Economics

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For 6-10 players of any instrument with controllable pitch, volume and dynamics
Written for the *Kick The Can* protest concert
"In art as in life, those with the most money control the cultural agenda"

Set-up:
All players should sit or stand with page 2 of the score in front of them.
All players should be able to reach everybody else's page 2.

Instructions:
The circles on page 2 indicate how you should modify the sound you are playing.
When money is placed in one of your circles you must modify your sound in that way.
     e.g. if you have 5 Euro cents in your *"Dynamics: Louder"* circle, then you must play louder.
The higher the amount of money in a circle, the more you must modify your sound.
You can place any amount of money into another player's circle at any time in the piece.
Money in your circles can be placed in another player's circle.

Performance:
All players empty any money in their pockets into a pile in front of them.
All players start by playing sounds:
     in the middle range of their instrument,
     mezzo piano, and
     every quarter note at approx. MM=100, unsynchronised with the other players.

After the first piece of money has been placed, players can either stick metronomically to
     their quarter note pulse or rhythmically vary it, staying in tempo.
Pitches can either be one pitch repeated or a collection of alternated pitches in the required range. Chords can also be used.
Sounds can be of any duration, the rhythm specifies only the speed of the attacks.
The piece finishes after 5-10mins or when a musically satisfying conclusion has been reached.

It is probably best to make a note of how much money you put into the piece before starting. This prevents fights.
Players can ask the audience for money. This is a form of public subsidy.

This piece can also be performed using any money substitutes, such as: alcohol, property, or sexual favours.

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Pitch Dynamics Rhythm

HIGHER   LOUDER   FASTER

LOWER   SOFTER   SLOWER