



by i. french.

*abc - a collection of game scores for choir by izzy french
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see more at <https://izzyfrench.weebly.com/>

*written on whadjuck land. i acknowledge and respect the
original custodians of the land on which i write, perform
and live upon: the nyoongar people, and pay my respects
to the elders past, present and emerging.*



hi, i'm izzy french, local insane person and composer. this... *thing* is a collection of game scores for choir called *abc*, and, if you didn't guess already, each game score is themed to the letters of a, b, and c respectively.

game scores are what they sound like: a bunch of pieces of music that also function as a game, which means that there's a win-state and/or a priority of "fun".

if you read through the following pages, you might be thinking "well, how is this music?" the answer, put simply, is that we live in a post-modern world in relation to our understanding of art and music, everything is art, everything has meaning, and thinking too much about a singular thing like "what is music?" will hurt your head. it is, don't question it, just play the silly games and have a gay ol' time.

it should be noted that people could possibly cheat within these games. i do not know the intentions of those who cheat at light-hearted games, and I suggest you don't play with cheating knaves.

final note: these games are silly and whimsical, and will be surreally silly for an audience if performed with sincerity. try not to laugh.



-someone (do not determine who before) sings a note. it must be enunciated as “aah”, and is preferably at a medium volume (not too soft so that everyone can hear it, but not too overpowering).

-following that note, the rest of the choir is permitted to sing a note which they think will sound good with the pre-existing note. members may join when they feel comfortable.

-with each breath, another note may be chosen.

-throughout the course of the piece, each member of the choir may only sing 5 times.

-for those who can circular breathe, try your best to breathe normally.

-the last person singing is the winner, HOWEVER if there is a pause of 5 seconds with no singing, everyone loses.



-make as many one-syllable sounds that start with the “b” consonant. (eg: ba, bo, beh, bbb).

-the intensity of the “b” consonant can be changed, from a lip-pop sound to a very lackadaisical “buh” sound. tip: don’t use your tongue at all.

-vary the sounds; don’t make the same sounds 3 times in a row. it can be varied in pitch, vowel, timbre, etc. make sure they’re loud enough to be perceived by other members of the choir.

-make the sounds fast and as rapidly as possible, nothing more than a second between sounds. avoid large breaths.

-if any of these rules are broken (you make the same sound 3 times in a row, there’s a different consonant sound like “da”, or you pause for more than a second), then you are “out”, and you no longer make sound.

-be strict with yourself. if you think you made a mistake, think about it for a while, and if you think it’s worthy of an “out”, then self-appoint yourself “out”.

-the last person to make sounds wins.



-once the choir is signalled to begin, everyone starts simultaneously to say words that start with c.

-words should be said at a slow rhythmic pace, with enough time to think of a new word between beats (suggested time: 60 BPM).

-each word should be said at a different pitch, but should be kept at a casual volume (mp).

-if you can't think of a word at the next beat, you are "out", and are quiet for the remainder of the game.

-you cannot repeat any words.

-the last person to be saying words wins.

words to start you off:

<i>chicken</i>	<i>cry</i>	cafeteria
crumb	<u>cool</u>	choir
	<u>cougar</u>	china
centre	<i>chill</i>	celestial
		<u>create</u>



(aka for instrumentalists.)

-each piece is in the major key of it's corresponding letter (*a* is in a major, *b* is in b major, *c* is in c major).

-just as the choir is improvising, so are the musicians. however, you are not participating in the games, merely aiding the soundscape of the piece.

-each piece should be played light (mezzo-piano), sparse, fluid and conversational.

-start fairly diatonic, and as the piece moves along, use more dissonances; end when the choir finishes.

-part specific rules:

-*a*: play sustained notes (each note(s) the length of a long breath), and multiphonics where possible (and aesthetically pleasing).

-*b*: short sounds, mainly percussive with notes appearing sporadically. move to dissonance at a quicker pace than usual, maybe hold tonality for 30-ist seconds.

-*c*: follow the beats of the conductor (60BPM), play (almost) only on the beats (unless you don't feel like it). don't play the same note(s) twice in a row.