

Population Cues

**Movement**

- 1 monologue
- 2 cheer
- 3 duet upstage trio downstage
  
- 4 duet splits up into solo
- 5 all dancers sideways wiggle travel
  
- 6 stepping game
- 7 duet between triple walking columns
  
- 8 all dancers expand & compress
- 9 V-formation "blossom" gesture & upstage solo

**Clarinet instructions**

- 4 mins trade phrases with the speaker approximating material from I.
- 20 sec silent
- Up to 3 mins silence
  
- soloist will cue you: shaky clarinet solo of sustained fundamental note in full dynamic envelope (ppp < quickly to ff > slowly ppp). Key clicks from II.
- II verbatim
  
- up to 3 mins silence
- silence
- Plod and race breathing & playing III and IV; you may refer to I improv on material from II, but never literal reads. Loud. Do not begin before the first suspension of the beat! After that, you may play through suspensions and interruptions.
  
- Finish on fadeout.

**Compound Sound**

- live clarinet
- tape
- Drips
  
- drips accelerate into water run
- water
- Tape transitions to cry/bells 3:00, everyone solos including harsh vocal tones
- beat begins 4:00
  
- Beat & active clarinet