Time	Flute	Clar.	Tbne	Tuba	Perc.	Piano	Voice	VIn	Cello
1									
1:00	Bass flute. Sound is low, dark and muted. Fading in and fading out, a shadow in the background, barely there. Very slight bends up to a quarter-tone sharp and back again.	Make continuous air sounds. Approximate dynamic is mp to mf. It's a roiling, slightly muted wash, coming in irregular waves, like the sea in the distance at dusk on an overcast day. Active, blurred and ominous. Bass clarinet, trombone, and tuba do this as a group – listen to each other, react and fill.  Rough guideline in Ex. 1.	Make continuous air sounds. Approximate dynamic is mp to mf. It's a roiling, slightly muted wash, coming in irregular waves, like the sea in the distance at dusk on an overcast day. Active, blurred and ominous. Bass clarinet, trombone, and tuba do this as a group – listen to each other, react and fill. Rough guideline in Ex. 1.	Make continuous air sounds. Approximate dynamic is mp to mf. It's a roiling, slightly muted wash, coming in irregular waves, like the sea in the distance at dusk on an overcast day. Active, blurred and ominous. Bass clarinet, trombone, and tuba do this as a group = listen to each other, react and fill.  Rough guideline in Ex. 1.		Se On		Hold your bow 1 cm above your D string. While you are bowing your bow does not make any contact with the string – this is a very controlled rhythmic movement rather than a sound. Make an up bow for 6", then a down bow for 10", then hold that position for 5" before repeating the pattern. Gorgeous slow oozing bows. Both violin and cello play the same pattern, and should be rhythmically synchronized.	Hold your bow 1 cm above your D string. While you are bowing your bow does not make any contact with the string – this is a very controlled rhythmic movement rather than a sound. Make an up bow for 6", then a down bow for 10", then hold that position for 5" before repeating the pattern. Gorgeous slow oozing bows. Both violin and cello play the same pattern, and should be rhythmically synchronized.
1:04					Standing,				