45 Delusions by John Keston

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<th>TIME</th>
<th>Rhodes / Synth</th>
<th>Drums</th>
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<td>00:00</td>
<td>DRONES</td>
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<td>03:00</td>
<td>ATONAL/ATEMPORAL STACCATO SPATTERS</td>
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<td>06:00</td>
<td>ONE MINUTE REST</td>
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<td>06:00</td>
<td>OPEN SECTION FOR DRUMMER (06:00 – 08:00)</td>
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| 07:00 | FREEZE
Freeze Verb 5ths into F Phrygian (07:00 – 09:00) |       |
| 09:00 | ONE MINUTE REST |       |
| 09:00 | PLUCK A STRING |       |
| 14:00 | DE-ARRANGED LOOPS
74 BPM on KP3+ | DE-ARRANGED LOOPS
Make or play loops independent of keys |
| 19:00 | CALL AND RESPONSE, MAYBE?
Drummer is last to respond going into two minute solo |       |
| 24:00 | TWO MINUTE REST | DELUSIONAL DRUM SOLO |
| 26:00 | HIGH SPEED ARPS
Mimic video games sfx with rapid arps
Change the tonality and timbre frequently | ONE MINUTE REST |
| 28:00 | 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 |
| 30:00 |       |       |
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 Mysoginy
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.