

**Sound Structure**  
**Lyle Hopkins**  
**2015**

Performance Notes: The piece begins and ends with freely improvised music. From this music, strategies may be initiated by their respective cues. All players must be performing the same cue before performing the instructions. The duration of each strategy is at the discretion of the players. After a strategy is performed, players return to free improvisation. Each strategy may be performed once, multiple times, or not at all during a performance.

**Strategy X**

Cue: very high sounds

Instructions: Create a sound that is either higher, lower, longer, shorter, louder, or softer than another player's sound.

**Strategy Y**

Cue: very loud sounds

Instructions: Create a sound beginning and ending in silence.

**Strategy Z**

Cue: silence

Instructions: Improvise with a non-player sound.