions for playing the game

i.e. performing the piece.

## Context

- This piece is written for two appropriate performers, inspired by the *Fifteen Minutes to Fame* project by Zentripetal. So, although it's original conception is to be performed by a violin and cello, but any combination may do.
- Have fun, and if something is ambiguous just improvise what you think would be a good solution. Also, performers may take liberties with the score as they see fit and appropriate, and the composer requests that any such liberties are communicated to the public when doing so.

## Performance Notes

- The top player should have access to a kick bass drum, and the bottom to a hi-hit. Both should be operated using standard pedals, as these will be used whilst playing their other instruments. They should also both have cymbals on a stand (as you would find in a drum kit, for example), to be bowed in the performance. The performers will also need to sing while playing at various moments.
- It may be performed with the aid of a stopwatch if desired.

## Understanding the Score

- There are three main segments, divided by the thick black lines. Each of these last for 15 seconds in total. These lines are divided up into two rows, the top row corresponds to one player and the bottom to another.
- Each column within the segments represents five seconds of time passing. Therefore, the segments are divided evenly by three, creating three columns of five seconds each.

## Translation of the Symbols

- When the player is designated a grey box, they should keep silence.
- When the player is designated the **Circle**, they should:
  - play broken chords in various ways, experimenting with different durations, dynamics, articulations and more, for example loud, soft, staccato, tenuto, stress on bottom or top of the chord, sul pont, sul tasto, con vib, senza vib, pizzicato and anything else.
  - sing quite loudly about a childhood experience, except not articulate any words with consonants, thereby being incomprehensible.
  - loudly bang on their pedal-percussion instrument in a regular meter, which does not need to correlate with anything else.
- When the player is designated the **Triangle**, they should:
  - play a soft and lyrical passage, and lullaby it with their voice using a non-sense language.
  - softly bang on their pedal-percussion instrument in an irregular meter and a non-disruptive manner.
- When the player is designated the **Star**, they should:
  - bow their cymbal in a quiet and audible way.