

Brady Material

for two players

Each player uses one non-sustaining percussive instrument, and one or more sustaining instruments.

At the given times, players strike their percussive instrument.

A tone may begin immediately following any of these percussive strikes. Tones should be very low or medium in volume, and sustained for the duration of one full breath, bow, bellow-pull, or equivalent. Tones should be either pitched (as pure as possible) at or near F#3, G#3, B3, or C4, where C4 is “middle C”, or complex in a consistent way (e.g. the fricative ‘f’ for a vocalist, or air blown through a wind instrument). For each instrument in a performance, each player should use only one complex tone, with iterations possible. When possible, intervals between two or more pitched tones should be adjusted to create the nearest 11-limit just ratio. Each instrument should sound only one tone at a time.

Immediately following the end of every tone, Player I scrapes his or her percussive instrument once.

Player I	Player II	I	II	I	II	I	II	I
0:12		4:15		8:15				
0:24		4:30		8:30		12:30		
0:36		4:45		8:45				
0:48		5:00		9:00		13:00		17:00
1:00		5:15		9:20				
1:12		5:30		9:40		13:30		
1:24		5:45		10:00		14:00		18:00
1:36		6:00		10:20				
1:48		6:15		10:40		14:30		
2:00		6:30		11:00	11:00	15:00	15:00	19:00
2:12		6:45		11:20				
2:24		7:00	7:00	11:30		15:30		
2:36		7:15	7:20	11:40				
2:48		7:30	7:40	12:00	12:00	16:00	16:00	
3:00	3:00	7:45						
3:12	3:15	8:00	8:00					
3:24	3:30							
3:36	3:45							
3:48	4:00							