

# Gaps

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## *ensemble*

For any number of performers, on any instrument.

## *instructions*

Play through the list of musical events in any order and for any duration. For each event follow it with a silence of equal duration. When all events have been played, *do not play any more*.

## *score*

- \* **Two Long Tones.**
- \* **A rising sequence.**
- \* **Make a noise.**
- \* **A percussive sequence of no fewer than 13 sounds.**
- \* **Respond to a sound outside of the ensemble.**
- \* **Listen.**
- \* **One very loud sound.**
- \* **Drone.**
- \* **Respond to another player.**
- \* **A sequence of sounds with an increasing amount of space between each sound.**
- \* **Four sounds in correspondence to another's sounds.**
- \* **Make a series of sounds that clashes with the general ambiance.**
- \* **Solo.**
- \* **A short sound, followed by a long sound, followed by any number of short sounds.**
- \* **Two sounds that clash.**
- \* **Look at another performer and play a sound for them.**
- \* **A very quiet event.**
- \* **Three sounds that complement each other.**
- \* **Five sounds with each subsequent sound quieter than the one before.**
- \* **Make a sound that hangs in the air.**
- \* **Grimace musically.**
- \* **Two sounds together, two sounds apart, two sounds with another.**
- \* **Make a music event of your own design**
- \* **Four bright sounds, three dark sounds, two rich sounds, one strangled sound.**
- \* **Play sound. Play another sound. Play a flurry of sounds.**
- \* **One sound to rule them all.**
- \* **Three sounds of medium length, overlapping.**
- \* **Play a sound and during it a make an entirely unrelated sound.**
- \* **Any number of sounds unique to your instrument.**
- \* **Break it down.**

