

VINELAND STELAE STELA III Sandeep Bhagwati

Each word has a specific way of playing it – Jam, Bounce, Drive and Moan. Some words are split up and each letter has a different way of playing.
Trombone coordinates all timing aspects of the STELA. It should be the most chaotic and turbulent movement of the piece.
Three modes of transistion between words: a) direct transition (agree on a special sign for that) B) silence (min.2 seconds) c) trombone interlude.

I	T	IS	ALL	I	DETEST	D	E	V	I	L	S	LAND	ITS	NATIVES	EASE	A	L	L	ATAVIST	NEEDS	VILE	TEENS	T	A	S	T	E	TANNED	TITS				
J	B	D	M	J	D		B	M	J	M	B	D	M	B	D		M	J	D	M	J		B	D		J	M	B	J	D	M		B

EAT	SVELTE	S	L	I	T	S	IDLE	LADIES	IN	VEILS	S	I	N	AT	TEA	IN	VENITIAN	T	E	N	T	S		
J	D		M	J	D	B	M	D	B		J	D	B	J	D	M	B	D		J	M	B	M	D

JAM maximum chaos apoplexy



Soloists do not play (except Trombone)
Others use following instruments/plays when invited. Always be loud and fearless:

T Wood Plate Drum	E trading short bursts amongst you	N Chinese gongs(↑↓), cymbals
D coordinated staccato chords	I free, be-bop	S runs and slides in extreme registers
V Bongos/Congas w.Drumsticks	A crescendi with sffz end	L SteelDrums, free

Play on after Tombone turns away to other group.
Stop immediately when he signals end of the current word.

MOAN orgasmic moans

When invited, each musician plays or sings orgasmic moans for a very precise duration, given by the Trombone.
Trombone indicates duration by finger signs:

 3 seconds  6 seconds  9 seconds

 till end of current word.

Stop immediately when Trombone signals end of current word.

DRIVE intense driven duo improvisation

TABLA, GAMELAN & EWE DRUMS: when invited, play one of your 25 beat cycles, very inventively, with many surprises.
PERCUSSION (incl. Marimba): Whenever DRIVE is called for any group, V begins a clockwise trading procession (VTNL): On TomTom each player relays a short aggressive burst to the next. Try to drive the music forward.

TRIOS EDSA: When invited, play long, distorted notes that slowly slide up and down irregularly.


SOLOISTS:
On each time DRIVE is called, you form two duos, leaving one of you dry.
Which combination is called depends on the first group that is invited:
(if "I" is invited for DRIVE the Trombone plays solo)

E	D	S	A
Shakuhachi+ Sarod	Sarod+Trombone	Bar.Sax+Sarod	Bar.Sax+Trombone
Trumpet+ Trombone	Bar.Sax+Trumpet	Shakuhachi+Tromb.	Shakuhachi+Trumpet
Bar.Sax	Shakuhachi	Trumpet	Sarod

React to the rhythms and music around you and, of course, to your duo partner.
Duos in the first line always start, those in the second line enter after ca. 5-10".

Play on after Tombone turns away to other group.
Stop immediately when he signals end of the current word.

BOUNCE sharp cutting bounces

Trombone indicates a quick 5/8 beat.
When invited, play 2-4 very fast bouncy *mf-f* notes on each 

Percussion: Any instrument with short sound

Strings: Arpeggio or Rapid Upwards Glissando

Winds: Staccato or Frullato bursts

Play on after Tombone turns away to other group.
Stop immediately when he signals end of the current word.