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*   (all players)   *ff*

[2] *n*   *cresc.*

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pick up right tether   freely move both tethers

A: *stagger entrances:*   *noisy blip gestures*   *increase density*

    3 ... 2 ... 4 ... 1

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 (harp)*

fff   *stagger sound changes*
between players   *pp*

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

section 3   section 4