

THINGS WHOLE AND NOT WHOLE

[for large ensemble]

Each player selects a wide variety of different noise-sounds, each as different as possible to those chosen by other players.

Sounds should be generally very short; one sustained sound (10-30") may be included by each player.

Each sound must be consistent and uniform throughout its duration.

Players respond to sounds made by other players by:

1. choosing a player whom s/he has not previously chosen
2. making a sound as soon as possible after the chosen player makes a sound (or stops making a sustained sound)

Each player's sustained sound may be used only once.

If nobody is playing, anyone can make a sound.

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