Airharp

John Gibson

pick up left
tether only   *pluck together*   slowly move left arm to side
to produce each diminuendo

A: (1) > , (2) > , (3) > ,

patch

B: [1] *silent*

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pluck without pause (still together)

A: (4) (5) (6) (7) (8) ,

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pluck asynchronously

A: (9) (10) (11) (12) (...) (18) ,

B: *drone*

[2] *n* *cresc.*   (all players) ——— *ff*

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pick up right tether   freely move both tethers

A: *stagger entrances:*   *noisy blip gestures*   *increase density*
  C ... B ... D ... A

B: ——— *n*   *noise bursts*
    [4] *sparse!*   *increase density*
    [3]

section 2

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lower right tether to base   lower left tether, raise, then

A: *pluck asynchronously (bells)*   *continue plucking (high harp)*

  fff   *stagger sound changes
between players* ——— *pp*

B: [5] *shifts to high
sparkly sound*   [6] *drone*   [7]

section 3   section 4