
we need more time

by
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for two voices or two same instruments

follow me

Player one begins, playing very slowly. Player two joins in, attempting to play in unison. Player one continues until player two is following very closely. Player one speeds up gradually until player two can no longer stay in unison. When this happens, both players stop, switch parts and repeat.

between us

First player begins, playing single sounds slowly and with enough interspersed silence to allow the second player to make sounds after or in between each note. Continue this until a connection is felt between the two parts. Player one gradually speeds up until the second player can no longer fit sounds between notes. When this happens, both players stop, switch parts and repeat.

we are one

First player begins, improvising. At some point player one stops, and player two begins immediately, continuing the sound. Player two also stops and returns the sound to player one. The players trade back and forth several times, making transitions smoothly, until it sounds as if one person is playing. When a sense of connection is felt by both players, they stop playing.

stay here

Each player chooses two adjacent tones. Players begin in rhythmic unison, alternating between the notes. Players gradually speed up, playing in unison until they are unable to stay together. Players may enjoy the sound of the unison as much as the dissolution of it. Players take turns leading the speed up.

coming together

The two players face each other, standing as close together as possible, preferably nose to nose and palm to palm. They begin by whispering or playing as softly as possible. Singers say “hah;” instrumentalists choose a sound. The first expression is just a release of air, almost inaudible. Each player then takes a very small step backward, moving away from the other, and plays or says “hah” again, slightly louder. They continue to move apart—singers changing from exhaled air to voiced sound when the fingertips of their outstretched hands finally separate—alternating sounds, each getting incrementally louder. The players reach full volume when they are as far apart as possible in the space while still maintaining eye contact. At this point, both players shout or sing “haaaaah!” as loudly as possible, or play a long extended tone, and run towards each other. There should be no decrescendo during the coming together.

When the two players can touch each other again, all sounds stop.

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