

Traversing wires

for two or more players



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Instructions

Each wire represents a pitch, and the players traverse through the wires following certain rules. They transit the wires from right to left and the first player to get to the last wire on the left, finishes the piece. The rules are as follows:

1. The wires represent a single pitch, which can be played using any type of colour change, rhythmic character or effect, but always taking into account the dynamic swells (from loud to soft and the other way around).
2. All players begin on the first wire on the top right hand side of the photograph. They begin at the top of the wire, playing the indicated pitch (C) and following the indicated dynamic towards the bottom of the image (*p* to *f*). They then each have a choice: either to get to the end of the wire (at the bottom of the page) or to 'traverse' to any of the wires to the left of the current one. Each player decides their path individually and independently from the other players' decisions.
 - a) If the players choose to continue until the end of the wire, they must follow the dynamic marked on the bottom of the wire and they must finish by doing an echo-like effect (from fast to slow, getting gradually quieter), using the pitch of the current wire.



Only then they are allowed to continue playing the next adjacent wire to the left - always starting at the top of the wire- where they will have to decide once again either to stay on the wire or not.

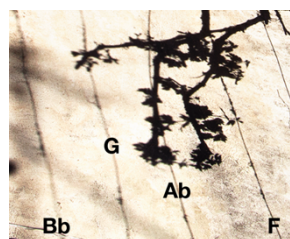
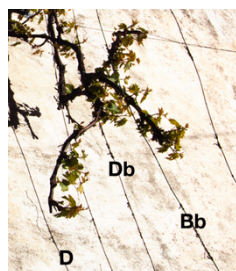
- b) If the players choose to 'traverse' the wires, there are two ways of doing so:
 - Players can decide to 'traverse' a wire when there is an intersecting line (another wire or the shade of a tree branch) which crosses perpendicularly or diagonally between the wires.



Players can opt to move to either one or as many of the adjacent wires to the left or right as they like. This can be played as a musical phrase or as a chord or interval.

Whichever pitch (or chord or interval) they choose to ‘finish’ on, the players must swell to either *p* or *f* and then go back to the top of the wire from which they ‘traversed’. Players can choose to ‘traverse’ from their initial wire as many times as they like, but having in mind that they can only continue playing the adjacent wires to the left once they have ‘completed’ the initial wire until the bottom of the page.

- When coming across a tree shadow with branches and leaves, players can choose ‘traverse’ by using any of the wire pitches that the branches touch, but they must play them using short, rapid notes as if they were rain drops.



Also in this case, after finishing the rain drop effect, players must come back to the top of the wire from which they ‘traversed’.

3. The piece ends when one of the players has arrived to the last wire on the left of the image. That player must then cue the other player and finish the piece.
4. The duration of the piece is free.

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f *p* *f* *p* *f* *p* *f* *p* *f* *p*
 Bb G Ab F D Eb Db Bb F C



Echo effect zone

Echo effect zone

Bb G Ab F D Eb Db Bb F C
p *f* *p* *f* *p* *f* *p* *f* *p* *f*