

**know that your actions reflect within the group (2017)**  
**James Saunders**

## INSTRUMENTS

flute  
contrabass recorder  
trombone (plunger mute)  
vibraphone (metal sheet, polystyrene block, plastic cup, wood sheet, cardboard coffee cup, 2 surfaces)  
melodica  
electric guitar (ebow; delay, distortion, wah and volume pedals)  
violin (polystyrene block)  
cello (polystyrene block)

### auxiliary instruments\*

8 desk bells  
8 whistles  
8 harmonicas  
8 bicycle horns  
8 kazoos  
8 shakers  
8 tuning forks  
8 glass bottles  
8 metal biscuit tin lids  
8 wood boxes  
8 squeakers  
8 music box mechanisms

\*one of each per player / mixed pitches

8 sample playback devices

The samples are available from the composer on request.

duration: variable (c.10-15 minutes)



Commissioned by Südwestrundfunk for the 2017 Donaueschinger Musiktage.  
First performed by Ictus Ensemble in the Strawinsky Saal, Donaueschingen, on 21 October 2017.

## SETUP

Each player needs a table with their 12 auxiliary instruments placed on it. The arrangement of the instruments should be identical for each player so that when they reach for an instrument, all players move in the same direction.

The percussion, violin and cello players should additionally fix their bowed objects on the table.

The players each need a sample playback device (e.g. a tablet, keyboard, or control surface). These should ideally be the same for all players. The devices should be placed on the tables, or on a separate stand.

The sample playback and voices need to be loud enough to be heard comfortably over the instrumental sounds. This may require amplification in order to achieve a balance. This can either be through individual setups for each player or a PA. The spatial location of the sample playback and voices in relation to each player should be maintained.

Each of the sample playback devices should be prepared with the samples listed below. The samples should play through completely each time they are cued, then stop.

### Flute

telephone2 [38229\_\_charliefarley\_\_ringuk1965].wav  
aerosol2 [347241\_\_bravefrog\_\_spray].wav  
radio2 [261873\_\_djnicke\_\_am-tuning].wav  
drill1 [26344\_\_streety\_\_drill].wav  
cheer2 [267248\_\_berlingamescene\_\_berlingamescene].wav  
cough2 [184871\_\_eelke\_\_coughing].wav  
scream2 [382989\_\_julialn\_\_scream-girl].wav  
footsteps1 [181728\_\_weizjeidy\_\_footsteps].wav  
mouse2 [195305\_\_yoh\_\_computer-mouse-clicks].wav  
pencil2 [211247\_\_tomoyo-ichijouji\_\_scribble].wav  
tape2 [151446\_\_tgfcoder\_\_ripping-unravelling-packaging-tape].wav  
scissors1 [178669\_\_hanbaal\_\_scissor-snips].wav  
chicken2 [371216\_\_mrthenoronha\_\_cock-a-doodle-doo].wav  
frog2 [149092\_\_lepolainyann\_\_frogs].wav  
duck2 [361541\_\_rombart\_\_canards-andernos-2014-3].wav  
pig1 [233182\_\_jarredgibb\_\_pig-multiple-snorts-3-2-pigs-96khz].wav  
thunder2 [194364\_\_dave-welsh\_\_thunder-clap-owb-ky-441x16].wav  
fireworks2 [117616\_\_soundmary\_\_fireworks-exploding-1].wav  
laser2 [268168\_\_shaun105\_\_laser].wav  
glass1 [194684\_\_kingsrow\_\_breakingvase02].wav  
helicopter2 [37805\_\_mw-1984\_\_helicopter].wav  
motorbike2 [49328\_\_heigh-hoo\_\_hayabusa3].wav  
bicycle2 [267907\_\_chemicatz\_\_bike-cvrk].wav  
skid1 [271337\_\_therisingorder\_\_car-peels-off].wav

### Contrabass Recorder

camera2 [16071\_\_heigh-hoo\_\_nikonf4].wav  
microwave4 [119454\_\_lmbubec\_\_microwave].wav  
buzzer3 [52004\_\_scarfield\_\_door-buzzzzz].wav  
till2 [253946\_\_jmayoff\_\_grocery-store-cash-register].wav  
baby2 [346663\_\_adam-n\_\_baby-cry].wav  
clap4 [333386\_\_jayfrosting\_\_applause-2].wav  
boo3 [324893\_\_adam-n\_\_crowd-boo].wav  
sneeze2 [185619\_\_organicmanpl\_\_sneeze].wav  
stapler2 [369127\_\_jgarc\_\_stapler-sound].wav  
printer4 [151744\_\_eakoontz\_\_printer-printing].wav  
typewriter3 [390343\_\_megashroom\_\_typewriter-170428-1482].wav  
ruler2 [119793\_\_lmbubec\_\_springboard-a].wav  
cat2 [156643\_\_yoyodaman234\_\_catmeow1].wav  
owl4 [177605\_\_kangaroovindaloo\_\_fryers-forest-powerful-owl-ninox-stenua].wav  
donkey3 [246406\_\_felix-blume\_\_donkeys-braying-at-the-market-of-assem-souk].wav  
crow2 [56233\_\_q-k\_\_crows-01].wav  
cork2 [371826\_\_iamgiorgio\_\_i6-wine-bottle].wav  
hammer4 [328762\_\_aerror\_\_hammering].wav  
whip3 [254871\_\_blukotek\_\_swish-whip].wav  
racket2 [379335\_\_13fpanska-marval-lukas\_\_tennis].wav  
train2 [125211\_\_keithpeter\_\_steam-train-leaving-moor-st-station].wav  
siren4 [325280\_\_adam-n\_\_sirens].wav  
subway3 [223836\_\_3bagbrew\_\_london-underground-last-train-to-brixton].wav  
plane2 [352134\_\_rachaelbuchanan\_\_jet-overhead].wav

### Trombone

drill4 [386248\_ ldezem\_pneumatic-drill-desoutter-trough].wav  
microwave3 [128867\_ 1pjladd2\_microwave-usage].wav  
buzzer2 [383352\_deleted-user-7146007\_buzz-buzzer-buzzing-sound-effect].wav  
till1 [165016\_rollingmill\_supermarket-cash-register].wav  
footsteps4 [240356\_mariiao2\_4-steps].wav  
clap3 [324891\_adam-n\_crowd-claps].wav  
boo2 [324893\_adam-n\_crowd-boo].wav  
sneeze1 [221518\_danieka\_woman-sneeze].wav  
scissors4 [51164\_rutgermuller\_scissors-cutting-air].wav  
printer3 [333146\_vacuumfan7072\_epson-stylus-color-440-sounds].wav  
typewriter2 [334458\_evsecrets\_typing-on-a-typewriter-with-ding-at-end-of-each-line].wav  
ruler1 [119795\_lmbubec\_springboard-c].wav  
pig4 [233179\_jarredgibb\_pig-multiple-snorts-6-2-pigs-96khz].wav  
owl3 [367964\_bluedelta\_owl-in-calm-environment-natural-reverb-4-channel-44khz].wav  
donkey2 [388181\_videokunst13\_esel].wav  
crow1 [353432\_blimp66\_crows].wav  
glass4 [194685\_kingsrow\_breakingvase01].wav  
hammer3 [344438\_thiagoriedel\_crashing-wall-with-a-hammer].wav  
whip2 [51755\_erkanozan\_whip-01].wav  
racket1 [379996\_drewhalasz\_tennis-hitting-balls-running-birds-mono].wav  
skid4 [178889\_martian\_car-park-skiding-corner].wav  
siren3 [159743\_conleec\_amb-siren-police-misc-stationary-001].wav  
subway2 [352891\_kinoton\_hamburg-subway-arrival-departure].wav  
plane1 [242952\_duophonic\_small-plane-at-100-feet-approx].wav

### Melodica

camera4 [157812\_akonze\_dslr-camera-click].wav  
telephone4 [15826\_transitking\_telephoning].wav  
aerosol4 [179916\_toiletrolltube\_110920-02-inhaler].wav  
till4 [83915\_cognito-perceptu\_cash-register].wav  
baby4 [371303\_iamgiorgio\_c1-baby-crying].wav  
cheer4 [346689\_adam-n\_crowd-cheer-2].wav  
cough4 [326096\_1980supra\_cough-cough].wav  
sneeze4 [54505\_sagetyrtle\_sneeze].wav  
stapler4 [91490\_skynproduction\_stapler].wav  
mouse4 [347230\_bravefrog\_click].wav  
pencil4 [235503\_ekfink\_notepad-pencil-writing].wav  
ruler4 [148976\_adam-n\_twang-11].wav  
cat4 [385892\_spacether\_262312-steffcaffrey-cat-meow1].wav  
chicken4 [391313\_cabled-mess\_rooster-crowing-27112016-processed].wav  
frog4 [344639\_dbgrant\_frogs].wav  
crow4 [249567\_calcuttan\_crows-of-calcutta].wav  
cork4 [377997\_13gpanska-gorbusinova-anna\_opening-a-bottle-of-wine].wav  
thunder4 [238145\_andy-gardner\_thunder].wav  
fireworks4 [349807\_kingsrow\_fireworks13].wav  
racket4 [338122\_jacklilley\_tennis-ball-being-hit].wav  
train4 [256259\_jstorm-57\_union-pacific-freight-train-at-crossing].wav  
helicopter4 [333505\_sandermotions\_sea-king-helicopter].wav  
motorbike4 [163596\_taniyatsu\_motorcycle-sfx].wav  
plane4 [215447\_laribum\_ps-fast-flighby-01].wav

### Vibraphone

camera1 [261007\_polecatz\_camera-canon-5d-iii].wav  
telephone1 [343615\_dpasa\_noise].wav  
aerosol1 [181266\_capslok\_aerosol-can-shake-open-spray].wav  
radio1 [106747\_funkyfierce\_radio-sound].wav  
baby1 [240372\_mariiao2\_baby-cry].wav  
cheer1 [333405\_jayfrosting\_cheer-1-short].wav  
cough1 [391284\_igor1998\_cough].wav  
scream1 [395736\_splushionsindasky\_terror-scream-grito-de-terror-caro-2].wav  
stapler1 [393898\_rodzuz\_stapler].wav  
mouse1 [95563\_j1987\_mouse].wav  
pencil1 [267501\_purplewalrus23\_pencil2].wav  
tape1 [245200\_alaskarobotics\_duct-tape-unroll-5].wav  
cat1 [100030\_nfrae\_beef-mow1].wav  
chicken1 [208021\_cocoricosound\_cock-a-doodle-doo].wav  
frog1 [344639\_dbgrant\_frogs].wav  
duck1 [324087\_iggyf\_north-yorks-mallard-frenzy].wav  
cork1 [381399\_beeproductive\_wine].wav  
thunder1 [265119\_vpdao\_rain-and-thunder-verandah].wav  
fireworks1 [349802\_kingsrow\_fireworks08].wav  
laser1 [394919\_navadaux\_laser-gun].wav  
train1 [277497\_7z7\_steam-train-molli-passes-through-without-whistle].wav  
helicopter1 [388287\_pan14\_helicopter-passby-1].wav  
motorbike1 [361403\_richwise\_sportsbike-flyby].wav  
bicycle1 [120373\_faruku\_bicycle-rattle].wav

### Electric Guitar

radio4 [215154\_marzipankittens\_radioscroll].wav  
drill3 [95562\_j1987\_drill].wav  
microwave2 [102692\_cambra\_microwave].wav  
buzzer1 [164089\_hypocore\_buzzer2].wav  
scream4 [360465\_topschool\_scream01].wav  
footsteps3 [392483\_gpag1\_footsteps-boots].wav  
clap2 [267930\_anagar\_clapping].wav  
boo1 [390423\_mezcel\_336997-corsica-s-boo-01-mezcelized].wav  
tape4 [151446\_tgfcoder\_ripping-unravelling-packaging-tape].wav  
scissors3 [390169\_megashroom\_scissors-snipping-in-air-170427-1458].wav  
printer2 [345054\_azumarill\_epson-receipt-printer5].wav  
typewriter1 [43559\_tams-kp\_typewriter19].wav  
duck4 [332423\_voho\_ducks-in-parc-merl-2].wav  
pig3 [233180\_jarredgibb\_pig-multiple-snorts-5-2-pigs-96khz].wav  
owl2 [367964\_bluedelta\_owl-in-calm-environment-natural-reverb-4-channel-44khz].wav  
donkey1 [246406\_felix-blume\_donkeys-braying-at-the-market-of-assem-souk].wav  
laser4 [335034\_cabled-mess\_laser-shots].wav  
glass3 [276938\_gladkiy\_breaking-glass-mirror-rode-ntg3].wav  
hammer2 [383726\_deleted-user-7146007\_construction-sounds-hammering-a-nail].wav  
whip1 [377134\_pinball-wiz\_multiple-whooshes].wav  
bicycle4 [218302\_splicesound\_bike-back-wheel-coasting].wav  
skid3 [131385\_musicmasta1\_carstartskidcrash].wav  
siren2 [325280\_adam-n\_sirens].wav  
subway1 [320460\_alcappuccino\_subway-metro-platform-in-vienna-austria].wav

## Violin

camera3 [155385\_jgrzinich\_3-analog-camera-shutters].wav  
telephone3 [79440\_xyxr-kx\_telephone-ring].wav  
buzzer4 [332563\_larasark\_buzzer].wav  
till3 [376824\_beeproductive\_supermarket].wav  
baby3 [393769\_nektaria909\_baby-cry].wav  
cheer3 [139972\_jesepash\_crowd-yay-applause-25ppl-short].wav  
boo4 [324893\_adam-n\_crowd-boo].wav  
sneeze3 [383788\_deleted-user-7146007\_man-sneezing-sneeze-into-hands].wav  
stapler3 [331155\_starinatwalls\_stapling-machine].wav  
mouse3 [146877\_tgfcoder\_mouse-clicks-and-scroll-wheel].wav  
typewriter4 [371219\_kemp84\_typewriter-macchina-da-scrivere].wav  
ruler3 [119794\_lmbubec\_springboard-b].wav  
cat3 [214759\_peridactyloptrix\_cat-meowing-x5].wav  
chicken3 [269496\_poorenglishjuggler\_rooster-crowing].wav  
donkey4 [246406\_felix-blume\_donkeys-braying-at-the-market-of-assem-souk].wav  
crow3 [173866\_conleec\_anml-m-ext-crow-calls-single1].wav  
cork3 [392624\_kenrt\_champagne-cork].wav  
thunder3 [353025\_laribum\_thunder-01].wav  
whip4 [372899\_fairhavencollection\_quick-swhooshing-noise].wav  
racket3 [379335\_13fpanska-marval-lukas\_tennis].wav  
train3 [239933\_nikitalala\_bangalore-zug-schnell].wav  
helicopter3 [181071\_dwareing\_helicopter1].wav  
subway4 [348839\_bashrambali\_detroit-people-mover].wav  
plane3 [348601\_kingsrow\_plane-flyover01].wav

## Cello

aerosol3 [245855\_blukotek\_deodorant].wav  
radio3 [372221\_skymary\_radio-tuning-switching-through-frequencies-german-radio-stations].wav  
drill2 [199929\_thedapperdan\_drill].wav  
microwave1 [27367\_gallagho\_microwave].wav  
cough3 [371360\_goldkelchen\_cough].wav  
scream3 [169811\_missozzy\_female-scream-02].wav  
footsteps2 [51163\_rutgermuller\_running-up-the-stairs].wav  
clap1 [138113\_snakebarney\_small-crowd-applause-1].wav  
pencil3 [365891\_rui-aires\_writing-pencil-2].wav  
tape3 [151446\_tgfcoder\_ripping-unravelling-packaging-tape].wav  
scissors2 [315716\_organicmanpl\_scissors].wav  
printer1 [182893\_toiletrolltube\_printer-2-16-1-11].wav  
frog3 [381721\_alancat\_frogs2a].wav  
duck3 [244329\_squashy555\_ducks1].wav  
pig2 [233183\_jarredgibb\_pig-multiple-snorts-2-2-pigs-96khz].wav  
owl1 [363472\_sclolex\_owlandtheharvestmoon].wav  
fireworks3 [347163\_kinoton\_firework-single-rocket].wav  
laser3 [73537\_snipperbes\_classiclaser].wav  
glass2 [209996\_creapersound\_glass-crash].wav  
hammer1 [251434\_colo777\_mlotek].wav  
motorbike3 [83486\_bsumusictech\_motorcycle2].wav  
bicycle3 [181137\_jamesrovidson\_foley-bike-2].wav  
skid2 [104026\_rutgermuller\_tires-squeaking].wav  
siren1 [322205\_freesoundjon01\_police-car-budapest].wav

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## PERFORMANCE INSTRUCTIONS

*know that your actions reflect within the group* explores multitasking, cognitive load and group decision making. The players give and respond to three types of cues: spoken words and paired audio samples, auxiliary instruments, and drones. These different cue layers run in parallel, causing players to switch between different modes of cue-giving and response. The density, speed and patterning of these cues causes different amounts of cognitive load on the players, altering their response times and with it the texture of the resulting music. The cue system also creates a *lingua franca* between the players, giving them a shared means to direct each other's behaviour. Players may try to exert control over the group, work together, team up to make the task more taxing for individuals, and adopt many other common behaviours that are familiar within working groups. The piece embodies the values of consensus, collectivism, and equality, while facilitating approaches that allow for disruption, control, vindictiveness and individualism.

The piece involves all players giving cues and responding to cues given by others.

There are three types of cue:

### 1. SPOKEN WORDS / SAMPLES

There are 48 different cue words and associated samples in six categories (device, human, office, transport, animal, explosion).

Each player has a selection of 24 of these word-sample pairs.

The cues are given either as spoken words or sample playback.

Each time one of the players gives a cue, the players who have an associated sound must play their response as quickly as possible after they hear the cue. The players respond independently and should not aim to play in rhythmic unison (although this might occur naturally). Sounds should be generally short.

For each cue, the responding players play the high pitch (on the left of each pair) in response to a spoken cue and a low pitch (on the right) in response to a sample cue.

For each cue, four players have a response. Players do not have a response for any cues they give. For example, for the cue 'motorbike', the melodica, vibraphone, flute or cello players may give the cue (either as a spoken word or sample playback), and the trombone, contrabass recorder, violin and electric guitar must all respond.

### 2. DRONES

Each player has six noise drones.

Players may begin playing any of these drones at any point. Once they do this, they must continue to play the chosen drone until all players have joined them and are also playing drones.

Other players may continue with other cues until they choose to join those players playing a drone.

Once all players are playing a drone, the requirement to continue is cancelled, and drone players may return to giving other cues.

### 3. AUXILIARY INSTRUMENTS

Each player has 12 auxiliary instruments that produce short sounds (instruments that can produce longer sounds, such as harmonica, should also play only short sounds).

At any point, a player may play one of their auxiliary sounds.

The other players must then play the same auxiliary sound as soon as possible afterwards.

desk bells: a single strike, with the bell sound left to ring on

whistles: a single short blow of the whistle

harmonicas: a single chord in any register (blowing or sucking). Each player should use the same sound each time if possible.

bicycle horns: a single honk of the horn

kazoos: a single 'ooh' sound on a comfortable vocal register. Each player should use the same sound each time if possible.

shakers: a short rapid shake of the instrument

tuning forks: a single strike on the table followed by a short amplification of the pitch by touching the end on the table.

glass bottles: a single short flute-like blow across the mouth of the bottle

metal biscuit tin lids: a single strike of the lid with knuckle or beater

wood boxes: a single strike of the box with knuckle or beater

squeakers: a single squeeze of the squeaker

music box mechanisms: a single short turn of the handle to produce a short sequence of pitches

The balance between these three states is free, but in general the word-sample cues should predominate with the drones and objects acting as interruptions, or running in parallel.

The sequence of cues is free, but the following should be considered:

- the piece explores multitasking and cognitive load
- the general pace of the cues should be fast, although wide variation should be explored.
- players can vary the density and complexity of the sequences of cues, managing the difficulty of response for other players.
- repetition, patterning, or sequences of either all spoken words or all samples might reduce the cognitive load on the responding players (reducing response times)
- each spoken cue has a sample equivalent, allowing mixed modes to be explored
- do your best: if you miss a cue, try to catch up or move on if you get too far behind.

The piece begins with the players giving word cues. Sample, drone and object cues should be gradually introduced.

The piece ends when the players stop giving cues and all have responded to the final cue.

The approximate duration should be decided in advance.

## GENERAL INSTRUCTIONS

*o-pppp(-----)* The sound should be on the edge of silence, and stop and start irregularly, or have an inconsistent quality due to any associated playing techniques.

*ppp(<>)* The sound should centre on the indicated dynamic, but allow any micro-variations to emerge naturally (do not try to play them though)

### wind and brass

[throat] A very rapid series of single articulations of the air stream in the throat (not a growl or flutter-tongue). The pace should be as fast as possible, to the point where it is hard to control the regularity of the attack.

[air/noise] Breath sound with little pitch component. Noise tones should be emphasised.

[bleed] Slightly lift fingers for given pitch to the point where it becomes unstable and try to maintain this point of balance.

[whistle tones] Conventional whistle tones. Aim for a relatively stable pitch, but accept any occasional oscillations.

+ [labium] Partially block the recorder's labium to produce whistle tones

[keys] Produce tremolo with melodica keys (not breath)


[air key] Press melodica air key only to produce air/noise sound.

[minimal air] Minimal air pressure necessary to produce sound, which should be unstable as a result.

+ Closed harmon mute

o Open harmon mute

♯ Blocked – as closed, but with extra pressure to seal the tube as much as possible.

+  Mute tremolo involving a small uneven shaking movement of the mute centred on the position(s) indicated.

### percussion

x Dead stroke

superball Drag superball across vibraphone bar to produce a slightly modulated sustained tone.

bowed objects Players should select indicated objects that produce a complex noise tone when bowed (with a lesser pitch component). Bow continuously to produce a sustained and uniform sound.

coffee cup on surfaces A standard card takeaway coffee cup. Any flat surface may be selected to be sampled by the cup (e.g. a metal sheet, polystyrene block, a brick, a wooden tray, felt etc.) using the techniques indicated

U Circle the cup on the surface using the base of cup on surface

∩ Circle the cup on the surface using rim of cup on surface (upside down)

### electric guitar

delay c.200ms delay, or enough to thicken the tremolo attacks

distortion Word-sample cues: overdrive, pitch should still be audible  
Noise drones: thick fuzz distortion, mostly noise

wah Close wah pedal as indicated by o → +

[damp] Damp strings with side of right hand while picking to produce a muted pitch.

+ [hammer] Rapid hammer on and off with minimal movement (finger remains in contact with string)

[pick scrape] Slow and continuous pick scrape along string.

### bowed strings

diamond noteheads Diamond noteheads indicate a harmonic pressure left hand fingering. The indicated pitch and roman numeral denote the position of the finger and the string to be used. This will produce a range of results from relatively clear harmonics through to (coloured) noise.

[damp] Damp all strings lightly with the fingers of the left hand. A coloured pitch/noise sound will result. Bow indicated strings.

[tailpiece] Bow the tailpiece to produce a resonant pitch/noise sound.

[body/wood] Bow the body of the instrument, or a separate piece of wood if preferred.

[spike (raised)] Lift spike off floor and bow near its end.

If string players prefer not to bow the tailpiece or body due to a concern about their instruments, those actions should be omitted from the pool of options available to them, or replaced by bowing a small piece of wood.



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James Saunders

	CAMERA	TELEPHONE	AEROSOL	RADIO	DRILL	MICROWAVE	BUZZER	TILL
f1	[breathy] 					[breathy] 	[breathy] 	[breathy] 
cb.rec		[breathy] 	[breathy] 	[breathy] 	[breathy] 			
tbn								
vib								
mel				[breathy] 	[breathy] 	[breathy] 	[breathy] 	
e-gtr	DELAY [200MS] 	DELAY [200MS] 	DELAY [200MS] 					DELAY [200MS] 
vn			molto sul pont 	molto sul pont 	molto sul pont 	molto sul pont 		
vc	molto sul pont 	molto sul pont 					molto sul pont 	molto sul pont 

BABY

CHEER

COUGH

SCREAM

FOOTSTEPS

CLAP

BOO

SNEEZE

flz. flz.

*fff*

flz. flz.

*fff*

flz. flz.

*fff*

flz. flz.

*fff*

cb.rec

flz. flz.

*fff*

flz. flz.

*fff*

flz. flz.

*fff*

flz. flz.

*fff*

flz. flz.

*fff*

flz. flz.

*fff*

flz. flz.

*fff*

flz. flz.

*fff*

vib

*fff*

*fff*

*fff*

*fff*

mel

[keys]

*fff*

[keys]

*fff*

[keys]

*fff*

[keys]

*fff*

DISTORTION DELAY

DISTORTION DELAY

DISTORTION DELAY

DISTORTION DELAY

e-gtr

*fff*

*fff*

*fff*

*fff*

vn

sul tasto

*fff*

sul tasto

*fff*

sul tasto

*fff*

sul tasto

*fff*

vc

*fff*

*fff*

*fff*

*fff*

STAPLER

MOUSE

PENCIL

TAPE

SCISSORS

PRINTER

TYPEWRITER

RULER

f1

*mf*

*mf*

*mf*

*mf*

cb.rec

*mf*

*mf*

*mf*

*mf*

tbn

*mf*

*mf*

*mf*

*mf*

vib

*mf*

*mf*

*mf*

*mf*

mel

*mf*

*mf*

*mf*

*mf*

e-gtr

[damp]

*mf*

[damp]

*mf*

[damp]

*mf*  
pizz

[damp]

*mf*  
pizz

[damp]

*mf*  
pizz

[damp]

*mf*  
pizz

[damp]

[damp]

*mf*

vn

*mf*

*mf*

*mf*

*mf*

vc

pizz

*mf*

pizz

*mf*

pizz

*mf*

pizz

*mf*

TRAIN

HELICOPTER

MOTORBIKE

BICYCLE

SKID

SIREN

SUBWAY

AEROPLANE

[distort]

fff

[distort]

fff

[distort]

fff

[distort]

fff

cb.rec

[distort]

fff

[distort]

fff

[distort]

fff

[distort]

fff

tbn

[distort]

fff

[distort]

fff

[distort]

fff

[distort]

fff

[distort]

vib

superball

fff

superball

fff

superball

fff

superball

fff

mel

[distort]

fff

[distort]

fff

[distort]

fff

[distort]

fff

e-gtr

DISTORTION

fff

DISTORTION

fff

DISTORTION

fff

DISTORTION

fff

vn

[heavy pressure]

fff

[heavy pressure]

fff

[heavy pressure]

fff

[heavy pressure]

fff

vc

[heavy pressure]

fff

[heavy pressure]

fff

[heavy pressure]

fff

[heavy pressure]

fff

CAT

CHICKEN

FROG

DUCK

PIG

OWL

DONKEY

CROW

f1

< *fff* < *fff*

owl

< *fff* < *fff*

donkey

< *fff* < *fff*

crow

< *fff* < *fff*

cb.rec

< *fff* < *fff*

< *fff* < *fff*

< *fff* < *fff*

< *fff* < *fff*

< *fff* < *fff*

tnb

< *fff* < *fff*

< *fff* < *fff*

< *fff* < *fff*

< *fff* < *fff*

vib

< *fff* < *fff*

bow

< *fff* < *fff*

owl

< *fff* < *fff*

donkey

< *fff* < *fff*

crow

< *fff* < *fff*

mel

< *fff* < *fff*

< *fff* < *fff*

< *fff* < *fff*

< *fff* < *fff*

< *fff* < *fff*

e-gtr

< *fff* < *fff*

< *fff* < *fff*

< *fff* < *fff*

< *fff* < *fff*

vn

< *fff* < *fff*

st -> sp

< *fff* < *fff*

st -> sp

< *fff* < *fff*

st -> sp

< *fff* < *fff*

st -> sp

< *fff* < *fff*

vc

< *fff* < *fff*

st -> sp

< *fff* < *fff*

st -> sp

< *fff* < *fff*

st -> sp

< *fff* < *fff*

CORK

THUNDER

FIREWORKS

LASER

GLASS

HAMMER

WHIP

RACKET

f1

fff > fff >

f1

fff > fff >

f1

fff > fff >

f1

fff > fff >

cb.rec

cb.rec

fff > fff >

cb.rec

fff > fff >

cb.rec

fff > fff >

cb.rec

fff > fff >

cb.rec

cb.rec

cb.rec

tbn

fff > fff >

tbn

fff > fff >

tbn

fff > fff >

tbn

fff > fff >

tbn

tbn

tbn

tbn

vib

vib

vib

vib

vib

fff > fff >

vib

fff > fff >

vib

fff > fff >

vib

fff > fff >

mel

mel

mel

mel

fff > fff >

mel

fff > fff >

mel

fff > fff >

mel

fff > fff >

mel

e-gtr

fff > fff >

e-gtr

fff > fff >

e-gtr

fff > fff >

e-gtr

e-gtr

e-gtr

e-gtr

e-gtr

fff > fff >

vn

vn

vn

fff > fff >

vn

fff > fff >

vn

fff > fff >

vn

fff > fff >

vn

vn

vc

fff > fff >

vc

fff > fff >

vc

vc

vc

vc

vc

fff > fff >

vc

fff > fff >

f1	[throat] o-pppp (-----)	bleed----- o-pppp (-----)	[air/noise] ppp (<>)	[air/noise] [throat] o-pppp (-----)	[air/noise] t ppp (<>)	[whistle tone] ppp (<>)
cb.rec	[throat] ppp (<>)	t ppp (<>)	flz. ppp (<>)	[air/noise] sh ppp (<>)	[air/noise] ff ppp (<>)	+ [labium] o-pppp (-----)
tbn	o-pppp (-----)	o-pppp (-----)	[throat] + o-pppp (-----)	[air/noise] + ppp (<>)	[air/noise] + ppp (<>)	[air/noise] [throat] + ppp (<>)
vib	[METAL SHEET] [bow] ppp (<>)	[POLYSTYRENE] [bow] ppp (<>)	[PLASTIC CUP] [bow] ppp (<>)	[WOOD] [bow] ppp (<>)	[CUP ON SURFACE] ∩ ppp (<>)	[CUP ON SURFACE] U ppp (<>)
mel	bleed ----- o-pppp (-----)	bleed ----- o-pppp (-----)	[key] o-pppp (-----)	[key] o-pppp (-----)	[minimal air] o-pppp (-----)	[air key] ppp (<>)
e-gtr	[DELAY] ppp (<>)	[DELAY] +[hammer] ppp (<>)	[DISTORTION] [ebow] o-pppp (-----)	[DISTORTION] ppp (<>)	[DISTORTION] [DELAY] damp ----- o-pppp (-----)	[pick scrape] ppp (<>)
vn	I. o-pppp (-----)	IV. o-pppp (-----)	damp ----- ppp (<>)	[tailpiece] ppp (<>)	[body/wood] ppp (<>)	[polystyrene] ppp (<>)
vc	I. o-pppp (-----)	damp ----- ppp (<>)	[tailpiece] ppp (<>)	[spike (raised)] ppp (<>)	[body/wood] ppp (<>)	[polystyrene] ppp (<>)