Hazing

for four or more treble melodicas   Scott Mc Laughlin

Preparation

- The ensemble chooses a single pitch for the main drone, this should be:
  - above A5 (where middle C is C4), but low enough to allow a minor 3rd between this pitch and each instrument's highest pitch.
  - the most "in-tune" across all the instruments, to facilitate smooth passing of the note between instruments.
  - possible to fade-in/out smoothly.
- Arrange players in a fixed sequence (1-n), this can be a line or a circle.

Performance

Drone:
- The drone is passed from player to player (one at a time) starting at player-1 and moving through the sequence: loop around at the end of the sequence.
  - each player sustains the note for a full comfortable breath.
  - each player should fade in gently and crescendo to *mf* mid-breath before decrescendo and fade-out.
  - there should be no silence between players, crossfade smoothly.

Chords:
- All players except the current drone player play chords of 2-4 notes drawn from pitches a minor 3rd above and below the drone note (out-of-tune notes are especially interesting): so a drone of D6 gives a pool of B5 - F6 to choose from, plus the drone itself.
- Divide the total number of players by two (rounding up), this is the amount of times each player must play chords during a full sequence of the drone: the time it takes for all the players to play the drone once.
  - Players may play their chords at any time inside this sequence, but they must finish before the sequence ends: with a proper fade-out.
- For chords: Blow extremely gently, slowly increasing pressure. Once all the notes of the chord are sounding then fade out. The sound should be very quiet and fragile but not broken up or jerky.

The End:
- The drone may end after a set number of sequences (at least three), or if at any point a player cannot play all their chords before the sequence ends. Signal this by stepping forward, then the drone fades out: the first sequence is immune to this.
- Once the drone has stopped, the ensemble plays three chords with a pause between each.
  - As above, each player randomly choose their chord from the pool.
  - Play chords as above, total synchrony is not important.

Miscellaneous:
- For versions with more than eight players, a player may only play a chord if they are one of the three people on either side of the current drone player. If the players are arranged in a line then those at either end of the line do not count as neighbours: so when the players at either end of the line have the drone then only three other players are allowed to play.
- For versions of more than 20 players, please contact the composer.