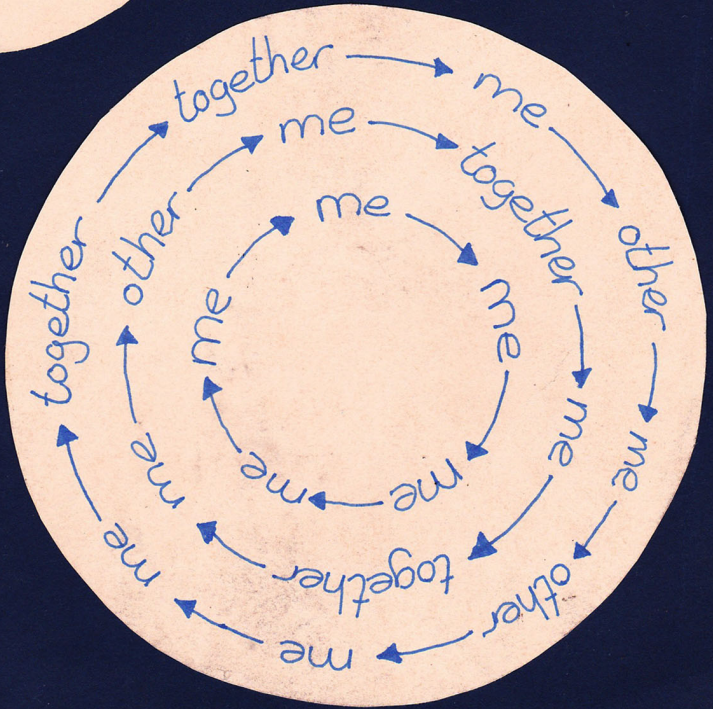
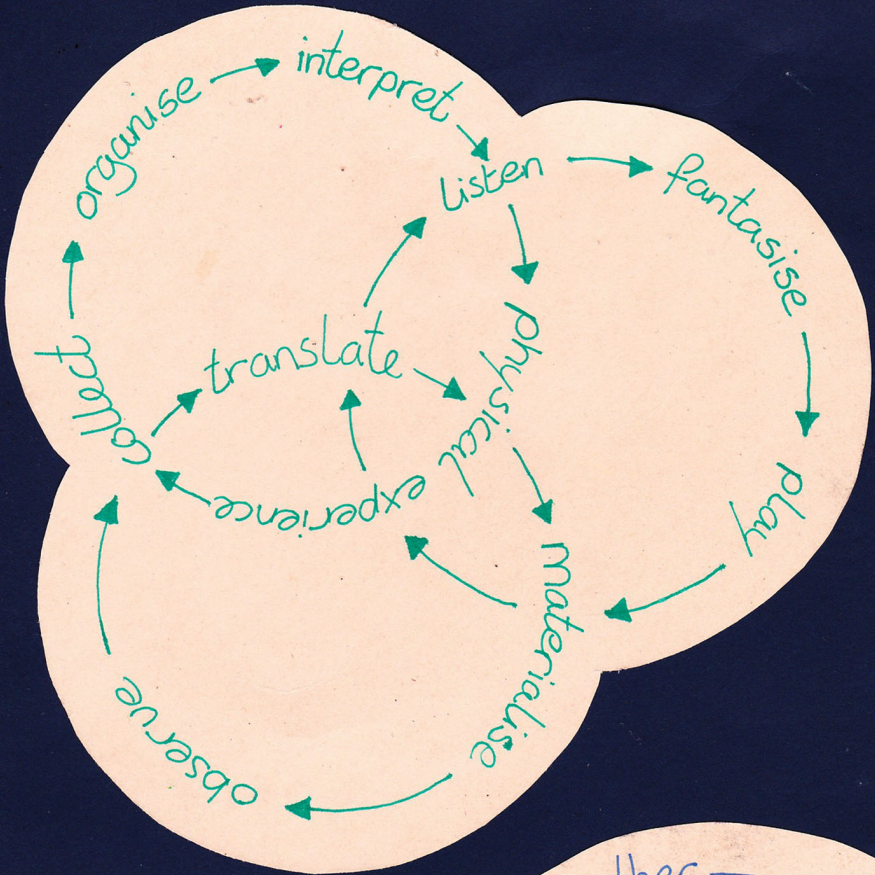


Synzine

january 2018



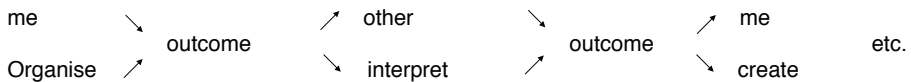
travelling stuff

This game is a process in which material keeps transforming, developing and traveling by you and/or others. The combination of two circle words creates one step. The words in the green circle initiate the approach and the words in the blue circle tell you by whom this should be done.

The outcome of each circle step is the starting point for the next word in the circle. The outcome of a circle step can be an installation, sound, words, drawing, movement, a physical experience or anything else that can be used as a starting point for the next circle step.

1. Choose one blue circle and one green circle.
2. Decide which word in each circle will be your starting point.
3. Choose a space where you, the other or together would like to start listening, organising, collecting etc. Only the first green and blue word have a free starting point. The following words in the circle use the outcome of the previous word as a starting point.

Example:



Tip:

It might help not to think too much when responding to your given material. What is your first impulse? Walk, move, explore, write/draw what come up in your mind, make the movements that arise or collect the objects you are drawn to. The input for the next circle step does not have to be a finished product.

Enjoy!

Hum and Silent Card Game

For this musical game you will need:

- A pack of playing cards
- At least one person to play (the more the better)



1 +

The game:

- Take the pack of cards and shuffle them (leave the joker cards in). Once they have been shuffled divide all of the cards between each of the players.
- Each player, then takes turns to place their top card down onto the playing surface.
- When a card is placed down the player has to hum a sustained sound for the number of seconds indicated on the card (e.g. If you place down a 7 card, then you hum for 7 seconds or if you place down an Ace, then you hum for 1 second or 10 seconds).

- If the card is a Jack, then you are silent for 1 second. If it is a Queen, then you are silent for 2 seconds. If the card is a King, then you are silent for 4 seconds. If the card is a Joker, then you may hum or be silent for as long as you wish to.
- The two suit colours are different notes. If the card suit is red, then you hum a higher pitch, while if the card is black, you hum a lower pitch.
- After the first card had been placed onto the playing surface, the players will have to hum the full order that is represented by the chain of cards that they collect over time.
- The pitch should be different for each card that is drawn and placed onto the playing surface.
- The game ends either when you run out of cards, and you have hummed the full card order, or if one of the players places three cards with the same number consecutively in their row.



With thanks to Maya Felixbrodt, Sam Leith Taylor, Martin Mayo and Andrew Dryhurst

9 Nine 9 Nine 9 Nine 9 Nine Nine

If you divide a beat by X , you get X equal parts. Indian musicians call these parts matras. At the end of this game we will play $X=9$. It is important to play the matras alternately with the right (R) and left (L) hand:

Always use one hand for one matra and then the other hand for the next. For example $X=3$:

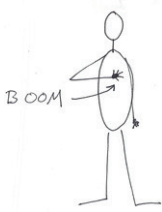
Left	Right	Left	Right	Left	Right	Left	Right	Left
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1

Pick two sounds.

In this example I pick: clap on the chest (C) and tap on the top of the head (H)

Try $X=3$ on your chest. Then on your head. Be gentle with your head!



2

Do a warm-up with $X=6$. We will play it in 2 ways: 3×2 and 2×3 .

Start with one clap on your chest with your left hand, then one tap on your head with your right hand, etc.

Left	Right	L	R	L	R
Chest	Head	C	H	C	H

This one is more difficult at first. Try it slow!

Left	Right	Left	R	L	R
Chest	Head	Head	C	H	H

Now play the two types of $X=6$ together with a partner or in two groups.

Left	Right	L	R	L	R
Chest	Head	C	H	C	H
Chest	Head	Head	C	H	H

3

Now we are ready for our first X=9 (2+2+2+3)

L	R	L	R	L	R	L	R	L	R	L	R	L	R	L	R	L	R
C	H	C	H	C	H	C	H	H	C	H	C	H	C	H	C	H	H

You can use this rhythm to accompany a lot of songs, for example the Turkish song Dere Geliyor Dere. Look it up on Youtube and try to sing it while playing this type of X=9.

When this is going well, you can divide into groups again and play 6 against 9

L	R	L	R	L	R	L	R	L	R	L	R	L	R	L	R	L	R
C	H	C	H	C	H	C	H	H	C	H	C	H	C	H	C	H	H
C	H	C	H	C	H	C	H	C	H	C	H	C	H	C	H	C	H
C	H	H	C	H	H	C	H	H	C	H	H	C	H	H	C	H	H

There are many more ways to play X=9, this was just a start... e.g. continue by changing the inner subdivision (2+3+2+2, 3+2+2+2, etc) or by changing the sounds you've picked.



blank

1 _____ travelling stuff
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3 _____ Hum and Silent Card Game
Copyright © Patrick Ellis 2018

5 _____ 9 Nine 9 Nine 9 Nine 9
Nine Nine
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Available online

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