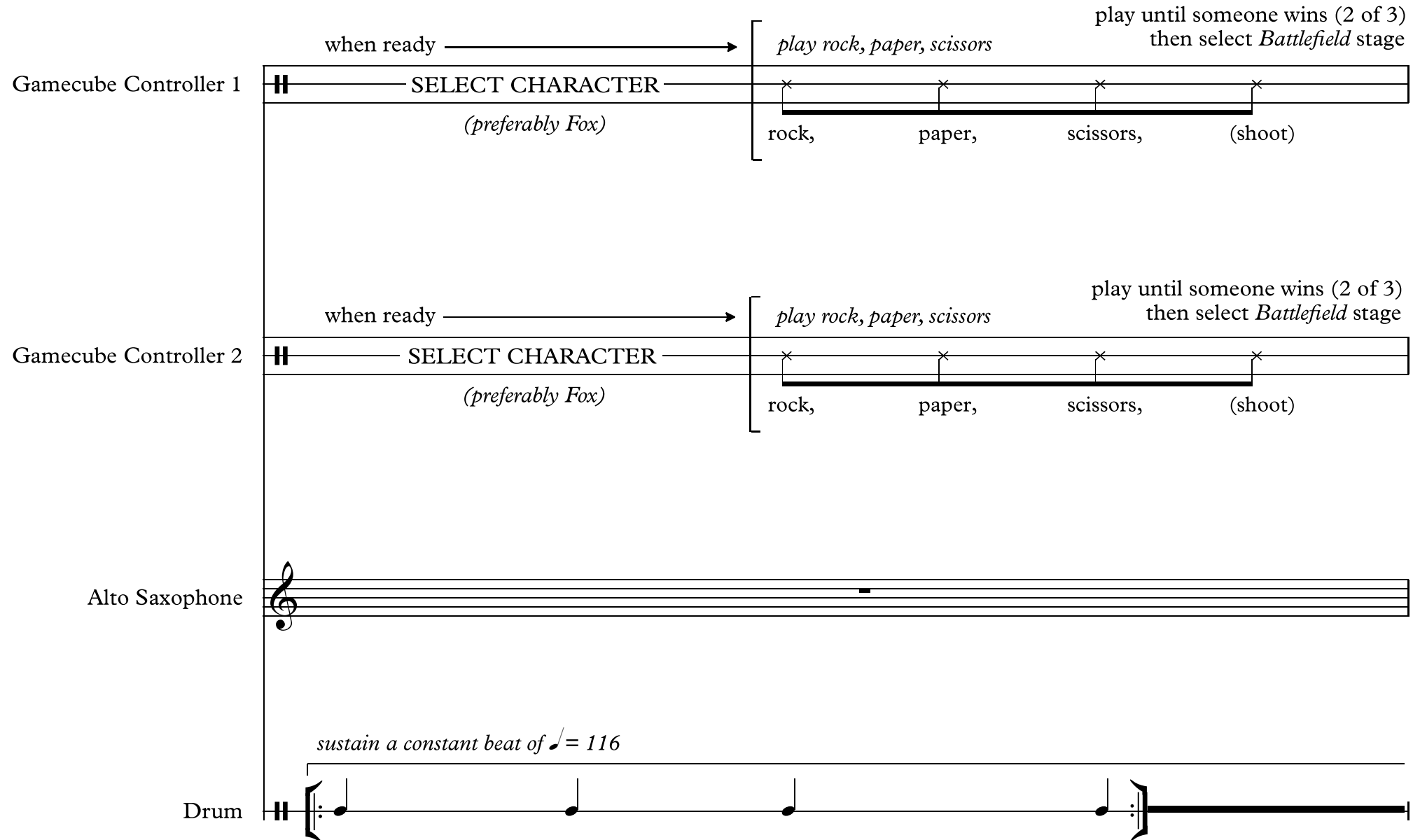


Fox Only

Tyler Lubke b. 1997

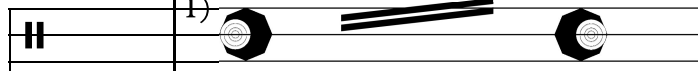


PLAY PURPOSELY RHYTHMIC

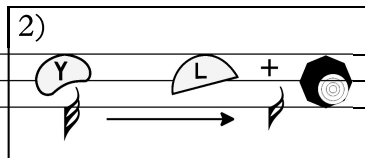
Ca. 30"

A

P1

*begin playing cautiously*

2)

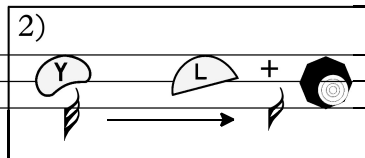
in this section, mainly use the provided techniques,
other actions aren't prohibited, but use them sparingly*if... a) a grab or hit is landed, take the combo as far
as possible, as soon as you miss, back away.*

PLAY PURPOSELY RHYTHMIC

P2

*begin playing cautiously*

2)

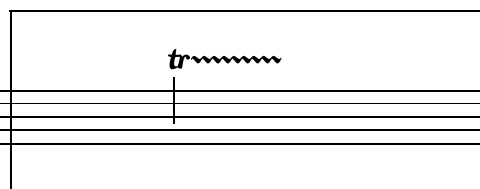
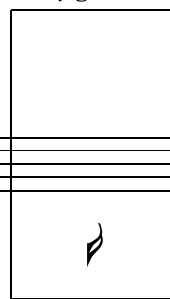
in this section, mainly use the provided techniques,
other actions aren't prohibited, but use them sparingly*if... a) a grab or hit is landed, take the combo as far
as possible, as soon as you miss, back away.*

b) grab

*...return to trilling
when player is released*

Ca. 30"

Sax

trill on indeterminate pitches *until...**a) a hit is landed: **make an aggressive sound****b) a player is grabbed: **make an explosive sound
then cut off as soon as possible***

Drum



B**Ca. -45"**P1 **H** — PLAY DEFENSIVELY —section ends *when...* a) **a stock is taken** ...*preferably, player 2 should lose a stock*P2 **H** — PLAY AGGRESSIVELY —section ends *when...* a) **a stock is taken** ...*preferably, player 2 should lose a stock***Ca. -45"**Sax **G** — FOLLOW P2, IMITATE THROUGH SOUND —

continue using the sounds from section **A** for *grabs* and *hits*,
but **do not use** *indeterminate trills*. You are also open to play freely
based on the atmosphere or actions taking place in the match.

section ends *when...* a) **a stock is taken**(use a consistent sound for *deaths*, throughout)Drum **H** —section ends *when...* a) **a stock is taken**

C

REMINDER TO PLAY SOMEWHAT RHYTHMICALLY

Ca. -45"

P1  PLAY AGGRESSIVELYsection ends *when...* a) **a stock is taken**

REMINDER TO PLAY SOMEWHAT RHYTHMICALLY

P2  PLAY DEFENSIVELYsection ends *when...* a) **a stock is taken**

Ca. -45"

Sax  FOLLOW P1, IMITATE THROUGH SOUND

Same as B

section ends *when...* a) **a stock is taken**

Drum

section ends *when...* a) **a stock is taken**

D**IGNORE RHYTHM INTENTIONS****Ca. -30"**P1 **H** — **PLAY AGGRESSIVELY** —————

1) *disregard defensive tactics, use only attacks* section ends *when...*

2) *if you take a stock, you must "accidentally" SD*

a) **a player SDs**

or

b) **both players die at once**

IGNORE RHYTHM INTENTIONSP2 **H** — **PLAY AGGRESSIVELY** —————

1) *disregard defensive tactics, use only attacks* section ends *when...*

2) *if you take a stock, you must "accidentally" SD*

a) **a player SDs**

or

b) **both players die at once**

Ca. -30"Sax  **FOLLOW BOTH PLAYERS, IMITATE THROUGH SOUND** —————

Play with very little space until the SD.
Characteristically, you should sound **spastic** and **guttural**, it should be very apparent when a player dies and even more apparent when he or she SDs.

section ends *when...*

a) **a player SDs**

or

b) **both players die at once**

Drum *Push tempo briefly*

section ends *when...* a) **a player SDs**

b) **both players die at once**

Ca. -1'15"

E**NEW TACTIC SHOULD HAVE ITS OWN RHYTHM**P1 **H** TRY A COMPLETELY NEW STRATEGY AND REPEAT IT UNTIL IT WORKS (OR YOU DIE) _____

1) You may stop using the *new strategy* once you die.
Insisting on *basic* or *weak* moves is encouraged.

section ends *when...* a) ***both players have died once***

2) If you successfully take a stock from your opponent with this strategy, you must taunt

NEW TACTIC SHOULD HAVE ITS OWN RHYTHMP2 **H** TRY A COMPLETELY NEW STRATEGY AND REPEAT IT UNTIL IT WORKS (OR YOU DIE) _____

1) You may stop using the *new strategy* once you die.
Insisting on *basic* or *weak* moves is encouraged.

section ends *when...* a) ***both players have died once***

2) If you successfully take a stock from your opponent with this strategy, you must taunt

Ca. -1'15"

Sax  WATCH FOR REPEATED ACTIONS, THEN IMITATE THOSE _____

Sounds should be *humorous* in this section.

section ends *when...* a) ***both players have died once***

be especially aware of ***Taunting***

Relax tempo back to $\text{♩}=116$

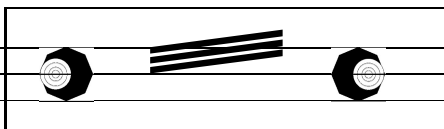
section ends *when...* a) ***both players have died once***

Drum **H**

F

7
Ca. -25"

P1



PIECE ends *when...* a) ***a player dies, ending the match***

1) The player is now **limited to** using *dash dance* (as fast as possible) and *smash attacks*.

2) **Jumping, grabbing and A/B attacks are not allowed, but shields and rolls are permitted.**

3) **Jumping is allowed in order to recover**

P2



PIECE ends *when...* a) ***a player dies, ending the match***

1) The player is now **limited to** using *dash dance* (as fast as possible) and *smash attacks*.

2) **Jumping, grabbing and A/B attacks are not allowed, but shields and rolls are permitted.**

3) **Jumping is allowed in order to recover**

Ca. -25"

Sax



SPECIFICALLY FOLLOW MOVEMENT

Sounds should be chaotic and as fast as possible

PIECE ends *when...* a) ***a player dies, ending the match***

Drum



Gradually increase tempo until end

PIECE ends *when...* a) ***a player dies, ending the match***