Holland Hopson 2013

#### Instructions

Arrange the ensemble in a comfortable circle or semicircle in the following clockwise order: trumpet 1, euphonium/french horn, tuba, trombone, trumpet 2

Make sure each musician can clearly see 2 players on his or her left side and 2 on his or her right side.

Choosing from the given pitches (unless otherwise indicated):

In the center column (Own Cue)

At any time of your choosing

Provide a visual cue (a downbeat or similar) to the ensemble and simultaneously

Perform any available gesture.

In the left column (Cued from your left side)

Perform any available gesture when cued by a musician on your left.

In the right column (Cued from your rightside)

Perform any available gesture when cued by a musician on your right.

If you get stuck playing a sustained gesture and are running out of air:

End the gesture at a time of your choosing, providing a cue when you end the gesture.

The piece begins when any musician provides the first cue.

Perform slowly and deliberately, generally including rests between gestures to produce a sparse texture. All five instruments wll seldom play extended passages together. Silence does not necessarily mean the piece has ended.

The piece is over when all musicians have performed all of their gestures at least once And when no new cues are provided. Typical performance times range from 6 to 30 minutes.

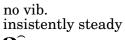
Unless otherwise indicated, gestures are performed at a tempo of d = 80However, cues are not required to be given on the downbeat as established by another musician. In other words, the ensemble performs at the same pace, yet may not always share the same pulse.

#### **Notation**

X = Provide a visual cue while continuing silence or current gesture.

x =Ignore the visual cue while continuing silence or current gesture.

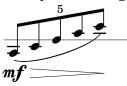
imitate = Imitate any single previously played gesture by any other musician in the quintet. Begin on cue. You may choose to use pitches not included in your pitch set in order to more closely approximate the original gesture.



pp to mp

= Long tone. Begin on one cue and end on another cue.

always ascending

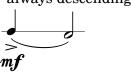


= Play a series of 5 ascending pitches. Begin on cue.

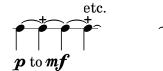


= Play 4 note figure. Begin on cue.

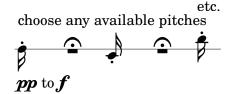
always descending



= Play 2 notes, always descending to the next available pitch. Begin on cue.



= Timbral variations. Alternate between straight tone and a variation of your choice produced by mute, hand, half valve, harmonic, growl, microtonal shift, etc. Begin on one cue and end on another cue.



= Play 3 or more staccato notes. Begin the first note on cue. Place each subsequent note at a time of your choosing, always separated by 4 or more seconds of silence. Avoid immediate repetition of pitches.



= Accelerating and decelerating swells. Minimize inital attacks. Begin on cue; end at a time of your choosing.

