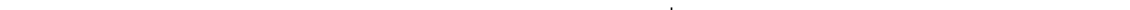


# Cello

D

ello [  ]

Assigned to melodica

Play the drone note associated with the corner that your assigned performer is in and change as soon as they reach the next corner, but make the dynamic changes gradual.

A= Back Left Corner

B= Back Right Corner

C= Front Left Corner

D= Front Right Corner

## Add variation in technique

When the melodica and accordion walk to the centre of the room, hold the first note of drone A until they bow.

[Unnamed (treble staff)]

## Viola

Viola

1

A

B

C

*p*

*f*

*mp*

D

4

*mf*

Assigned to melodica

Play the ostinato note associated with the corner that your assigned performer is in and change as soon as they reach the next corner, but make the dynamic changes gradual.

A= Back Left Corner  
B= Back Right Corner  
C= Front Left Corner  
D= Front Right Corner

Treat the ostinato like a tone row- add variation in technique and duration.

When the melodica and accordion walk to the centre of the room, hold the first note of A until they bow.

[Unnamed (treble staff)]

melodica

A B C

*p* *f* *mp*

D

4 *mf*

[Unnamed (bass staff)]

Theremin

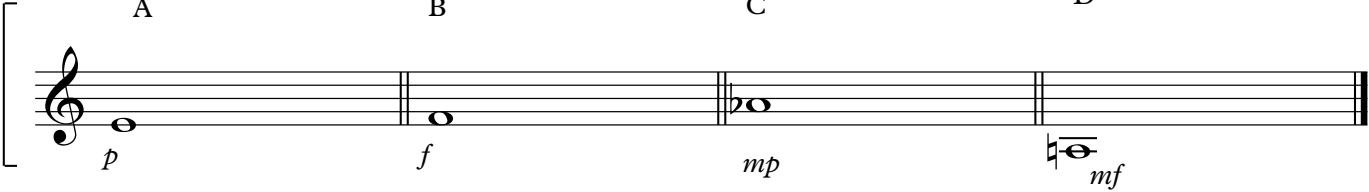
heremin

A

B

C

D



Assigned to accordion

Play the drone note associated with the corner that your assigned performer is in and change as soon as they reach the next corner, but make the dynamic changes gradual.

- A= Back Left Corner
- B= Back Right Corner
- C= Front Left Corner
- D= Front Right Corner

Attempt to get as close to pitch as possible

Add variation in technique

When the melodica and the accordion walk to the centre of the room, hold drone A until they bow.

ute

## 2

2

 $m\dot{p}$  $mf$ 

A= Back Left Corner

B= Back Right Corner

C= Front Left Corner

D= Front Right Corner

Treat the ostinato like a tone row- add variation in technique and duration.

When the melodica and accordion walk to the centre of the room, hold the first note of A until they bow.

Accordion

A

(Note addition, increasing towards corner)

*p*

B

*f*

3

C

*mp*

D

*mf*