

## **Performing Directions**

All performers play from the same page of melodic patterns played in sequence.

Any number of any kind of instruments can play.

Patterns are to be played consecutively with each performer having the freedom to determine how many times he or she will repeat each pattern before moving on to the next. There is no fixed rule as to the number of repetitions a pattern may have, however, it can be assumed that one would repeat each pattern for 1 or 2 minutes or longer.

It is very important that performers listen very carefully to one another and this means occasionally to drop out and listen. As an ensemble, it is very desirable to play very softly as well as very loudly and to try to diminuendo and crescendo together.

Each pattern can be played in unison or canonically in any alignment with itself or with its neighbouring patterns.

It is important not to hurry from pattern to pattern but to stay on a pattern long enough to interlock with other patterns being played. As the performance progresses, performers should stay within 2 or 3 patterns of each other. It is important not to race too far ahead or to lag too far behind.

All performers must play strictly in rhythm and it is essential that everyone play each pattern carefully. It is advised to rehearse patterns in unison before attempting to play the piece, to determine that everyone is playing correctly.

The tempo is left to the discretion of the performers, obviously not too slow, but not faster than performers can comfortably play.

It is important to think of patterns periodically so that when you are resting you are conscious of the larger periodic composite accents that are sounding, and when you re-enter you are aware of what effect your entrance will have on the music's flow.

It is OK to transpose patterns by an octave, especially to transpose up. Transposing down by octaves works best on the patterns containing notes of long durations. Augmentation of rhythmic values can also be effective.

If for some reason a pattern can't be played, the performer should omit it and go on.