

latent crimp

for 5–8 players and bells (or objects producing bell-like sounds) with different pitches

by johannes voit

Each player chooses one bell, one card with graphic notation, and the assigned sound generator as indicated below. They play each symbol on their card in free order and at times of their own choosing. However, they should only play when they are confident that their contribution will enrich the overall soundscape. The piece ends when all sounds (five per player) have been played or when the players feel that the piece has come to an end.

1 metal chain

2 drum sticks (pair)

3 jazz brush

4 cow bells

5 triangle

6 vibrator (sex toy)

7 mallets with wool cover (pair)

8 wooden striker with leather or felt cover (for singing bowl)

The drawing in the top left corner of each card indicates the exact place where the bell should be played with the respective sound generator.

1

Handwritten musical sketches for exercise 1, including a bell icon with three arrows pointing to its top, a wavy line with a downward arrow, a series of loops, a jagged line, and a spiral.

2

Handwritten musical sketches for exercise 2, including a bell icon with an arrow, a musical staff with notes and dynamic markings (<f>, >pp<, <ff>), a musical staff with notes and dynamic markings (ff, <ff>), and a cluster of stars with arrows.

3

Handwritten musical sketches for exercise 3, including a bell icon with an arrow, a series of parallel lines, a cluster of short vertical strokes, a series of parallel lines with a downward arrow, and a series of parallel lines with a downward arrow.

4

Handwritten musical sketches for exercise 4, including a bell icon with an arrow, a series of circles of varying sizes, a series of overlapping circles, and a series of circles with the marking "ad lib" and repeat signs.

7

ad lib
||:OoOoooo:ll

5

ausklingen
abdämpfen

ausklingen

abdämpfen
ausklingen

8

6