# Wires II

*Breath Given Breath Taken*

*for 2 identical wind instruments*

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# Performance Notes

- The composition is built on 3 layers of memory: primary, evoked, echoic.

- The duration of each memory (A) lasts 20'', this can vary according to the indications provided below regarding memory pointers.

- At the beginning of the performance, the two performers freely choose 2 different memory pointers from the primary memory and start playing from them simultaneously.

- Except for the different indications below, the performance must occur at a single pitch, different for each layer and derived from the range of possible pitches for a given layer. The note must be sustained as long as possible through the use of circular breathing, trying not to break the sound unless expressly requested.

- So, performers on the same layer play the same pitch, chosen from the range of possible pitches at the layer change.

- Each performer, within a time span ranging from 7'' to 20'', upon reaching a memory pointer,
must switch to another pointer of choice within the same current layer. The pointer can be any within the same layer.

- Memory pointers contain (A), (B), (C) time signature markers. Within a time frame ranging from 1' to 2', one of the two performers, upon reaching a pointer with a marker, can change the time to (A), (B), (C), then signal the other performer who, upon reaching any memory pointer,
must continue to perform at the same time chosen by the other performer.

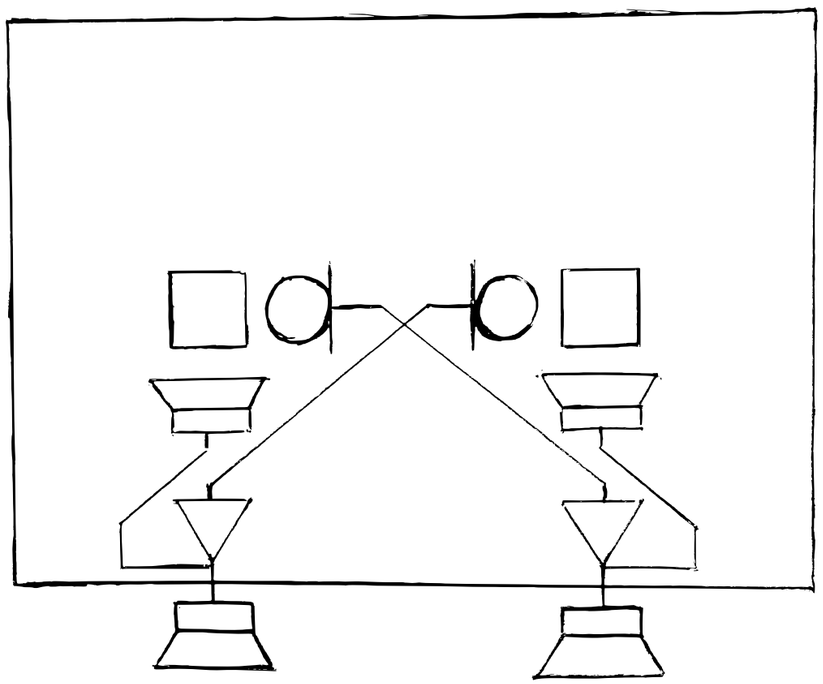
- The tempo change consists of a variation in the overall duration of the memory, which can transition from lasting 20'' (A) to globally lasting 40'' (B) or 60'' (C).

- When reaching the end of the memory without having changed the pointer yet, the performer must perform a ''wrap around''
by returning to execute the memory from its beginning (thus completing the memory cycle; the memory is to be understood as cyclic).

- Between 2' and 3', the performers, upon reaching a memory pointer of their choice within that time frame, must switch to a pointer in another memory,
thus executing a memory change. The second performer, in turn, between 2' and 3', will reach the first performer in the layer chosen by the first one. In these ranges, since the two performers can switch at different moments within that time frame, overlapping pitches of different heights may occur.

- The performance should last between approximately 8' and 10'. It concludes by reaching the end of the current memory layer, ceasing to play instead of performing a ''wrap-around''.

# Staging of the performance



# Legend

 = Sound of the blow audible with a greater prevalence of the sound at a determined pitch.

 = Sound of the blow audible with a mid prevalence of the sound at a determined pitch.

 = Sound of the blow audible without presency of sound at a determined pitch.


= Tongue Fluttering


= Tongue Fluttering


= Tongue Fluttering

 = Overtone or Multiphonics, without specifying a determined pitch

 = Tongue or throat pizzicato, without producing an audible percussive effect

 = Tongue or throat pizzicato, producing an audible percussive effect

 = Key clicks, tapping the keys and producing an audible percussive effect

 = briefly produce a passage up a semitone

 = Briefly produce a passage up a quarter tone

 = briefly produce a passage down a semitone

 = Briefly produce a passage down a quarter tone

 or  or  = Briefly produce a passage to an upper pitch (three possible graduations)

 or  or  = Briefly produce a passage to a lower pitch (three possible graduations)

# Frequency Ranges

- The Frequency Ranges are the ambitus of the notes that the performers can play during the performance.

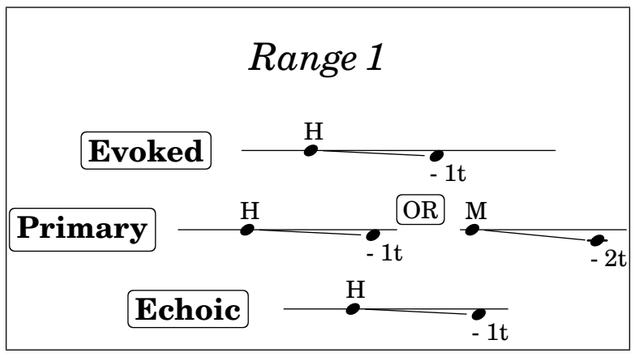
- The performers can choose only 1 common range per performance.

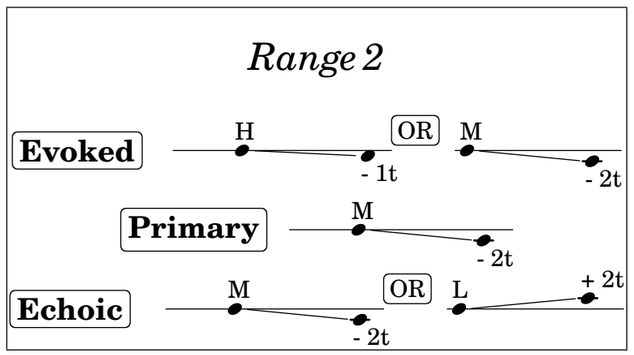
[H] = Highest note of the instrument that the performers can achieve, choosing a same pitch for both.

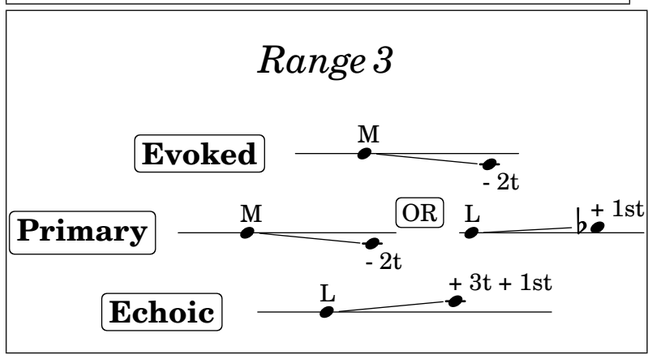
[M] = Note in the Mid register of the instrument that the performers can achieve, choosing a same pitch for both.

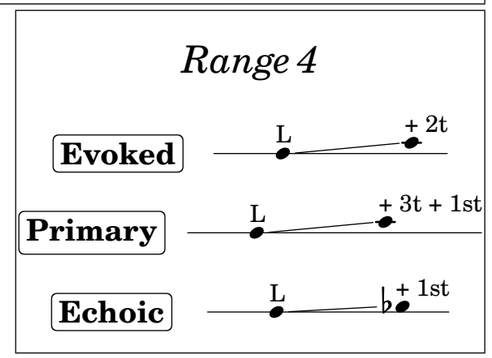
[L] = Lowest note of the instrument that the performers can achieve, choosing a same pitch for both.

[t] = tone; [st] = semitone.

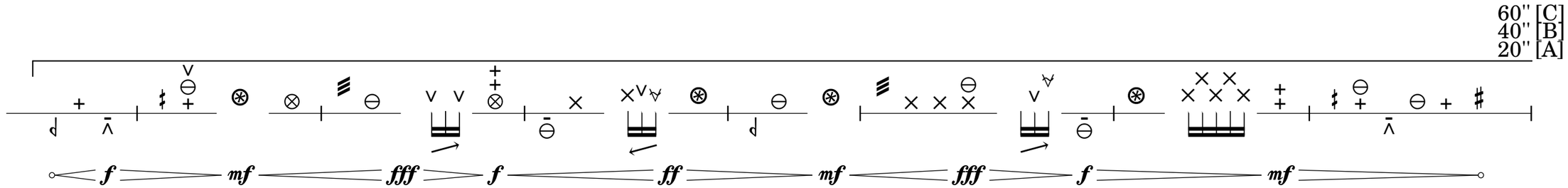


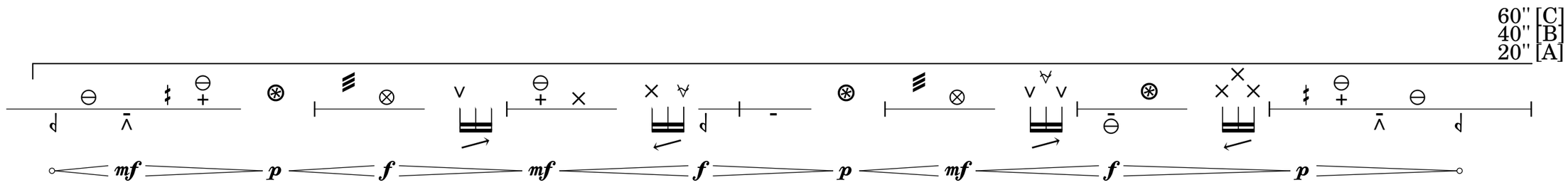



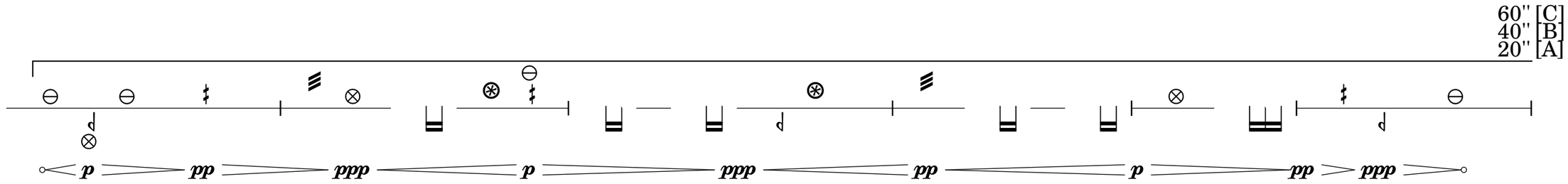
**Evoked**




**Primary**




**Echoic**

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