

## **Divination**

*A composition for 3 to 22 musicians by Thomas Weeks*

### **Preparation:**

Players should be arranged in way that allows the musician on either side of them to be able to read their cards easily. Every player should, preferably, be able to see every other player.

Before play begins, the Greater Arcana (cards not of a suit) are to be separated from the rest of the deck and shuffled. Each musician takes a Greater Arcana card at random. This card is their 'signifier' and the piece should be played with the signifier guiding the musician's actions. The remaining Greater Arcana cards are to be shuffled into the rest of the deck and the deck is to be dealt evenly to the players. A player's 'hand' is to remain face down and cards will be drawn from it.

Each player should have a chronometer. One large chronometer, visible by all players, may also be used.

### **Play:**

Once play begins all players should draw a card.

The number of each player's signifier card is the approximate time (in seconds) between a player's actions. Thus, if a player has a signifier with the number 10, they may play a new card after an interval of 10 seconds from their last action. (unless otherwise instructed)

Playing a card is an action. Any instructions by another player count as an action. If a card is not played to completion for any reason, the card is still to be discarded and counted as an action. Drawing a card does not count as an action.

Whenever a player receives instructions from another player, they are to follow those instructions immediately.

A player does not need to play if they are allowed. For example: a player with a signifier card valued 10 may wait more than 10 seconds before performing an action, if they would like.

The Signifier cards are to remain face up in front of a player throughout the piece. If a new Greater Arcana card is drawn from a player's hand, the drawn card replaces the previous Signifier, and the first is to be placed in the player's discard pile.

After a card is played, the player is to put that card into a 'discard pile' and draw another card from their hand. If a card is not played to completion, it is still discarded as though it was. When a player has played their last card, they are to indicate that they have depleted their hand by showing both hands palms up. After any player has played their last card, no new cards are to be drawn, and no new actions are to be taken. The performance is over when everyone stops playing.

A player should have, at all times, one Signifier card face up, and at least one card drawn from their hand face up.

### **Gestures:**

**Pointing-** Used in conjunction with other gestures.

**Throat Slit-** The player should cease playing immediately.

**Relate To-** Performed by a back and forth motion of the extended fingers pointing to the players to be related to and relating to, respectively. Players should attempt to play with (as closely as possible) the player they are relating to.

**Shuffle-** Performed by circling both hands around each other in a 'wheel' motion. All players are to shuffle their discard pile back into their hands and continue play.

**Pointillism-** Performed by drawing points in the air above you with your hands, and indicating the number of seconds it is to last. This initiates a 'calamity' in which every player makes loud, cacophonous noises for the number of seconds indicated by the instigator.

**Repeat-** Make a circular motion with one hand while pointing at a player with the other. The player must repeat the phrase they just played as closely as possible.

**Cutoff-** All players cutoff immediately.

### **Musical Material:**

The material on the cards generally allows for a great deal of interpretation by the player. Dynamics and articulations have been left to a minimum. The player is to interpret the cards based on their own intuition and aesthetic. If a card is apparently 'unplayable' by an instrument (e.g. a fully notated melody for a drumset) the player is to attempt to play it anyway, interpreting the material in whatever manner they see fit.

Cards should generally be played from left to right, top to bottom. The cards are to be read in the most natural manner for each musician. (eg. An instrument whose music is normally written with a treble clef should read the cards as though they were written with a treble clef)

### **The Suits:**

**Pentacles-** The Pentacles correspond to the Earth element. They can be played in any key or transposition. They should be played at a moderate tempo and dynamic. Pentacle cards usually repeat at least once, and the court cards are to be played by multiple musicians.

**Swords-** Swords correspond to the Air element. They may be played in any transposition. They should usually be played at a fairly quick tempo, but this is not necessary. Sword cards are generally melodic in nature.

**Wands-** Wands correspond to the Fire element. They should generally be played aggressively. Up arrows indicate the highest note possible on your instrument, down arrows the lowest note. 'Feathered' stems indicate either speeding up or slowing down. 'X' noteheads indicate approximate pitch. No notehead indicates indeterminate pitch. Often there are marks in seconds of how long a note or notes are to be sustained. Blocks indicate clusters or loud noises of inexact or multiple pitch.

**Cups-** Cups correspond to the Water element. They are graphically notated. The cards are open to whatever interpretation the player makes of them.



### 0 The Fool:

"Do what thou wilt shall be the whole of the law." –Aleister Crowley

The Fool may play whatever they wish and may ignore any further instruction by any other player, if they so choose. They may freely improvise throughout.

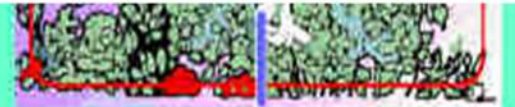


THE FOOL



### I The Magician:

The Magician may, when playing a card, turn over three cards from their hand and select the one they deem most appropriate to play. The cards not selected are to be placed on the bottom of the Magician's hand. If any of the cards turned over are Major Arcana cards, the Magician adopts the one with the highest number as their new signifier and places the Magician card in their discard pile.

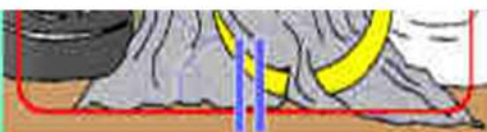


THE MAGICIAN



### II The High Priestess:

After playing a card, The High Priestess may continue expanding on the material of the card. This improvisation should not be considerably longer than it takes to play the material on the card, but it will be left up to the player's intuition how long to continue playing.

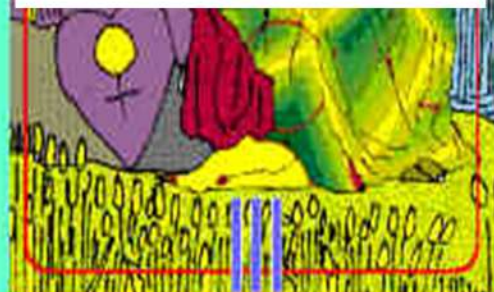


THE HIGH PRIESTESS



### III The Empress:

If no other player is playing, the Empress may improvise freely. If another player makes a sound, the Empress is to cease playing immediately.



THE EMPRESS





#### IV The Emperor:

The Emperor may, at any time, tell another player to repeat a phrase just played, by making a circular motion with one hand and pointing at the player.

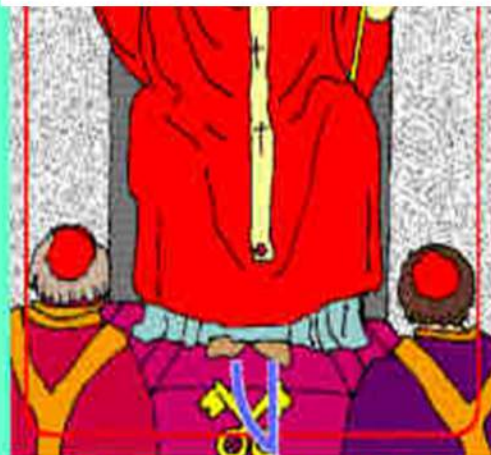


THE EMPEROR



#### V The Hierophant:

Play cards at a slow tempo.

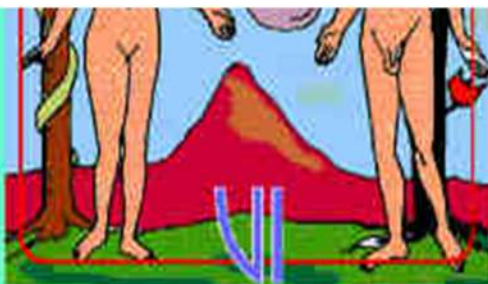


THE HIEROPHANT



#### VI The Lovers:

Any card played by The Lovers must be played by at least one other musician. The player with this card must indicate to the player of their choice next to them that they are to play the material on the drawn card at the same time as The Lovers.



THE LOVERS



#### VII The Chariot:

Choose one other player. Whenever that player plays a card, play your own at the same time.



THE CHARIOT



### VIII Strength:

Strength may continue playing, ignoring, if they choose, instructions from other players.



STRENGTH



### IX The Hermit:

Instead of playing the material on each card, you may improvise instead. The improvisations should last the number of seconds of the numeric value of the card. Court cards count as 11.



THE HERMIT



### X The Wheel of Fortune:

If the Player With The Wheel of Fortune draws another Major Arcana card, they are to give the shuffle gesture, adopt the new Major Arcana card, and discard The Wheel of Fortune. If a new Major Arcana card is not drawn, when the player reaches their last card, they are to give the shuffle gesture, discard The Wheel of Fortune, and select a Major Arcana card from their hand as a new signifier, then reshuffle their hand. If none is available, they are to continue play without a Signifier.



WHEEL OF FORTUNE



### XI Justice:

Play each card for no more or less than 11 seconds.



JUSTICE





#### XII The Hanged Man:

The Hanged Man may not play at the same time as anyone else. If another player begins playing while the Hanged Man is playing, The Hanged Man is to cease playing immediately. If the Hanged Man is to play a card, they must wait until all other players stop playing before they begin.



THE HANGED MAN



#### XIII Death:

Death may, at any time, command any player to cease playing by pointing at the player they wish to silence and making a 'throat slitting' gesture.



DEATH



#### XIV Temperance:

Temperance may, at any time, tell any player to 'relate to' (musically) another player by gesticulating back and forth with their fingers, one pointed at the player who is to relate to, and the other at the player who is to be related to.

TEMPERANCE.



#### XV The Devil:

The Devil may play a brief (no more than ~15 seconds) improvisation whenever they want. Each time they do this, they must draw a card. If the card is a Major Arcana, it replaces The Devil as the player's signifier and The Devil is discarded. Otherwise, discard the card. This can only be performed if the player has more than two cards remaining in their hand.



THE DEVIL



XVI The Tower: Instead of playing a card, The Tower may initiate a 'calamity' by making the 'pointillism' gesture (rapidly "drawing points" in the air above them with their hands). Each time they do this, they must draw two cards. The highest number card drawn indicates the number of seconds the calamity is to last. (Court cards trump 10, but the player may decide the number of seconds for the calamity to last if a court card is drawn) The Tower is to indicate (by holding up the number with their hands) this number to the other players after making the pointillism gesture. If there are any Major Arcana cards drawn, the one with the highest number replaces The Tower as the player's signifier and The Tower is discarded, if not, discard the cards. This can only be performed if the player has more than two cards remaining in their hand.

THE TOWER



XVII The Star:  
Play cards at a fast tempo.

THE STAR



XVIII The Moon:  
Exaggerate all dynamics, play either very loud or very soft.



THE MOON



XIX The Sun:  
You may draw and play two cards in a row without waiting.



THE SUN





### XX The Last Judgment:

At any time, you may cut off all players at once by making a large cutoff gesture. When you do this, draw a card. If it is a Major Arcana card, replace The Last Judgment. Otherwise, discard the card.



JUDGEMENT



### XXI The World:

Play each card twice before discarding.



THE WORLD



X



I

Play a harmonious note or chord with ecstasy, and hold it out for a duration that makes you perfectly content.

ACE OF  
PENTACLES

# II



II

# III

3x

The third system consists of a single staff. It begins with a pentagram symbol (a five-pointed star inside a circle) followed by a repeat sign (two vertical lines with two dots). The notation includes a quarter note, an eighth note, a quarter note, and a triplet of eighth notes. A second staff continues the triplet of eighth notes. The system concludes with a double bar line and repeat dots.

V

5

5



# VI



# VII



# VIII



# IX



For two instruments.  
Card drawer takes top line.

Musical score for 'PAGE OF PENTACLES' for two instruments. The score is written on two staves. The top staff begins with a treble clef and a key signature of one flat (B-flat). The bottom staff begins with a bass clef and a key signature of one flat (B-flat). Both staves feature a pentagram symbol at the beginning. The music consists of several measures of eighth and sixteenth notes, with some rests. The score ends with a double bar line.

## PAGE OF PENTACLES

For two instruments.  
Card drawer takes top line.

Musical score for 'KNIGHT OF PENTACLES' for two instruments. The score is written on two staves. The top staff begins with a treble clef and a key signature of one flat (B-flat). The bottom staff begins with a bass clef and a key signature of one flat (B-flat). Both staves feature a pentagram symbol at the beginning. The music consists of several measures of eighth and sixteenth notes, with some rests. The score ends with a double bar line.

## KNIGHT OF PENTACLES

For three instruments.  
Right player takes top line, left bottom.

Musical score for 'QUEEN OF PENTACLES' for three instruments. The score is written on three staves. The top staff begins with a treble clef and a key signature of one flat (B-flat). The middle staff begins with a treble clef and a key signature of one flat (B-flat). The bottom staff begins with a bass clef and a key signature of one flat (B-flat). All three staves feature a pentagram symbol at the beginning. The music consists of several measures of eighth and sixteenth notes, with some rests. The score ends with a double bar line.

## QUEEN OF PENTACLES

## KING OF PENTACLES

Left takes bottom, Right, top line

Musical score for 'KING OF PENTACLES' for two instruments. The score is written on two staves. The top staff begins with a treble clef and a key signature of one flat (B-flat). The bottom staff begins with a bass clef and a key signature of one flat (B-flat). Both staves feature a pentagram symbol at the beginning. The music consists of several measures of eighth and sixteenth notes, with some rests. The score ends with a double bar line.



# I

ff

3

3

3

5

## ACE OF SWORDS

# II

3

3

3

# III

3

5

5

# IV

Slow

5

5

5

# V



# VI



# VII



# VIII





IX



X



Play the card of the person next to you. You may do this twice if there is a player on either side of you.

## PAGE OF SWORDS

Play an intense, highly active improvisation for approximately 12 seconds. Attempt to be in the foreground of whatever music is currently being played.

## KNIGHT OF SWORDS

Search your hand for a new signifier card and replace your current signifier with the new one. If there are no Major Arcana (signifier) cards in your hand, discard the Queen of Swords and continue play.

## QUEEN OF SWORDS

Wait until another player plays something, then play over it.

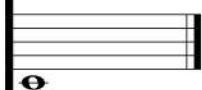
## KING OF SWORDS

# I

Improvise with these pitches  
5"

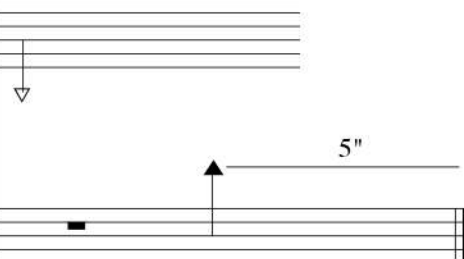
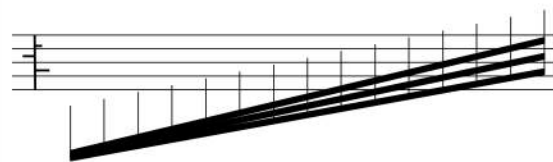


Improvise with these pitches  
5"

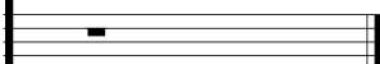
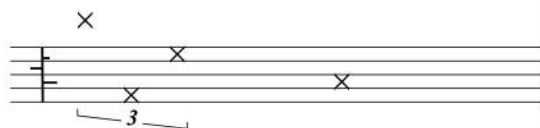


# ACE OF WANDS

# II

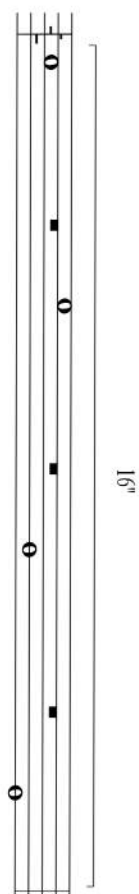


# III



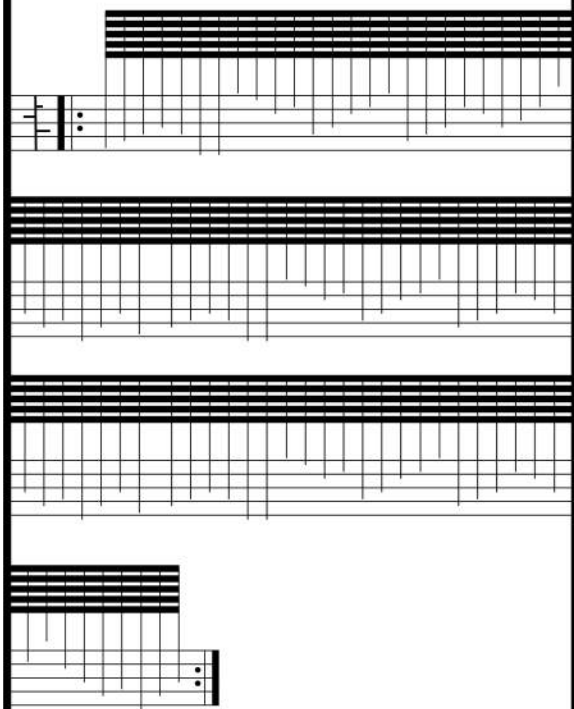
3"

# IV

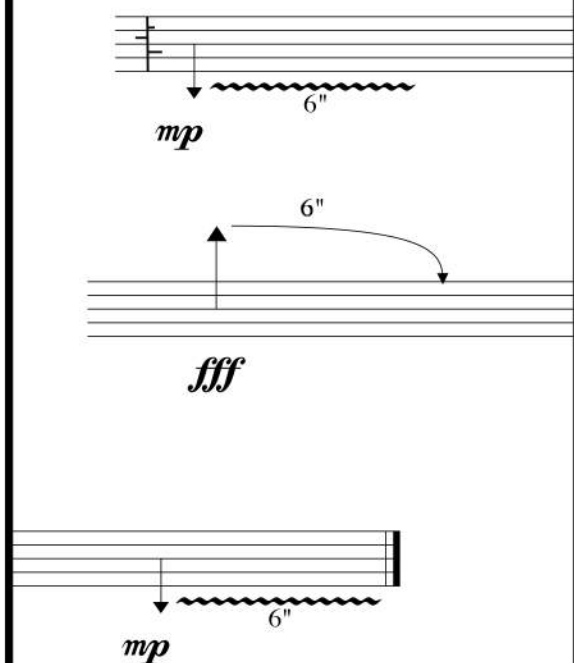




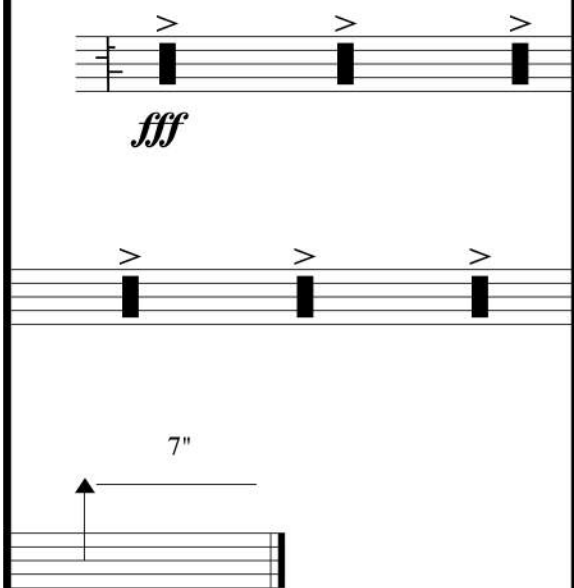
V



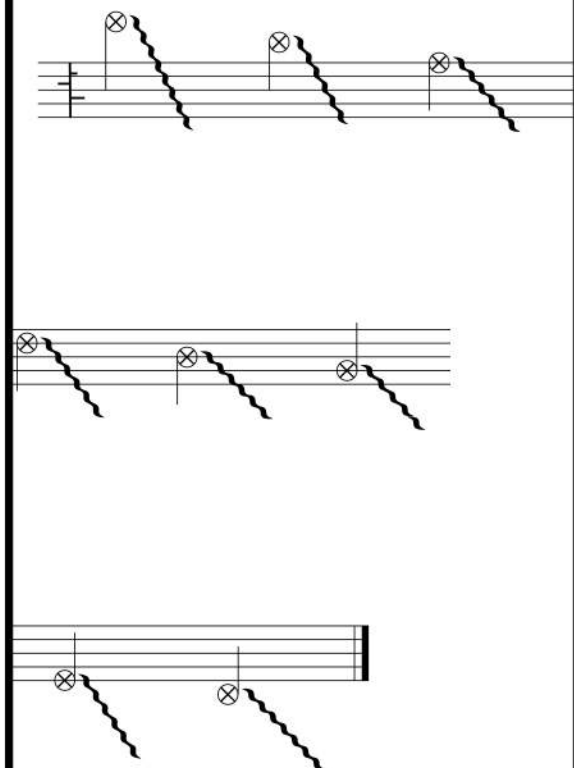
VI



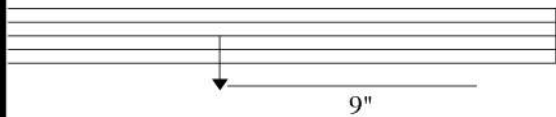
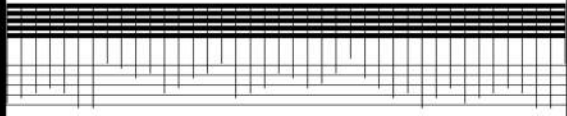
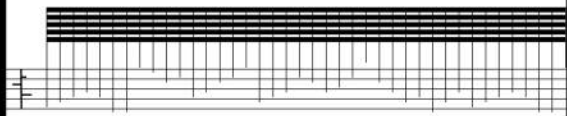
VII



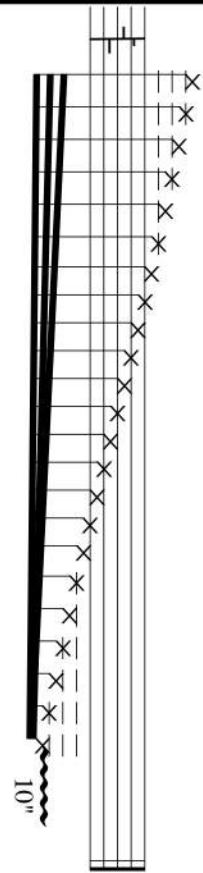
VIII



IX



X



**Recite or improvise a short (less than one minute) story, poem, joke, speech, or other text.**

## **PAGE OF WANDS**

**Put away your instrument, then take it back out.**

## **KNIGHT OF WANDS**

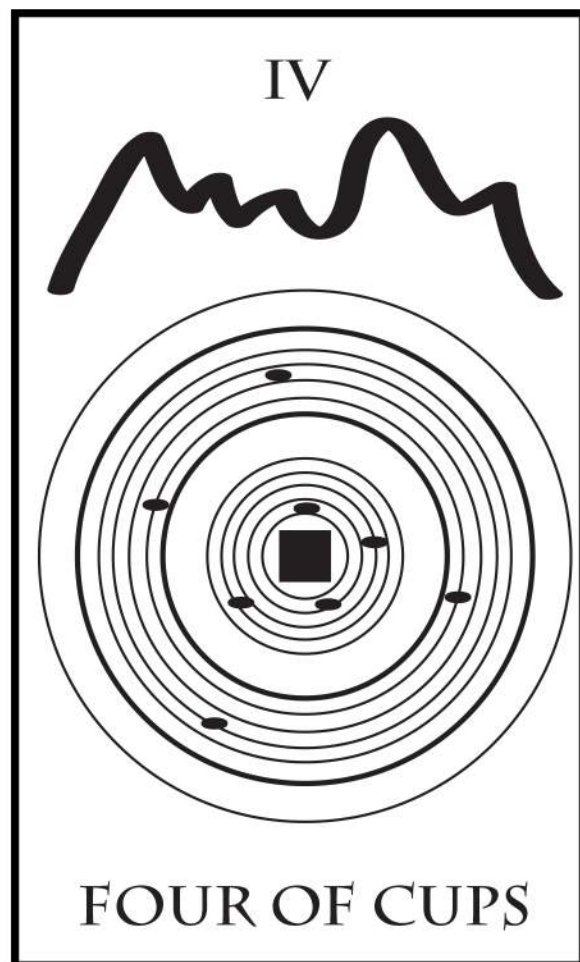
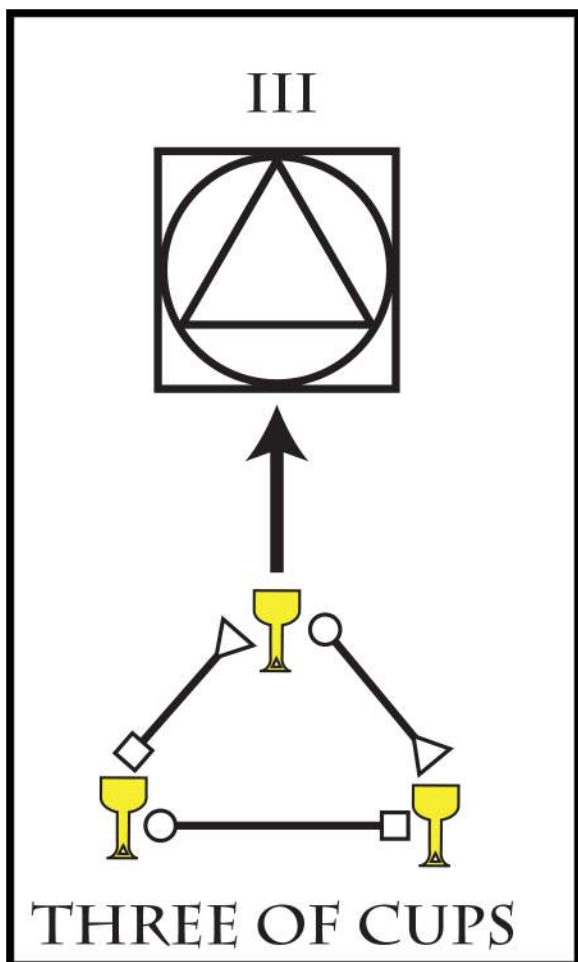
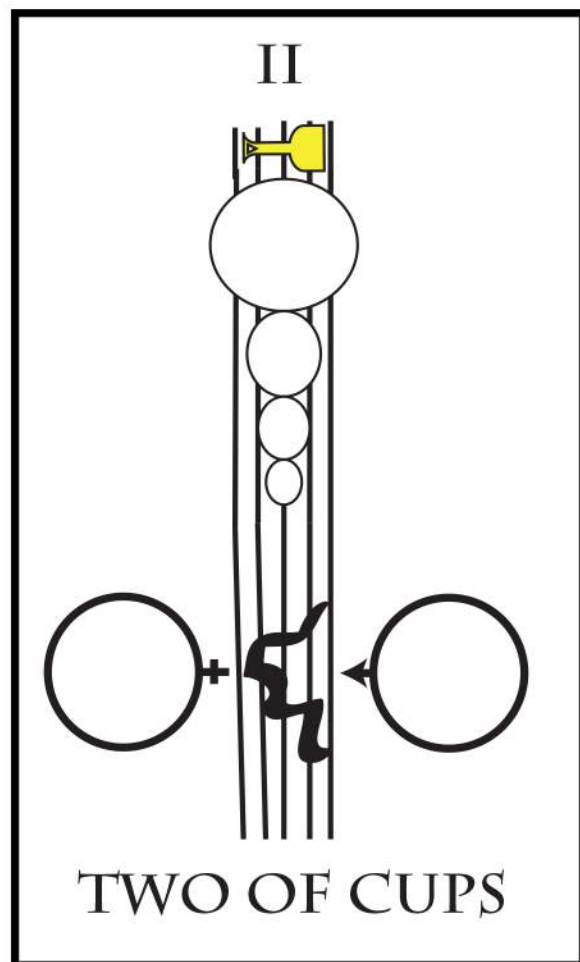
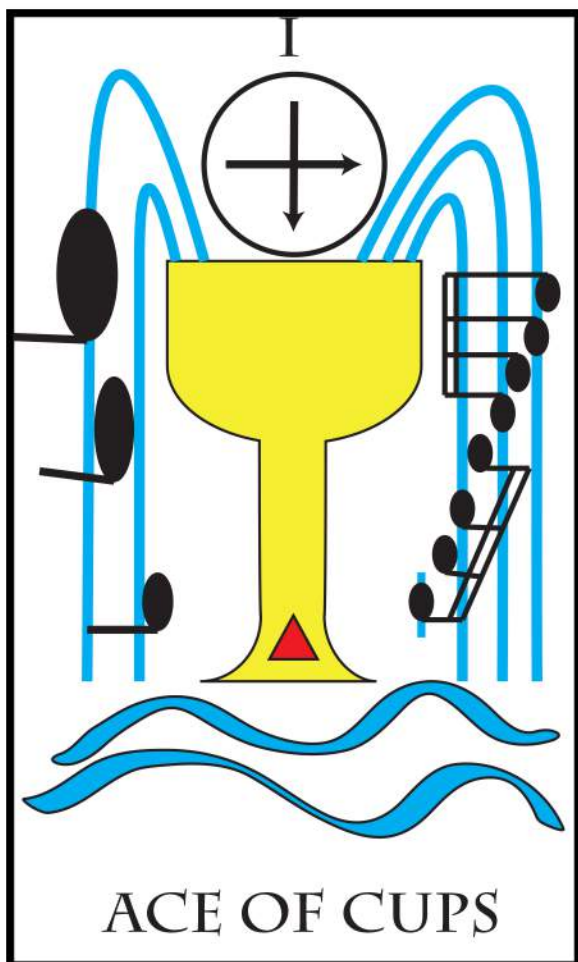
**Remove part of your instrument, draw and play a card using only that part.**

## **QUEEN OF WANDS**

**Remove part of your instrument, draw and play a card without that part.**

## **KING OF WANDS**





V



FIVE OF CUPS

VI

Play the following text (on your instrument) in a 'Sea Shanty' style:

*I am [Your name here] the Sailor Dog  
 I am [Your name here] the Sailor Dog  
 I can sail in a gale  
 right over a whale  
 under full sail  
 in a fog.*

*I am [Your name here] the Sailor Dog  
 I am [Your name here] the Sailor Dog  
 with a shake and a snort  
 I can sail into port  
 under full sail  
 in a fog.*

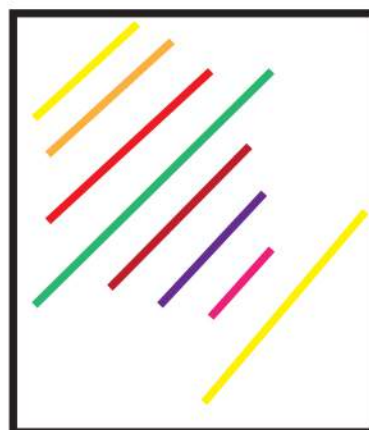
SIX OF CUPS

VII



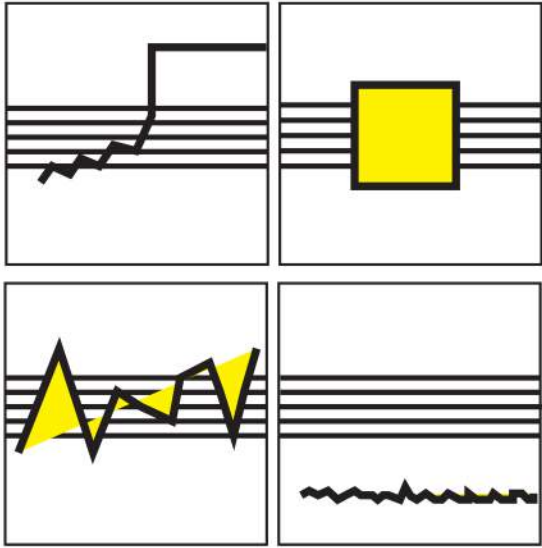
SEVEN OF CUPS

VIII



EIGHT OF CUPS

IX



NINE OF CUPS

X



TEN OF CUPS



