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Mario: ${ }_{\text {scrambled This sentence a scrambled sentence is sentence scrambled This sentence scrambled }}$.
Jason: $\begin{aligned} & \text { ð } \\ & \text { s IZ IS }\end{aligned}$
JaSon: This sentence is This scrambled scrambled sentence scrambled scrambled a scrambled sentence sentence



Mario: bol is s ə slræm iz d \&n ð tons






Jason: $\begin{aligned} & \text { ers lIz a kr d bal wm sentəns }\end{aligned}$ This is a scrambled scrambled scrambled scrambled sentence
Mario: ${ }^{\text {ais }}$ bal $\begin{aligned} \text { a skræm IZ } \\ \text { IX }\end{aligned}$
This scrambled a scrambled is scrambled sentence
Jason: $\begin{aligned} & \text { ais IZ } \text { I skræmbəld sentəns } \\ & \text { This is a scrambled sentence }\end{aligned}$
Mario: $\begin{aligned} & \text { ais } \text { This scrambled a scrambled is } \\ & \text { is scrambled sentence }\end{aligned}$
Jason: $\begin{aligned} & \text { aIs IZ } \\ & \text { This is a skræmbold sentons } \\ & \end{aligned}$



I use the following sonic events and symbols:


- 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 ( $X_{\sqcup} X_{\perp} X_{\sqcup X} X_{\sqcup}$ ) 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 2: $\mathrm{V}_{\sqcup} \mathrm{VV}_{ப} \mathrm{VVV}_{ப} \cdot \mathrm{~V}_{\sqcup} \mathrm{VV}_{ப} \mathrm{VVV}_{\sqcup} \cdot \sqcup$
Performer 3: $\mathrm{C}_{\sqcup} \mathrm{CC}_{\sqcup} \mathrm{CCC}_{\sqcup} \cdot \mathrm{C}_{\sqcup} \mathrm{CC}_{\sqcup} \mathrm{CCC}_{\sqcup} \cdot \mathrm{C}_{\sqcup} \mathrm{CC}_{\sqcup} \mathrm{CCC}_{\sqcup} \cdot \sqcup$
To see an example of the first few groups, flip this page over.
I'm glad you're explore musical processinthir way.

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A
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\begin{aligned}
& \text { Ivon'lurite, A allot. In addition, lesion lines } \\
& \text { will make it evasion to real. Mage soph papas } \\
& \text { well (or in toed. f mesial lane) }
\end{aligned}
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