CAP IT

For 10-40 players



For this piece, each player should acquire two steel bottle caps.

Patterns

Each player should create two kinds of sound patterns with the bottle caps (these will be called for in the score):

PATTERN #1: a sparse, repeating rhythm
PATTERN #2: a dense, repeating rhythm

Communication

In the score, the players will be asked to COMMUNICATE. This means to identify a partner (anyone/anywhere) and attempt to respond to them. Let your pattern morph into theirs, and vice-versa. Communicate with others too.

Spatial Arrangement

The players should begin surrounding the audience, but beyond, at the extreme edges of the space. The score gives further information about movements. Adapt as necessary for the space/# players.

Darkness is best.

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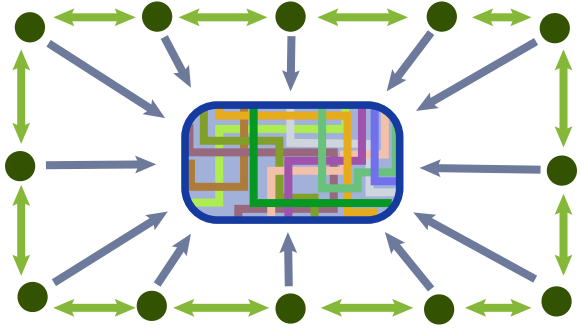
PATTERN #1 **A** Move together in a circle around the audience: slowly



Once all have arrived, move into, among audience members. End when ready.

D

PATTERN #2

COMMUNICATE

B

Move back and forth, like reeds

COMMUNICATE **C** Move slowly to audience. Upon arrival, switch to