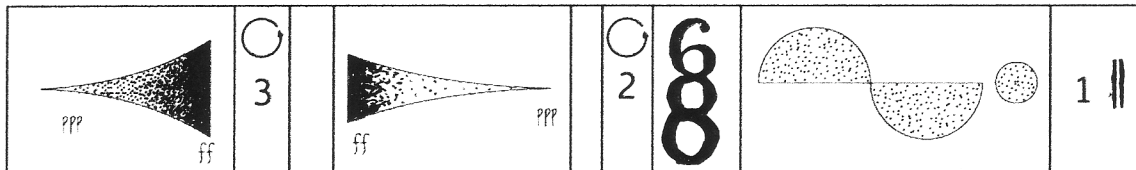


The Bicycle Bell Ensemble

First Movement

In this movement cyclist are riding in a group and following a predetermined route. The musical objective is to puncture the space we are occupying while riding and to fill it with a bombastic collective rhythm using only the bicycle bell. This rhythm is based on a root cadence played by one player. All other players are to improvise off of the root cadence in any way that reinforces the rhythm and the meter. Players are free to play as much or as little as they feel so long as the group is creating a collective pulsating tapestry of rhythmic sound as they move along the entire course of the route.

Second Movement



1.

2. 3. 4.

5. 6. 7.

8.

9.

Each performance indication graphic rectangle corresponds to a single set of musical events.

1. The dots represent the bells sounding. More dots=more bells. The shape represents volume and intensity.
2. The number indicates how many times to sound the bell. One player starts this and passes it to the other player in the direction of the arrow above the number. Players are free to decide how much time to place between the sounding of their bells.
3. This rectangle indicates silence; moving on to the next rectangle will break the silence.
4. This is similar to rectangle 1 but in reverse.
5. This is another silence that will be broken by rectangle 6.
6. This is similar to rectangle 2 except that players will now only sound their bells twice.
7. The numbers in this rectangle are a time signature. A lead bell will play any rhythm in this time signature and the rest of the ensemble will join in playing along in any way they feel. The lead player will indicate when to stop this rhythm.
8. This rectangle indicates that half of the ensemble plays randomly then stops. Then the other half plays randomly and stops. After a short silence the whole group plays at random then stops.
9. This is similar to rectangles 2 and 6 except that the players now sound their bells only once. After the last player sounds their bell the piece is over.