

_an opposition,

for two or four instrumentgroups_

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two or four groups of sustaining instruments oppose each other.
Preferably, each group is able to cover the lower, middle and higher registers

when performing with two groups, these oppose each other in a straight line over a relatively large distance, for example the opposite sides of a hall. In any case, this distance should be large enough to make very clear the separation of sounds, but not so large performers can not hear quiet sounds made by the opposite group

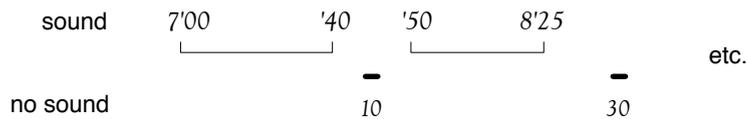
the audience is seated in between, in two rows -or number of rows- back to back, to create a front-rear sound panorama for the listener

In case of four groups, two take place at each side of the opposition, creating a left-right panorama at both sides

other configurations of the four groups and audience can be freely made though, as long as the opposition -somehow- remains part of the set up

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the score provides a number of time-structures, one for each group.
These contain durations for sound and for silence



during a sound segment each performer in a group plays one single sustaining tone

entry and exit of this tone is freely chosen by each performer individually, as long as the group as a whole starts and ends a sound segment at the given time indexes and no gaps occur within. Each segment, a group thus creates a sound 'cloud' of the specified duration in which individual tones freely overlap

itches and timbres are freely chosen by each performer, for each sound segment.
No attempts to play harmonically are to be made

when performing with very large groups, actively vary with the density of instruments playing during a sound segment (introducing rests so not all instruments play each sound segment)

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sound segments in structure 1 and 3 are filled with tones initially 'short' (not longer than 10 seconds), becoming slightly longer with each sound segment, to end the piece with tones no shorter than 20 seconds

structure 2 and 4 are played in an opposite manner

shorter tones are generally played louder than longer tones. Attack and decay of tones is gradual though decisive. Tones are sustained with only gradual dynamic variation

when performing with two groups, only structures 1 and 2 are used

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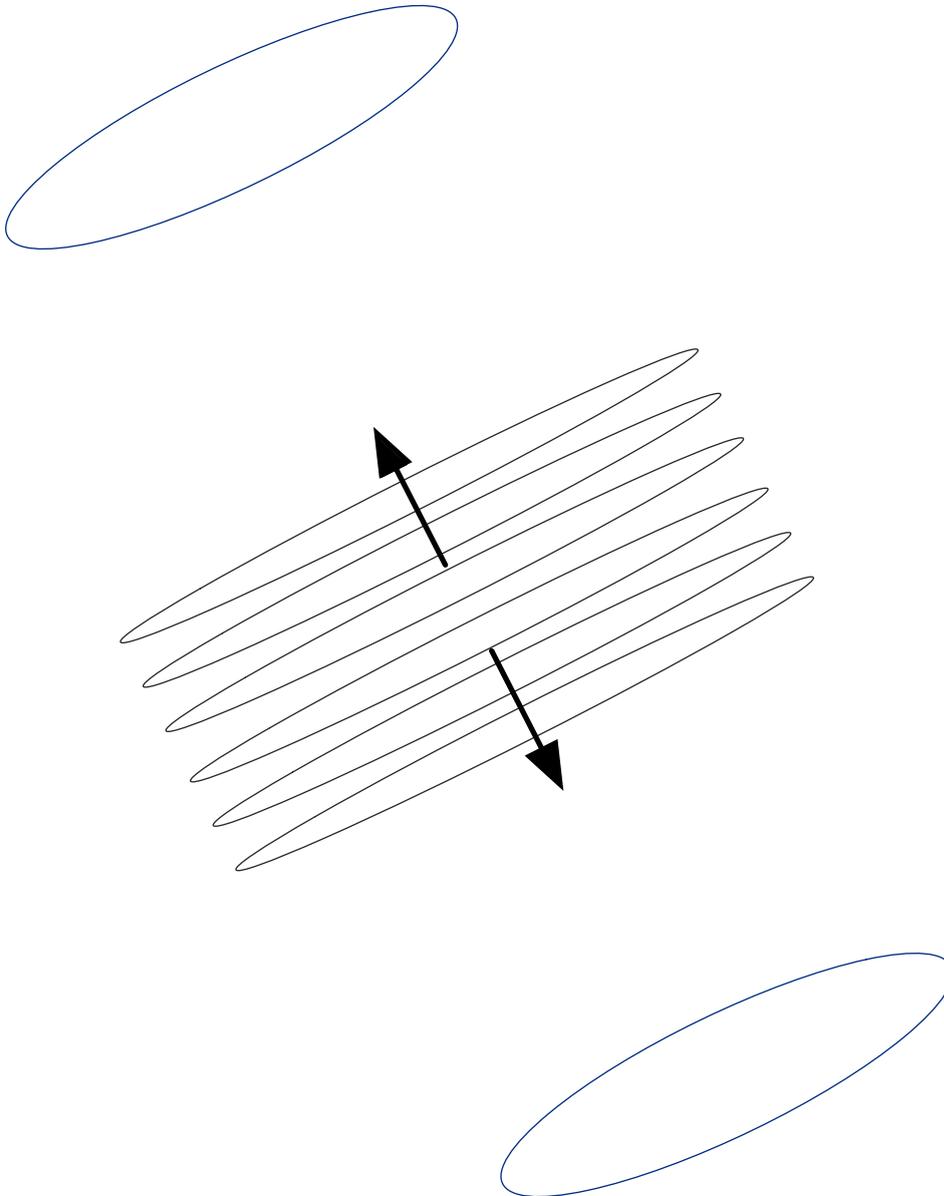
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distances between instrumentgroups should be relatively large but so that quiet tones from the other group can still be heard

the different instruments within a group should not be positioned too close to each other

each group have with them one or more synchronized clock(s) or stopwatches

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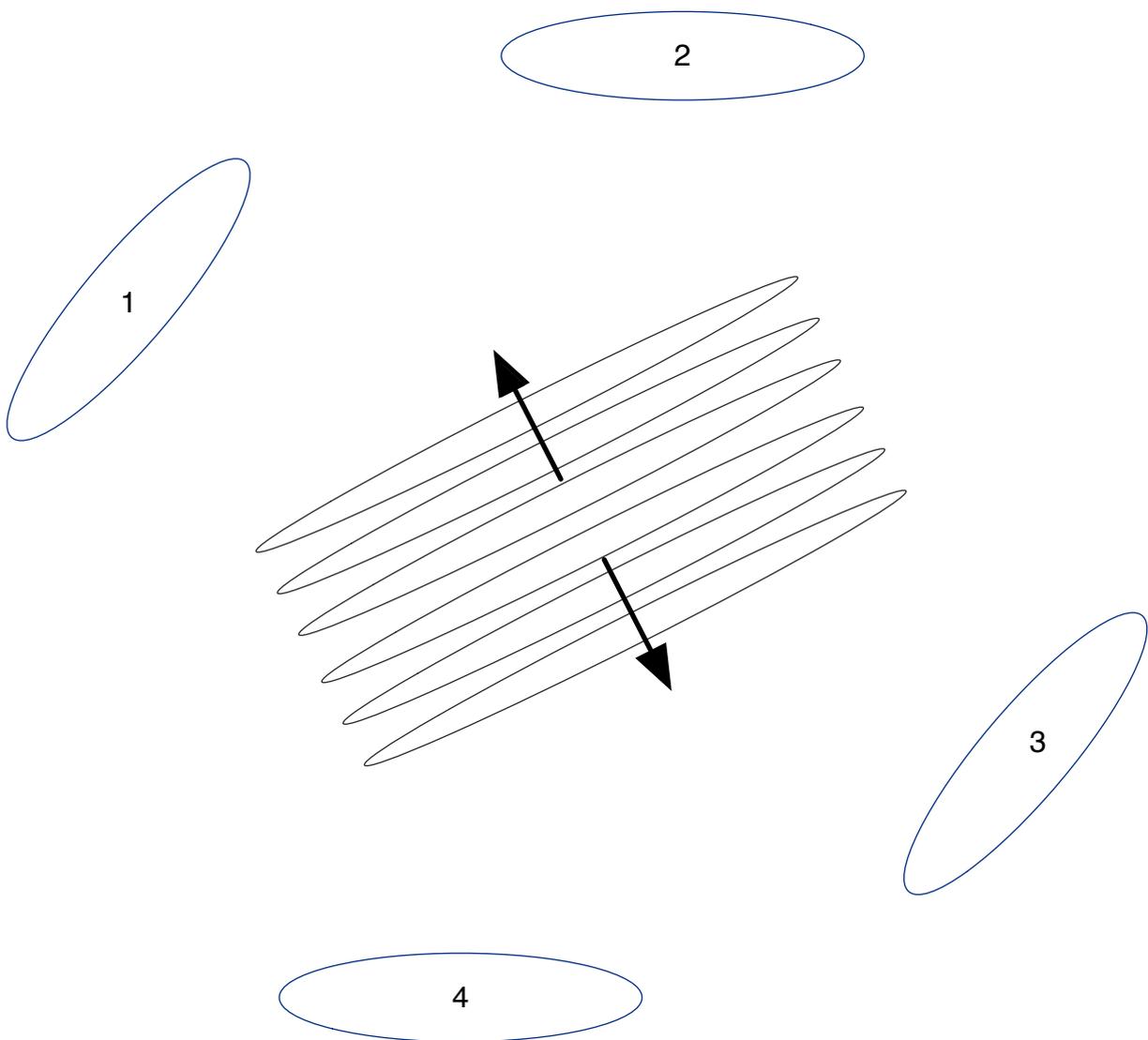
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1: tones short (< 10 sec) to long (> 20 sec)

0'22 '42 '50 1'05 '35 '55 2'08 '25 '55 3'18 '51 4'19 '39 5'09 '25 '46 6'17 '47
8 30 13 30 33 20 16 31

75 8'02 '36 '51 9'22 '55 10'28 '51 11'21 12'20 13'00 '27 14'13
15 33 23 59 27

44 '57 15'41 16'38 17'28 '33 18'23 '43 19'34 20'12 '47
57 5 20 38

2: tones long (> 20 sec) to short (< 10 sec)

0'15 0'55 1'32 2'12 '43 3'17 4'03 '54 5'04 '52 6'22 7'00

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37 31 46 10 30 33

'33 8'08 '41 9'13 '48 10'16 '40 11'28 12'22 '49 13'47 14'11

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33 35 24 54 58 32

'43 15'13 '37 16'00 '32 17'03 '18 '49 18'08 '30 '41 '56 19'13 '25 '46 20'02

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24 32 15 19 11 17 21

3: tones short (< 10 sec) to long (> 20 sec)

0'20 '40 '56 1'08 '59 2'17 '41 3'01 '11 '31 4'13 '43 5'16 '45 6'20 '46
16 51 24 10 42 33 35 31

7'17 '51 '57 8'18 9'06 '37 10'59 11'31 '57 12'32 '47 13'27 '43 14'21
6 48 82 26 15 16 37

'58 15'42 16'18 17'08 '19 18'10 '32 19'23 20'19 21'04
36 11 22 56

4: tones long (> 20 sec) to short (< 10 sec)

