

Orator's Instructions

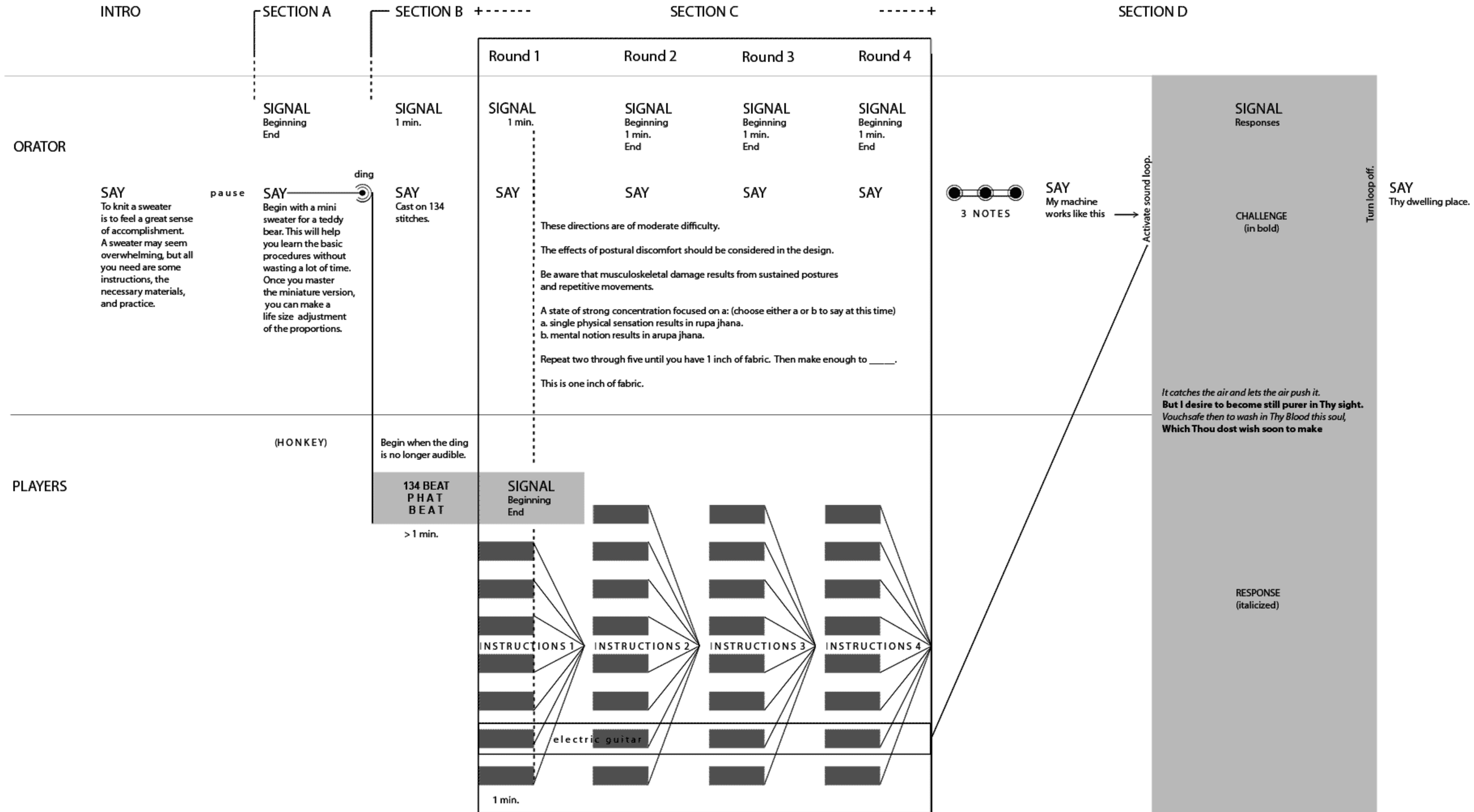
# **How to Knit a Sweater**

For 4 or more performers.

By Angela Guyton

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## **How to Knit a Sweater**

### Orator's Instructions

#### **Introduction**

**SAY:** To knit a sweater is to feel a great sense of accomplishment. A sweater may seem overwhelming, but all you need are some instructions, the necessary materials, and practice.

- Allow a pause before continuing.
- Motion to begin section 1.

#### **Section 1:**

(Honky notes/tones will be played.)

During, **SAY:** Begin with a mini sweater for a teddy bear. This will help you learn the basic procedures without wasting a lot of time. Once you master the miniature version, you can make a life size adjustment of the proportions.

- Motion for section 1 to stop.
- Strike a small metal object with a bright timbre.  
This is the cue to begin section 2.

#### **Section 2:**

(A phat beat will be played.)

Within the first 10 seconds **SAY:** Cast on 134 stitches.

- Signal to the drummer when a minute has elapsed.

**Section 3:**  
**(comprised of 4 rounds)**

**During each round the orator must say one of the following phrases or improvise a phrase.** The orator may choose to say the phrase during, or between rounds.

- These directions are of moderate difficulty.
- The effects of postural discomfort should be considered in the design.
- Be aware that musculoskeletal damage results from sustained postures and repetitive movements.
- A state of strong concentration focused on a: (choose either a or b to say at this time)
  - a. single physical sensation results in rupa jhana.
  - b. mental notion results in arupa jhana.
- Repeat two through five until you have 1 inch of fabric. Then make enough to \_\_\_\_\_.
- This is one inch of fabric.

-The orator is also responsible for signaling the beginning of rounds 2 through 4 (as the drummer will be responsible for signaling the beginning of round 1).

-The orator is responsible for signaling when the first minute of each round has elapsed. This is done so that the other players may adjust their playing at this time as per the Player's Instructions. Here is an outline of what the orator is responsible for during rounds 2-4:

**ROUNDS 2 THRU 4**

Signal the beginning of the round.

Signal when a minute has elapsed.

Signal the end of the round.

(A phrase should have been delivered before or during this time.)

**Section 4:**

-Play three notes on a wind instrument clearly and strongly enough to open a lock.

**SAY:** My machine works like this:

-Activate the sound loop that's been collecting and continue delivering the statements that have been underlined.

-Signal the other performers to read this next line.

**Players:** It catches the air and lets the air push it.

**SAY:** **But I desire to become still purer in Thy sight.**

-Signal the other players.

**Players:** Vouchsafe then to wash in Thy Blood this soul,

**SAY:** **Which Thou dost wish soon to make**

-Stop the loop.

**SAY:** Thy dwelling place.