

# switches

Both performers begin by playing six unpitched events in unison. They can choose to play a short sound or a long sound, but must begin with each other regardless of the duration of their chosen event. The combination of the first three events determines the interaction modes used later in the piece and the duration of time between the last three events determines the dynamics of those sections (long = loud, short = soft).

The recipes for the first three events and subsequent modes of interaction are:

<b>Player 1</b>	<b>Player 2</b>	<b>mode of interaction</b>
short	short	unison stabs (stabs)
short	long	stabs + alternating stab/sustain (switches)
long	long	trading stab/sustain (trades)

After the opening six events there are three block sections which adhere to the modes of interaction and dynamics determined in the introduction.