

I use the following sonic events and symbols:

Symbol	Sound
□	S ilence
C	C lap your hands
V	Make a one-syllable sound with your V oice
P	Play a chord, note, or notes on the P iano
.	Visual separator to help you group and keep time. Ignore completely

Guidelines:

- All sonic events should last roughly the same amount of time, so that the performers remain in correct synchronization.
- All performers will be performing the same sonic meta-event (of the form $X□XX□XXX□$, which is similar to what we learned recently with clapping), repeatedly
- You may choose to render each sonic event in this meta-event differently (so, for example, you can go Low, Middle, High, ,Low, , Low, High), but subsequent meta-event should (usually) be identical
- The meta-events ($X□XX□XXX□$) will be repeated n times, after which you will skip some number of beats, and then begin again. The meta-events should be identical within these groups of n beats, but may change between them. (So maybe first you do Low, Middle, High, ,Low, , Low, High n times, and then you do High, Middle, Low, ,High, , High, Low n times.)
- The idea is that you will get out of sync in a particular way, and every few measures you will get differently out of sync, and eventually you will get back in sync, if you’re good at keeping time.

After you finish the line, go back to the beginning and repeat it. You will do this about 10 times; I will cut you off at the end.

Note that the first performer has one trailing beat of silence, and the other performers have two.

Performer 1: P□PP□PPP□.P□PP□PPP□.P□PP□PPP□.P□PP□PPP□.P□PP□PPP□.P□PP□PPP□.

Performer 2: V□VV□VVV□.V□VV□VVV□.□

Performer 3: C□CC□CCC□.C□CC□CCC□.C□CC□CCC□.□

To see an example of the first few groups, flip this page over.

- 1: P PP PPP P PP PPP P PP PPP P PP PPP P PP PPP P PP PPP
- 2: V VV VVV V VV VVV V VV VVV V VV VVV V VV VVV V VV VVV
- 3: C CC CCC C CC CCC C CC CCC C CC CCC C CC CCC C CC CCC