

JULIAN DAY

DISCO DEMOLITION NIGHT (what you do to me)

A SOCIAL GAME
FOR VIBRAPHONE, 2-4 PLAYERS
2013

RULES

How many people can play?

2-4

What materials do we need?

- * 1 vibraphone
- * 2-4 pairs of soft-medium hard mallets
- * 1-2 pairs of medium rubber headed mallets
- * 16+ medium-sized coins

How should we stand?

- * stand side-by-side, facing audience

What notes should we play?

- * only play 'white' notes of instrument

How should we play each note?

- * play each note as a long rapid tremolo, always regular. Hold two mallets in right hand, alternating hitting the end of the bar nearest to you:



Use your left hand to bend the bars as indicated.

How should we interact with the others?

- * start one player at a time
- * only change notes when someone else is playing (i.e. no silences)

General play

There are three sequential phases (A, B, C), each entering through a two-note portal (B and C) within a different octave.

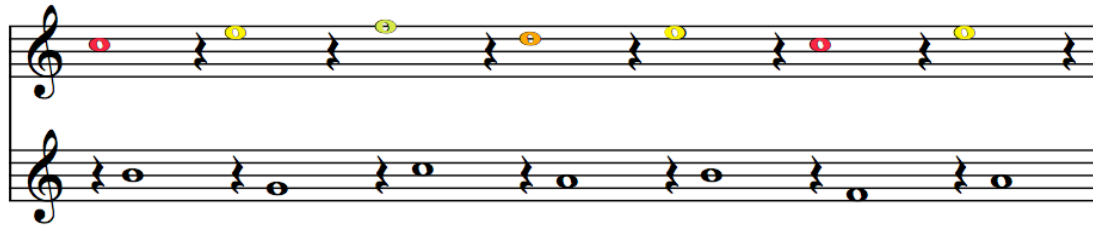
PHASE A

- * use middle register of vibraphone (F to F)
- * play indicated gesture for your notes (see diagram)

Two players start on notes with black dots (B and C).

Play these notes then move 1, 2 or 3 steps higher or lower, towards the nearest end of instrument to you. Repeat in the other direction. If you run into each other, walk around that person and start process on other side of them.

Gradually other players join in.



PHASE B

- * use lower and middle register of vibraphone (F to F)

Follow same pattern as before using new articulation (see diagram).

First and second players gradually bring in the lower register, starting on the B and C. Work within both octaves.

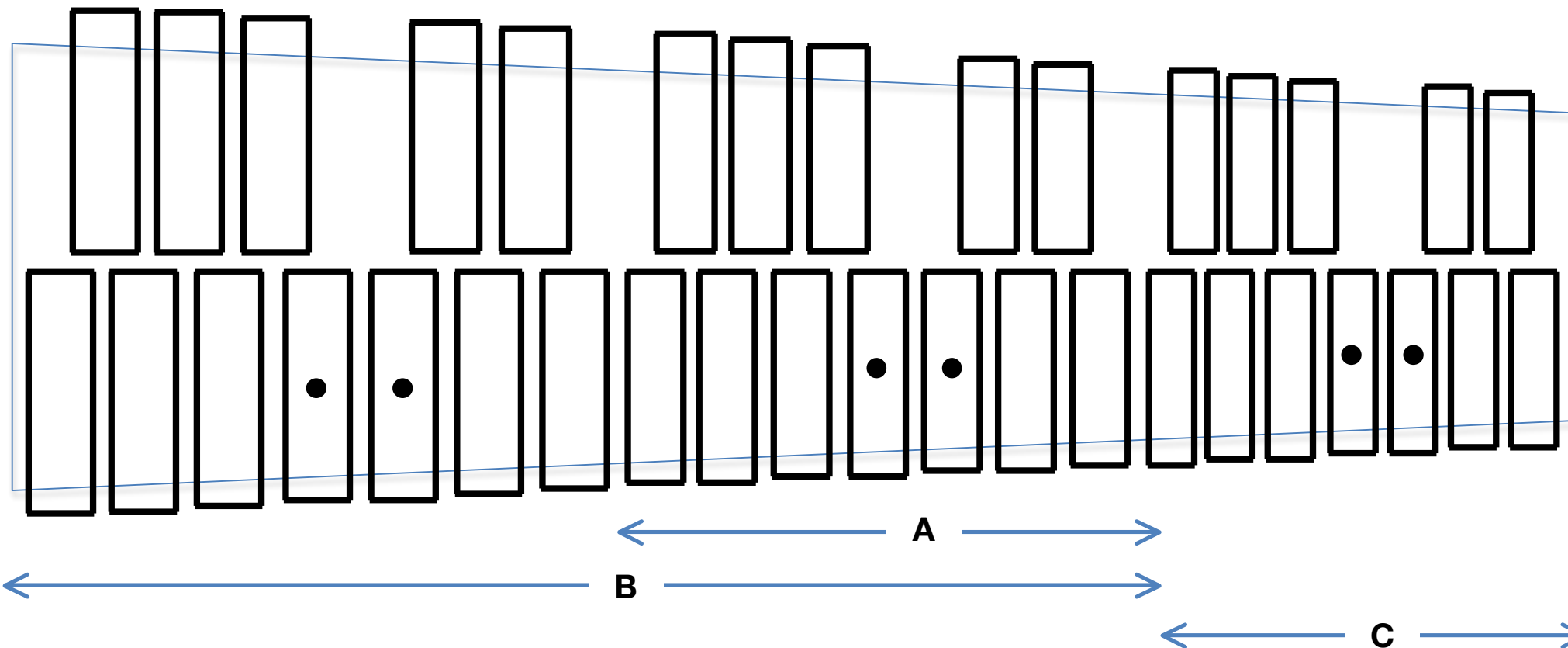
Gradually add coins to the bars; these will rattle and slide off.

PHASE C

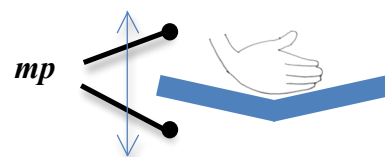
- * use top register of vibraphone (F to F)

First and second players gradually bring in this register, starting on the B and C. Players three and four gradually follow.

Move to top of instrument until all players can no longer perform.



A



B



C

