

Events for FREED Sounds



- navigate to the webpage listed on this card
- feel free to use this webpage as soon as you receive the card.
- there are more detailed instructions on the webpage

www.stolenmusic.org/freesounds

THREE VOLUME EVENTS

- LOUD
- medium
- SOFT

MATCHING EVENT

- Play ONLY sounds that match the ones played by your neighbour

Fluxversion 1:

- play sounds that match somebody distant

EVENTS for FREED SOUNDS



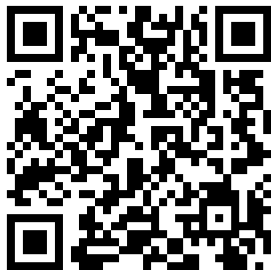
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SEVEN VOLUME EVENTS THEFT EVENT

- LOUD
 - medium
 - SOFT
 - silent
 - soft
 - LOUD
 - medium
- Leave the venue and take a stranger's phone. Play FREED SOUNDS on it.
 - If you are worried about breaking the law, steal the phone from another audience member instead (you could then leave the venue, if you wish)

Events for FREED Sounds



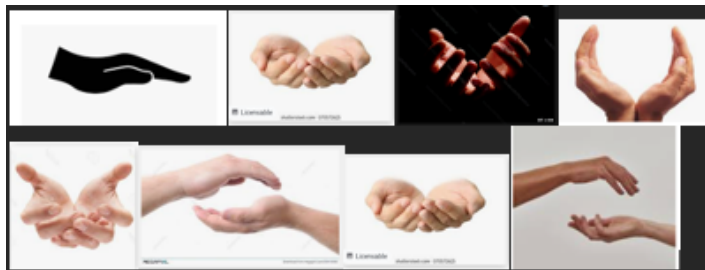
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CUPPING EVENT

Cup your hands around your phone speaker

Try to make all these shapes in sequence, at your own pace:



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HIDING PLACE EVENT

- find the place in the room farthest from your location
- Leave your phone there (try to make sure nobody can find it)

EVENT AFTER GEORGE BRECHT

- Each sound you make should be immediately stopped

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Events for FREED Sounds

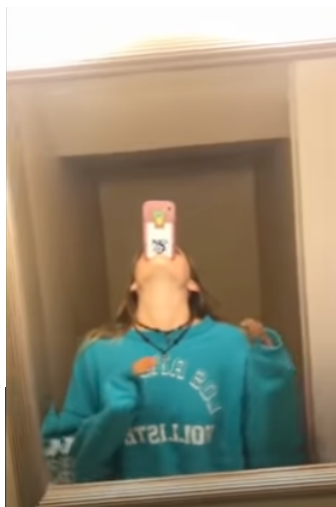


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FILTER #1

- Use the phone as in the photo
- Be careful not to spread germs
- Feel free to combine this score with others



Events for FREED Sounds

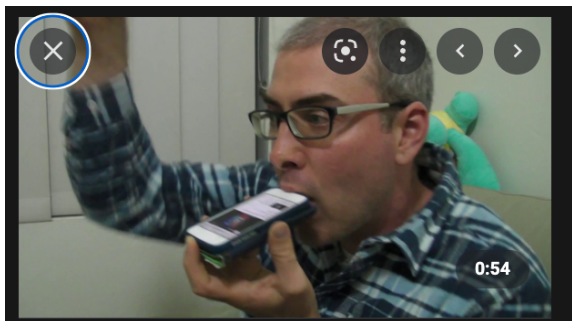


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FILTER #2

- Use the phone as in the photo
- Be careful not to spread germs
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EVENT AFTER KENNETH MAUE

- to be performed with a friend
- Add a Sound, exactly together
- After 1 Second, add a second sound, exactly together
- After 2 Seconds, add another sound, exactly together
- After 4 Seconds, add another sound, exactly together
- After 8 Seconds, ...
- After 16 Seconds, ...
- ... continue adding sounds, doubling the number of seconds between each sound
- At a pre-agreed point (for example when the gap is 2^{15} seconds {9 hours, 6 minutes and 8 seconds}), reverse direction, repeating the highest gap
- Reversing directions means: the gaps halve each time, and remove one sound each time instead of adding one
- the piece ends when both you and your friend are silent
- a calculator to help work out timings for this piece can be found at <https://www.sebastianadams.net/maue-durations>

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PATIENCE EVENT

■ only add sounds if nobody else is playing any sounds

MATCHING EVENT

- Play ONLY sounds that match the ones played by your neighbour

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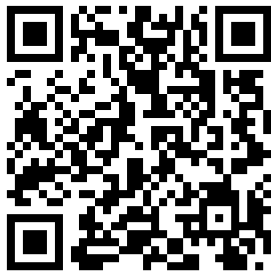
BEAUTIFUL EVENT

- Search for a sound, never playing more than one sound simultaneously
- When you find the sound you consider the most beautiful, plug in earphones and listen to that sound on a low volume until the end of the concert

SITTING EVENT

- sit on your phone
- filter the sound of your phone by adjusting your sitting position

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LUDDITE EVENT

- Refuse to use your phone for this performance
- Instead, imagine 100,000 different sounds
- Sing or somehow perform one of them at random
- When you feel like adding another, sing (or somehow perform) both at once
- Continue like this, adding or removing sounds as desired
- Receive in your mind the stop signal which will be sent to everybody's phones

ALTERNATING EVENTS

- Play with a partner (show them this card):
- Play sounds only when your partner stops playing sounds

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THREE MIMICRY EVENTS

Copy the sounds of your phone (or another's phone):

- with your voice
- with your feet
- with your stomach

If you like, copy them:

- with mockery
- with sincerity
- at one quarter speed

PERSUASION EVENT

■ Try to convince the sound engineer (or anybody with means of amplification) to let you connect your phone to the loudspeakers

Fluxversion 1:

- try to convince anybody of anything

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SMOTHER EVENT

- Cover your phone with
 - coats • more phones • crumpled tissue paper
- There is a prize for the most-covered phone (phone +33766218908 to claim)
- You can create your own version of this event using other materials

BOREDOM EVENTS

- new sounds every thirty three seconds

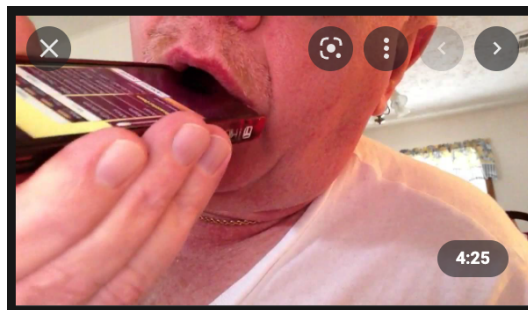
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FILTER EVENT #3



- Use the phone as in the photo
- Be careful not to spread germs
- Feel free to combine this score with other scores

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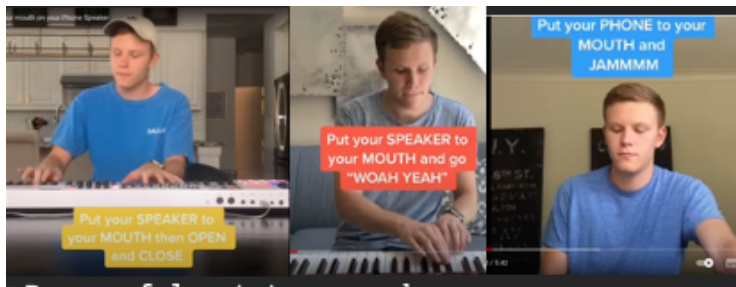


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FILTER EVENT #7

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VOICENOTE EVENT

- create a symphonic layering of sounds
- while the sounds play, send a voice note to a close friend asking them about their day
- do not explain where you are or what is happening to you

WHISPERING EVENT

- read all the text on your phone screen in a whisper
- play a new sound, then read the new text
- repeat as desired

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FILTER #4

- Put as much of the phone in your mouth as possible
- Be careful not to spread germs
- Hum, mimicking the vibrations your phone is making on your tongue

RHYTHM EVENT

- You are the rhythm section
- Start and stop sounds in a rhythmic way and try to make a drumbeat

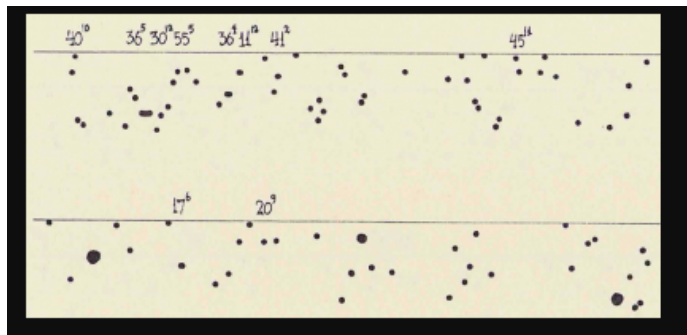
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EVENT AFTER JOGN CAGE



(copyright infringement intended)

EVENT AFTER YOKO ONO

- Listen to the sounds of your phone
- Make exact repetitions in your head after they stop

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EVENT AFTER ANDY INGAMELLS

- wrap your phone around your wrist with Sellotape
- keep rolling until the Sellotape is completely used up
- then try to free yourself from your phone

THREE TIMING EVENTS

- SPACED OUT WIDELY
- c l o s e t o g e t h e r
- on top of each other

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EVENT AFTER NAM JUNE PAIK

- attach your phone to a string
- drag it through streets, stairs or floors

DETECTIVE EVENT AFTER CLAUDIA SCROCCARO

- Walk around the room for one minute
- Pick a random person and ask them what their instruction says
- Politely say goodbye and move on

Fluxversion 1: write their instruction somewhere

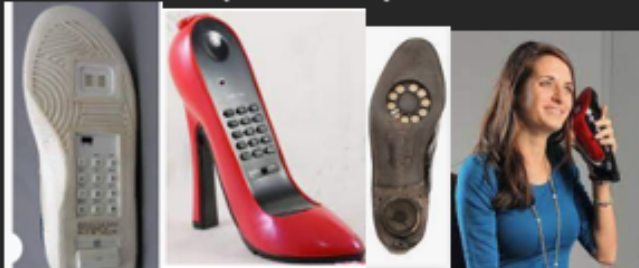
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SHOE EVENT (FILTER #6)



You know what to do

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