

baby pictures (k-tood #4)

easy version

- Each player picks a note of hisr own (A, A#, B, C...).
- On a cue (nod), begin improvising on your note, in all octaves of the piano. Have fun, play interesting stuff. Use both hands. Only play that one note.
- After a while, on cue, each players picks a new note, that has not been played before.
- Repeat this process (counting the first time) six times (total of 12 notes).
- Remember the notes that have been played. If one player makes a mistake and picks a note that's already been played, both players stop and say "Darn!" loudly, and the piece stops.
- Try not to use any "system" for picking notes, other than your memory. If you see the other player using a system (for example, starting at C and going up by half-steps), try to screw it up.

variation on the easy version

- Instead of players picking new notes, hands pick them. For example, the piece might start with both players using their left hands, and then, on cue, two different notes are added with their right hands (for a total of four notes).
- After a while, one player changes one of the notes (like in the first version, it must be a new note).
- Next, the other player changes one note (one hand).
- Do this, alternating hands, until all 12 notes have been used.
- If either player repeats a note, the piece ends as above.

cumulative version (suggested by Jody Diamond)

- Start with one note each.
- On cue, instead of replacing that note, add a note to the improvisation. Now each player is improvising on two notes.
- Do this six times, so that by the end, each player has a six note scale to play in.
- Same screw-up rule applies

four hand cumulative version

As above, but alternate hands, ending up with three notes per hand by the end.

advanced version : let's dance!

How many different pairs of notes can two players play, if each of them plays just one note? For example:

C/C#	C/D	C/D#	C/E	C/F	...	C/B
	C#/D	C#/D#	C#/E	C#/F	...	C#/B
		D/D#	D/E	D/F	...	D/B
			D#/E	D#/F	...	D#/B
				E/F	...	E/B
				
					...	A#/B

It's the same as asking how many different couples can dance at a party, if there are 12 people at the party, and anybody (boy or girl) can dance with anybody (boy or girl). There are 66 dance partner pairs, or pairs of notes. That's quite a few.

Play the first or second versions of the piece, but now, instead of not repeating single notes, treat each note pair as the thing that can't get repeated. In other words, pay attention to the two part chords you're both playing, and don't repeat them.

crazily advanced version: who leads?

What if the dance pair is considered different if Pat and Leslie are dancing, but one time Pat is leading, the other time Leslie? That means that instead of 66 pairs, we have 132 possible pairs.

Apply this to the piece if you can. Now, if player one is playing C and player two is playing D#, that is different than player one playing D# and player two playing C (in the version above, it didn't matter who played what, it was the pair of notes that was important).

something to think about

What about four hand versions where each hand plays a different note, so that instead of thinking about two-note units, we're thinking about four? Think of a square dance, in which orientation (NESW) counts to make the square "different." Try making pieces based on that idea. Ouch.

lp
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