

***Symphony in A for String Orchestra***  
***Composed by Chan Hao Li***

*Performance Instructions for each movement:*

**IMPORTANT:** Please read these instructions carefully before performing. Or don't. This is literally a piece about shouting because I find random noises to be funny.

**I. A:** Hold an open A for an unspecified amount of time, at any dynamic the player desires.

**II. Ah:** While continuing to drone, each player shouts "Ah" one at a time. Players can "Ah" at whatever dynamic, articulation, length etc. After a player has finished their "Ah", the next player down the line shouts and so on, until all players in the orchestra have "Ah"-ed.

**III. Tacet:** The entire orchestra just does not play anything for an unspecified amount of time.

**IV. AAAAAAAAAA:** Hold an open A similar to the first movement. While droning, players can freely shout "Ah" at any given time in whatever way they want to. They can shout as many times as they wish, and can vary the way they shout. After an unspecified amount of time of "Ah"-ing, the orchestra must shout in unison as loudly as possible. When one runs out of breath, take a deep breath, and continue to shout for an unspecified amount of time.

The performance should cut off as abruptly as possible.


# I: A

Violins *attacca*

Violas

Violoncellos

Contrabasses



# II: Ah

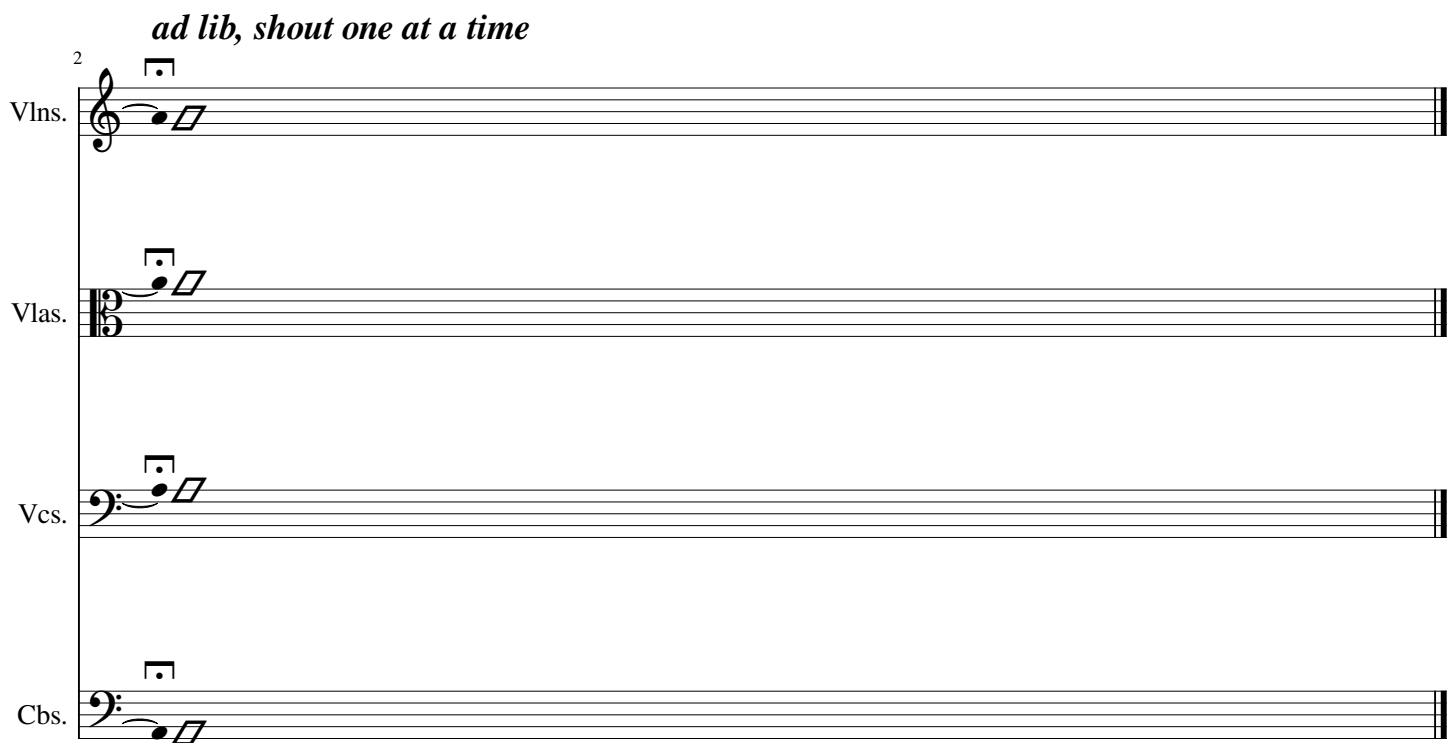
*ad lib, shout one at a time*

<sup>2</sup>  
Vlns.

Vlas.

Vcs.

Cbs.



### III: *Tacet*

3

Vlns.

Vlas.

Vcs.

Cbs.

### IV: *AAAAAAAAAA*

4

*ad lib, shout at any time*

*shout in unison*

Vlns.

Vlas.

Vcs.

Cbs.

*fff*