

sniper

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keywords: tension / listening / drones / shots / breath

for 12 to 30 musicians

all players are distributed a card with one of three posts (see below) / each player's post is redistributed and kept secret at the beginning of each instance of the piece

scout

2 to 5 players

start the piece with a slow tempo / after a few moments lie silently in wait / play only once more / if someone shoots while you are playing you should instantly shoot back, if you hesitate you are dead

infantry

8 to 20 players (approximately 4x the number of snipers)

wait / after a few moments play only on every other out breath / start quietly, building up gradually, then slowly move back to silence / your rate of breath can be adjusted at any time and you can hold your breath / if someone shoots you while you are playing alone, you are dead

sniper

2 to 5 players

wait / you have 5 shots / shoot lone infantry players / if you shoot when two or more people are playing you are dead / if you shoot while a scout is playing, and they shoot you back without hesitation, you are dead

notes:

shots = single, loud, staccato sounds / only shots can be staccato / all other playing must be legato
dead = no longer able to play in that instance of the piece