

daisy canon-fodder garden

\js with seeds from Harry Dacre

Globularia is a genus of about 22 species of flowering plants in the family *Plantaginaceae*, native to central and southern Europe, Macaronesia, northwest Africa and southwest Asia.



Dorotheanthus bellidiformis is a species of flowering plant in the family *Aizoaceae*, native to the Cape Peninsula in South Africa, where it is known as *Bokbaaiwygie*.



Bellis perennis is a common European species of daisy, of the *Asteraceae* family, often considered the archetypal species of that name.





HOW TO PLAY

OBJECT

The object of this game is to create the conditions for an aesthetic experience for both listeners and players using the metaphor of a garden as a jumping off point. If that end seems unattainable, it may then be used just to pass some time in a more or less pleasant manner. In special cases, it can be used for private study by seasoned professionals.

PLAYERS

- **Number:** 3 or more, but can be played by 2 (see SPECIAL INSTRUCTIONS below)
- **Age:** 10+

EQUIPMENT

While originally conceived for trombones and recorder, it can really be enjoyed by players with all types of instruments, and

even wordless voices in some cases.

A suggestion from the garden designer is that all 3 parts get sounded in the register from the notation at least once, preferably near the beginning. However, the enjoyment of the music should assuredly take precedence over any slavish adherence to what is admittedly an arbitrary set of rules.

PREPARATION

In order to play the game in the most satisfying manner possible, all players should be familiar with all of the daisy varieties in the score, and all of the text from this set of rules. While some may want to rush right in, it will ensure a deeper and ultimately more satisfying experience if the player has taken the time to consider both sources carefully.

Within the playing space, all players should have equipment that functions well. Sunlight provides the best atmosphere for growth, but with adequate lighting, the game can be played just about anywhere.

The final preparation to be completed before starting is to choose a leader. In order for the canons of the title to be heard, it is necessary for there to be a starting voice which can then be echoed (*the first flower in the fallow field that brings many blooming beauties following freely*). The leader can play any part in the score, it is simply important that the group acknowledges a specific player's role as leader.



PLAYING THE GAME

The game starts with the leader playing his part at first, clearly and calmly. The other players, then come in with their respective parts starting at any double bar within the leader's score. In other words, as you may be following along with the leader's part in the score, you will see double bars scattered throughout the part. These double bars are the notation that another voice in the canon may start.

This is why the leader is so important; it is not only because it is only the leader's part in which the double bars have this meaning, but also it is because this part offers the other flowers an opportunity to grow in the garden.

The leader also gets to set the tempo. Like pretty much everything else in the garden, there are many ways to determine this attribute. The game has been designed to promote a generalized sense of well being; accordingly, a more relaxed tempo is probably best- let's say roughly the speed of a heartbeat while resting comfortably would be an appropriate tempo.

The entrances and continuations of the players can continue

to some pre-set number of repetitions, or the players may simply play until they do not feel like playing anymore. It is possible to pass the leader's part between players, the important thing is that all members of the group know which specific member has the leader's role at any given time. It may also be important for the players to know how to continue and how to end, if those aspects of the game are significant to a particular performance.

Likewise, the group may decide that a certain retinue of canons will be played in a specific order by selected players, or there may be no plan whatsoever other than the leader of the performance at hand. There is more than one way to grow a garden.

In the course of playing the game, repetition of material is inevitable, in fact, it is central to the conception of the garden. As a method to combat mechanical repetitions, players are encouraged to vary their dynamic level. Also, a bit of *accelerando* or *ritardano* can be delightful, as long as it does not throw other players off of their sense of the beat.

ENDING THE GAME

The game is ended by the leader in one of two ways. The symmetrical way is for the leader to give a predetermined sign (perhaps a wave of the head, or special eye contact, or a stomping of the foot- it only matters that the leader and other players agree), and then all other players continue their current line, but do not make any more repetitions.

The asymmetrical way is for the leader to stop playing at the end of the line, and then once the other players have heard the leader is no longer playing, they too take no further repetitions.

Of course, the players can agree to all manner of endings outside of these two.

SPECIAL INSTRUCTIONS

In the case of a two player game, it may produce a better harvest to have the players cycle through the different daisies, making whatever transpositions are necessary.

Also, in a two player garden, a quick turnaround can be done where the leaders swap such that once the first leader has finished their line, the second player becomes the leader at that point. Following on then, the first player would come in at one of the double bars in the second player's score.



Appendix

SOW in any municipality in full awareness after danger of self-consciousness has past. Place musicians evenly apart and cover with a light topping of imaginative support. Firmly lead players during rehearsal and keep evenly tempered. Something should emerge in 7-14 seconds. Thin to space entrances further apart once garden seems to be growing. **Blooms in consciousness.**

Thanks to wikipedia for images and descriptions of daisies.
[2]

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References

- [1] Burpee® sunflower mammoth, girasol mammoth, 2013. seed packet.
- [2] Wikipedia. Daisy — wikipedia, the free encyclopedia, 2015. [Online; accessed 20-March-2015].