

48 Objects

Mark Applebaum, 2005

| | | :00 | :15 | :30 | :45 | 1:00 | 1:15 | 1:30 | 1:45 | 2:00 |
|-----------|---|-----|-------|-----|---------|---------|---------|---------|-------|-------|
| Player 1 | 1 | 1 | C C | | 7 | 6 | 1 | 4 | 1 | 3 4 1 |
| | 2 | | | | | | | | | 4 |
| | 3 | 1 | | 1 | 1 | | | | C C C | |
| Player 2 | 1 | | | 3 | | 8 | | 1 7 | | 1 |
| | 2 | | | | 1 | | | 2 | | |
| | 3 | 3 | 1 | 1 | 1 | 1 | 2 | C C | | 4 |
| Player 3 | 1 | | 1 | | 3 | 1 | | C C C | | |
| | 2 | | | | 1 | 1 | | 1 | | |
| | 3 | 3 | C C C | | | | | | | 1 |
| Player 4 | 1 | | | | | | | | | 3 1 |
| | 2 | | 1 | 1 | 6 | 4 | | 1 | | 6 |
| | 3 | 3 | | | | 1 2 | 4 | | | 1 |
| Player 5 | 1 | | 1 | | | | | 1 | | |
| | 2 | 1 | | 1 | | 1 | | 3 | | |
| | 3 | | | | 2 | 1 1 | 1 | C C C C | | 1 |
| Player 6 | 1 | 1 | C C C | | 1 | | | 1 5 | | |
| | 2 | | | | | | 1 | 4 | | |
| | 3 | | | | | 1 | C C C C | | | 1 |
| Player 7 | 1 | | | | | | | 1 | 5 | 1 |
| | 2 | | 5 | 4 | 1 | | 7 | 1 | C C | 3 |
| | 3 | | 7 | | C C C C | 1 | | 4 | | |
| Player 8 | 1 | | | | | 1 | | 1 | | 1 |
| | 2 | 1 | 4 | | 1 1 1 | | | | | |
| | 3 | | 1 | | 7 C C | 6 | 5 | | 1 1 1 | |
| Player 9 | 1 | | 1 | | | | | 1 | | |
| | 2 | | | 1 1 | | 2 | | | 1 | |
| | 3 | | | | | 2 | | 2 | | |
| Player 10 | 1 | | 1 | | | | | 1 | 1 | 1 |
| | 2 | | | 1 | 1 3 | 1 1 | 1 | | | |
| | 3 | | | | | 1 | | | | |
| Player 11 | 1 | | 4 | | | 3 C C | | 6 | | |
| | 2 | | | | 1 1 | | | | 3 | 1 |
| | 3 | 2 | | 1 | | | 2 | | | |
| Player 12 | 1 | 1 1 | 1 | 3 1 | 2 1 | | | 1 | 6 2 1 | |
| | 2 | C C | 1 | 2 | | 1 | | 1 | | |
| | 3 | | | | | 1 | 1 | | 1 | |
| Player 13 | 1 | | 1 | 1 1 | 1 | | | 4 | | 1 |
| | 2 | 4 | | 1 | | 3 | | | 1 3 | |
| | 3 | | | | | 1 | 4 | 1 | 2 | |
| Player 14 | 1 | | 8 | | 1 | | 2 | 7 | | |
| | 2 | C C | 2 | | | | 1 | 1 | | |
| | 3 | | | 1 5 | | 1 | | | | 1 |
| Player 15 | 1 | | 1 | C C | | 1 | | C C C | | 4 |
| | 2 | 4 | | | 1 | C C C C | 8 | 2 | 1 1 | |
| | 3 | | | | 1 1 | 1 | | 1 | | |
| Player 16 | 1 | C C | | 2 | C C C C | | | | 8 | C C |
| | 2 | | 3 | | | 1 1 | 1 2 | | 1 | 1 |
| | 3 | | | | 1 1 1 | | C C | | | |
| | | :00 | :15 | :30 | :45 | 1:00 | 1:15 | 1:30 | 1:45 | 2:00 |

Each player chooses three objects that make interesting sounds when rubbed, shaken, tapped, scratched, blown, broken, twisted, torn, wound, folded, dropped, waved, etc. The objects may be played autonomously or with mallets, brushes, bows, twigs, etc.

The duration is two minutes. However, the piece may be repeated any number of times. Players are synchronized by stopwatches or other timepieces.

Each box represents a five-second duration. Players make sounds with their designated object (1, 2, or 3) during boxes in which numbers appear.

The integers suggest the number of articulations, gestures, or phrases to be performed during the given box. These sounds may occur at the beginning, middle, or ending of the box, they may be regular or irregular, and they may or may not elide with sounds from a previous or subsequent box.

"C" denotes a continuous sound—a sound that is held, trilled, repeated, etc. during two, three, or four successive boxes, as indicated.

The dynamic level is left to the performer's discretion. The default level is *modest* with occasional accents. Amplification may be employed and the sounds may be diffused spatially.

The piece may be presented in a sober "concert" manner, or with a deliberate theatric sensibility—objects may be vivid and colorful, unusual or humorous, and played in a histrionic manner. However, when presented as an accompaniment to a dance (*48 Objects* was originally composed as a part of the musical score *The Bible without God*, a collaborative event with the Merce Cunningham Dance Company) care should be taken to minimize the visual aspect so as to avoid drawing focus away from the dancers.