

## **GROUP A**

Group A performs using Score A. One player from Group A should cue Group B as indicated in score.

Players should form a tight "circle" on one of the far edges of the playing area.

The 'cellist is the section leader. 'Cellist cues the beginning of each chord

Other players may enter in their own time, gradually arriving at the marked dynamic. Players should strive to find a maximum blending of tone.

'Cellist cues the precession through the harmonies. At the breath mark, the 'cellist cues a group cutoff. Proceed after a pause the 'cellist deems appropriate.

Repeat form until Group B concludes play. After Group B has concluded, continue play for 30 or so seconds, treating the final chord played as though it had a long fermata.

## **GROUP B**

Group B performs using Score B.

Players should congregate about 4-5 meters away from Group A and also arrange themselves tightly.

Begin play upon receiving cue from Group A, making no particular attempt to engage musically with Group A.

Group A are the "set," Group B are the "actors".

# DEVICE FOR ENCOURAGEMENT OF APPLAUSE: SCORE A

slow, fragile

The musical score is divided into four systems, each featuring three staves: Flute (Fl.), Bass Clarinet in Bb (B. Cl.), and Violoncello (Vc.). The tempo and mood are indicated as 'slow, fragile'. The score includes various musical notations such as notes, rests, and dynamic markings.

**System 1:**

- Flute:** Starts with a whole note G4, followed by a whole note A4, then a whole note B4, and ends with a whole note C5.
- Bass Clarinet:** Starts with a whole note G3, followed by a whole note F3, then a whole note E3, and ends with a whole note D3.
- Violoncello:** Starts with a whole note G2, followed by a whole note F2, then a whole note E2, and ends with a whole note D2. Dynamics: *pp*, *p*, *p*, *mp*, *pp*, *mf*.

**System 2:**

- Flute:** Starts with a whole note G4, followed by a whole note A4, then a whole note B4, and ends with a whole note C5.
- Bass Clarinet:** Starts with a whole note G3, followed by a whole note F3, then a whole note E3, and ends with a whole note D3.
- Violoncello:** Starts with a whole note G2, followed by a whole note F2, then a whole note E2, and ends with a whole note D2. Dynamics: *mp*, *mf*, *p*.

**System 3:**

- Flute:** Starts with a whole note G4, followed by a whole note A4, then a whole note B4, and ends with a whole note C5.
- Bass Clarinet:** Starts with a whole note G3, followed by a whole note F3, then a whole note E3, and ends with a whole note D3.
- Violoncello:** Starts with a whole note G2, followed by a whole note F2, then a whole note E2, and ends with a whole note D2. Dynamics: *mf*, *mf*.

**System 4:**

- Flute:** Starts with a whole note G4, followed by a whole note A4, then a whole note B4, and ends with a whole note C5.
- Bass Clarinet:** Starts with a whole note G3, followed by a whole note F3, then a whole note E3, and ends with a whole note D3.
- Violoncello:** Starts with a whole note G2, followed by a whole note F2, then a whole note E2, and ends with a whole note D2. Dynamics: *pp*, *pp*, *mf*, *p*.

Dynamics apply to all instruments.