## THERE IS NO SOLACE THIS HAS BEEN GOING ON A LONG TIME

Any instruments out of Vn, Va, Vc, Pno, Fl, Perc.

**Instructions to players** (All players to have a copy or memorise.) Sit as far apart as possible, facing away from all other players. Do not communicate (e.g. breathing together for upbeat).

## Play Always pp

**SECTION 1** – Vn Va Vc: Pizz. Pno: Highest 8ve only. Fl: tacet. Perc: "dead" sounds (e.g. xylophone, no snare, no rides, no "let ring".

a) Synchronised. b) Isolated.

**SECTION 2** - Vn Va Vc: Arco, whole bow per note. Pno: tacet. Fl: breath per note. Perc: "long" sounds (e.g. ride cymbal, vibes, tam-tam).

a) Isolated. b) Synchronised.

**Synchronised:** Play a note at the same time as someone else. **Isolated:** Play a solo note.

In 2, if you fail to play isolated (i.e. you play with someone else) or synchronised (i.e. you don't play with someone else), rush your bow, expel your breath quickly, silence the percussion instrument to get the note finished.

**Transitions:** ( $a\rightarrow b$ ,  $1\rightarrow 2$ ) are gradual and unannounced. Each player moves on when ready (e.g. ...abaabababbabb...). Try to be aware of others' progress (e.g. In 2 notice when a player does not "fail" a note, because they *intended* it to be synchronised, even if you are trying to be isolated). Do not move on to the next section until everyone has joined the current section. The Pno need not be the last player remaining in 1, but should move on to 2 (tacet) when ready, like everyone else. **END:** Move from 2b to nothing when ready. If you are the last

player playing, stop.