

turn tables

for 1–2 players, one table, and five round objects
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select two objects (1 and 2) and rotate them smoothly and slowly on the table. start with both objects at the same time. rests are allowed, but the rotation of both objects should always start and end at the same time, so that the noises produced by both objects seem to merge into one sound. in the duet version, each player rotates one object, in the solo version, one player rotates both.

after a while, stop the rotation of the first object and start to rotate another object (3) while the second object remains in motion. now objects 2 and 3 will sound for a while before the second object stops rotating and a new one (4) is added.

continue until all ten combinations of objects have sounded. there are always exactly two objects heard at the same time, except in the brief moments when one object stops and another is added. rests are possible within the duets, but not during the transitions in between. the movement of the two sounds should always begin and end simultaneously.

at the end of the piece, i.e. at the end of the last duet, make sure that both objects stop rotating at the same time.

the order in which the duets are played is free. One possible order, which was used for the world premiere, is as follows:

1 2 – 2 3 – 3 4 – 4 5 – 5 3 – 3 1 – 1 4 – 4 2 – 2 5 – 5 1

note: all objects which produce sounds when being rotated on the table can be used (e.g. breakfast items like jars, plates, cups, and glasses). a stone table with a slightly uneven surface is particularly suitable.