THE GREAT LEARNING

Dedicated to the Scratch Orchestra

THE GREAT LEARNING

The first chapter of the Confucian Classic with music in 7 paragraphs by Cornelin Cardens

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(Cornelius Cardew Committee, 7 Agar Grove, London NW1

Contents

The Great Learning, paragraph 1

2 pages

For chorus (speaking and playing whistles and stones) and organ.

Duration about 30 minutes

Composition dated 31.4.68

Content: WHAT THE GREAT LEARNING TEACHES IS— TO ILLUSTRATE ILLUSTRIOUS VIRTUE; TO RENOVATE THE PEOPLE; AND TO REST IN THE HIGHEST EXCELLENCE.

The Great Learning, paragraph 2

1 page

For singers and drummers.

Duration about 1 hour

Composition dated January 1969

Content: THE POINT WHERE TO REST BEING KNOWN, THE OBJECT OF PURSUIT IS THEN DETERMINED; AND THAT BEING DETERMINED, A CALM UNPERTURBEDNESS MAY BE ATTAINED TO. TO THAT CALMNESS THERE WILL SUCCEED A TRANQUIL REPOSE. IN THAT REPOSE THERE MAY BE CAREFUL DELIBERATION, AND THAT DELIBERATION WILL BE FOLLOWED BY THE ATTAINMENT (OF THE DESIRED END).

The Great Learning, paragraph 3

1 page

For large instruments and voices Duration about 45 minutes

Composition dated 14.7.70

Content: THINGS HAVE THEIR ROOT AND THEIR BRANCHES. AFFAIRS HAVE THEIR END AND THEIR BEGINNING. TO KNOW WHAT IS FIRST AND WHAT IS LAST WILL LEAD NEAR TO WHAT IS TAUGHT (IN THE GREAT LEARNING).

The Great Learning, paragraph 4

5 pages

For chorus (shouting and playing ridged or notched instruments, sonorous substances, rattles or jingles) and organ.

Duration about 40 minutes.

Composition dated 10.4.70

Content: THE ANCIENTS WHO WISHED TO ILLUSTRATE ILLUSTRIOUS VIRTUE THROUGHOUT THE KINGDOM, FIRST ORDERED WELL THEIR OWN STATES. WISHING TO ORDER WELL THEIR STATES, THEY FIRST REGULATED THEIR FAMILIES. WISHING TO REGULATE THEIR FAMILIES, THEY FIRST CULTIVATED THEIR PERSONS. WISHING TO CULTIVATE THEIR PERSONS, THEY FIRST RECTIFIED THEIR HEARTS. WISHING TO RECTIFY THEIR HEARTS, THEY FIRST SOUGHT TO BE SINCERE IN THEIR THOUGHTS. WISHING TO BE SINCERE IN THEIR THOUGHTS, THEY FIRST EXTENDED TO THE UTMOST THEIR KNOWLEDGE. SUCH EXTENSION OF KNOWLEDGE LAY IN THE INVESTIGATION OF THINGS:

The Great Learning, paragraph 5

12 pages

For a large number of untrained musicians making gestures, performing actions, speaking, chanting and playing a wide vange of instruments, plus, optionally, 10 singers singing 'Ode Machines' which may also be performed separately.

Duration about 2 hours Composed 1969-70

Content: THINGS BEING INVESTIGATED, KNOW-LEDGE BECAME COMPLETE. THEIR KNOWLEDGE BEING COMPLETE, THEIR THOUGHTS WERE SINCERE. THEIR THOUGHTS BEING SINCERE, THEIR HEARTS WERE THEN RECTIFIED. THEIR HEARTS BEING RECT-IFIED, THEIR PERSONS WERE CULTIVATED. THEIR PERSONS BEING CULTIVATED, THEIR FAMILIES WERE REGULATED. THEIR FAMILIES BEING REGULATED, THEIR STATES WERE RIGHTLY GOVERNED. THEIR STATES BEING RIGHTLY GOVERNED, THE WHOLE KINGDOM WAS MADE TRANQUIL AND HAPPY.

The Great Learning, paragraph 6

1/2 page

For any number of untrained musicians Duration about 30 minutes

Composition dated October 1969

Content: From the son of HEAVEN DOWN TO THE MASS OF THE PEOPLE, ALL MUST CONSIDER THE CULTIVATION OF THE PERSON THE ROOT (OF EVERYTHING BESIDES).

The Great Learning, paragraph 7

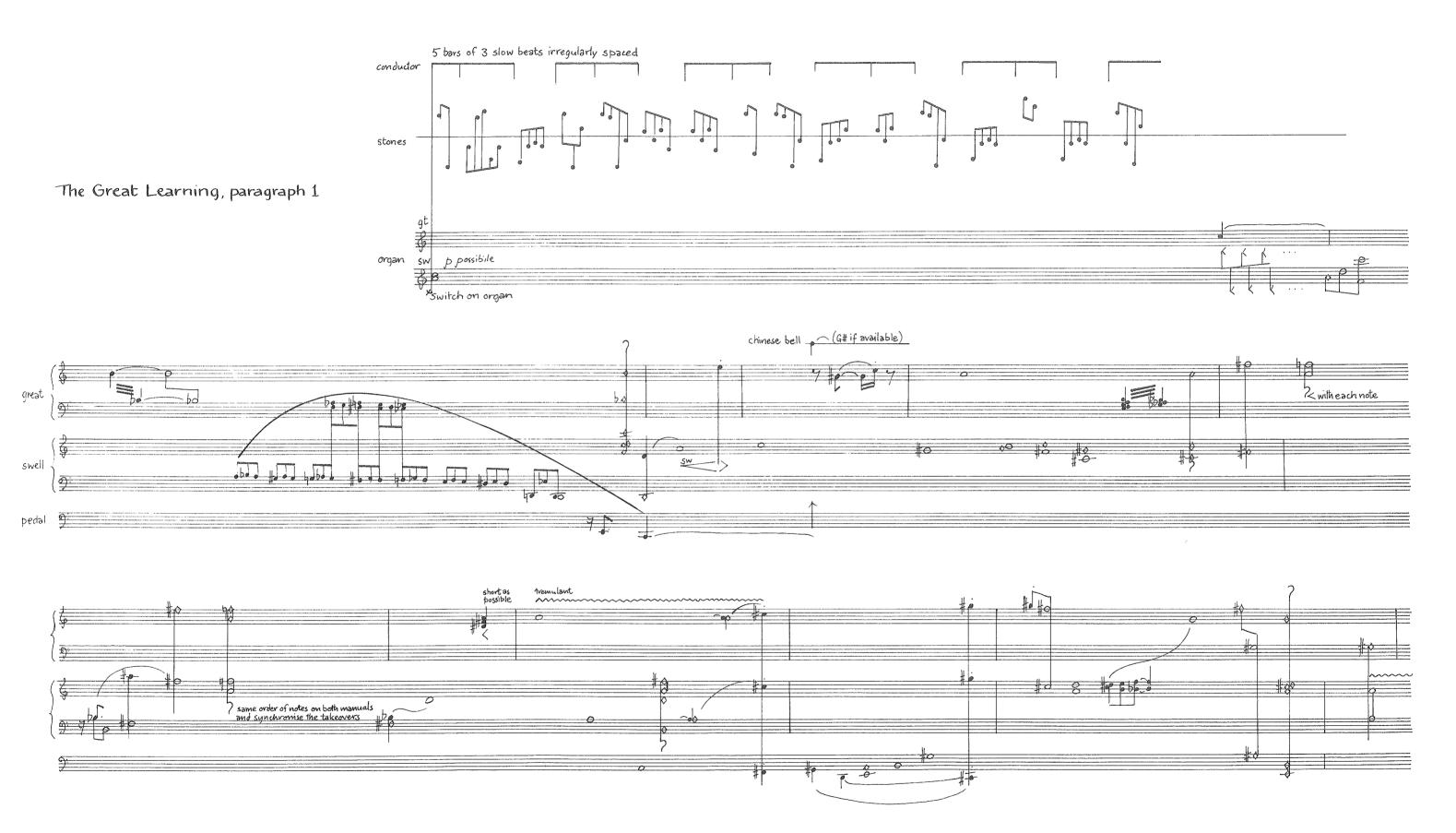
½ page

For any number of untrained voices Duration about 90 minutes

Composition dated 8.4.69

Content: IT CANNOT BE, WHEN THE ROOT IS NEGLECTED, THAT WHAT SHOULD SPRING FROM IT WILL BE WELL ORDERED. IT NEVER HAS BEEN THE CASE THAT WHAT WAS OF GREAT IMPORTANCE HAS BEEN SLIGHTLY CARED FOR, AND, AT THE SAME TIME, THAT WHAT WAS OF SLIGHT IMPORTANCE HAS BEEN GREATLY CARED FOR.

Second printing. June 1971 Third printing. June 1984





PERFORMANCE NOTES

CHORUS. All members of the choms privide themselves with two stones.
The phrases at the beginning are to be played with these stones, each member interpreting the notation as he or she sees fit. Each phrase may begin at any time after the conductors beat and may overlap into the next beat, but not further. The sounds should be produced by the two stanes trogether, not by bringing the stones into contact with other objects.

The chorus is divided into two nearly equal groups: Speakers and Whisters (ideally the rumber of speakers should be greater by one than the number of whisters). Whisters provide themselves with the wherewithint to whister all natural and mechanical means are permissible, from a broken tooth to empty bottles. The wotation of the whistle solo is to be interpreted by each whistler as he or she sees fit. The whistle solo hould begin each time as follows: When the speakers finish speaking, the solonst whose turn it is should continue holding his note until his current breath runs out, and then begin the solo with a new breath.

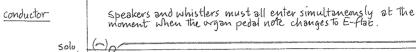
ORGAN. O= hold key depressed with a weight or wedge. O= remove, weight or wedge. O= depress key in the usual way. Bartines indicate a fresh start as regards registration. ((or)) = get lender or softer by pulling out or pushing in stops. Rhythm is free, but with occasional reference to the system: d= on the beat, Id= just after the beat, Id= freely between beats, Id= on the beat, Id= just after the beat, Id= freely between beats, Id= instruction in the widest sense to include all speeds and a question mark means; perform the given actions in any order. Tremdo (JEd) is to be understood in the widest sense to include all speeds and a free understood in the widest sense to include all speeds and arculations (fast, slow, stackab, legato, averlapping of the two elements, irregular and regular tempi, and combinations of these). Use of swell box for cresc. and dim. is indicated by "sw" and the appropriate sign.

Where it proves impossible to perform simultaneously a number of actions that are so indicated, then perform them successively in any order. The instruments should be a pipe organ. Use no couplers. Approach the instruments idiosyncrasics; isolated notes coming from widely separated pipes, false tunings obtained by gradual pulling out or pushing in of steps. Considerable adaptation of the writing may be undertaken if specific instruments seem to require it.

Avoid the impression of continuous and laboured concentration. Actions are to be performed briskly in growps, separated by pauses for relaxation and listening. Such pauses are generally not indicated in the score and are at the discretion of the player.

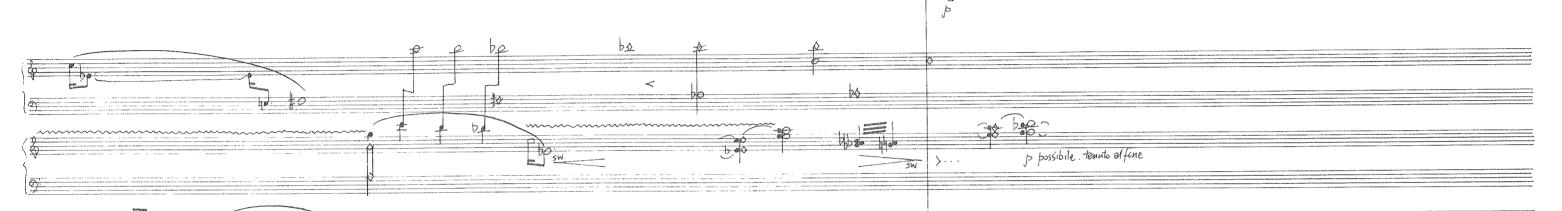
THE GREAT LEARNING TAKES ROOT IN CLARIFYING THE WAY WHEREIN THE INTELLIGENCE INCREASES THROUGH THE PROCESS OF LOOKING STRAIGHT INTO ONE'S OWN HEART AND ACTING ON THE RESULTS; IT IS ROOTED IN WATCHING WITH AFFECTION THE WAY PEOPLE GROW; IT IS ROOTED IN COMING TO REST. BEING AT EASE IN PERFECT EQUITY.

Tacent during Whistle solo.



any notes; breathe when necessary and re-enter unot musively on some note whistlers

) & possibile ma profondo. tenuto al fine



speakers

The text is spoken

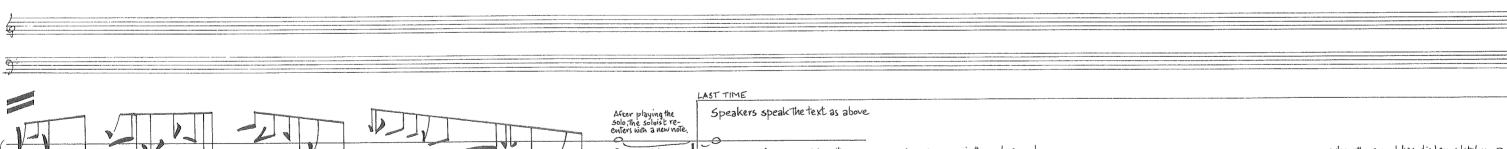
aloud, steady

tempo, natural voice, all keep-

ing together.

altri





when the organ is the only sound: when the sound has died completely: Repeat this sec-At the end of the current breath do not recommence whistling. tion over & over until each whis Chinese bell lanortgo tler has played the solo once switch off organ



Drumming



SINGING. The notes written as semibreves are sung very strongly and held for the length of one very long breath. The words written vertically over a note are distributed freely along that one very long breath. Sing these notes in the written order making shorter pauses between notes and longer pauses at barlines. The text is sung through five times. If a note is out of range transpose it up ordown an octave. The commencement of each sung note should coincide with the Initial stroke or rest of the accompanying rhythm.

DRUMMING. Each drum rhythm is repeated over and over like a tape loop for the duration of one bar of the vocal part. The 26 rhythms fall into 11 groups: 2 pentads, 1 tetrad, 4 pairs and 4 uniques. The words in front of the rhythms are a mnemonic based on this grouping. Like the vocal phrases, the drum rhythms are to be played strong and energetic throughout. Unlike the vocal phrases, they may be played in any order, and the selection of a tempo for each one is up to the individual drummers. The rhythms should be memorised.

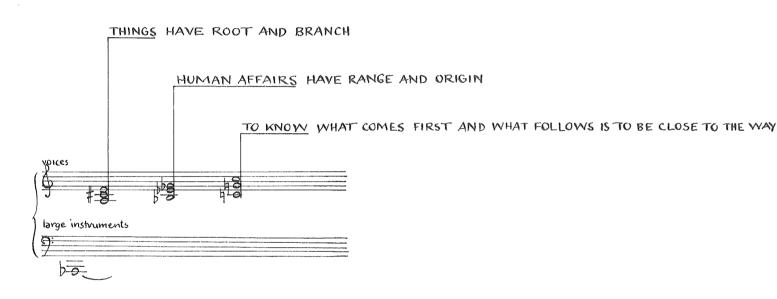
A PERFORMANCE

A number of groups are formed each consisting of the following: one drummer, one lead singer, and a number of supporting singers. These groups take up positions as widely separated as possible, and each group functions autonomously, as follows: The drummerstarts with the rhythm of his choice. When this rhythm is established the lead singer sings through the notes of the first bar as described above, each entry coinciding with the initial stroke or rest of the rhythm. The supporting singers do the same, getting the notes from the leader and entering on each note as soon as possible after the leader. Their function is to support and amplify the leader's voice so that it is not placed under undue strain. The leader must be careful not to sing a new note until all his supporters have finished The preceding one. When all singers are funished with the last note of a bar the leader makes a sign to the drummer, who is then free (at his leisure) to select a second rhythm and establish that. He should not leave a gap between the two rhithms. So the cycle proceeds, each drummer going through the 26 rhythms in any order and all singers singing all the phrases in the ordergiven, sticking by their respective leaders.

The final rhythms of all the drummers (i.e. each one's 26th rhythm, probably all different) should be played in the same tempo. To achieve this a position visible to all drummers is pre-selected, and the first drummer to complete his 25th rhythm walks over to this position to play his 26th. Then, as the other drummers reach their final rhythms, they take their tempo from him.

One of the singers may start and stop the proceedings from the same position. Start the piece cleanly: all drummers enter with their chosen thythins simultaneously on the chosen singer's beat. End it raggedly (probably best if the lead singer of the first drummer to reach his final rhythm does this): At any time after all drummers have achieved the same tempo or when it appears that this is unlikely to occur, the singer may signal the end, whereupon all drummers complete the rhythmic paltern they are in the middle of and stop (doubt end on the next downbeat!).

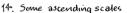
This performance is not the only possible one: Circumstances may encourage the devising of others (e.g. all members of the chorus could both drum and sing).



- 1. (Instrumental) All instruments play the low note, over and over, long; arrange breathing so that gaps don't appear. Enter singly.
- 2. (Instrumental) Ascending scales, wide or narrow, regular or irregular intervals. Notes are Still long and slow, but there may sometimes be two or three notes in one breath or bow. Take the scales as high as combitable before returning to the low note. Not everyone departs on these scales at the same time. The low note should not disappear. On returning, play the low note for a while, then depart on another scale, etc.
- 3. When these scales are well under way, the voices enter with the first sentence. Phase 1: the word 'Things' is sung on any of the three notes given, long, over and over. When one person enters, others should enter soon. No voice should be left isolated. Then individually move freely into phase 2: The remaining words of the first sentence, freely distributed, are sung
- on notes that are currently audible in the ascunding scales. A word may be sung on more than one nole; more than one word may be sung on one nole. If no ascending scales are within reach, stick to the given notes. Words may be sung many times. Don't sing notes you can remember, only ones you can hear. The whole sentence or individual words or groups of words may be repeated often. Leave off individually when the sentence has been adequately treated. No-one should continue in isolation.
- 4. Instrumental sound as before.
- 5. The second sentence treated the same as the first. Phase 1 consists of the words "human affairs", phase 2 of the remainder.
- 6. Instrumental sound as before.
- 7. The third sentence treated the same way as the first and second. Phase 1 consists of the words "to know", and phase

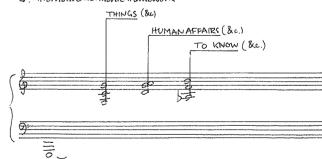
- 2 consists of the remaining words.
- 8. Instrumental sound as before.
- 9. The three sentences may be mixed. No one should be isolated in one sentence. So: if the first thing that happens is someone entering with the second sentence, a couple of others should join that sentence before anyone thinks of starting sentence one or three. Then if someone chooses sentence three, others should join him before anyone thinks of starting sentence one. When a particular Combination has been adequately treated (it may mix only two sentences rather-than all three) it may be abandoned. Then, after a spell of instrumental sound, a new combination can be begun, and this alternating process may continue as long as desired. A combination is not excluded after it has been used once. It may also occur that a sentence will again be dealt with on its own. When the singers decide to cease they must signal this to the instrumentalists.

- 10. At any time after 9 has begun any of the large instruments has the option, after completing an ascending scale, of introducing a new low note. The rest then have the option (after a scale) of joining him. If after a while notody has joined him, This musician should play an ascending scale and then return to the old note. He is not to persist in a new note in isolation. If he is joined in the new note, then this note should be sustained without intermission just like the last one and a gradual drift should bring everyone to the new note. When the new note is generally established a further new note may be introduced (always after an ascending scale). Never move than two of these basic low notes should be going simultaneously. In general at least as much hime should be spent playing the low note as is spent playing scales. Any new low note must be allowed to last long, long enough so that singers can orient to it.
- 11. Instrumentalists, on receiving a sign from the vocal group that they are not going to continue, can drop out at the end of their next ascending scale.
- 12. Dynamics: Singers may sing the correct note strongly if they notice that someone is singing a wrong note. Otherwise the volume should never be more than moderate.
- 13. Auxiliary instruments for singers. Each singer may have an instrument that plays a single rate one note only (e.g. a bell, a pitchpipe). This note must be one of the given notes. It may be played (just one stroke or whatever) as a preliminary to singing that note.



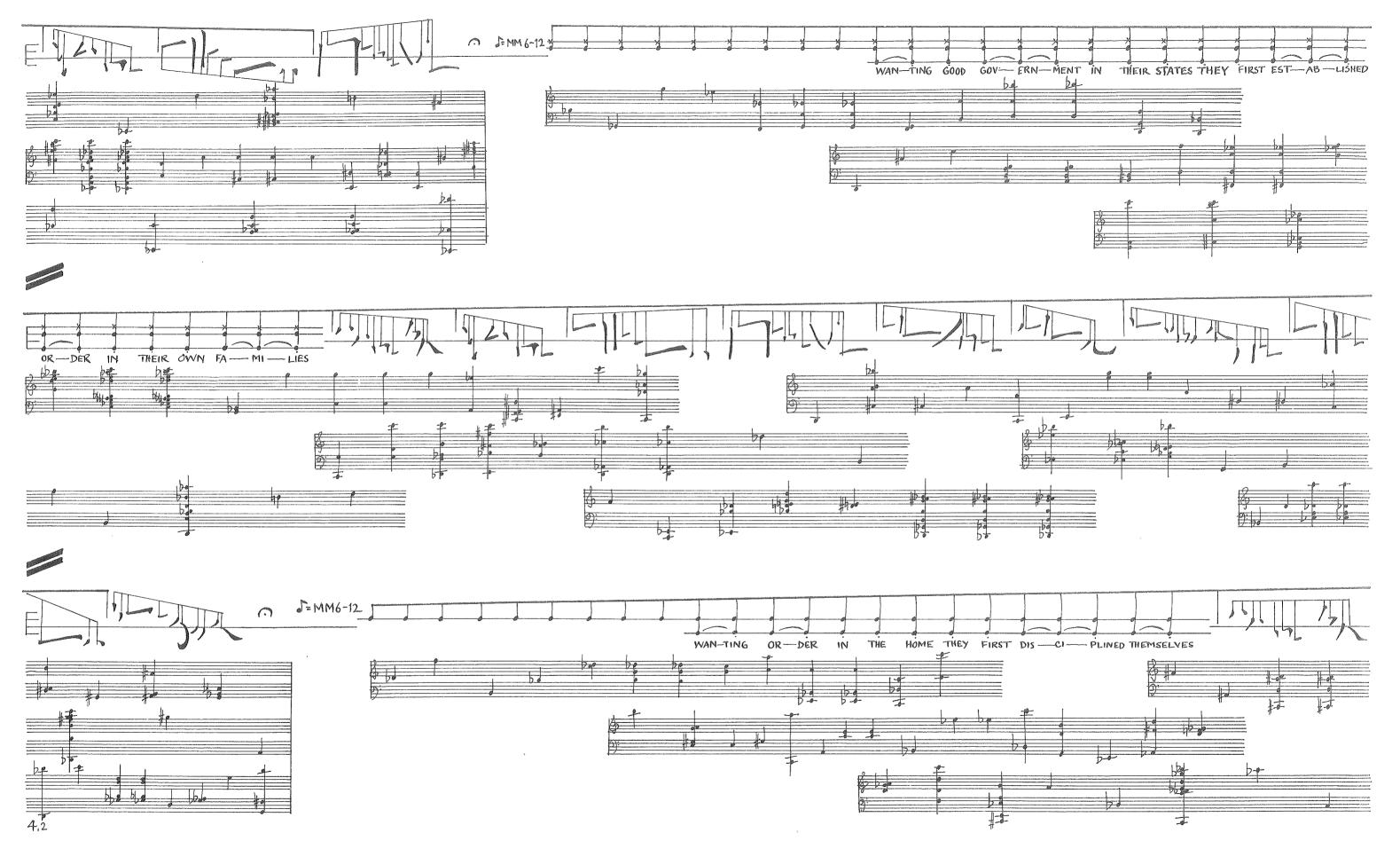


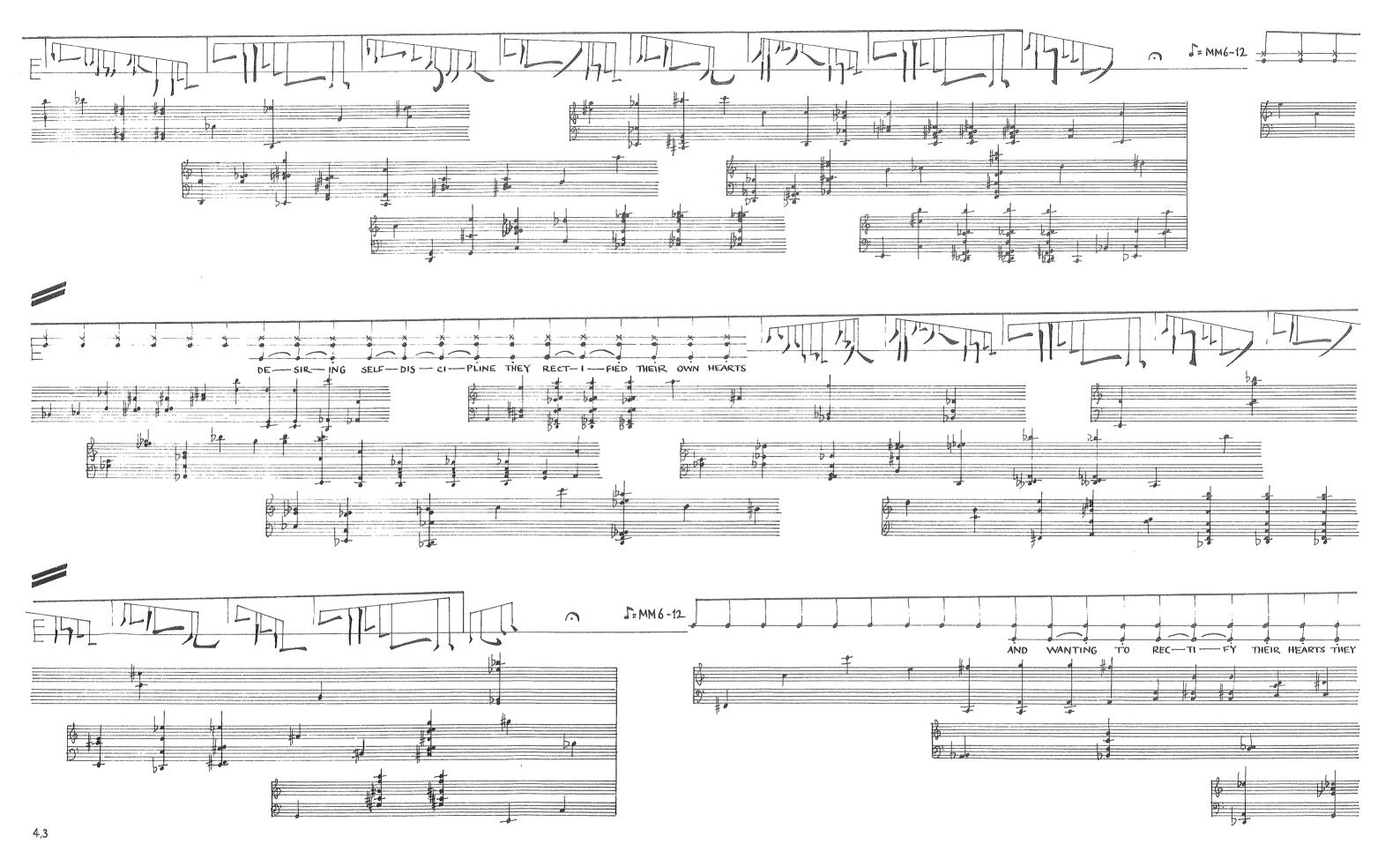
- 15. Recommended forces: 10 instrumentalists, 30 singers.
- 16 Alternative harmonic framework

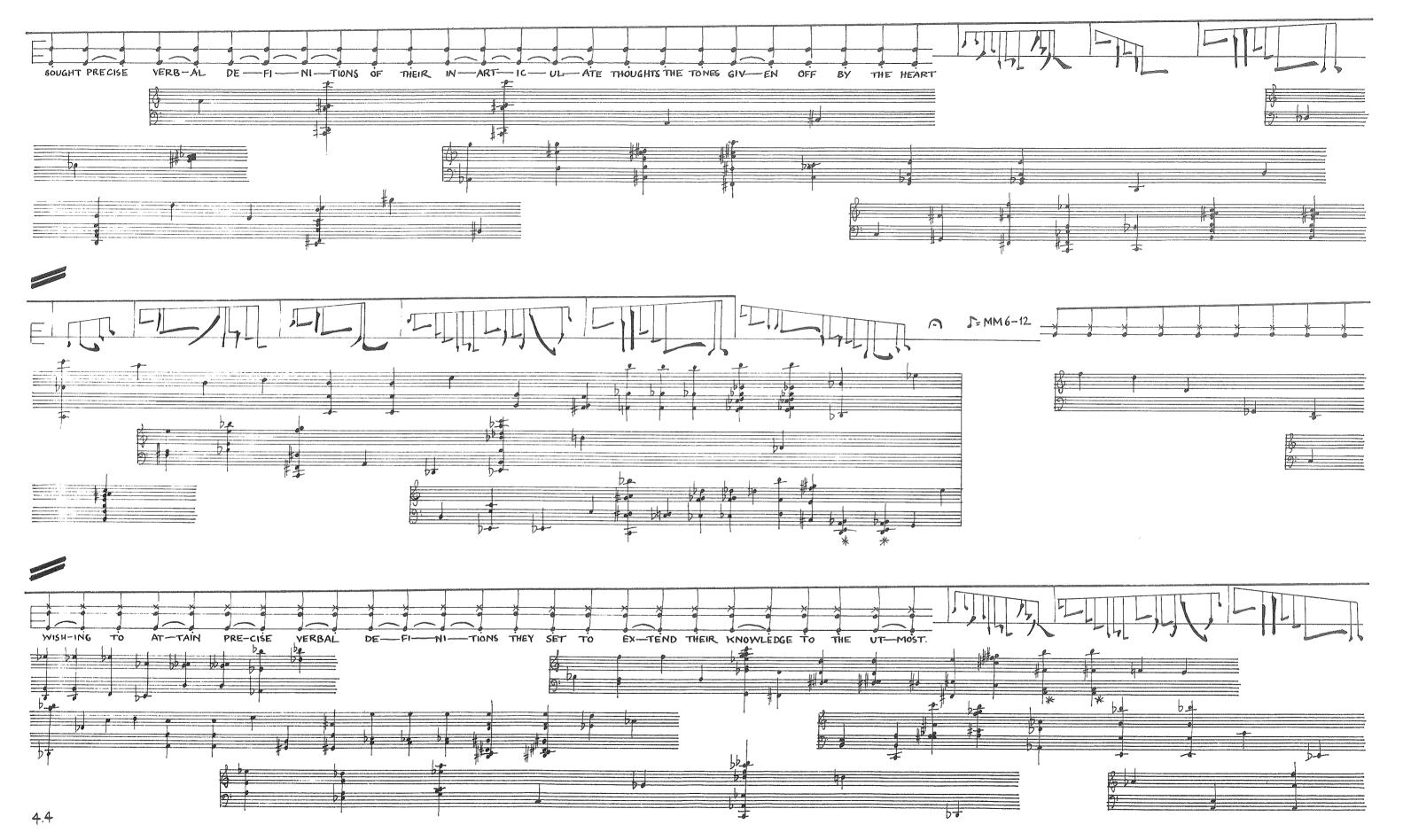


3











Recapitulate the seven passages of guero material in sequence without a break.

Notes

CHORUS. Begin a few minutes abblet the organ. The chorus part has seven sections and a coda. The chorus sits in croodile or zizzag formation, preferably on the floor, and plays in canon, each member one quaver after the member ahead of him in the crocodile. At the head of the crocodile sits the kader, and at the start of each section he may or may not choose a new tempo within the range indicated (5-10" between beats). The pauses at the ends of sections are there for him to make this choice and their length is at his discretion. The voice part is spoken rather than sung. As indicated by the notation, words of one syllable are short (but with rousel sounds distinguishable and consonants clearly articulated). In words of more than one syllable only the last syllable is short, the rest are held for a full quaver. The speech is loud and clear ('medium shout'). At each entry of the text or voice part each member has the option of standing up and improvising a sung rendering of that sentence, with the following vestrictions: 1) No member should avoid himself of this option more than once, and 2) there should never be more than one singer per section. On completing the sung rendering of a sentrance the singer sits down and resumes his place in the crowalle, either at the start of the following suero passage or, if that has passed him, by, at the start of the next section. The coda is played by the charus alone. The leader begins when the organ falls silent, it is in canon just like the rest of the material, but without strict adherence to a periodic beat. Enter a few seconds after the man in front of you and thee proceed freely, leaving no long gaps.

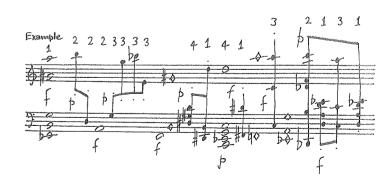
INSTRUMENTS: The basic instrument of this paragraph is the wand. The wand is used both for striking the sonorous substance and stroking the wand in the wand to sued both for striking the sonorous substance and stroking the

may refer to a cushion or any object that produces a satisfying sound when struck. (Guera' means any ridged or natched instrument, It may be made, found or bought, and should be such as to produce a satisfying sound when straked with the wand. The notation for finis quero type instrument is interpreted by each member according to the lights. The main variables that the notation may control ave: 1) speed of stroke, 2) force of stroke (pressure), 3) position (hilt-point) of the wand in stroking. The guero may also be struck, laterally, longitudinally, etc. as suggested by the vertical strokes in the notation. The ratiles or jingles occurring in three of the seven sections should be laid on the songerous substance, and must be light enough to Sound when the Songerous substance, and must be light enough to Sound when the Songerous substance, and must be light enough to sound when the Songerous substance, and must be light enough to sound when the Songerous substance, and must be light enough to sound when the songerous substance, and must be light enough to sound when the songerous substance, and must be light enough to some others are not struck (unless by accident) by the wand. Sleigh bells, beans in a tin, etc. are usable in this context.

ORGAN. The organization is in seven sections separated by pauses. The organist orients himself to the chorus leader; any time after the leader begins a new section the organit may may encounting section. The events on each stave should occur in the unitien order, hillhout overlaping. The staves in each section are introduced in the unitien order, but thereafter the counterpointing of the stave is free, (There may be many more than three in use simultaneously). Overlaping of events from different staves may be cultivated. Strong cortact between cuents periturbation in such overlaps is desirable. To this end, two besic dynamic groups (Incd. soft) and two basic dynamic groups (Incd. soft) and two basic dynamic groups (Incd. soft) and two basic durations in particular registers an

per section is a rough estimate) abandon it and basson to the next. If the forces are avoidable, suitable individual staves may be picked out and allocated to homogeneous groups of instruments (strings, woodurind, laves, electrical, etc). The organist simply indicates the point where they should enter.

Addendum: Rather than make a version as indicated in the example the organist should altempt to play spontaneously, reading from the score.



The Introductory Dumb Show Sentence 1

Curve the two forefingers, place them on the sides of the head as horns and waggle them; then take one hand, fingers outstretched, down and out to full length behind body.

Other hand points obliquely towards the ground in front, torefinger extended, then with extending motion of whole arm raise it high quickly and repeat the process with the other hand. Now play with this position: shake the hands like foliage, sway the arms as in wind, make little firework explosions with the tingers, etc. all the while watching the hands attentively. During this play take a slow step or two and produce an unvoiced sound from the region of the mouth.

Centrepiece: Combing motion of the fingers of both hands down the face, accompanied by facial expression. Then EITHER strike mouth with palm while exhaling breath, and immediately chop downwards with the other hand holding palm towards body front. OR: Fingers and thumb partially unclosed are placed in front of the mouth, shot upward and slightly shaken, accompanied by whistling.

EITHER: One hand up, flat, pointing forward, palm down, beside and behind head; shoot it straight forward, decelerating fast, finally reaching maximum extension out front, while eyes narrow as though following the trajectory into the distance, accompanied at some point by an unvoiced sound from the region of the mouth. OR: Left hand closed with the thumb covering the nails of the other fingers. Now allow fore—

finger out and holding it upright in front of the chest rub it up and down with thumb and forefinger of right hand, the other fingers being loosely closed. At some point in this rubbing produce an unvoiced sound from the region of the mouth. Then return the left fore—finger under its thumb. Suddenly extend all fingers of left hand while snapping thumb and middle finger of right hand behind back.

Flex arms, fists closed, then release forearms up and out, turning the hands to face outwards and continuing the movement down and curving back with the whole arm, continue the curve to bring the arms up at the back, forcing the body forwards, down on knees, touch forehead to ground with hands as high as possible behind, optionally beating like wings.

Rest.

Sentence 2

EITHER: Right hand thumb and forefinger fully extended, other fingers closed, palm towards body, moves from just below chin, downwards, outwards, and slightly to the right. Elbow gives movement. OR: Right arm raised, fingers together, palm forward, placed in front of forehead, moves forward and downward in a quarter circle. OR: Right forefinger placed side on to nose, moves forward and slightly to the right, turning pad outwards.

Eyes cast vaguely about, then left hand, palm down in front of the body, is brought down to touch ground with pad of middle finger. Then both hands—palms up in front of chira and as close to it as possible, pointing forward, thumbs out at right angles—move forward and outward and round to end in fully outstretched cross shape, with palms still up.

Repeat centrepiece.

Left thumb and forefinger make a circle lowal left side, palm away from leg. Then with arm at full extension move this circle in a circle overhead and down to right side, leaning back to allow passage of arm in front of face. At some point early during this, strike heart audibly with right fist.

Left hand waits loosely open at left shoulder while: Flick right forefinger off thumb away from mouth, hand following and opening, several times. Palm can face either up (start with thumb touching lower lip) or down (forefinger knuckle touching lower lip). Then clasp right hand to left hand waiting at left shoulder, with a loud clap. Clasped hands then chop sharply down diagonally to a sudden stop in front of the body, like a left-handed axe stroke.

Rest.

Sentence 3

Make circle with right thumb and forefinger and starting low by left leg let it describe a circle overhead

as left hand did before. Signal to start the motion is given by the limp left hand striking the heart and rebounding lightly upward.

EITHER: Left hand strikes mouth several times (mouth position as for silent yell) followed by right hand flicked violently forward at shoulder level, as if throwing heavy dart or shaking off sticky dough. OR: Left forefinger (other fingers are held by the thumb) nail against lips; Flip the finger (remainder of hand keeping still) several times against the lips then slide it over to left cheek, turning hand so that nail now faces outwards. Suddenly throw it forwards with whole hand, opening the hand en route.

Repeat centrepiece

Right hand on heart, palm to body and fingers horizontal, and keep it there till end of sentence.

Left fist facing front beside right hand; erect the forefinger, then the three other fingers all atonce to make a flat palm facing front, fingers pointing up.

Rest

Sentence 4

The right hand, fingers collected, thumb on pads of other fingers, is slowly raised to the heart. Hold it there through the following action.

Left hand, back up, fingers together pointing upward at an angle, held as low as possible by left hip, slowly advances in the plane of the hand, rising forward in as straight a line as possible, to end at maximum extension.

Repeat centrepiece.

Both hands palms up, tips touching, held horizontal below abdomen. Together they move out (or slightly down and out) and rise up in a curve as over a pregnant belly, ending with a neat little curve to bring hands flat on chest, backs out, tips of fingers touching.

Jump, both feet together. Stretch out the left hand to full length in some direction, then surprisingly turn it in and point definitely to centre of own breastbone. Then move both hands, loosely closed, to chest - rather like a clubman holding his lapels. Hold them there. Then the right hand — palm up. fingers together, pointing move or less forward and slightly up, slightly out from the chest — curves in a semicircle inwards, downwards and finally outwards between thighs, ending palm down, fingers pointing forward and slightly up. In lower part of semicircle drop shoulder to gain depth. Jump with both feet to end this gesture.

Rest.

Sentence 5

Hands carelessly hanging at sides, forefingers extended in to touch thighs, then dragged up the sides of the body to end either on shoulders or pointing into

armpits, in either case with albows straight out sideways.

Left elbow in against side with cupped left hand held about a foot away from the face. Turn head slightly to the left and down as if looking into a mirror held in the left hand. Hold this through the following: Hold right forefinger extended straight up in front of the chest. Walk it away a few steps, gently stamping one fool in tempo Then— in tempo— place the flat right hand edgewise transversely in the crook of the left elbow, this coinciding with the last gentle stamp.

Repeat centrépièce.

Right arm thrown over the head, elbow pointing up, protecting the head, while left fist hanging down pretends to lift something—say a pail of water—off the ground and then replace it. Repeat this left arm part a few times gradually making it a smooth grinding desture, forgetting the idea of Lifting.

The flat hands, palms down, approach one another in front of the body until the tips of the middle fingers touch. Then these tips slide round each other and all the fingers mesh, tips going below palms. Then turn the whole in and over to show meshed fingers standing up. Then move the whole forward away from the body until the hands are forced to separate. All this is as continuous as possible, except for a slight hitch where the tips of the middle fingers touch.

Rest

Sentence 6

EITHER: Hands hold scalp and slide down to cover the ears; then vibrate the fingers to and from the head, the thick part of the hand being held still. OR: The two fore-fingers touch in front of the face To make a tent shape; then the right hand scoops forward and down several times from the mouth.

Hands up about one foot away from the face, one behind the other, not touching, fingers outspread, palms facing out or in, jiggled rapidly from side to side in contrary motion, to produce stroboscopic effect. Focus eyes on an object beyond the hands.

Repeat contrepiece.

Both hands, fingers outspread, pointing up in front of the chest, palms towards the body, jogged rapidly up and down several times.

Left hand is cupped in front of mouth as though drinking from it; breathe in making the sound THHHSSSS... Meanwhile the right hand, fingers outspread, pointing downwards, palm towards the body, descends forward and down, shaking vapidly. Rest

Sentence 7

Right hand fore-finger shoots forward from mouth with vocal sound, and ends right out front pointing

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upward, palm forward. Then the other fingers jump up too and the left hand joins it in similar position. Then the hands move round in a big horizontal circle (away from each other) to end as far behind body as possible.

Left hand fluttering horizontal to left of head. while right hand forefinger pointing left, moves from in front of left hand to a position fully outstretched in front. Throughout this action make a gradual transition from THHH --- to SSS ... (breathing out).

Repeat centrepiece.

Right hand, with forefinger extended pointing up to right of head, moves up in an arch till overhead then turns forward and arches forward and down and proceeds slowly to the ground. While right hand is overhead left hand is up high above it, and forefinger and thumb strike each other a couple of times in different positions (these are stars).

OPTIONAL: With the night forefinger touching the ground, get the back of the hand horizontal; cover it with the left hand then sink the right hand flot to the ground, leaving the left hand where it is.

Stand with outstretched arms, palms up and head dropped, making a T-shape. Hold arms and head as still as possible while bending the body out to right or left side and also forward as far as possible: then return to T-shape. Then lift up the head and move the hands up and over and in to end with their backs over the ears and the fingers pointing down the neck. Holding the hands thus, walk about on heels for as long as you feel inclined.

METHOD OF PERFORMING THE DUMBS How. The players divide into groups of seren or eight and each sits as if in a class room. One who thinks he will be relatively slow in performing the dumbshow yets up in front like a teacher. Another who thinks he will also be slow gets up and takes him. The 'teacher' now performs sontence I while the other watches. The watching one then becomes teacher in his turn, and autother gets up and watches him perform sentence I. And so on. The first 'teacher', after completing the tirst soutence wanders off and completes the dumbshow in his own time. Similarly do all the other teachers in their turn. The fastest performers should start last so that all end move or less together.

The Text

When things had been classified in organic categories knowledge moved towards fulfillment. Given the extreme knowable points, the inarticulate thoughts were defined with precision, the sun's lance coming to rest on the precise spot verbally. Having attained this precise verbal definition. This sincerity, they then stabilized their hearts. They disciplined themselves. Having attained this self-discipline, they set their own houses in order. Having order in their own homes, they brought good government to their own states. And when their states were wellgoverned the empire was brought into equilibrium.

The whole of this text is spoken before the commencement of each of the seven compositions that follow (it is thus spoken seven times). It is spoken in a normal voice by a mojority of the players, all speaking together. The following compositions may be played in any order:

The Compositions

CRASH BANG CLANK MUSIC Mostly percussion. Generally hard on hard. Soft on hard and other instruments used sparingly. Sound of machinery may be used or imitated. Refinements: Predominantly wood and metal, predominantly not made up into instruments. Hard on soft may be used sparingly. Heavy on soft. Loud to start, and start by making a variety of sounds, irregularly; then it becomes rhythmic, still loud. The rhythm disintearates and soon after the piece comes to a natural end. It may have opened with fiveworks. Thought: Don't waste sounds.

LOUD AND SOFT LAUGHTER MUSIC Mostly vocal. Besides laughter of all kinds a few jokes may be sprinkled Self-sativising screams, yells, grotesqueries of all kinds are not excluded. Sung sounds used sparingly. Refinements: Other laughter-producing devices and activities. Uproarious at the start, then seek either a) refinement, b) contrast, or a) melody At one point stop work and watch and listen serenely. Smile or lough if that's the way it takes vou. but without effort to make it noticeable; after a certain amount of time rejoin the piece. Lateron stop work again and watch and listen and this time try not to laugh. If you fail and laugh, stay with the piece until its natural end. If after a while you seem likely to succeed indefinitely sing a long mournful note and drop out. Preparation: build up a repertoire of laughs, also funny laughs.

MOUNTAIN TOP MUSIC Mostly winds. Taking off. Flying high. Blow your problems and solutions to the four winds? In the middle get quiet but no less blowy for that. Think of mountain contours all around cutting the horizon fold over fold'.

SILENT MUSIC No sound. Silent and still. Occasionally a movement watched by all. never more than one at a time. Refinements: Sit in a semicircle like sculptured Pharaohs, composed. Comprehend the movements as deeply as possible - physically, referentially, plastically, symbolically - as they occur. Very heavy music.

BEAUTIFUL SOUND MUSIC Players make sounds they think are beautiful, making them beautifully, spacing them and arranging them in a manner they think beautiful in the general context. Three times try and make neighbouring sounds sound stupid or ugly in the general context. Three times make sounds that you think are

stupid or ugly. Refinements: For the second sentence either the method of shining example or the method of satire or some other method may be used. If the method of satire is used the occasions of the second and third sentences are likely to coincide. Try to go forward to ever more beautiful sounds. If no more beautiful sound occurs to you repeat the last one over and over ever more beautifully. If it gets less beautiful, stop. At the first sign of complacency stop. As people drop out at the point where their dropping out seems to deplete the harmonious of the general context, stop. If you find yourself all alone end. Preparation: collect the beautiful sounds of different contexts.

BOWED SOUND When this composition is announced ~ by one person playing a bowed sound ~ the remainder assemble and all enter simultaneously with a bowed sound and hold it throughout. Each player has his own bowed sound. different (probably) from everyone else's. No prior consultation as to what sounds are to be included. In conventional manner minimise changes of bow. Bow the one sound, not striving for variety, not striving to obtain harmonics, striving not to tune to others. End individually, but wait till all have ended before moving off.

PLINK This music is generally pointillistic. Mostly short sounds. Mostly plucked sounds. Musical boxes, toy pianos, jews harps, drips, etc. not excluded. Think of producing sounds that are isolated in one respect or another. Preparation: Spend time with the Masters of Plink in their hierarchy: Hugh Shraphel Christian Wolff, Webern, God. And on their work. Plink may be accompanied by

TUBE TRAIN STOPPED BETWEEN STATIONS No participation in this piece without the following qualifications: In the month prior to the performance a participant must have been in a tube train stopped between stations at least three times, each time listening attentively to the music, without taking notes or making any kind of recording. In the performance he should emulate that music as closely as possible, under no circumstances using any sound that he has not actually heard in a tube train stopped between stations.

The Improvisation Rite A dense forest that presents no obstacle to the mind or eye (or other sense).

The improvisation begins when the last composition has ended. In length it should account for roughly half the piece. The material given so far is the primary music of this paragraph. What follows is secondary, optional material.

Chanting

Sentence WHEN. THINGS HAD BEEN CLASSIFIED IN ORG-ANIC CATEGORIES KNOWLEDGE MOVED TOWARDS FULFILLMENT.

Sentence 2 GIVEN. THE EXTREME KNOWABLE POINTS THE INARTICULATE THOUGHTS WERE DEFINED WITH PRE-CISION. THE SUN'S LANCE COMING TO REST ON THE PRECISE SPOT YERBALLY.

Sentence 3 HAVING. ATTAINED THIS PRECISE VERBAL DEFINITION, THIS SINCERITY, THEY THEN STABILIZED THEIR HEARTS.

Sertence THEY, DISCIPLINED THEMSELVES. Sentence 5 HAVING. ATTAINED THIS SELF-DISCIPLINE THEY SET THEIR OWN HOUSES IN ORDER. Sentence 6 HAYING. ORDER IN THEIR OWN HOMES THEY BROUGHT GOOD GOVERNMENT TO THEIR OWN STATES. Sentence 7 AND. WHEN THEIR STATES WERE WELL-GOV-ERNED THE EMPIRE WAS BROUGHT INTO EQUILIB-

Sentence 1 is chanted after the first recitation of the text, sentence 2 after the second recitation, etc. Suggested Metalog OF CHANTING: The first word of the sentence uses one breath. In this breath explore the entire range of the voice in search of a comfortable and suitable note for chanting. The remainder of the sentence uses another breath, and is chanted on the note that has been found in the course of the first breath.

Action Score (Interpretation)

Action Score (Interpretation)

Suggested Method of Performance: Start with a word in capital letters in the left band calumn; keep that aching going. Then add to it the action referred to by a word divertly above or below life first word. Keep the two actions young Symultaneously. Then add life action referred to by a word and keep all three going simultaneously. And so on. If you read another word and keep all three going simultaneously. And so on. If you read another word in capital letters, the action referred to by the initial word in a column have been used, of when one or more of the actions breaks down, due to the performer becoming overloaded.

In the score: / so 'n' — 'alternating with have no one or more of the actions breaks down, due to the performer becoming overloaded.

In the score: / so 'n' — 'alternating with have no one or more of the actions breaks down, due to the performer becoming overloaded.

In the score: / so 'n' — 'alternating with one or end or of the actions breaks down, due to the performer becoming overloaded.

In the score: / so 'n' — 'alternating with one or or of the actions breaks down, due to the performer becoming overloaded.

In the score: / so 'n' — 'alternating overloaded.

In the score: / so 'n' — 'alternating overloaded.

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Whiste = blow a whaste.

Whiste = blow a whaste.

Examples: CARD GAME: All flick a card at a wall (If no wall is available draw a line). The player whose card falls neavest the wall take all the cards. COIN GANDE: Penny against the wall. If both are heads to reads picks them up. If both are tails, tails does. If they are different have another throw. HANDGAME: Set up a regular pata-scake routine with another player. Then without warning try and grab your opponents ear. BALLGAME (in smultaneous combination with MOUTH) as might occur in scalence 2, Second column): Take a ping-pong ball in your mouth. Blow it and forcibly. You score according to the distance from a given spot that the ball makes its first bounce.

The first two game examples and the words of the Skipping Ode hat follows were collected by Richard Reason in a school in South London.

Action Score

Sentence 1

SOFT streamer COINGAME swoosh drum wand/IMAGE(shake) sheet'

streamer COINGAME LEGWORK floor drum

overhead

dumbshow/LIGHT guero handoame

swoosh/whistle

ballgame SWOOSH coingame/whistle/walk) handgame

dumbshow

drum

FACE heavy coingame swoosh/handgame overhead/LOCOMOTION

SOFT streamer swoosh coingame - drum SONG handgame streamer/whistle

swoosh

ballgame

whistle FACE/streamer GUERO swoosh cardgame overhead

Sentence 2

SHAKE cardgame whistle heavy - tool SPIŃ dumbshow cardgame/skip

whistle

Light

ballgame WALK/cardgame mouth whistle streamer OVERHEAD

coingame tool swoosh WHISTLE heavy/swish(soft) dumbshow

WALK/DRUM handgame heavy whistle/dumbshow swish

swish/ballgame (guero)

ballgame coingame locomotion tool CARDGAME heavy

swish

streamer/coingame

VOICE

heavy

skip

LIGHT

handgame

handgame/dumbshow whistle overhead drum SHEET (quero) face

coingame cardgame HANDGAME Swoosh whistle/HEAVY swish cardoame Streamer - rattle handgame/DUMBSHOW (face)

MOUTH (fall) auero

image overhead (continuing from previous page)
SKIPPING ODE: If a performer takes up the opshirm of singing this ade he
is exempted from other responsibility (e.g. Simultaneous actions, text recitations, etc.)
until such time as he has considered it.



Number Score (Interpretation)

overhead swish machine soft SWOOSH handgame heavy/coingame streamer dumbshow liaht

Sentence 3

OVERHEAD swish swoosh heavy whistle streamer/HANDGAME skip swoosh

cardgame - legwork heavy/coingAME(tool) STONE (fall)

locomotion tool shake quero Sentence 4

TOOL locomotion - drum mouth - floor face

RATTLE (stamp)

swish STREAMER handgame skip BALLGAME

overhead/swoosh stone

Skip CARDGAME (locomotion) dumbshow heavy

soft

whistle

STREAMER

handgame

coingame

MACHINE quero handgame DUMŘSHOW cardgame/heavy ballgame

rattle DUMBSHOW overhead/heavy (soft) whistle HANDGAME cardgame drum - wand

song

IMAGE

quero-drum

walk-legwork

RATTLE dumbshow STREAMER stone overhead drum FACE

CARDGAME

heavy

SKIP

whistle

handgame/swoosh (locomotion) cardgame'

heavy coingame

	T-social	CATEGORIE II-scale	III actions	TV - parts of the body	V-states	VI - ideas ("Thirth about.	VII-positions	VIII-objects	IX-materials	II-compositi	sfr.
1	solo	huge	jump	foot	sleeping	Unity	to left	ball	wood	spun	1
2	duet	tiny	stamb	leg	waking	Multiplicity	to right	coin	metal	drawn	2.
3	trio	big	swim/hop	fingers	anxiety	Birth	in front.	card	stone	cast	3
4	quartet	small	shake	hand	expectancy	Rebirth/ Reproduction	behind	rope/chain	earth/sand/ clay/grit	constructed/ knitted	4
5	quintet	generous	walk	ลหุก	loving	Death	above	Wand	glass	natural (raw)	5
6	large group	economical	float	shoulder	dreaming	Humanity	below	streamer	leather/skin	blown (hollow)	6
7	dissenting	mean	kick	hip	wonder	Nature	inside	tool	dust/gas	woven	7
8	leading	microscopic	spin	head	active	Good	outside	heavy object	plastic	carved	8
9	assisting	cosmic	crawl	mouth	still	Evil	horizontal	toy	water/oil/ milk	juntaposed	9
10	gregarious	swelling	run	teeth	wandering	Revolution	vertical	handkerchief	flesh	fused	10
11	passenger	shrinking	roll	tongue	randy	Permanence	offat an angle	light object	blood	fixed	11
12	misanthropic	middling	cartwheel/ skip	hair	Communic-	Transience	out of sight	musical instrument	rubber	loose	12.

be derived from your birthdate), convert the digits into Roman numerals (O becomes X) and read off from the matrix of categories (above) four categories to be represented by the lefters A B C D in the score. The numbers in the score are then read as the corresponding items in these categories.

FOR EXAMPLE: 1840 (From the birthdate 1. August 1940) gives A = I, B= VIII, C= IV, D=X, and the beginning of sentence 1 of the Number score thus produces the verbal matrix: leg, card, duet, wand. The interpretation and performance of this is entirely free. This is the freedom of the fortune-teller, No-one can expect you to justify your interpretation. Your interpretation is self-justifying. The example might produce the following performance: Strike a playing card with a wand; 3th the Playing card into someone close sock and the wand into your own.

A particular 4-digit number may be used in only one sentence of the score. If a player is involved in other sentences he must use new numbers. Anything in the matrix of categories may be changed—categories, items, order of items.

Sentence 5 ballgame CARDGAME cardgame ballgame cardgame drum IMAGE liaht overhead/voice handgame drum drum/mouth(walk) FACE DRUM (voice) COINGAME soft light LOCOMOTION LEGWORK (wand) locomotion/handgame overhead locomotion image legwork/mouth WHISTLE ralle soft drum image LEGWORK streamer mouth SHEET rattle - heavy (image) overhead streamer - heavy STONE OVERHEAD' face mouth swoosh swoosh soft/voice (wand) mouth (streamer) streamer legwork GUERO' wand legwork spin image spin mouth Sentence 6 STONE SHAKE stone stone sheet overhead sheet rattle/legwork (whistle) quero voice voice shake SHEET (legwork) shake mouth SKIP drum auero SPIN/LEGWORK rattle voice FACE voice. voice/quero drum face/soft TOOL overhead drum mouth/locomotion HEAVY swish - walk (drum) rattle soft LIGHT LIGHT locomotion rattle mouth mouth/legwork locomotion FLOOR soft (song) face light SWISH-WHISTLE FLOOR song whistle swoosh machine face heavy drum image soft Sentence 7 VOICE SWOOSH SHEET SHEET sheet wand spin LEGWORK FACE legwork legwork overhead floor wand SHEET/LIGHT FLOOR soft face - overhead overhead voice song overhead/legwork LOCOMOTION mouth LEGWORK mouth rattle — tool SHAKE SONG light (tool) locomotion/image FACE soft/face mouth SHAKE face soft/light locomotion image shake drum wand - tool BALLGAME song Number Score Sentence 1 2

1 5 24

34

5

5 7 2

2 4

4 . 5 7 12

3 · 4 56 ·

4

11 10 96 3

4

1234 5 7 3

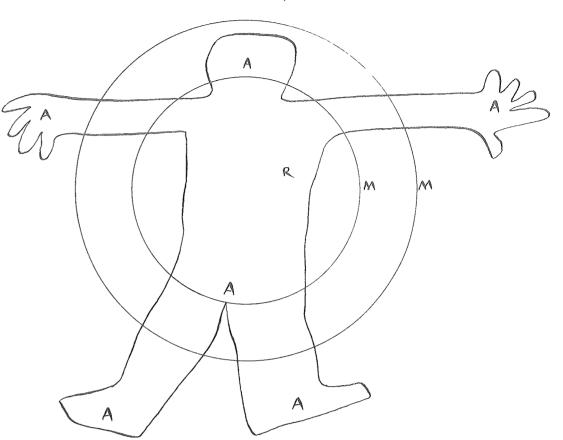
Sentence 2

3 5

5.4

Topography

6 Action centres (A)
2 Mobility rings (M)
1 Relay point or point of rest (R)



The action centres could be persons, or buildings, or 'attractions' (as in a fairground) or, if the performance as a whole is in one building, rooms, or they could simply be spaces marked off (ie. The figure drawn on the floor).

The public could circulate between the two rings. A concourse writh refreshments, sheps, etc could be made avoidable. Or a thoroughfare/circuit, not necessarily circular.

R could be a centre of information, where someone in touch with the action can inform the curious as to what goes on. It could be a large drum colling for silence—an instrument which at amybody's wish may be struck and bring all activit, be a stop. After which it should start up again only very gradually, from nothing. Such a drum could amounce (or confirmatic arrival of) the 'temparal point of rest' mentioned below.

Miscellany

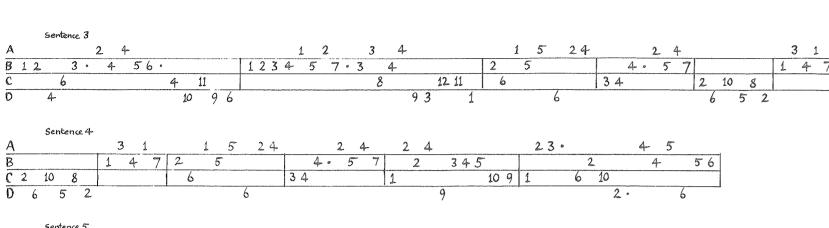
The first to finish the introductory dumbshow sets up a rocal signal (say a wolf-howl) and repeats it every so often, and as others finish they gallier to him, and when there are 7 or 8 galliered they proceed under leadership of the howler to recite the text, all together. Then, the howler who initiated the recitation chants the first sentence of the text, as prescribed. Under cover of this chanding a composition is proposed (a set of 7 visual signals may be deviced for use in this connection) and initiated. When someone parhipping in the chosen compusition considers it has come to an end or that it soom should, he initiates the second recitation of the text in the same way as the first, by voral (wolf howl) or other pre-arranged (acoustic) signal. When 7 or 8 have gathered the recitation can proceed. Thereafter, the howler who initiated the recitation chants the second sentence, and so it

atter, the howler who initiated the realation chants the second sentence, and so it goes on.

Everyone should sit out one sentence. The person who howls (after the dumbshow or a composition) goes on to lead the recitation, and thereafter to chant, the appropriate sentence. After chanting, he is inactive until the next recitation (or, if his was the last recitation, until the beginning of the improvisation). This constitutes stilling ont a sentence by this an opportunity that compts to only beople. The remainder must choose for themselves (each one individually) a sentence to be absent from, a period of belonging to an audience.

After each recitation there are the further options of reading the appropriate sentence of the Action or Number Scores. Any player reading the Action Score (an, on corrupteting any column, transfer to the Corresponding place (marked by a barione) in the Number Score, and vice versa, from the Number Score to the Action or even a short way into the next sentence. And there it no obtigation to complete a Scutence of these scores.

Having opted for one of the alternatives, stick to it the three options available after each vecitation of the text are 1) (imposition, 2) sitting it out, 3) the

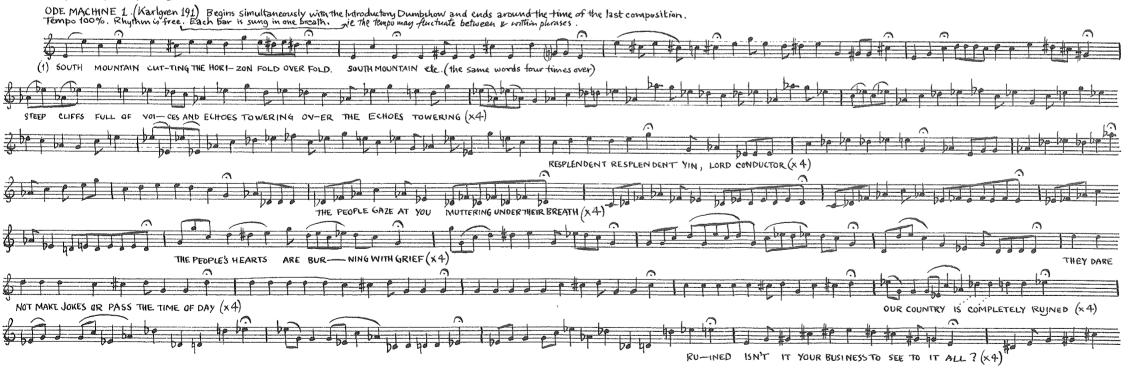


	Senter	LE J																		
A	2 4		23.		4 5		1 5	24	2	2 4	. 1	5 .	2	2			3 .	4	. 2	4
B	2	3 4 5		2	4	562	5		4.	5 7	2	3			2	• 3				56
<u>C</u>	L	10 9	1	6 10		6			3 4		3	5	9	6 8 10	3	2 4.	6	8	10	
D		9		2 .	6		6						5	6		6	-		3 •	

	S	ientence	e 6																										
A	1	5.		2	_					3 •	4	2	4		1 5	5 24	-		2 4	1 5	•	2	3					3	5
B	2	<u>.</u>	3			2		3					56	2	5		T		5	1	7.	3 4	- 56)		3	3	4	7
C:	3	-	5	9	6 8 10	3	2	4.	6	8	10			6			3	4							11	4.6	>		
D			5	5	6				4			3 •				6				 	6			56	2 4	4	2 .		

	Zen	itence "	7																	
A:	L 5		2	3				3 5	5		1 5	2 4	•	2 4	4		3	3		3
В	1		3 4			3	3	4	7	2	5		4.	5	7	1 3		11	1	3
C					11	4	6			6			3 4				6			6
D	l	ó			56 2	4	2	•				6					56	2	4	

Ode Machines



Action/Number scores). A decision once made must be allowed to run its course

Action/Number scores). A decision once made must be allowed to run its ourse until the next recitation.

The temporal point of rest is when the last composition has ended, and before the improvisation begins. It should be understood that the entire paragraph is an improvisation rite, and at the principle are involved and the improvising part begins. No formal components (not even the Ode Machines or the Action/Number Scores) should be allowed to overrun this point of rest and spill into the improvising part. They are all a prelude to an accordiothe 'prescribed spontaneity apparent in Nature'.

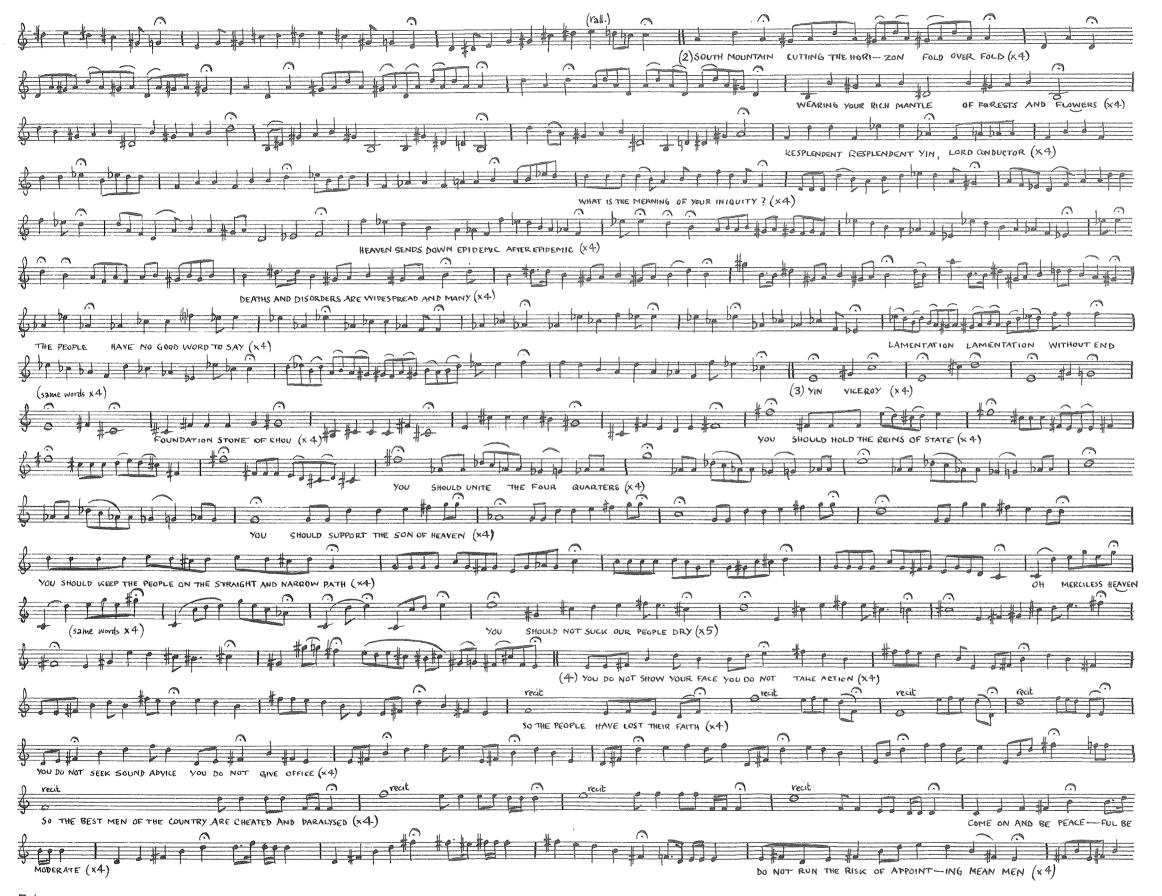
Firelighting Component

The following inspirational text is from the book of Kwang-Sze, XIV. 3, translated from the Chinese by James Legge.

Pei-man Khang asked Hwang-Ti, saying, You were celebrating, O Tr, a performance of the music of the Hsien-khih in the open country near the Thungthing lake. When I heard the first part of it I was afraid; the next made me weary; and the last perplexed me. I became agitated and unable to speak, and lost my self-possession. The Ti said, 'It was likely that it should so affect you! It was performed with (the instruments of) men, and all altuned accoording to (the influences of) Heaven. It proceeded according to (the principles of) propriety and righteousness, and was pervaded by (the idea of) the Grand Purity.

The Pérfect Music first had its response in the affairs of men, and was conformed to the principles of Heaven; it indicated the action of the five virtues and corresponded to the spontaneity (apparent in nature). After this it showed the blended distinctions of the four seasons, and the grand harmony of all things; _ the succession of those seasons one after another, and the production of things in their proper order. Now it swelled, and now it died away, its peaceful and military strains clearly distinguished and given forth. Now it was clear, and now rough, as if the contracting and expanding of the elemental processes blended harmoniously (in its notes). Those notes then flowed away in waves of light, till, as when the hibernating insects first begin to move, I commanded the terrifying crash of thunder. Its end was marked by no formal conclusion, and it began again without any prelude. It seemed to die away, and Then it burst into life; it came to a close and then it rose again. So it went on regularly and inexhaustibly, and without the intervention of any pause: - it was this which made you afraid.

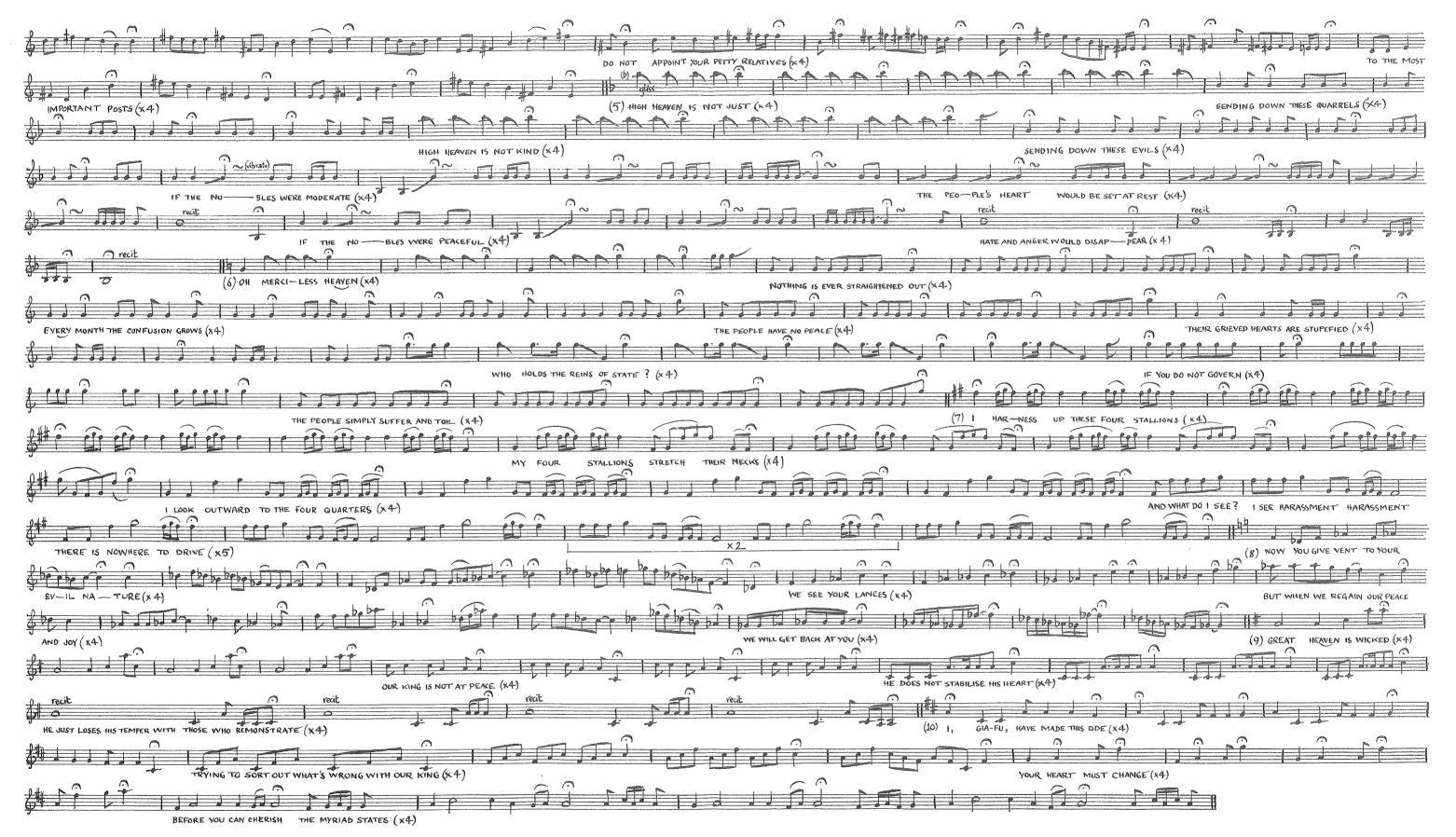
In the second part (of the performance), I made it describe the harmony of the Yin and Yang, and threw round it the brilliance of the sun and moon. Its notes were nowshort and now long, now soft and now hard. Their changes, however, were marked by an unbroken unity, though not dominated by a fixed regularity. They filled every valley and ravine; you might shut up every crevice, and quard your spirit (against their entrance), yet there was nothing but gave admission to them. Yea, those notes resounded slowly, and might have been pronounced

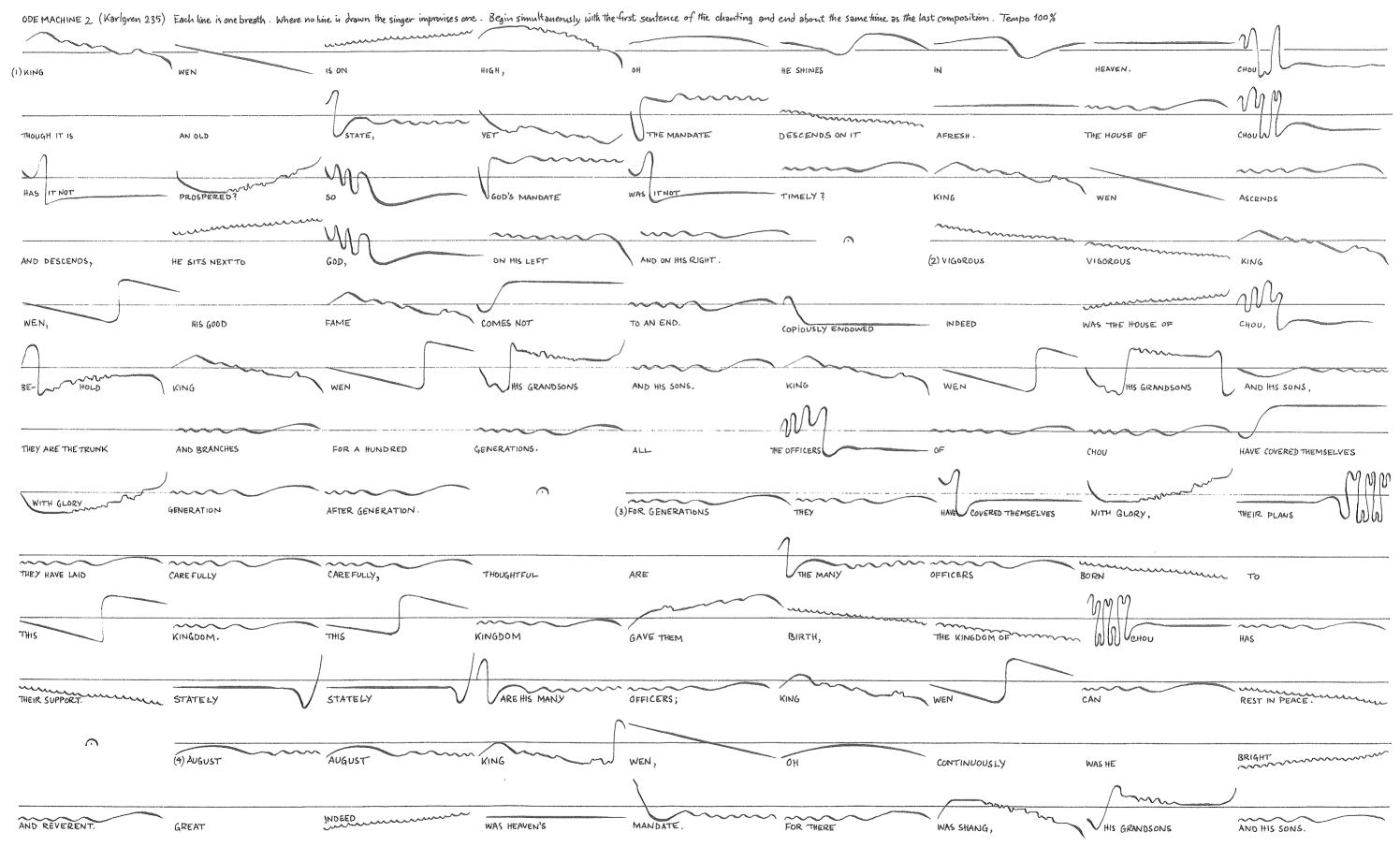


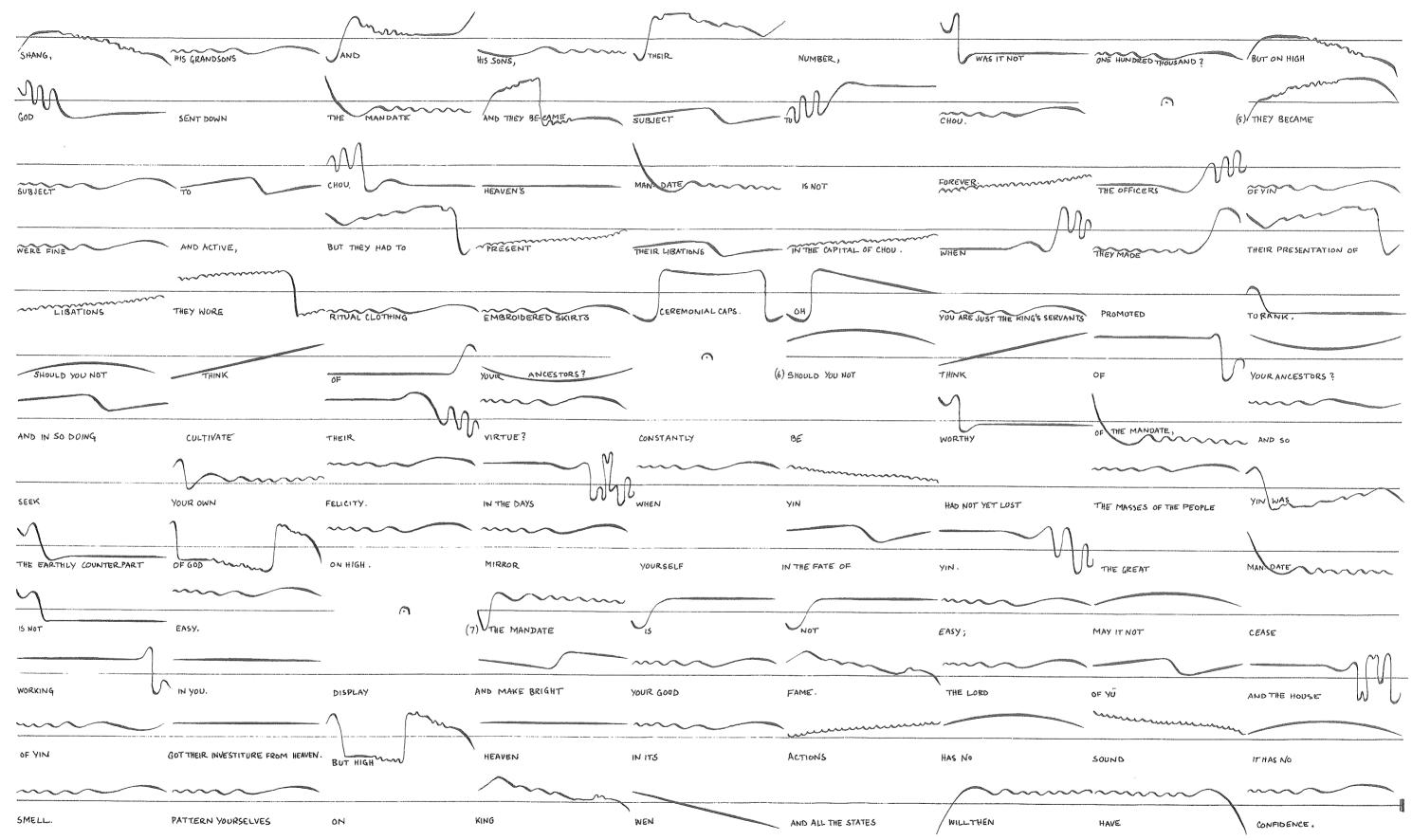
high and clear. Hence the shades of the dead kept in their obscurity; the sun and moon, and all the stars of the zodiac, bursued their several courses. I made (my instruments) leave off, when (the performance) came to an end, and their (echoes) flowed on without stoping. You thought anxiously about it, and were notable to understand it; you looked for it, and were not able to see it: you pursued it, and were not able to reach it. All-amazed you stood in the way all open around you, and then you leant against an old rotten dryandratree and hummed. The power of your eyes was exhausted by what you wished to see: your strength failed in your desire to pursue it while I miself could not reach it. Your body was but so much empty vacancy while you endeavoured to retain your self-possession: - it was that

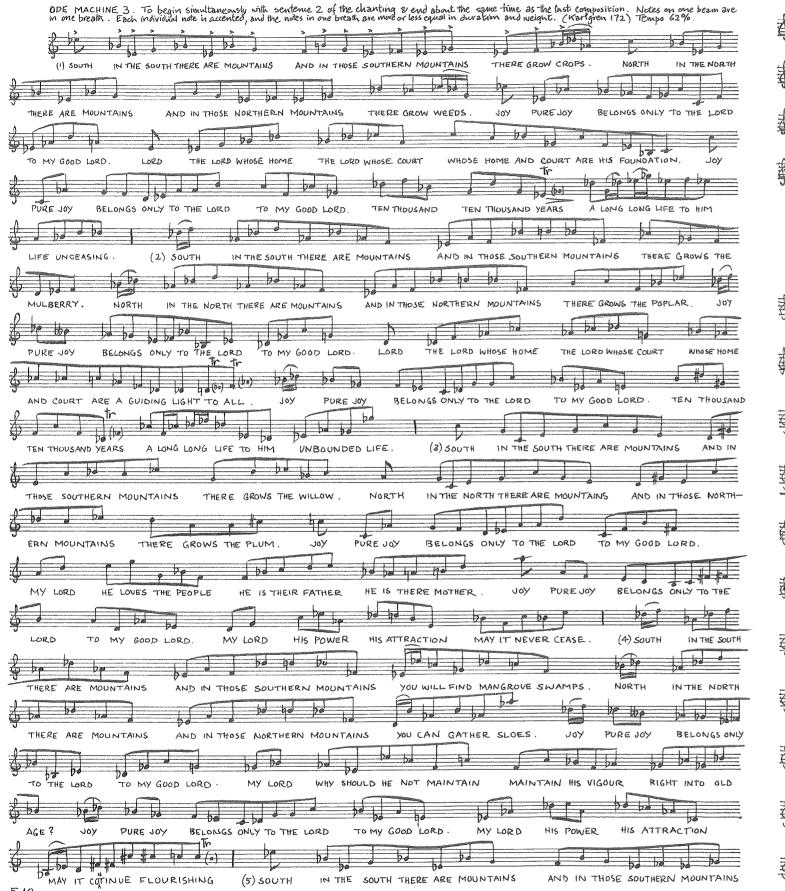
endeavour that made you weary.
In the last part (of the performance), I employed notes which did not have that wearing effect. I blended them together as at the command of spontaneity. Hence they came as if following one another in confusion. like a dump of plants springing from one root, or like the music of a forest broduced by no visible form. They spread themselves all around without leaving atrace (of their cause); and seemed to issue from deep obscurity where there was no sound. Their movements came from nowhere; their home was in the deep darkness; - conditions which some would call death, and some life; some the fruit, and some, (merely) the flower. Those notes moving and flowing on Separating and shifting, and not following any regular sounds. The world might well have doubts about them. and refer them to the judgment of a sage, for the sages understand the nature of this music, and judge in accordance with the prescribed (spontaneity). While the spring of that spontaneity has not been touched and vet the regulators of the five notes are all brepared; - this is what is called the music of Heaven, delighting the mind without the use of words. Hence it is said in the eulogy of the Lord of Pião. "You listen for it, and do not hear its sound; you look for it and do not perceive its form: it fills heaven and earth; it envelopes all within the universe." You wished to hear it, but could not take it in; and therefore you were perplexed.

"I performed first the music calculated to awe: and you were frightened as if by a ghostly visitation. I followed it with that calculated to weary; and in your weariness you would have withdrawn: I concluded with that colculated to perplex; and in your perplexity you felt your stupidity. But that stupidity is akinto the Tão; you may with it convey the Tão in your person, and have it (ever) with you.





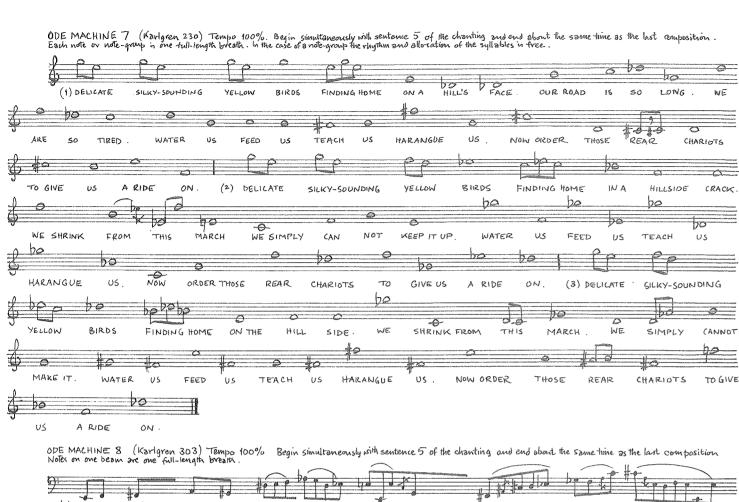
















The Ode Machines are dedicated to John White.
They may be freely transposed to suit any voice.
The tempol vary about an arbitrary norm called 100%;
Lower numbers are slower, higher numbers are faster.
Accompaniments may be freely devised.
The odes may be sung apart from the Great Learning singly or as groups of any number, successively or simultaneously, with or without accompaniment.

FROM Make or hear an isolated sound and hear out the following general pause. Then a set of four sounds, the first one synchronised.

THE EMPERÓR A pair of sounds, then

a pair of optional sounds.

SON OF HEAVEN Two sounds, the first synchronised. Between the two await the occurrence of a long pause.

DOWN TO A synchronised sound followed by an isolated one. Then an optional sound followed by an isolated one.

DOWN TO Five sounds; the second synchronised, the third isolated, the last pre-

ceded by a general pause.

DOWN TO Two sounds, the first isolated. Then a set of four optional sounds, the second being loud or long. Finally an isolated pair of sounds (both made or both heard or one made one heard).

THE COMMON Five sounds; the first isolated, the third optional the fifth synchronised. Then wait for a general pause and at some point drop into it an isolated constellation of four sounds (made, heard, or part-made part-heard).

MAN A pair of optional sounds.

SINGLY Make a sound. Wait for a general pause and follow it with four sounds, the second isolated, the third loud or long. Wait for another general pause and follow it with three sounds, the first synchronised, the last two separated by an isolated pair of sounds.

AND Wait for a general pause and follow

it with four sounds, the first one synchronised. Then a pair of optional sounds and await another general pause. Finally one more sound.

ALL TOGETHER Make four sounds, the first and third synchronised. Wait for a general pause and then make three more sounds, the first synchronised.

THIS A synchronised sound, an isolated sound, an optional sound and an isolated sound in that order.

SELF- After an optional sound await two general nauses. Then two optional sounds separated by a synchronised sound. Another general pause. Then a set of three sounds, the first one synchronised and loud or long.

DISCIPLINE Make an isolated sound and hear out the following general pause. Then a set of five sounds; the first is synchronised and

loud or long, and the last is optional.

15 An isolated sound followed by an isolated set of three sounds. Then an optional sound followed by a set of three synchronised sounds (two or all may be simultaneous but in any case synchronised with another player). Then an isolated constellation of four sounds.

THE ROOT Three sounds, the last two optional. Then wait for a general pause and with a sound.

Performance Notes
Any number of performers move independently through the material in the written order. There is no obligation to reach the end. Performers dropping out or ending should signalise the fact in some way (e.g. if the performing space is well-defined, leave it).

Any materials may be used. Each sound from a different source or all sounds from the same source, or any gradation between. Stones, whistles, speech, song, guevos, etc. recommend themselves as occurring in other paragraphs of the Great Learning. In the case of speech or song, use the Words willen in capitals at the Start of the sequence you are in. Anysting the Words willen in capitals at the start of the sequence you are in. Anysting the Words whole word or group of words down to a single leller.

A "Sound", with no qualifying adjective, means a rather definite type of sound with a certain amount of presence. Sounds are generally shortish and taller quiet.

"Detional sound" can mean a sound (as above), or an accidental or incidental (glancing) type of sound, or a quasi-accidental sound or no sound at all.

"Isolated" always implies the option of making the sound or hearing it,

all. Isolated" always implies the option of making the sound or hearing it,

"Isolated always implies the option of making the sound or nearing as in the first sentence.
"Synchronised sound" means make a sound simultaneously with another player.

another player.
In cases of failure to produce a properly "isolated" or "synchronised"
Sound, there is no limit to the number of attempts that may be made, but
there is no obligation to make more than one.
"General pause" is when everyone is silent and still.

The Great Learning, paragraph 7

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→ sina 8
     sing 5
               THE ROOT
     sing 13(f3) BE IN CONFUSION
               NOTHING
     sing 6
     sing 5 (f1) WILL
     sing 8
               BE
               WELL
     sing 8
               GOVERNED
     sing 7
     hum 7
               THE SOLID
    → sing 8
               CANNOT BE
     sing 8
     sing 9(f2) SWEPT AWAY
     sing 8
     sing 17(f1) TRIVIAL
               AND
     sing 6
     sing 8
               NOR
     sing 8
               CAN
     sing 17(f1) TRASH
               BE ESTABLISHED AS
     sing 9 (f2) SOLID
     sing 5 (f1) IT JUST
     sing4
              DOES NOT
     sing 6 (f1) HAPPEN
     hum 3 (f2)
-> speak 1 MISTAKE NOT CLIFF FOR MORASS AND TREACHEROUS BRAMBLE
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Notation

The leader gives a signal and all enter concertedly at the same moment. The second of these signals is optional; those wishing to observe it should gather to the leader and choose a new note and enter just as at the beginning (see below).

"sing 9(f2) Swert away" means: sing the words "SwePT AVVAY" on a length-of-a-breath note (sy liables freely disposed) nine times; the same note each time; of the nine notes two (any two) should be loud, the rest soft. After each note take in breath and sing again.

"tum 7" means: hum a length-of-a-breath note seven times; the same note each time; all soft.

"Speak!" means: speak the given words in steady tempo all together, in a low voice, once (follow the leader).

PROCEDURE

Each charus member chooses his own note (silently) for the first line (IF eight times). All eader together on the leader's signal. For each subsequent line choose a note that you can hear being sung by a colleague. It may be necessary to move to within earshot of certain notes. The ricte, once chosen, must be carefully refained. Time may be taken over the choice, If there is no note, or only the note you have just been singing, or only a note or notes that you are unable to sing, choose your note for the next line freely. Do not sing the same note on two consecutive lines.

Each singer progresses through the text at his coun speed. Remain Stationary for the duration of a line; move around only between lines.

All must have completed "hum 3 (72)" before the signal-for the last hie is given. At the leader's discretion this last line may be omitted.



CORNELIUS CARDEW

Cornelius Cardew was born in 1936. He was educated musically as a chorister at Canterbury Cathedral (1943-50), and at the Royal Academy of Music (1953-7) where he studied Composition (with Howard Ferguson), piano (with Percy Waller) and cello. He received a R.A.M. Scholarship to study electronic music in Cologne (1957-8), and worked as assistant to Stockhausen (1958-60), collaborating with him in the composition of Carre for four choruses and orchestras. In 1961 he returned to London, took a course in graphic design, and until 1970 worked intermittently as a graphic artist. In 1964 he received an Italian Government bursary to study in Rome with Petrassi.

From 1966-71 he was a member of the free improvisation group, AMM. He was elected F.R.A.M. in 1966, and in 1967 was appointed Professor of Composition at R.A.M. From 1966-67 he was associate at the Centre for Creative and Performing Arts at the State University of New York at Buffalo, USA, working on the graphic score 'Treatise'. In 1968 he began teaching an experimental music class at Morley College. His work here with other experimental musicians, and in particular work on a section of the Great Learning, led to the formation in 1969 of the Scratch Orchestra, a large experimental group.

His concern to get to grips with what was really happening in the world, his work to develop music in opposition to both commercialism and elitism—this led him in 1971 to begin to take up Marxist-Leninist ideas. He subjected the negative aspects of his earlier work (including 'The Great Learning'), and that of Stockhausen and Cage, to serious criticism, resulting later in the book 'Stockhausen Serves Imperialism' (1974). In 1973 he received a grant from the City of West Berlin to live and work there for a year. Returning to London, he was active in the formation of 'People's Liberation Music', a revolutionary rock band, and ran a workshop-class at Goldsmiths College entitled 'Songs for Our Society' (1975-77). He toured and lectured extensively and in 1974 produced the 'Thälmann Sonata', the first in a series of major piano works.

In 1975 he played a leading role in uniting democratic artists in the formation of the Progressive Cultural Association. He developed as a revolutionary communist fighter for the people's cause and in 1979 he was a founding member and member of the Central Committee of the Revolutionary Communist Party of Britain (Marxist-Leninist). He participated militantly in the democratic struggles of the people, was imprisoned in 1980 for his part in opposing a National Front Demonstration in Camberwell, and was elected as the General Secretary of the People's Democratic Front at its founding Conference in 1981. He participated in many festivals of popular culture including a series of concerts for youth across Canada in 1979, the 4th International Anti-Imperialist, Anti-Fascist Youthcamp in 1980, and the 1st International Sports and Cultural Festival in Vancouver in 1981. In September 1981 he began a Master's Degree in Musical Analysis at King's College, London.

On 13th December 1981 he was killed, near to his home in Leyton, East London, by a hit and run driver.