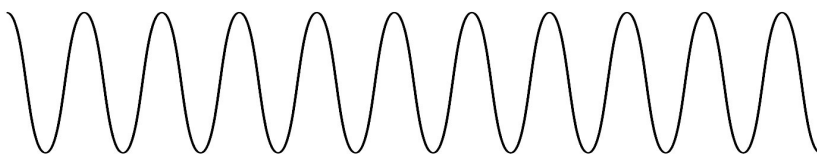
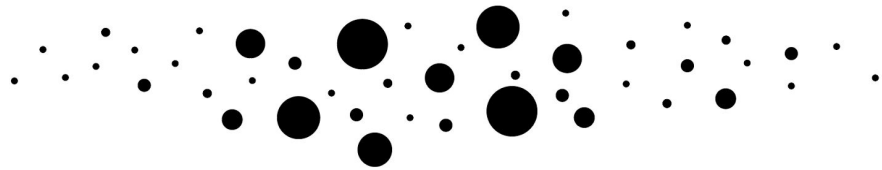




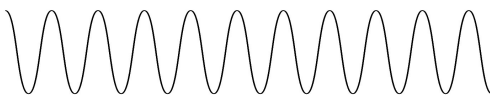
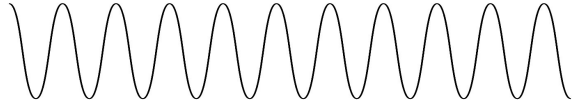


45 Delusions by John Keston

TIME	Rhodes / Synth	Drums
00:00 03:00	DRONES 	
03:00 06:00	ATONAL/ATEMPORAL STACCATO SPATTERS 	
06:00 07:00	ONE MINUTE REST 	OPEN SECTION FOR DRUMMER (06:00 - 08:00)
07:00 09:00	FREEZE Freeze Verb 5ths into F Phrygian (07:00 - 09:00)	
09:00 14:00	PLUCK A STRING 	
14:00 19:00	DE-ARRANGED LOOPS 74 BPM on KP3+	DE-ARRANGED LOOPS Make or play loops independent of keys
19:00 24:00	CALL AND RESPONSE, MAYBE? Drummer is last to respond going into two minute solo	
24:00 26:00	TWO MINUTE REST 	DELUSIONAL DRUM SOLO
26:00 28:00	HIGH SPEED ARPS Mimic video games sfx with rapid arps Change the tonality and timbre frequently	ONE MINUTE REST 
28:00 30:00	CLOSING DRONE Begin 2 minute closing drone 1 minute after the drummer starts their drone 	CLOSING DRONE Begin 3 minute drone at 27:00 while High Speed Arps are going 

DELUSIONS

Anything that might be considered or is delusional. These are not necessarily medical or technical examples of delusions and may involve individuals, societies, or organizations. Prior to performing the piece, each musician chooses one "delusion" applied to each cell with the score.

Atheism	Immortality
Alternative Facts	Individualism
Borders	Insurance
Capitalism	Internet
Compassion	Jealousy
Consumerism	Justice
Corporate Culture	Liberty
Countries	Lycanthropy (belief that one can turn into an animal)
Democracy	Mysogyny
Ego	Nihilism
Empathy	Persecution
Equality	Plastics
Erotomania (believing a celebrity is in love with them)	Politics
Fair Elections	Racism
Fear	Reality Television
Freedom	Religion
Fossil Fuels	Sexuality
Fulfillment	Social Media
Gender	Surveillance
Government	Terrorism
GMOs	Technological Optimism
Greed	War
Ideology	

PLUCK A STRING

Choose a string to pluck on your instrument. If your instrument has no strings invent a way to make the instrument vibrate audibly. Pluck your "string" repeatedly without changing the pitch. Use any technique you like to change the timbre of the string keeping the pitch consistent.

DE-ARRANGED LOOPS

Loop an atonal / atemporal arpeggio or phrase at a 74 BPM (slowest tempo that allows 16 beats on KP3+) to get the longest loop possible. Add loops of random patches on the PreenFM2. The drummer acoustically loops phrases of their own independent of the keyboard player's loops.

CALL AND RESPONSE, MAYBE

Begin by playing a note or phrase. The next musician *may* respond with a note or phrase if they choose. If they choose *not* to respond the previous musician must be silent until they know this and then play a second note or phrase to which the next musician may or may not respond. End when neither musician chooses to respond.