[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.

James Saunders
January-September, 2011
(revised October, 2012)