

Nic Gotham

# Stand, Spin, Jump

(2011)

Note: Stand, Spin, Jump is an improvising piece created for the duo One + One, consisting of Anna Veismane (piano, melodeon, vocal) and Timo Kinnunen (accordion). Any individual musician can take the role of "Anna" or of "Timo", so long as "Anna's" instrument is capable of producing the bell-like sound explained in the legend below.

## Legend:



"Bell" - An instrument with percussive and harmonic capabilities (e.g. piano, vibraphone, guitar) plays a single bell-like chord containing both triadic *and* dissonant intervals, *sforzando*, letting it then be heard to decay before proceeding with the improvisation.



"Stand" indicates that the improvised material should be static and unchanging throughout the section of the piece where this symbol occurs. The static quality may be achieved by literally sustaining a sound or by playing an unpatterned, quasi-chaotic sequence of a few or many sounds which maintains a certain character such that the static effect is clear.



"Spin" means any repeated material such as understood by the terms "riff" or "ostinato". The repetition may be precise and strict or relatively free, so long as the circular nature of the music is clearly heard.



"Jump" or "vector" indicates that the improvised music should maintain a single, clear gestural direction, such as high-to-low, quiet-to-loud, sparse-to-dense, etc. throughout the section of the piece where this symbol occurs. If the gesture exhausts itself (if some limit is reached) before the section is over, the player remains silent until the next section.

Barlines in the score are to be cued visually between the performers, with the duration of each measure determined improvisationally.

Indications of "long sounds" and "short sounds" are to be maintained independently of other changes in the music throughout three "measures", until the next rehearsal letter.