

## PING PONG PIECE

for two people using any sound sources

**Alexis Porfiriadis**

**2018**

for Ryan Seward and Matt Smiley

*Ping Pong Piece* (2018) is a piece for two performers which consists of 40 parts. The players should first decide by a coin toss which player is going to perform which part (A or B). Each part of *Ping Pong Piece* is composed having in mind a point during a table tennis match (one part = one point). SILENCE specifies that the player loses a match because s/he cannot respond to the action of the other player. Therefore the 'point' goes to the player completing the last action (**A** or **B** with **bold** in the text).

In each version one of the players should be the 'winner' having **11** (short version) or **21** (long version) points/parts. This means the short version may have a minimum of 11 parts (when one player does not win any points at all) and the long version 21 (same case). Performers should decide collectively on the sequence of the parts and the final score of the match. No decisions may be taken by one person on behalf of the other.

The serve rotation during a table tennis match is two points (since the changes by ITTF in 2001). This means that player A, for example, will 'serve' for the first for two points and then player B will 'serve' the next two points. In each page players will select 2 points and the player who serves **A** or **B** in a rectangle in the text). Players can freely choose only one point from a page. The score is made this way (with 2 points in each page, 'served' by the same person) for practical reasons and does not present any desirable sequence from the composer's part.

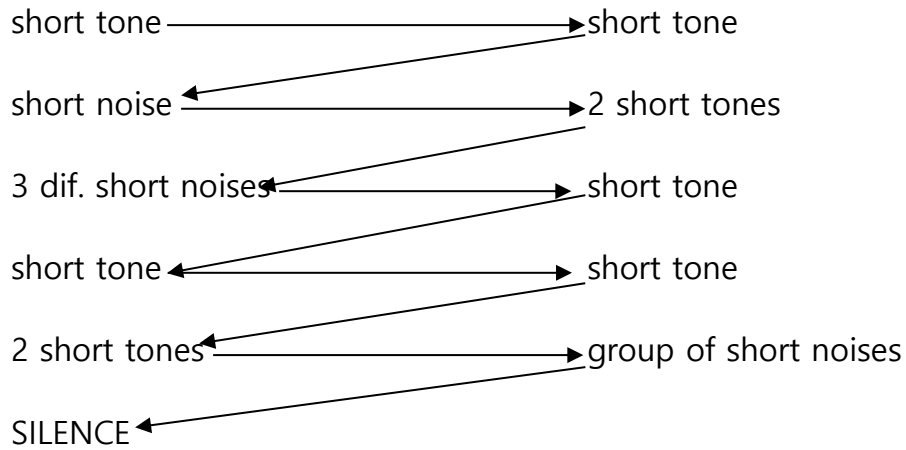
Players should use a variety of dynamics, registers and speeds of response. Like in a table tennis match, some points may be played in a loose way while other can become fast or even furious. This is an important characteristic of the *Ping Pong Piece*.

Basic sonic material of *Ping Pong Piece*:

- short tone
  - 2 short tones → performed fast, very fast or as fast as possible
  - short melody → 3 to 10 tones performed fast, very fast or as fast as possible
  - short noise
  - 2 short noises → performed fast, very fast or as fast as possible
  - 3 different short noises → performed fast, very fast or as fast as possible
  - a group of short noises → 4 to 10 noises performed fast, very fast or as fast as possible
  - SILENCE → 4 to 10 seconds
- 
- With the instruction '2 short tones/2 short noises' is meant that the player may play the same tone or noise twice or two different tones or noises.
  - With the instruction 'short melody' is meant a sequence of different tones and not necessarily a melody in the 'traditional' way.
  - Noises: In each version each performer should use **at least one** plastic, one wood, one metal and one glass noise.

**A**

**B**

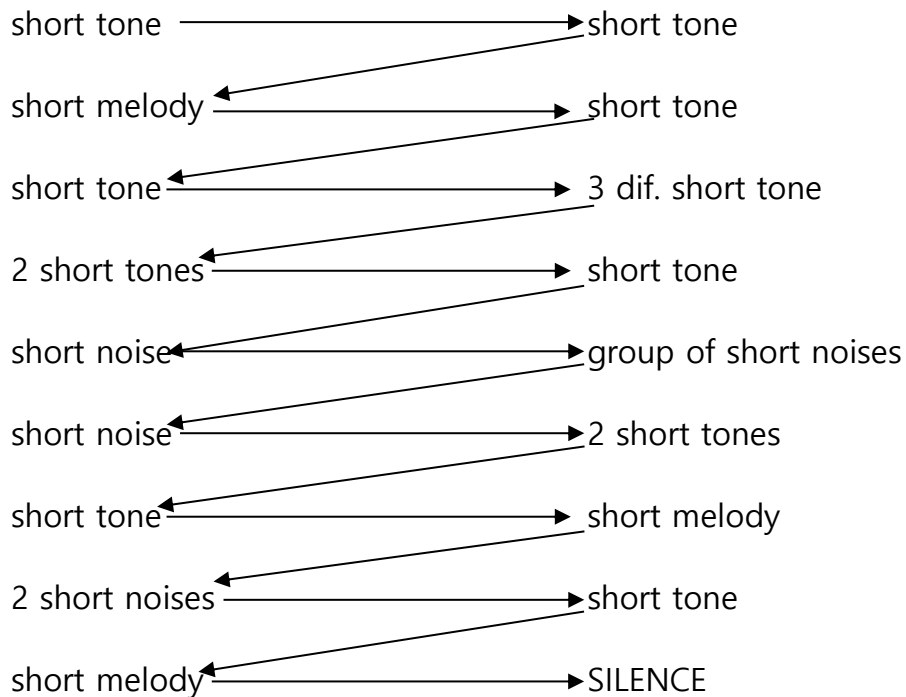


Point 1  
Ping-Pong Piece  
A.Porfiriadis, 2018



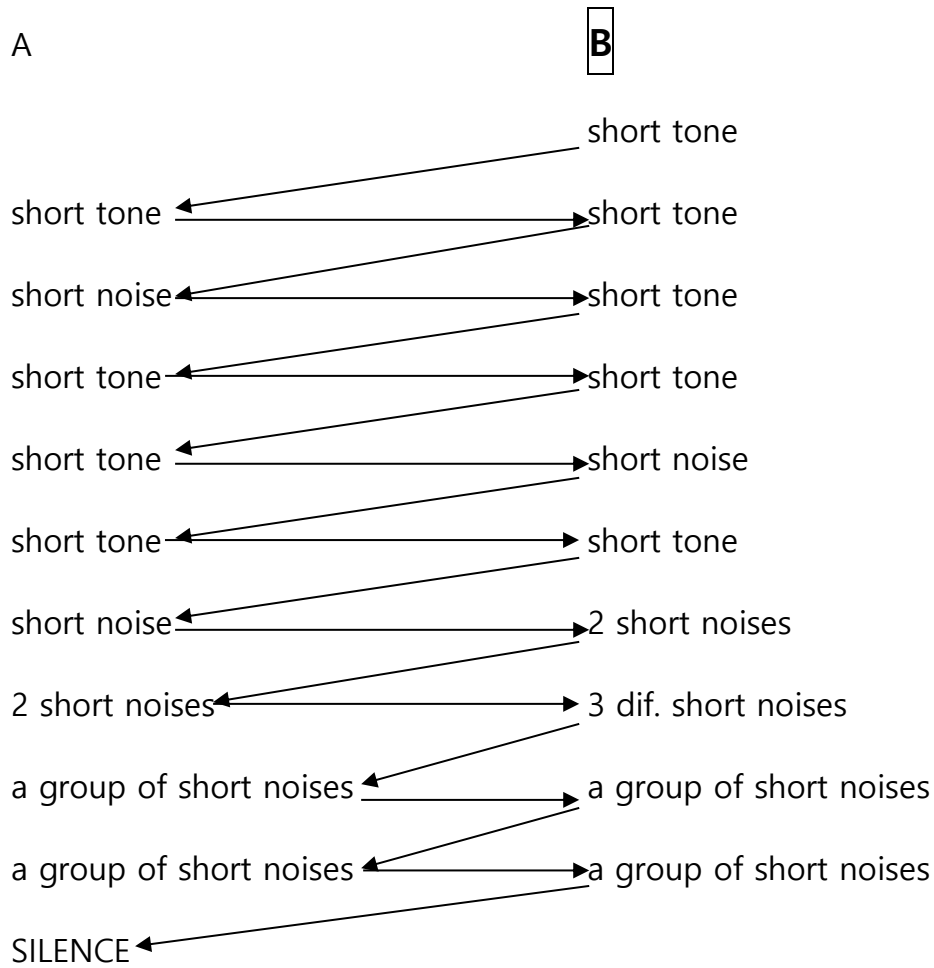
**A**

**B**

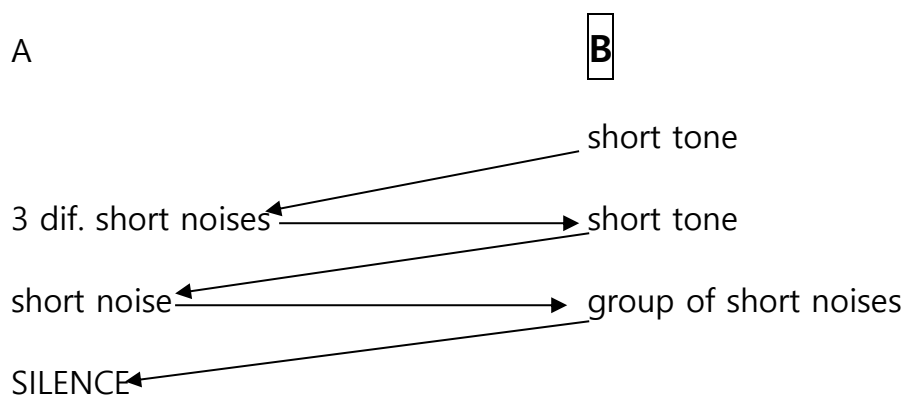


Point 2  
Ping-Pong Piece  
A.Porfiriadis, 2018





Point 3  
Ping-Pong Piece  
A.Porfiriadis, 2018

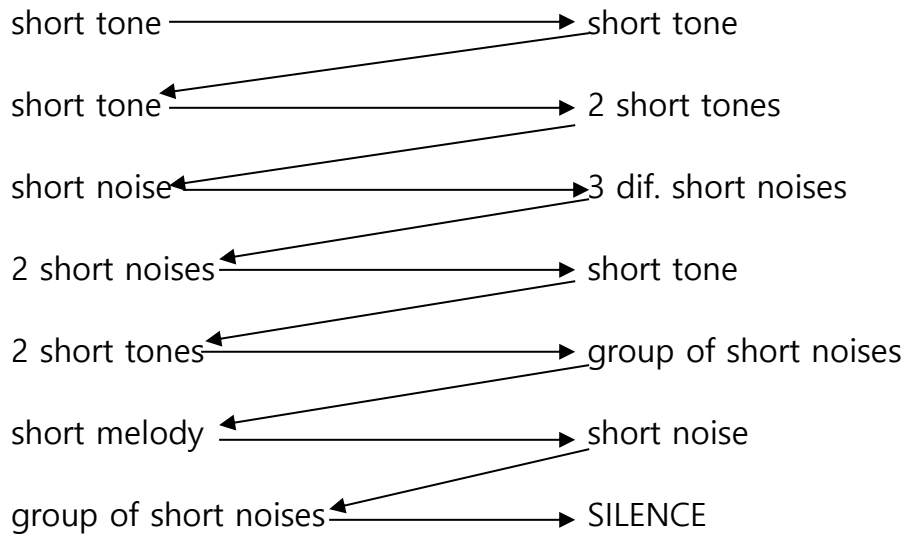


Point 3  
Ping-Pong Piece  
A.Porfiriadis, 2018



**A**

**B**



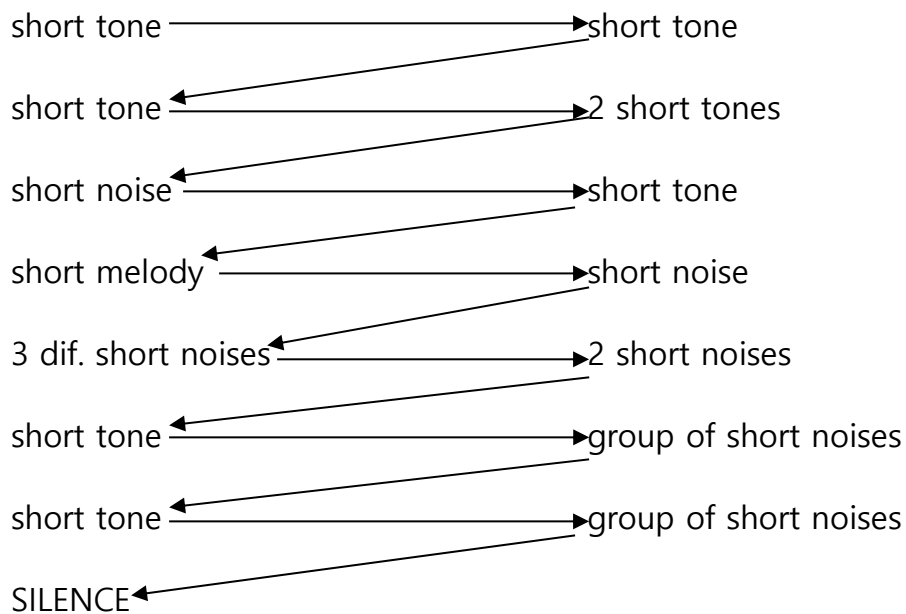
Point 5

Ping-Pong Piece  
A.Porfiriadis, 2018



**A**

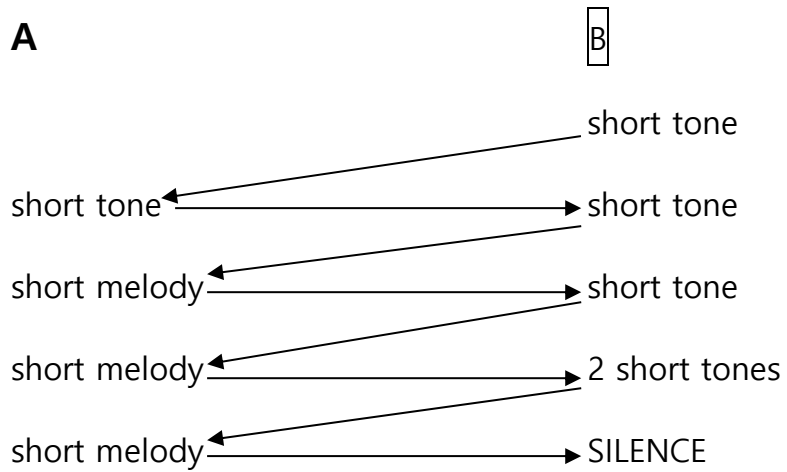
**B**



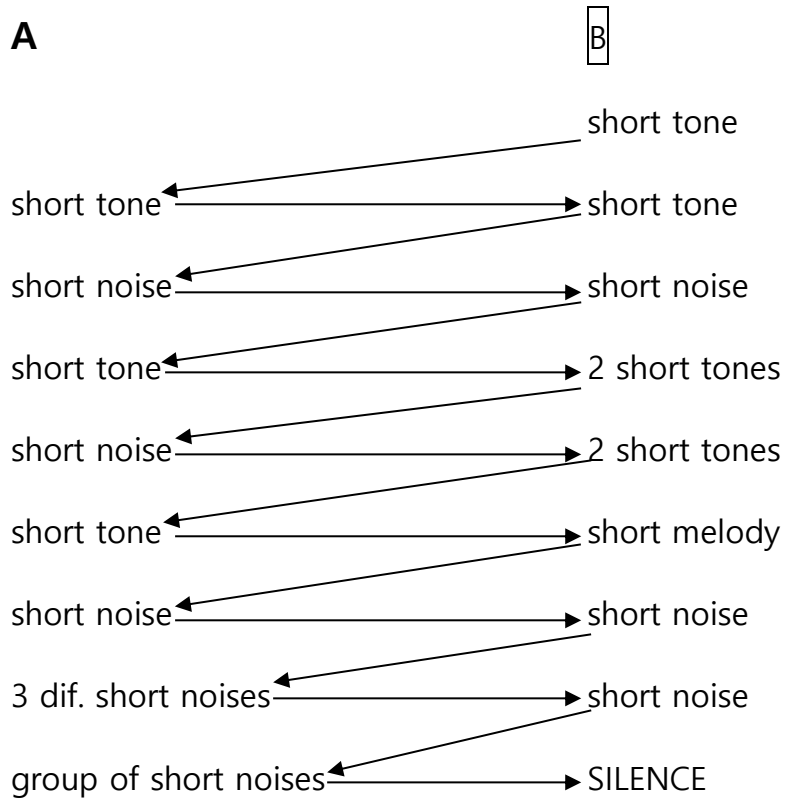
Point 6

Ping-Pong Piece  
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Point 7  
Ping-Pong Piece  
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Point 8  
Ping-Pong Piece  
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A

B

short tone → short noise  
SILENCE ←

Point 9

Ping-Pong Piece

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A

B

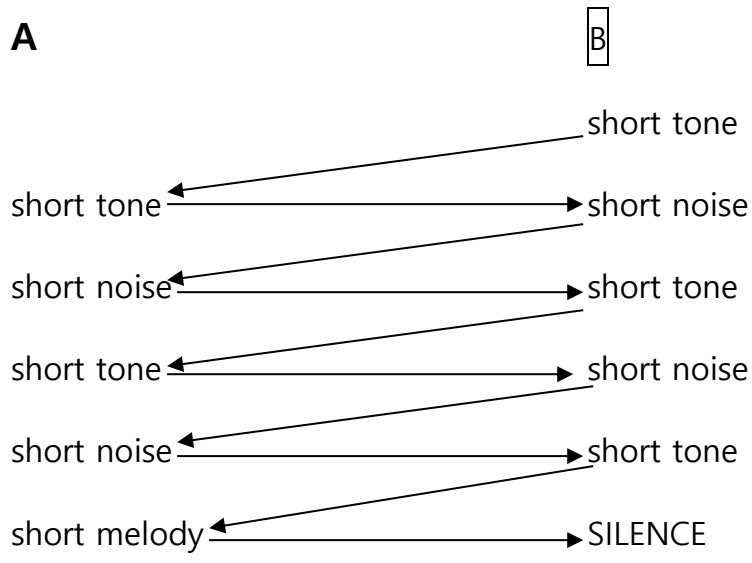
short tone → short tone  
3 dif. short noises ← short tone  
2 short noises ← 2 short tones  
group of short noises ← short tone  
3 dif. short noises ← 2 short noises  
short noise ← short melody  
2 short noises ← 2 short noises  
short melody ← short noise  
short melody ← SILENCE

Point 10

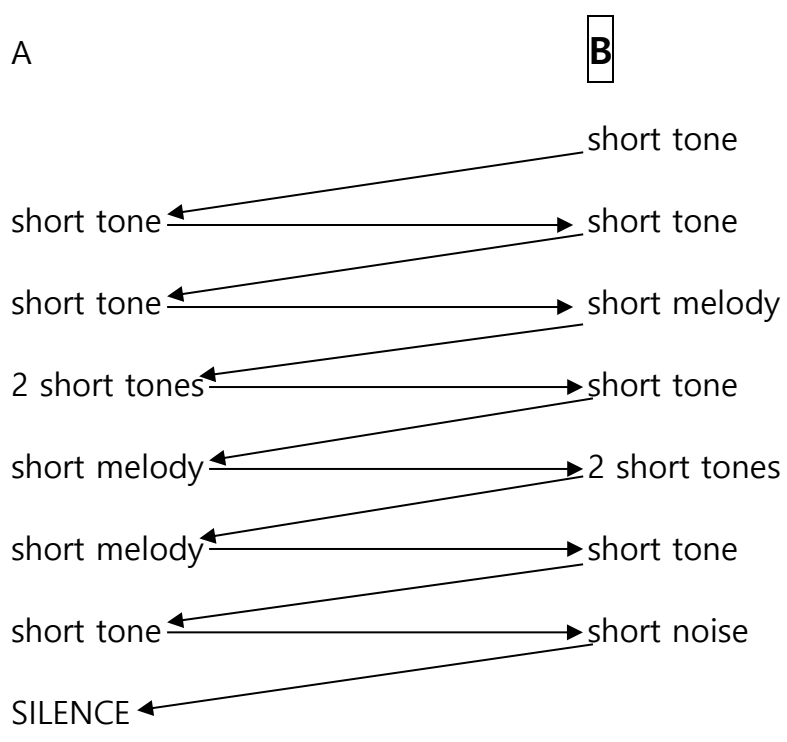
Ping-Pong Piece

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Point 11  
 Ping-Pong Piece  
 A.Porfiriadis, 2018

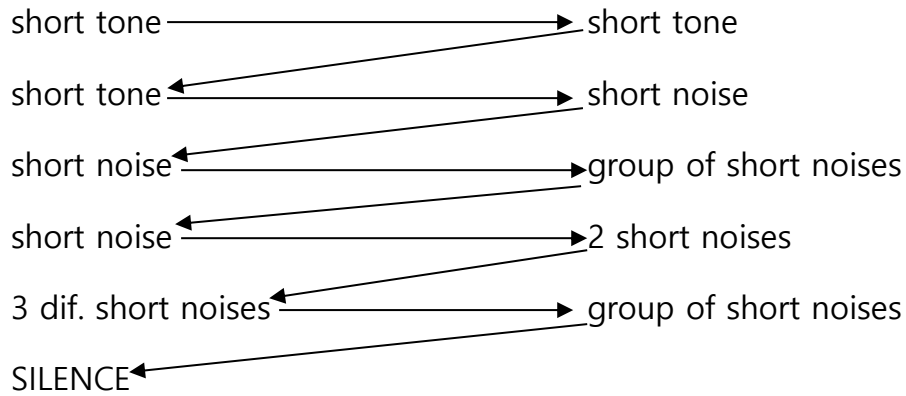


Point 12  
 Ping-Pong Piece  
 A.Porfiriadis, 2018



**A**

**B**

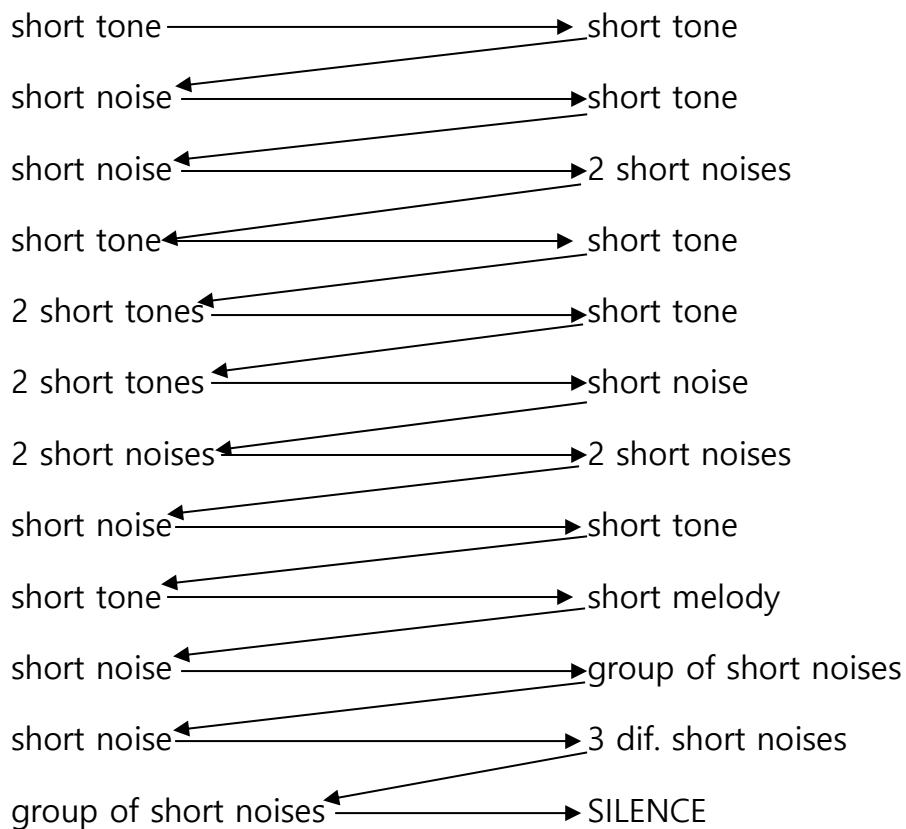


Point 13  
Ping-Pong Piece  
A.Porfiriadis, 2018



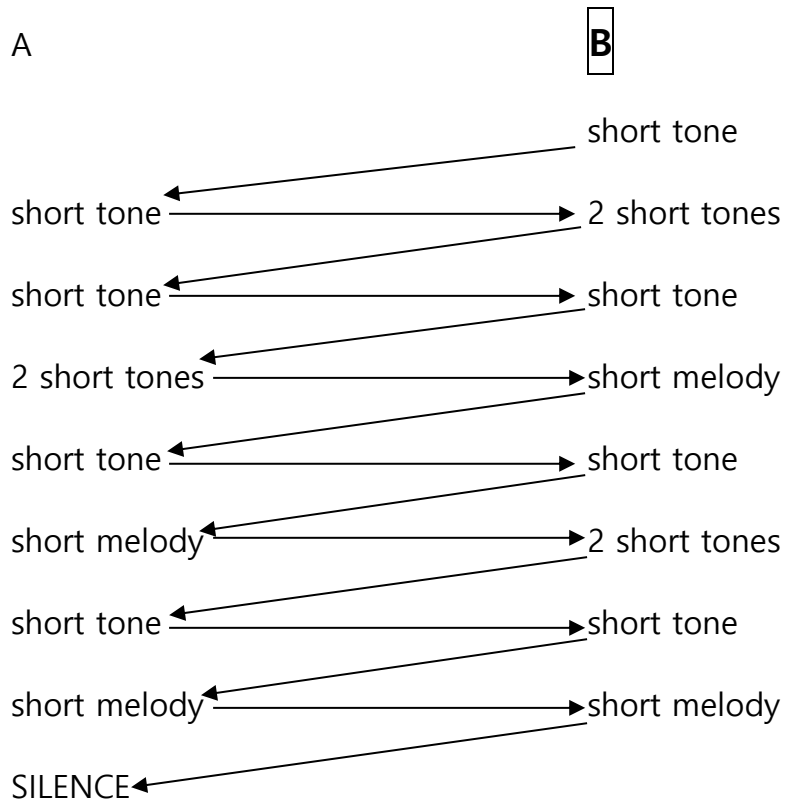
**A**

**B**

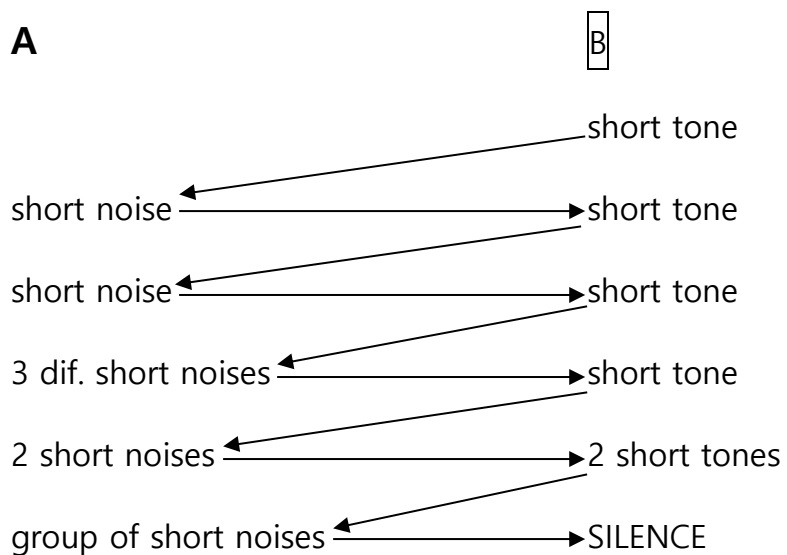


Point 14  
Ping-Pong Piece  
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Point 15  
Ping-Pong Piece  
A.Porfiriadis, 2018

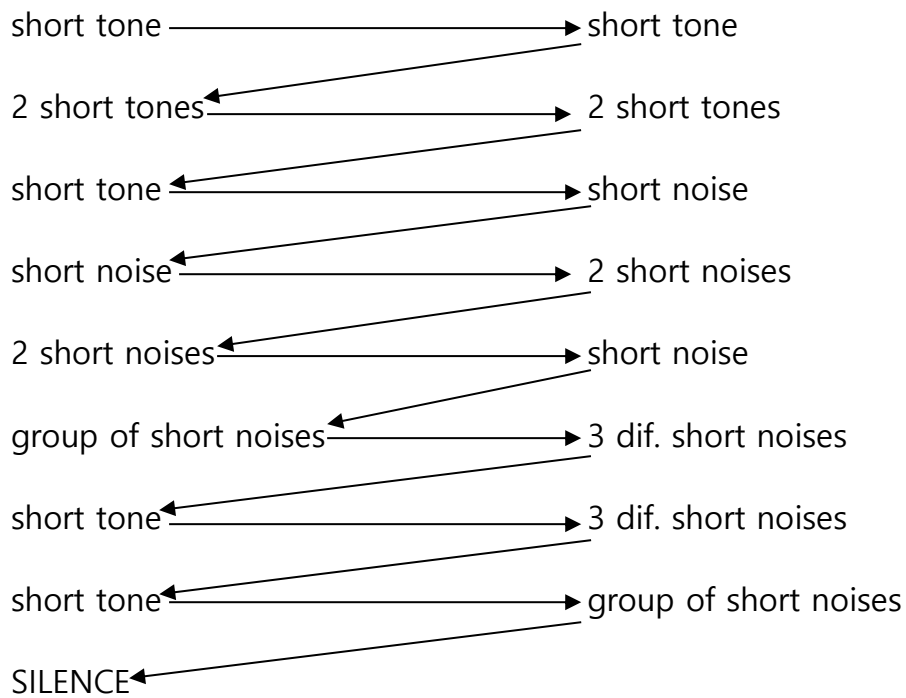


Point 16  
Ping-Pong Piece  
A.Porfiriadis, 2018



**A**

**B**



Point 17

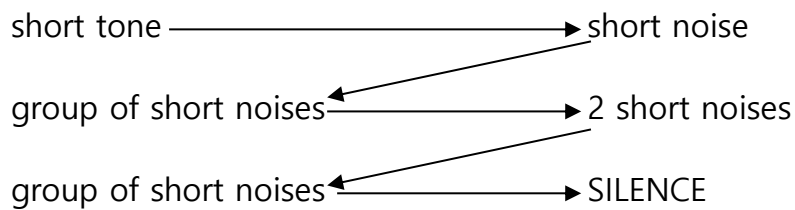
Ping-Pong Piece

A.Porfiriadis, 2018



**A**

**B**

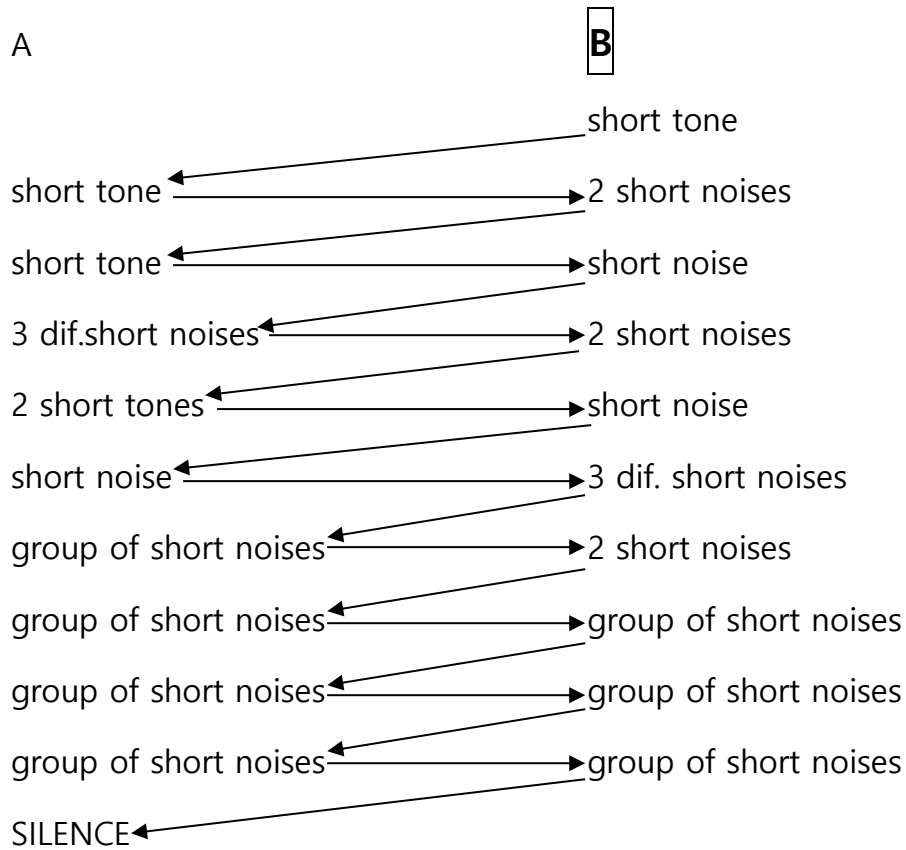


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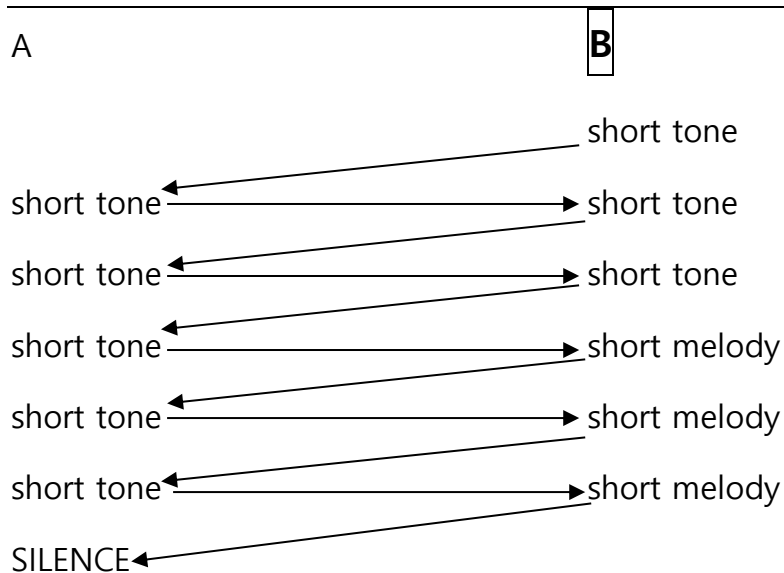
Ping-Pong Piece

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Point 19  
 Ping-Pong Piece  
 A.Porfiriadis, 2018

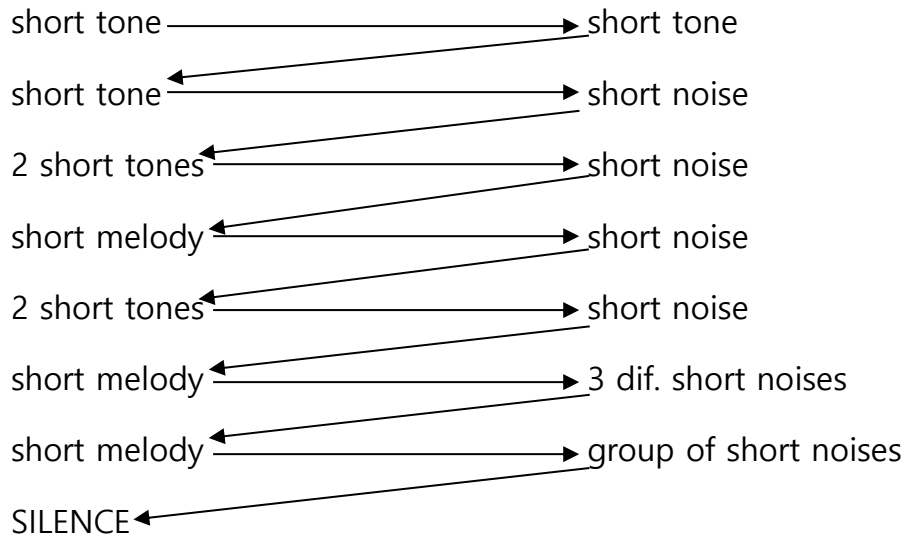



Point 20  
 Ping-Pong Piece  
 A.Porfiriadis, 2018



A

B

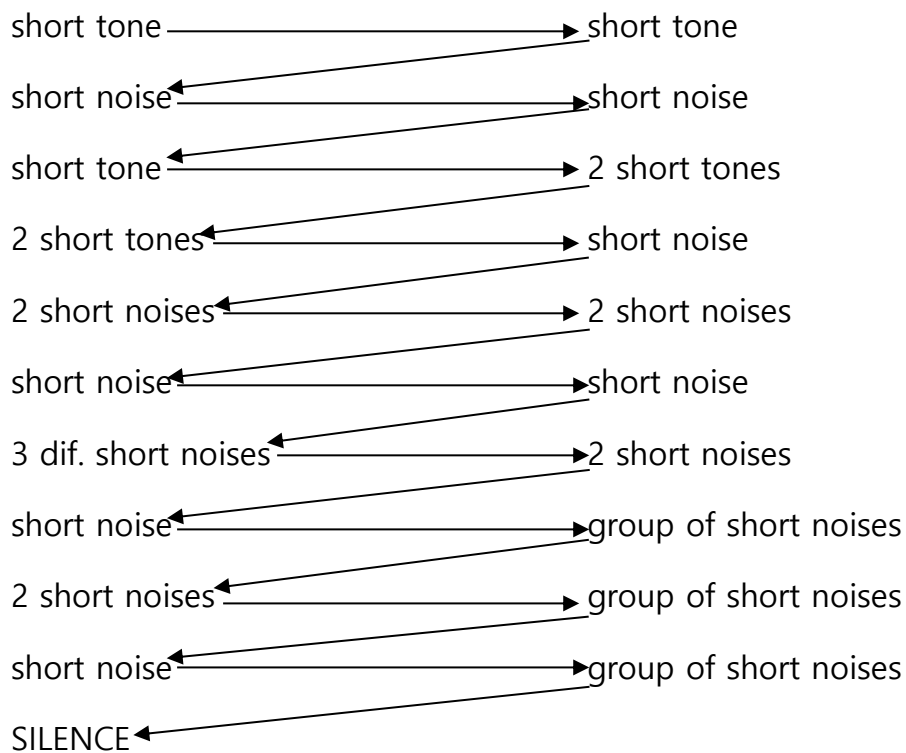


Point 21  
Ping-Pong Piece  
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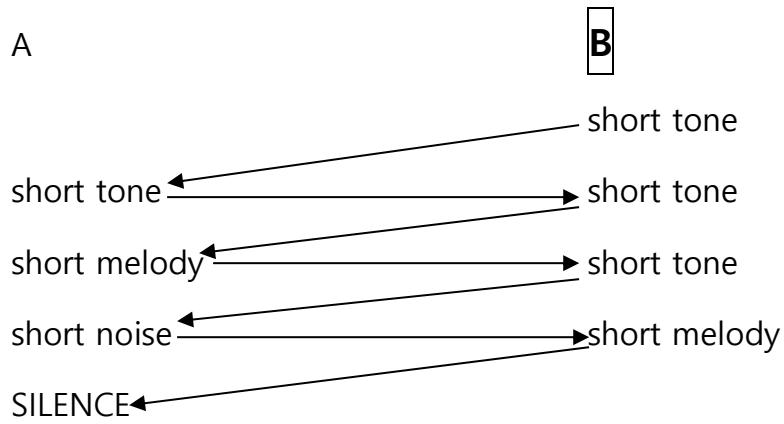
A

B

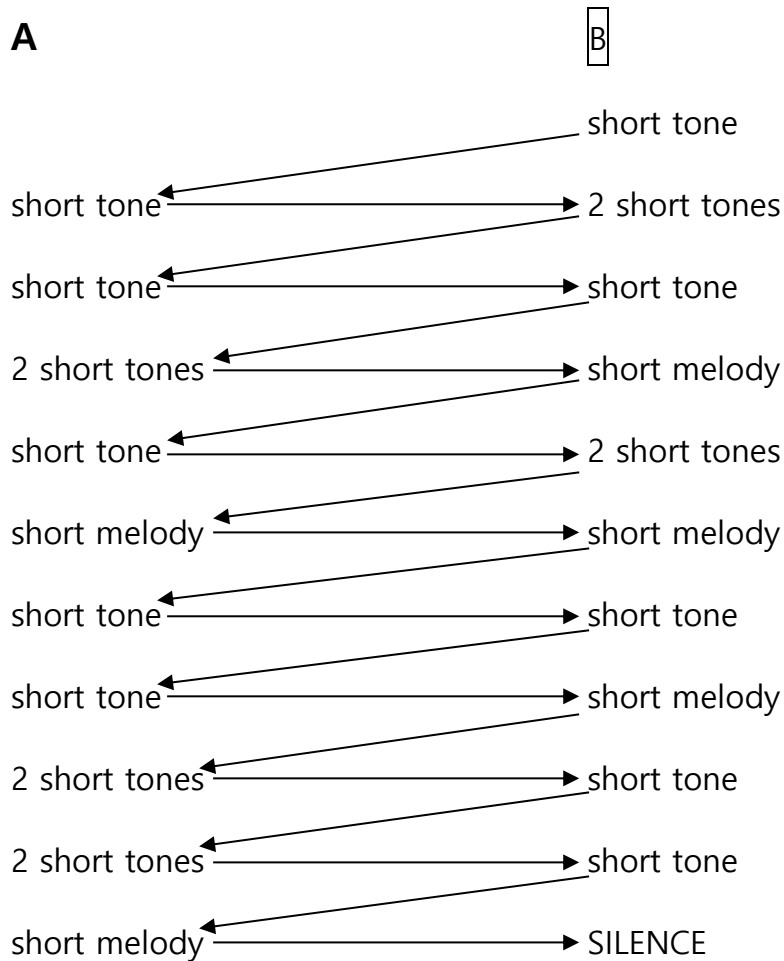


Point 22  
Ping-Pong Piece  
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Point 23  
Ping-Pong Piece  
A.Porfiriadis, 2018

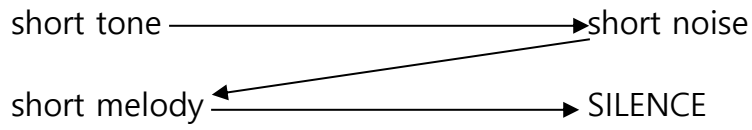


Point 24  
Ping-Pong Piece  
A.Porfiriadis, 2018



**A**

**B**



Point 25

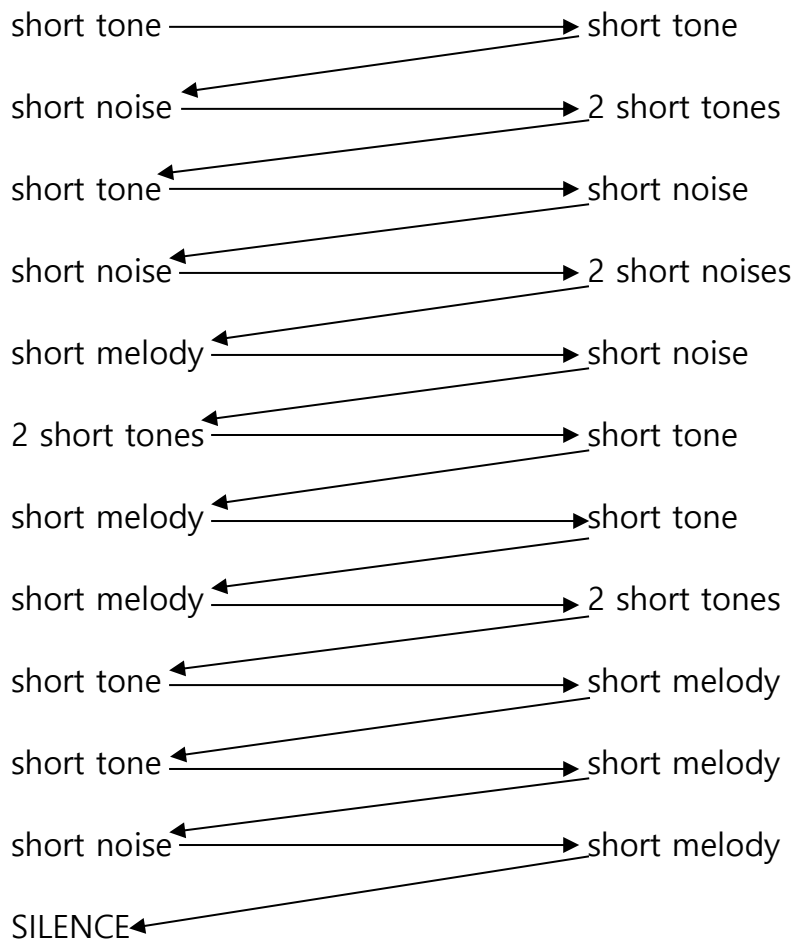
Ping-Pong Piece

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**A**

**B**

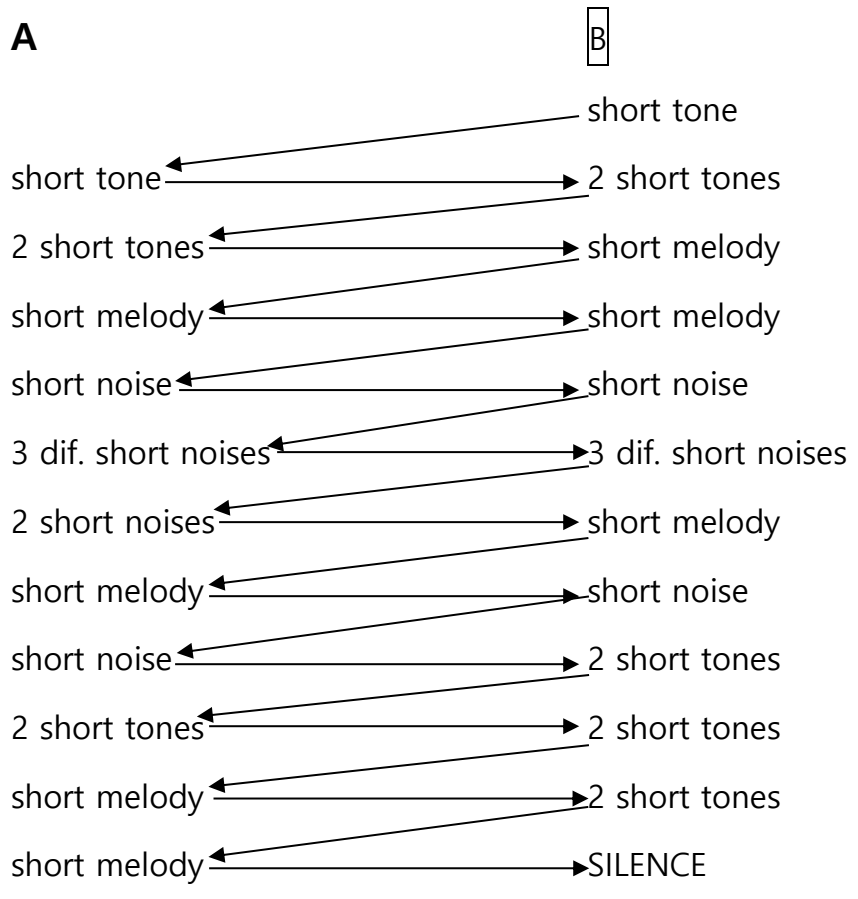


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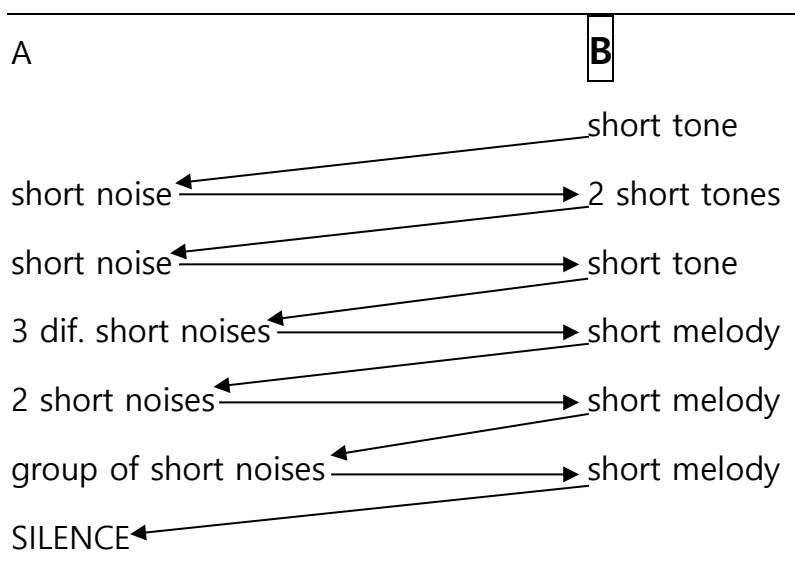
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Point 27  
 Ping-Pong Piece  
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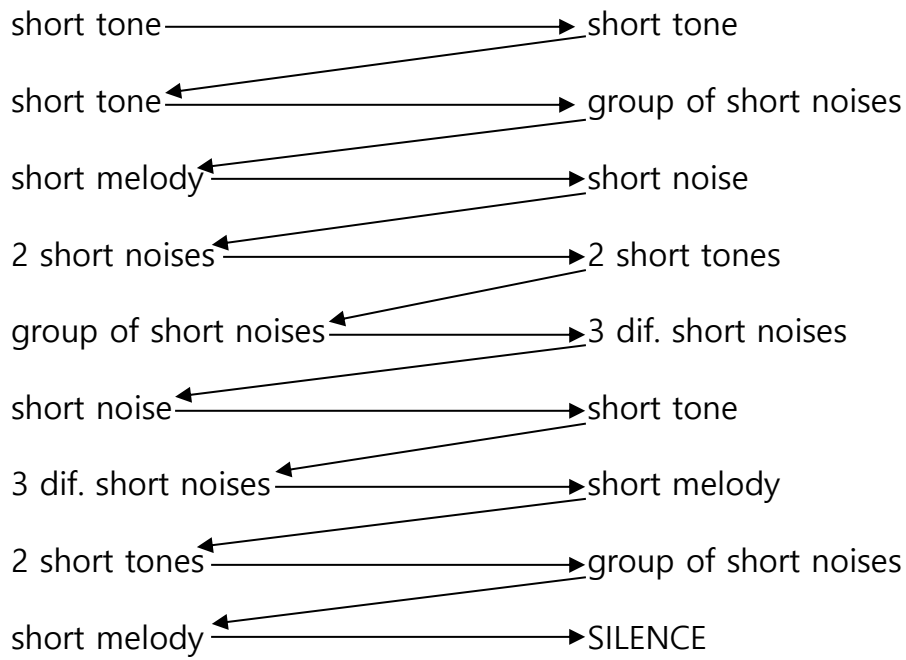
Point 28  
 Ping-Pong Piece  
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**A**

**B**



Point 29

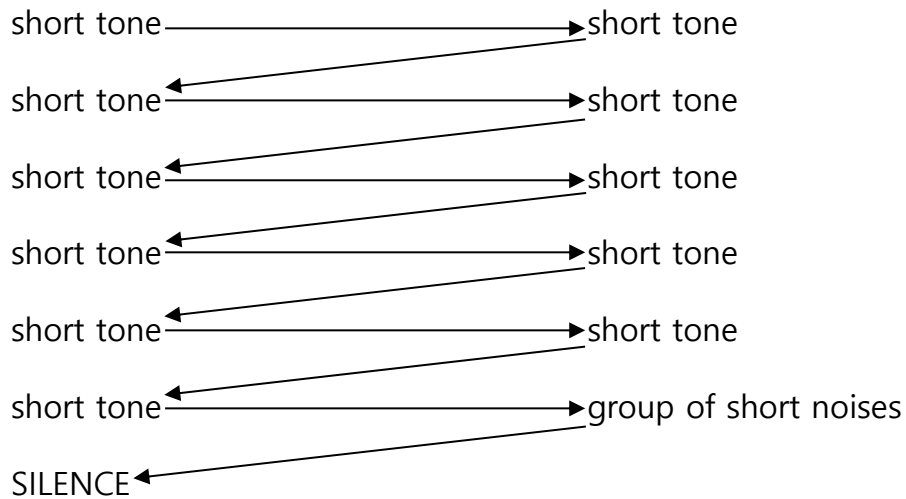
Ping-Pong Piece

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**A**

**B**

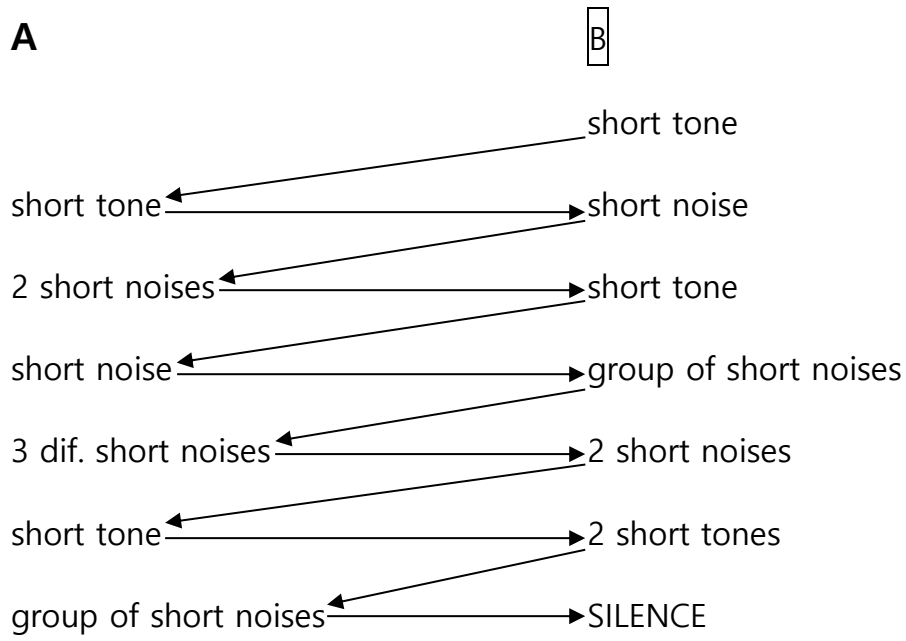


Point 30

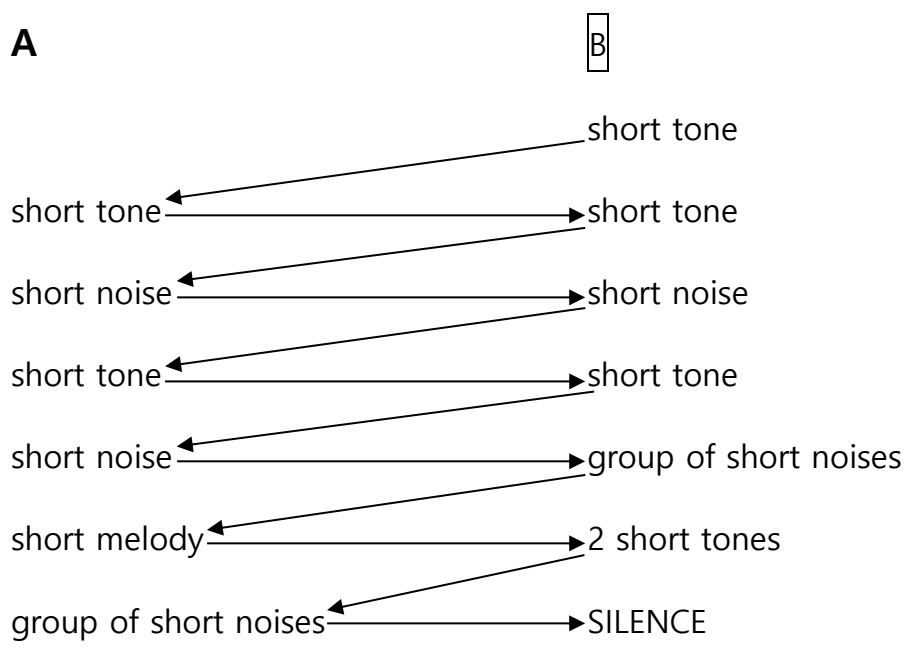
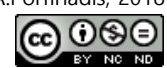
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Point 31  
Ping-Pong Piece  
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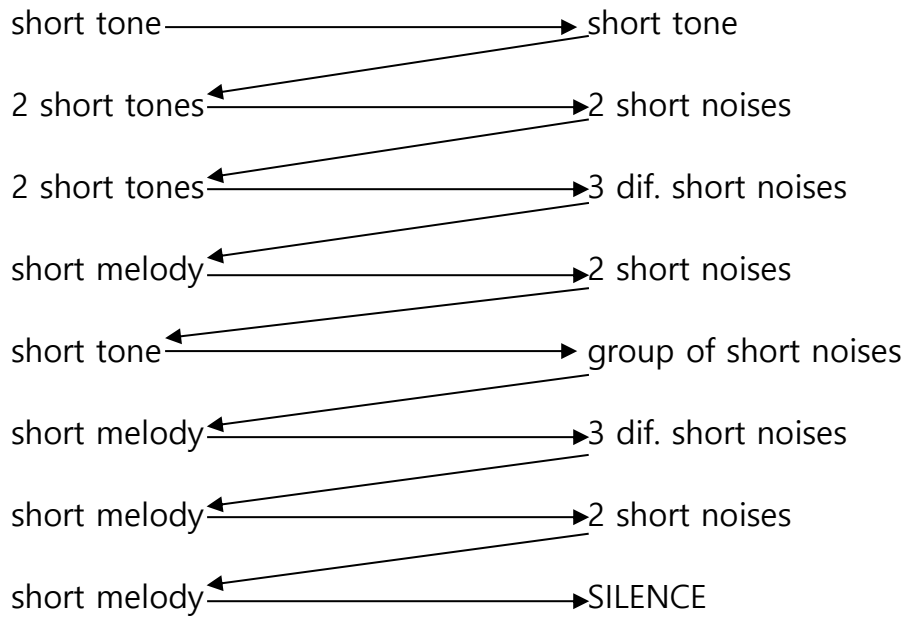


Point 32  
Ping-Pong Piece  
A.Porfiriadis, 2018



A

B



Point 33

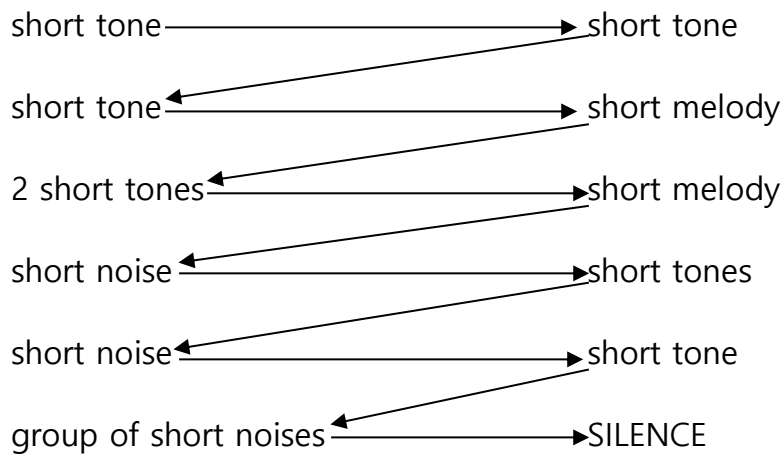
Ping-Pong Piece

A.Porfiriadis, 2018



A

B

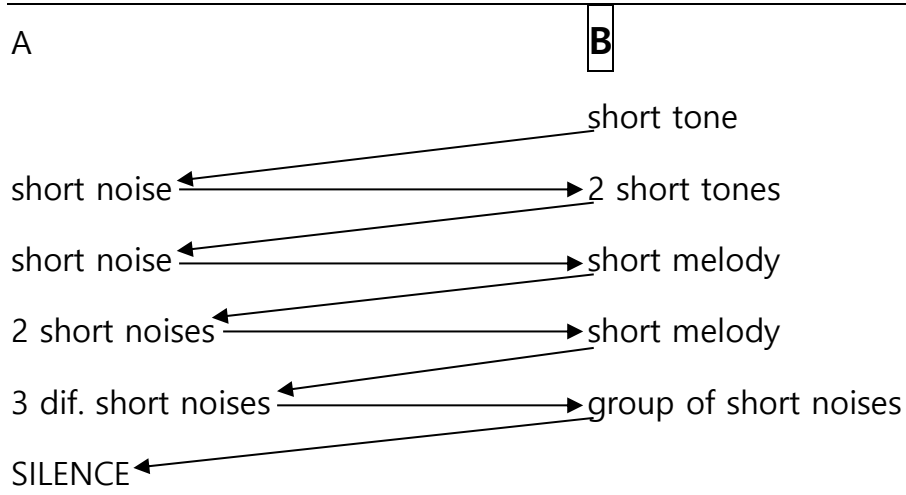
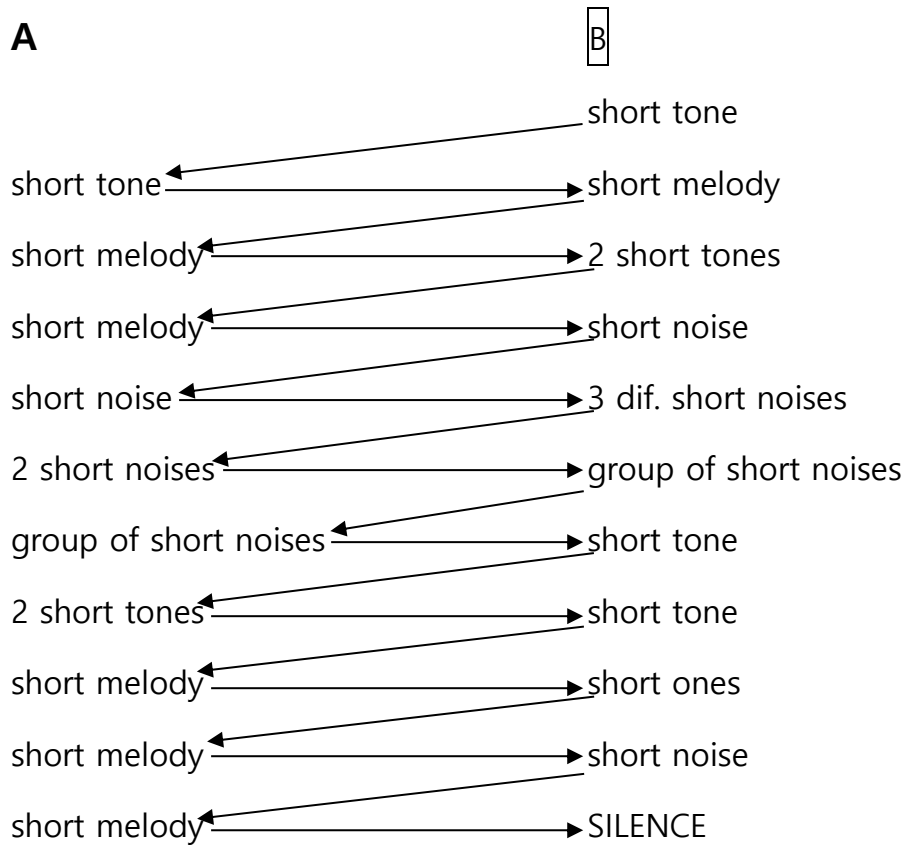


Point 34

Ping-Pong Piece

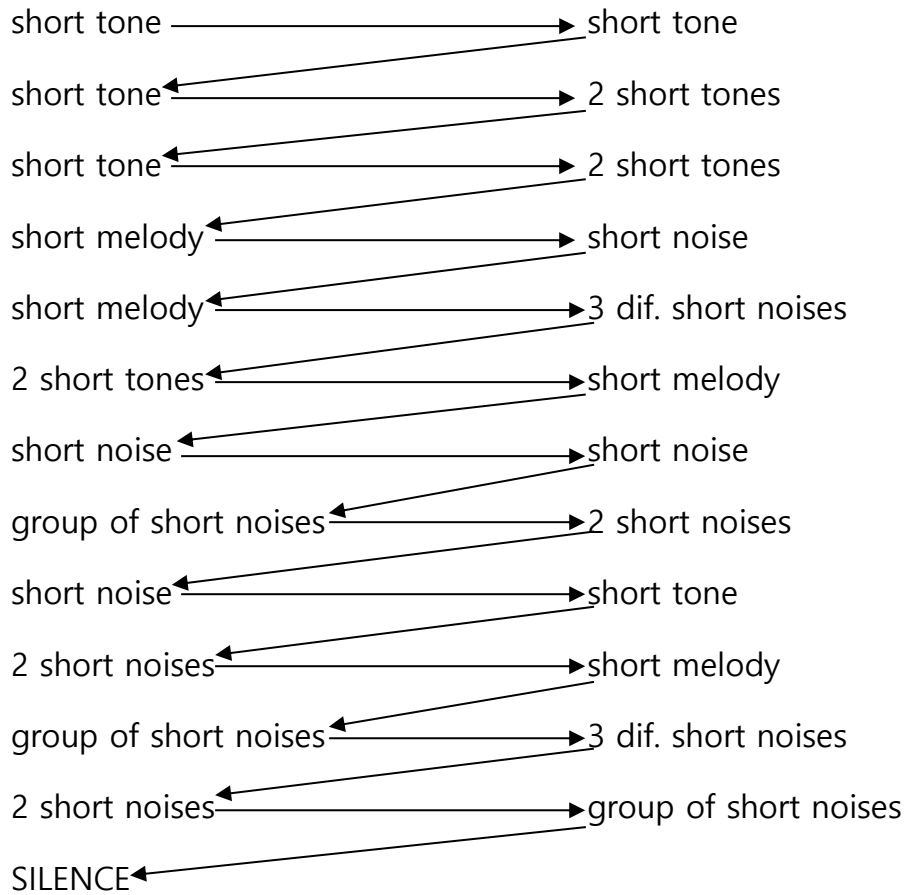
A.Porfiriadis, 2018





**A**

**B**



Point 37

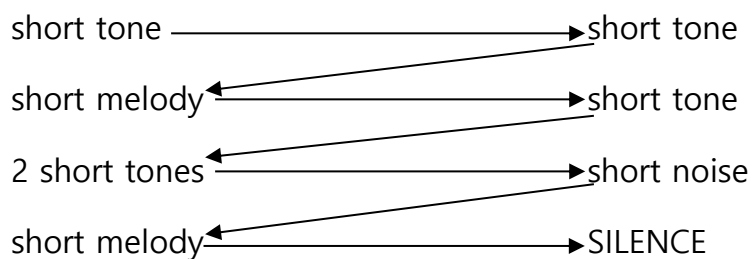
Ping-Pong Piece

A.Porfiriadis, 2018



**A**

**B**

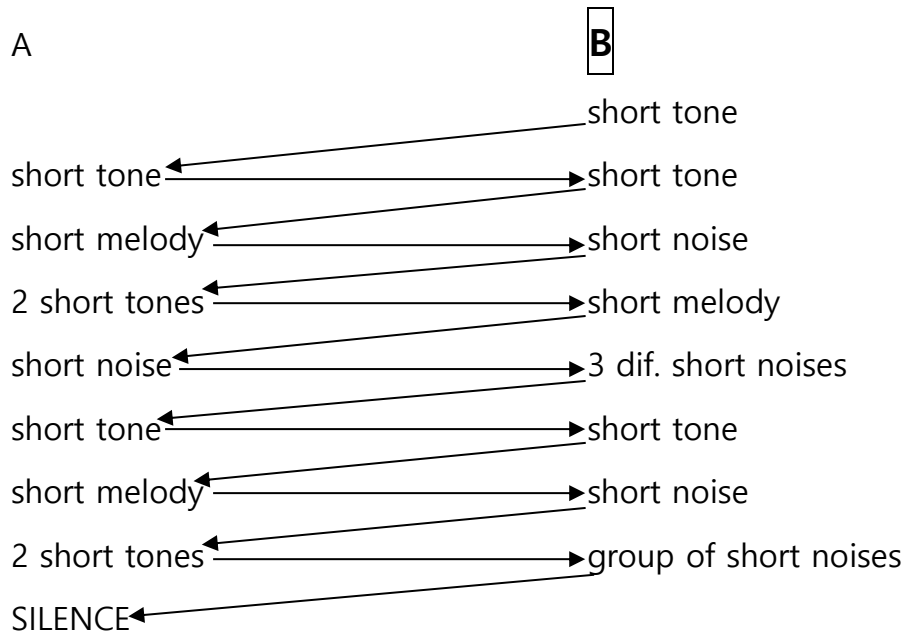


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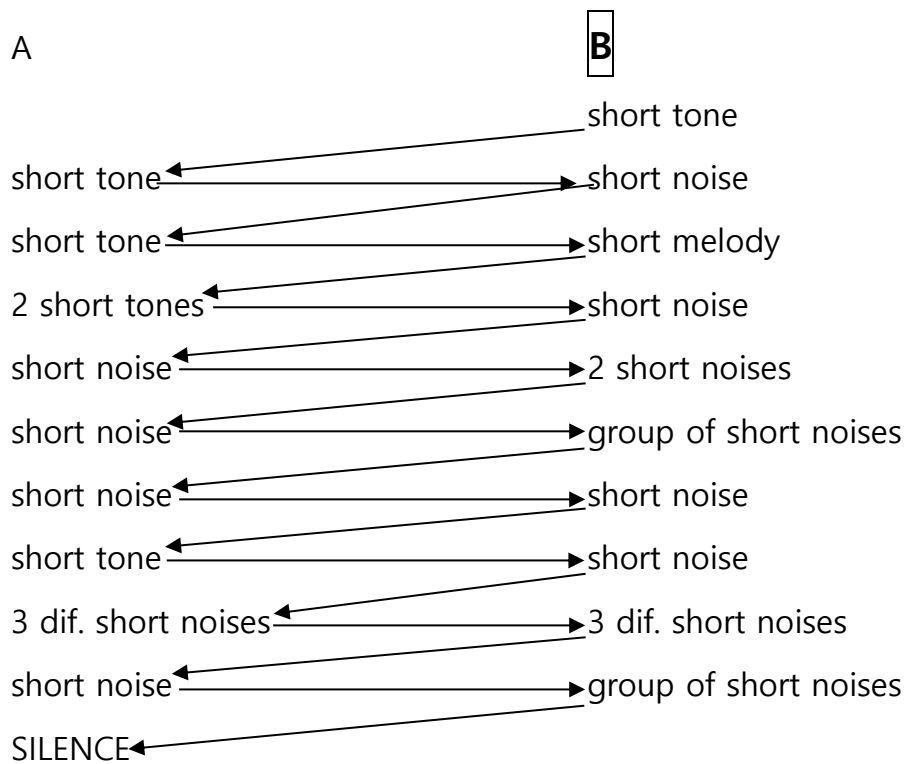
Ping-Pong Piece

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Point 39  
Ping-Pong Piece  
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Point 40  
Ping-Pong Piece  
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