

1+1 for

One Player and Amplified Table-Top

Any table-top is amplified by means of a contact Mike, amplifier and speaker.

The player performs 1+1 by tapping the table-top with his fingers or knuckles.

The following two rhythmic units are the building blocks of 1+1:

a)  and b) 

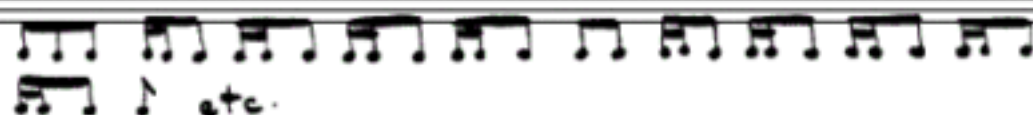
1+1 is realized by combining the above two

units in continuous, regular arithmetic progressions.

Examples of some simple combinations are:

1)  etc.

2) 

 etc.

3)  etc.

The tempo is fast.

The length is determined by the player

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Philip Glass