

Binary Count

For any even number of speaking voices.

Duration: variable.

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version 1

Each player counts upwards in binary, starting at one, with each one or zero consisting of a beat. Each player keeps their own strict tempo, but ignoring the other performers. Individuals stop when they lose count or get lost. Ideally players should stop when they feel unsure or lost rather than making mistakes.

The piece ends when the last performer stops.

Example:

Spoken: one—one—zero—one—one—one—zero—zero—one—zero—one ...

(Binary:	1	10	11	100	101 ...)
(Base-ten:	1	2	3	4	5)

version 10

The same as version 1, but players also try to keep track of the numbers in base-ten.