

YOUR TURN

performance for 4-6 singers and participated audience

Huihui Cheng/composition
Karin Krämer/graphic design
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Your Turn

Eine Karte-Spiel Performance
für 6 Sänger und Zuschauer

Dauer ca. 15'

Komposition: Huihui Cheng

Grafik Assistant: Karin Krämer

Gemeinschaften zwischen der Komposition, Interpreten und Zuschauer, ist das Versuch dieses Stückes. Das Projekt ist inspiriert von einem Karten-Spiel, bei dem die Karten den Spielern bestimmte Aktionen und ihren Gegenspielern wiederum Reaktionen darauf anfordern. Huihui Cheng lässt eine authentische Spielsituation entstehen, bei der die Sänger auf eine stets unerwartete und immer andere Spielkarten-Konstellation flexibel und in ihrer Spieler-Rolle authentisch reagieren müssen. Die verbalen und gestischen Aktionen lädt sie in ihrem Werk mit musikalischen Gesten auf. Dabei wird das Publikum aus seiner passiv-distanzierten Rolle des üblichen Konzertsettings befreit und bekommt jeweils eine mit dem künstlerischen Geschehen korrespondierende Funktion zugewiesen. Huihui Cheng überführt die Dynamik des Kartenspiels in musikalische Aktion und provoziert dabei eine Identifikation des Publikums mit den Gruppendynamischen Prozessen der Spieler. Die Zuschauer erhalten durch eine über dem Tisch hängende Kamera Einblick in die Karten und können so die ganze Performance beobachten und nachvollziehen. Durch die Interaktion mit den Zuschauern und die daraus resultierende unkalkulierbare Situation soll eine „sehr aktive Atmosphäre“ erzeugt werden. In rasanter Folge bricht das ritualhafte Spiel zusammen und beginnt von neuem. Sie versucht die Spielkarte mit erkannte Symbol und gesellschaftliche Konsens die hintergrundliche Bedeutung zu schaffen. Dadurch erhält es einen dramatischen, fast theatralen Charakter: ein in Musik übertragenes, durch Zufall geprägtes Spiel mit Gegnerschaft und Gemeinsamkeit.

**Your turn
performance for 4-6 singers and participated audience**

The rule: put a card on the table and say or sing it, e.g. HURU and point your finger to the next singer by saying HA or variations as showed in the score. Then the next singer should **first** put a card **over** the last card, and say both cards e.g. HURU, KAYA, and point to the next singer, and so on, until someone made mistake, e.g. say the card before putting the card, or repeat the sequence wrong. When a mistake happens, the others should say HO. Then the loser should keep all the cards. The winner is the 1st singer who manages to get rid of all his cards.

About the cards:

Text cards: cards which have text on it, the words should be pronounced, e.g.



Vocal card: cards with an image on it, the singers should illustrate the image with a vocal sound



Gestue cards: cards with actions and gestures to imitate



Function cards: cards which will change the rule



Audience card: cards which indicate the participating audience's actions, those cards have the illustration of audience in the background.



When the audience sees those cards, they just say or do once what is written on them, as punctual interventions. Then the singers continue their game. The audience cards should be put on the table instead of hold in hands, after set up the camera, there will be the boundary where the audience won't see the cards from the screen. Put the audience's cards out of the boundary.

Installation:

A table, six chairs, the cards, a camera over the table to stream in live. The live streaming should be projected on the screen, the zoom and resolution should be large enough for the audience to see the cards in detail. An amplification under the table if possible. The singers will have the score on the table, but this shouldn't be in the focus of the camera. The audience cards should be spread on the table, also out of camera, so it is easy to play. a small instrument like a carimbar will be fine, for the punished person to play the rhythm.

legend of cards:

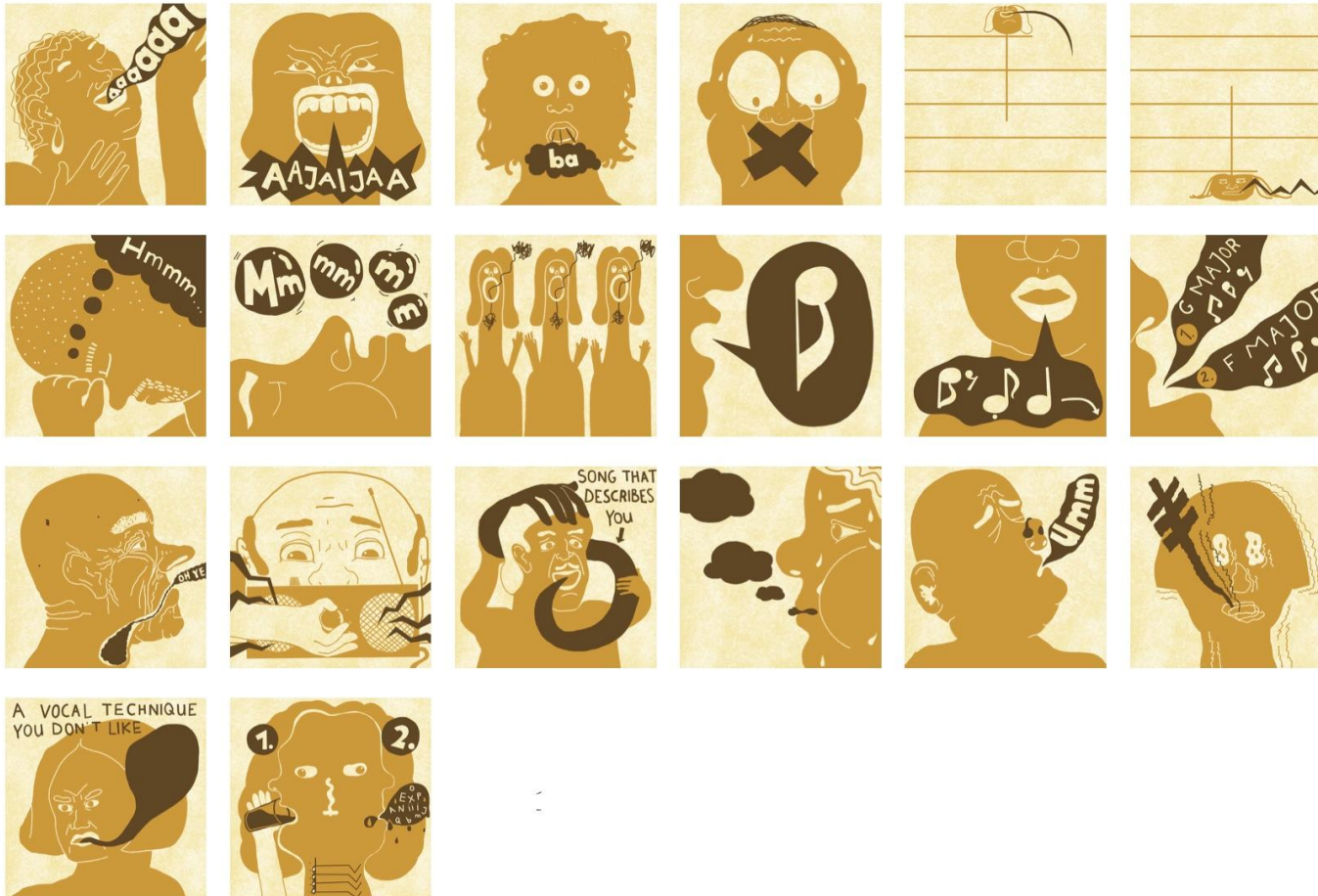
Text cards



The cards with several bubbles could be pronounced by several singers together.

legend of cards:

Vocal cards



vocal examples:
[pic1](#)(click), [pic2](#), p3, [p4](#) [p5](#)
[p6](#)

[p1,p3](#),

[p1,p2](#), [p4](#), [p6](#)

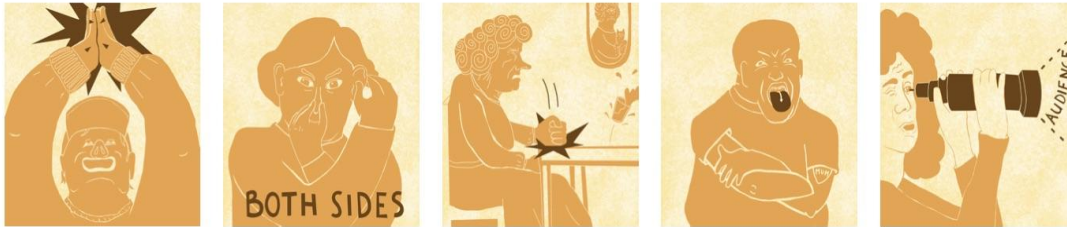
[p2](#)

samples als example of the sound to most vocal cards are available.

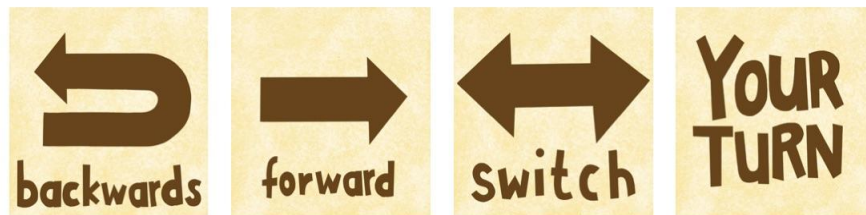
links of all those samples:<https://www.youtube.com/watch?v=6MXRAEoPCAo&feature=youtu.be>

legend of cards:

Gesture cards



Function cards



Punishment card and his motiv



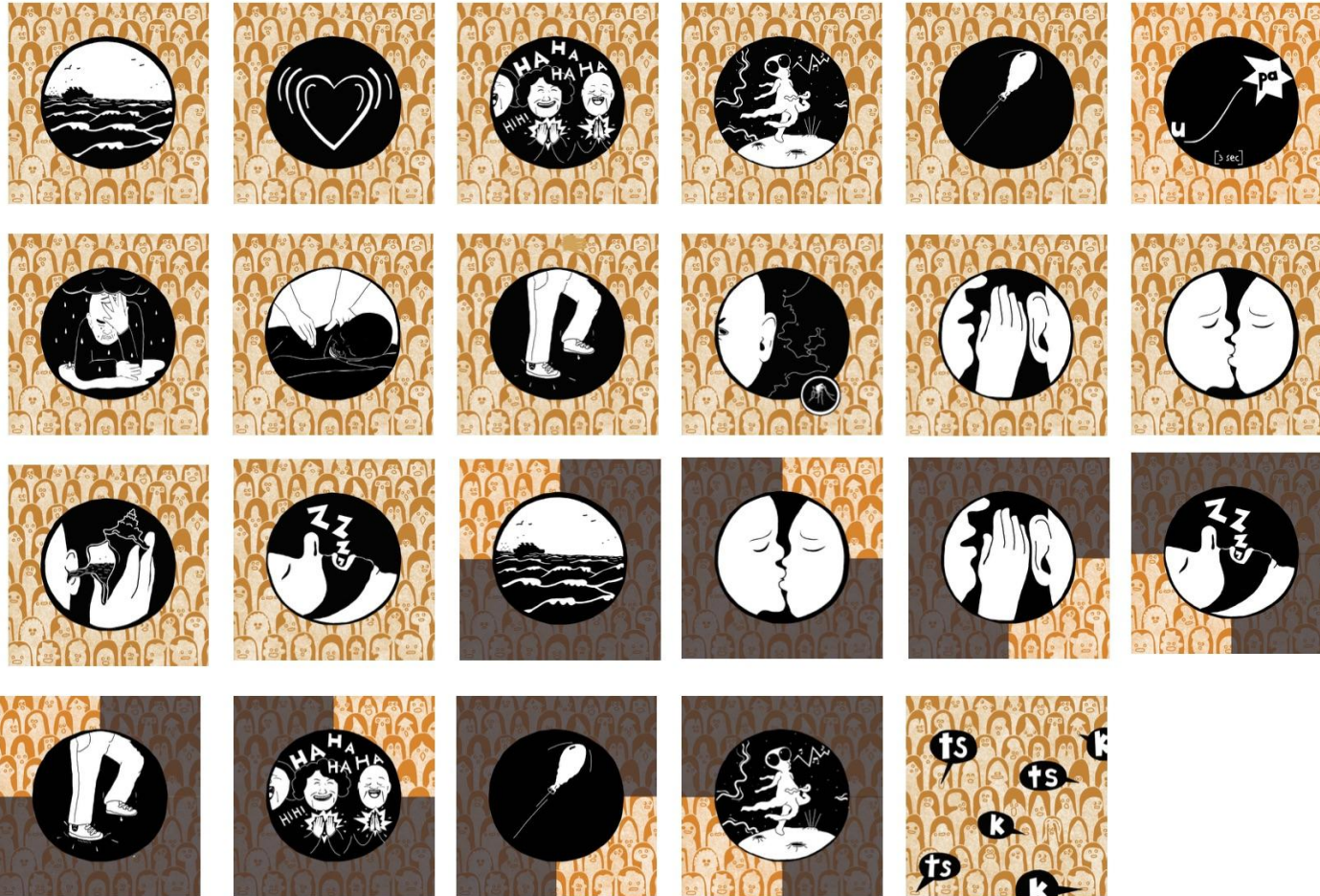
M5

growl
a

play with two karimba keys for this rhythm

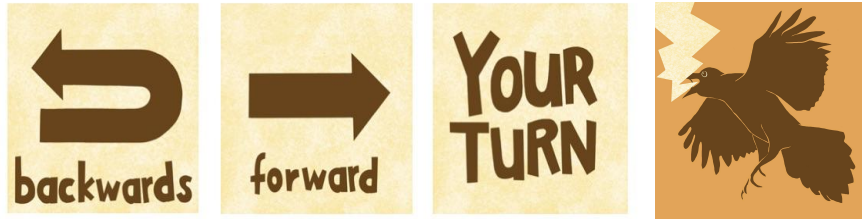
legend of cards:

Audience cards



The shadow indicates that the audience cards has difference between all and a part of audience is on.

The leader should have those cards in hand:



Each of the singer should have those cards:



Performing instructions for the performers:

The singers should act and play different characters, this will give a great atmosphere.


1. The leader, who knows the game well, can guide other singers and also make judgement.
2. Quite good with the game and often discover the mistakes and enjoys very much pointing who is wrong.
3. A bit slow and weak to remember cards, e.g. think a lot before put a card.
4. Often make mistakes, e.g. say HA before say the card; forget a card or say wrong, instead of Ha you say He, or put OH upside down so you will say HO;
5. Very passionate with the game and play not bad;
6. Also often make mistakes




About the score:


This score gives an idea of the whole scenario, dramaturgie, the events, specific cards and gestures for specific moments, how to make an error, and how to point to the loser, when/where to sing and where to make comedic moments. The performance, therefore, will leave room for flexibility for the singers, in order to let them react as if the game was real. e.g. the cards should be played mostly randomly.


Symbols on the score:

 a random card, the singers could choose a card from his/her hand, to have nice musical phrase.

 specific cards; audience card with descriptions;  make mistake on this card; spoken text;  Gesture cards; laugh passage;

LE: leader; Ot: others; LO: loser; PP: punished person;  music box (displayed in a frame): improvisation with material, if there is only a music box then sing once, if there is an arrow then repeat until the arrow ends. This material is only as improvisation idea, it can be modified, and the pitches just give the idea of the melodie, each singer could transpose them into their suitable voice range.  Audience card;  should be a

mistake; In the **The description of all the phrases**, will be explained again, that exactly happens.  Symbol of laugh. (no, not, forgot...) Text in the

clame are the undicatations of gestrues and actings  Vocal card should be played. *the first line is a discription of the cards, the result of what the card will appear, the text in this line is what the singer at that moment should say. Between the comma, is on person. the >>> sign means the following line of the cards continues in the next line.*

score and performing instruction:

tempo 80

1

□ ha, □ ~~ho~~ ha,

Lo: what the
Le: HO, Oh (not) Ho, Oh
Ot: HO, (not)Ho, Oh

amused

Ot: M0
5"

the error should be: instead of "oh" says "ho"

2.a

a bit slower

(an error around here)

□ ha, □ □ ha, □ □ □ ha,



some says ho,
some laugh

2.b

a bit quicker

(an error around here)

□ ha , □ □ □ ha , □ □ □ ha , □ □ □ □

2.c

a bit quicker

(an error around here)

□ ha, □ □ □ ha, □ □ □ □ ha, □ □ □ □ □ n.....

A
applaus

ot:

growl
n o ei o a

<- synchronised with the cards, when ever there's a card spoken, sing at the same time

□ □ □ □ □
speak the same words as the cards above

ot: HO
fff

explosive

LE:

5"

3 **Tempo 90**

ha, ha ... ~~to perform a sentence card~~ **pppp** (bending the chest forward)

Le: teneiii tee tanga puuuhu ruhuruu
(low voice slow speaking)

HO ff Duo

Tempo 80

**show the difficulty of the game*
**the loser laughs at himself*

4

ha, ha, ~~(clapp on the table)~~

PP: HO mp **M2** *pp*

Le: say HO in a tricky way and say HO to the singer who said ho
(clapp with both hands, not on the table)

suddenly trans

Le:

Tempo 60

**wrong gesture, *wrong HO*
**the power of the leader*

5

ha, ha, (forgot say ha) ha, **hmmmm** ha, (point to the punished person)

PP: **Tempo 80** **M5** *f*

Tempo 60 **M4** *p*

all: HO fff

singing and waiting for the audience to sing well or enough attaca

**punished singer sings the motiv*

Tempo 120

five same cards from five singers, to show the different interpretation

13 *ff* ha, ha, ha, ha,

LE: M10

(kiss sound) (one singer should lose, which makes leader think the audience are great, he plays your turn card)

tolo $\text{♩} = 120$ *throat tempo*

others

M2

**competition between the singer and the audience, the leader plays audience card*
**your turn card, the audience will be active to say "Ho"*
**the loser has all the chicken cards, which makes him always sing this card in the next rounds*

YOUR TURN

Tempo 60

14 hi... ha, oh...ye na, ho...ha, LE:hmmm

play easy card that the audience says ho, point often to the last loser, play it freely until there's a mistake

15 ha, ha, wait until audience says "ho" all:

16 (play the tongue card and sing) **Ho** (correction: just put out the tongue, don't sing)


$\text{♩} = 50$

f use straight and nature voice,





17 ha... , ha... , ha... , ha... , ha... , ha...

ha, (point to the audience, and play the audience card, "a song that describes you" if the audience doesn't sing, then play some card to be amusing)

The discription of all the phrases:

1. 1st singer puts a card and says: "kaya" and point to the next singer: "ha", the 2nd singer puts a new cards over the 1st, (here must be the card with text OH) and says the both cards, e.g.: "kaya ho". The leader will point out that this he/she made mistake, because she/he put the card upside down, instead of "ho" it should be "oh". So the leader says: "Ho", and some of others also says ho to follow the leader. The loser says: "What the" Leader says: "HO" and then waves with the 2nd finger, meaning: "don't speak"; and correct the loser: "kaya oh" wave finger again(meaning not) "kaya ho, kaya oh!!" Loser laughs and says a nonsense word like "hihe" or "grrr" (instead of "shit"). Others laugh from this mistake, and sing the music box, which should be actually spoken, with low voice, even with a bit growl singing, use the words from the cards as text(this suit to all the music box without lyrics of the whole piece). The rhythm gives the idea how it the rhythm for each singer is, as result it can be very random sound with all 5 voices together. ca. 5". The loser should take all the cards and put a new card to begin the next round, he is still feeling amused while putting a card, and others also show that they are excited, making little moving noise or kind of laugh with each other will give an impression that this is a real game.
2. 1st singer puts a card and says the card and point to the next singer, while the next singer continue, the 1st singer sings the motive on the 2nd row, with growl singing technique. While the 3rd singer is saying the card, others sing this music box. The female singers sing the upper part, it can start from random pitch of which voice, and the melody should be microtonal; the male singers sing the lower part, growl singing. Transient from this music box to the following one. The 3rd music box shows that all the singers should say the card together with the 6th singer who will say the cards()meaning they count for him/her), until he/she will make a mistake on the 5th card and says: "n..." The loser of the 1st round says "HO" very loud, the others burst out laughing suddenly, like an explosion. The leader puts an audience card (applaus) and says something with nonsense words (meaning that it was not bad, and the others says something to response.
3. Put cards and say as usual, in the same time the leader says the text with low voice. The 2nd singer makes decoration on the "ha". Mistake of the 3rd singer: he says wrong text, and then then says: "ppppp" (meaning that he is laughing at himself and bending the chest forward). Everybody says HO at the same time, and two singers beside each other sing the music box, still use low voice with growling sound. The 2nd singer sings with inhale. After this the leader puts an audience card: "u--pa", it doesn't matter if the audience sings well or not. All singers sing the 2nd music box, while the loser preparing the next round: the female singers sing the chords starting with random pitches; the male singers sing the nonsense words for threatening.
4. Put cards and say as usual, while the 2nd singer saying or singing the 1st card, someone says:"ho" just for fun, as a result he receives a punishment card later from the leader. The others sing the music box, some speak the nonsense words, some sing the HO with glissando, to a low pitch, meaning that the punishment is coming. The 2nd singer makes mistake on the 2nd card: this card must be the gesture card "clapping" ,  he/she didn't care, just hit the table instead of clapping with both hands. The leader says: "HO" in a very fun way, try and short, seems he's enjoying of doing this; The others laugh, the leader corrects the loser with gestures: clapping in the hands. The loser says: "drrr grrrr..." meaning anyway he did wrong gesture. The leader gives the punishment card to the person who said "Ho" before. As intermezzo, put a audience card (alien whistle) for the audience.

5. The punished person should sing the music box until someone points at him/her. This should happen (the pointing) on the 5th round. In the same time the game continues: an audience card with stamps, and all singers sing the “ha” in a teasing way instead of saying. The punished person can’t remember and he/she places the card and waited and waited and laugh at himself/herself. While the punished singer is saying the cards, the others sing the music box below to distract. The punished singer does the gesture of hitting table, feeling frustrated but amused in the meantime. An audience card with air balloon follows, and other singers sing the music box: a high and a low whistle sound and some speaking sound in between.
6. The punished singer starts, he/she puts a card, and after says: “ho” and also shocked of his mistake, then laugh and become angry. The others sing the music box, feel happy.
7. Starts with a gesture card as change, and says nonsense words before the “ha”, in the meanwhile there’s a duo says the nonsense words in dialog. The punished person is still making funny noises with a mixture of laughing. A card with text “the vocal technique that you don’t like” should appear, and every singer should respond to this card differently, and to say what they don’t like. A solo voice should join the duo. The last singer will make a mistake and all say: “ho” the leader will also put a card for the audience with “Ho” on it. The last singer just confused to say Ho or Ha, instead he/she says hmmm for a while. Then others say: “HO”
8. The 1st card should be Text card with HA, as well as the 2nd. The punished singer should be the loser of this round again, he/she will say: “he” instead of “ha” as mistake. someone says: “ho” right away and others laugh. The leader sings the music box and the others follow and respond, sing the hu in low range and with air sound.
9. Only put vocal words in this round, so the singers will sing more. What new is, the 1st singer says twice “ha” and point to two singers to have a polyphony. The two singers are surprised and say: “ha” with inhale as reaction. The others sing the music box, and repeat it, the 1st pitch gets longer and longer during the repetitions to accompany the cards. At the last the two singers should point to the audience. The audience will be stunned. Then the singers say: “ho” and sing the music box.
10. In this round the 1st singer will point to three singers, while three singers sing the cards, the other three singers sing a another chord in high middle and low ranges. with random microtonal pitches to accompany, sometimes with grace note. The leader puts the “backwards” card, and the three singers will manage to sing all cards in backwards correctly, and they sing all together: hahahahahahaha and give all the cards to the leader, meaning that they won.
11. The 1st singer put three cards one after one, and sing all of them, then point the next singer with a melody, humming with text “n, m or a”. But the 2nd singer forgets the backwards card should work continually, he will say the card in forward way. This will be the mistake, and the leader will show the backward card again and say: “ho” and make an example of the correction. And others say: “hi” feeling scared.
12. The female singer play cards in this round. The 1st singer puts two cards, and sing the ha with the melodies. The male singer sing the music box, which shows the rhythm of accompany. It can be a bit like jazz style. The 2nd person put a new cards and should sing the 1st two cards in backwards either. Finally the 5th singer will put a switch card, to point back to the 4th singer. This makes the 4th singer stucked and lose.

13. The 1st singer puts a card, (either  or ) and other singers also put the same card but sing differently, meaning the same card can be interpreted in different way. So then the 2nd singer should sing the new card and other cards in backward. The leader in the same time, sings with low voice and nonsense words according to the rhythm, and keep putting audience cards. Once the audience confused or makes a mistake, then stop putting cards. The leader put the “your turn” card.
14. To make it clear for the audience to judge, put only text card for this round. The 4th singer should put a gesture card,  the one with tongue. He will sing a tune with this gesture, but the leader thinks this is wrong, because this is only a gesture. The audience won't realize this mistake, so the leader says: “ho” to the audience, others follow the leader to say “ho” to the audience.
15. Make simple mistake for the audience, and the audience should say: “ho”.
16. In this round like play it freely. The music box show the accompany models. Sing this all together while playing the cards, and with finger clicks, like jazz music.
17. The leader put a forward card. The first card should be “song that describes you”.  For this card everyone should sing differently. Others could sing something randomly to accompany the singers, while they are singing their songs. It can be a phrase of a song, aria or a just sound. To show the singer's personality is the point, any of creative idea would be well recommended. The first 4 ha, should become lower and lower, this implies soon the end is coming. As the end of this round there should be a singer, who has no cards in hands anymore, please make this fake by leaving cards somewhere a bit earlier. He/she should show that he has no card more. and the leader says something with nonsense words, which makes the winner understood something.
18. From this round the winner starts to play the audience cards, there are cards which have shadowed audience in background, play those cards, so the audience will make sound in polyphony. While playing those cards, sing the melody, which is a quotation of song of Frank Sinatra: I've got you under my skin. Sing this song with funny voice and humor. Others sing chords, to accompany the audience. Until a moment other singers stop to play the cards. they watch the audience. The winner speaks nonsense words, like he is telling a story and put the audiences cards to describe the story: (pictures tbc.) at one moment the singers say the HO together to the audience to end the piece.

Events 1-8, video example of playing the game, (without impro music box) [click](#) here
Ho and laughing sounds [click](#) here

Tips about the performance:

It is very important for the singers is to prepare several laugh sounds, in different situations: naughty, laugh about themselves, suddenly explosive, continual laughs. Audio samples will be available as reference.

All the “Ho” should be spoken mostly in low range, short and try, with humor, funny, provocative and meaningful way; everytime when there’s error, singers should say the Ho in different way, because you will react from the error. maybe some won’t say, some say it excited for discovering the mistake. Audio samples will be available as reference.

The Ha will be spoken many times in this piece, there are indications on the score, to know where the Ha should be spoken in another way, except those specific moments, different mode of speaking can give the Ha variable characters, this shows also the singers personalities. once if one singer start to sing or speak Ha in another way, the others should intimate. e.g. drrrrrrrHA, the next should say grrrrrrrHA. Audio samples will be available as reference.

For the moment, where should have a mistake, are important to react well, tips of making mistakes: e.g. say the card before place it; say it wrong;

Human language is forbidden in this game, this will also be showed in the scenario(the acting on the score), so this can be a good idea for the acting, to say some nonsense words during the performance can be interesting. Specially with low voice like the HAKA, will suit to the entire piece.

Use the cards in hand als improvisation material is well recommended, so that the whole performance is well structured.

It is very important to show the whole performance like a real play, show the joy to the audience and involve them to enjoy, even when the singers have already practiced, they should still react and laugh in a natural way, but in fact acting. There are three parts of the whole performance, 1-8, 9-13, 14-19. Each part has different focus, the 1st part 1-8, is about warming up, the audience gets to know better about the game. Here, play with more text cards, and less vocal cards. The 2nd part 9-13, should have variable cards, mixed with vocal and gesture cards. The last part is about audience participant, they should be involved, the singer should pay attention about this.

To start the performance, the leader should give the audience a guide, what is rule is, so that they will be able to follow, even practice with the audience cards. The events on the score are as suggestions, if there’s need to give more events for some part, it is free to have decision, the real reaction of with the audience can be different, when to put the audience applause card for example can be done in the live situation.

M5

growl

Musical notation for exercise M5, consisting of two rows of rhythmic patterns. The first row has six patterns, and the second row has five. Each pattern includes a note with an 'a' above it and a growl symbol (a circle with a diagonal slash) below it.

play with two karimba keys for this rhythm

M6

Musical notation for exercise M6 on a single staff. The lyrics are: da ba ba tsi du du da ba ba tsi du du.

make finger clicks as percussion sound

Musical notation for exercise M6 on a single staff. The lyrics are: ba ba ba bu ba ba ba bu ba da da da m ba n n n n n.

M9

♩=50

Musical notation for exercise M9 on a single staff. The lyrics are: a ei o o u o ei o ei ta a ui - e - i - o - u. Dynamic markings include *p*, *f*, *mf*, and *p*.

f use straight and nature voice,

M10

♩=120

Musical notation for exercise M10 on a single staff. The lyrics are: (whisper) don't you know you fool you ne-ver can win use your men-ta-li-ty.

Musical notation for exercise M10 on a single staff. The lyrics are: wake up to re-a-li-ty.

wake up to re-a-li-ty