

S E E R

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INSTRUCTIONS

1) This piece is for an ensemble of any size.

2) Any system or page may be repeated.

Page 1 - Play any motive on the page or create a tutti static texture

Page 2, System 1 - As a group, alternate between the two looped measures.

Page 2, System 2 - Play a static texture, followed by system 1, followed by a new static texture.

Page 3 - Transform into page 4.

Pages 4-6 - Stay together as much as possible.

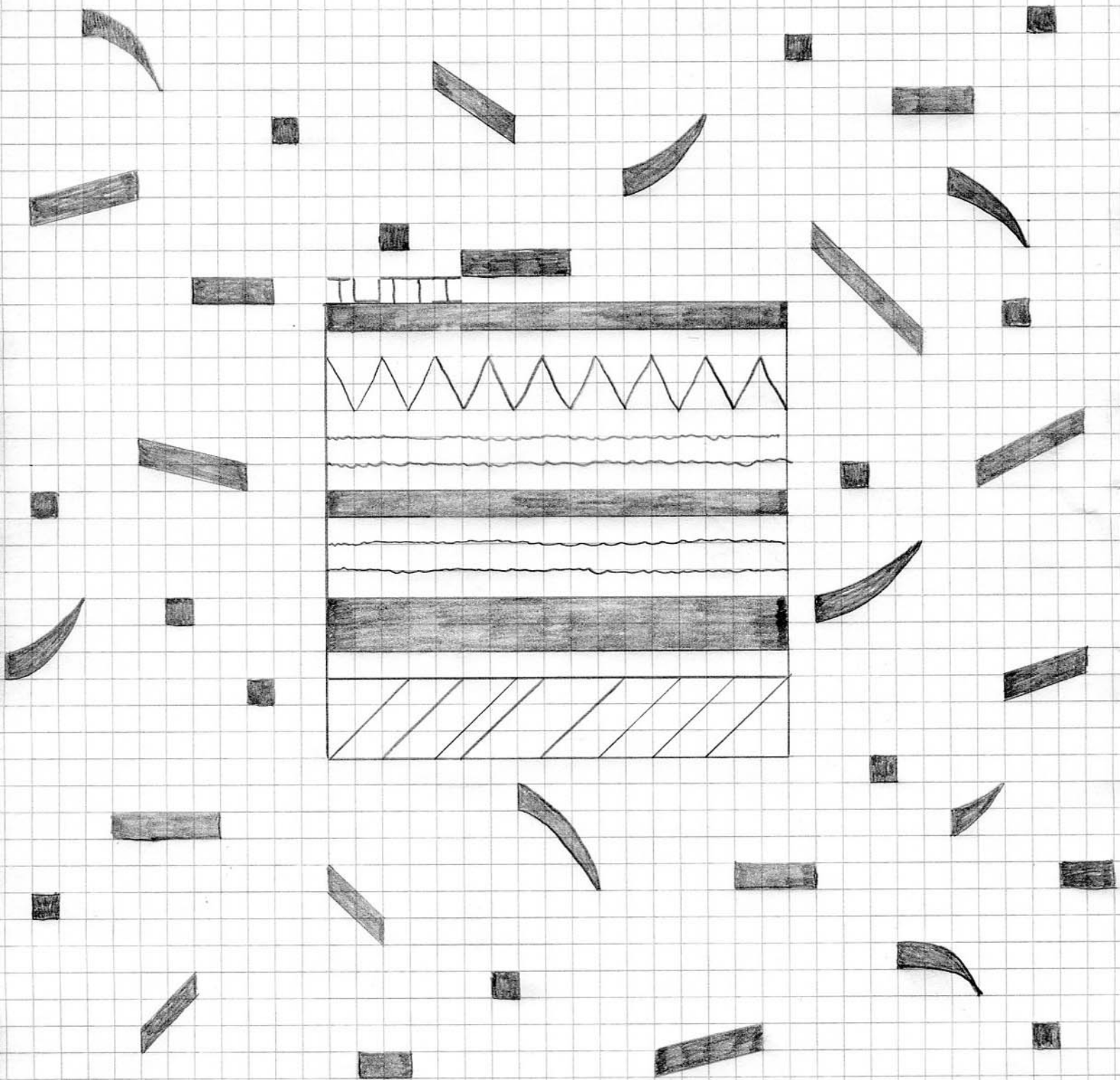
Page 7 - Each player chooses which measure to play. The start of the measure should line up.

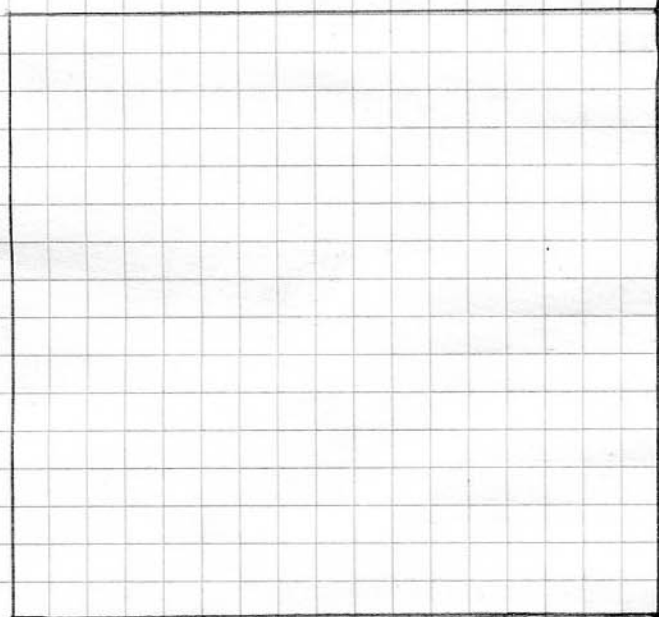
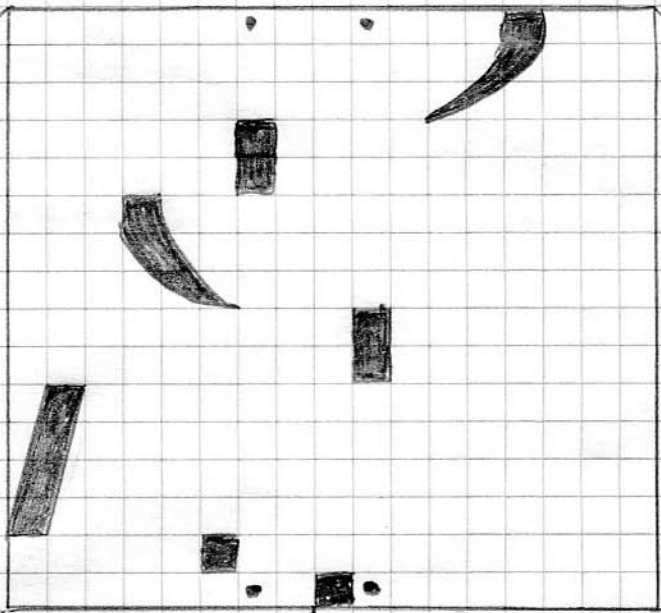
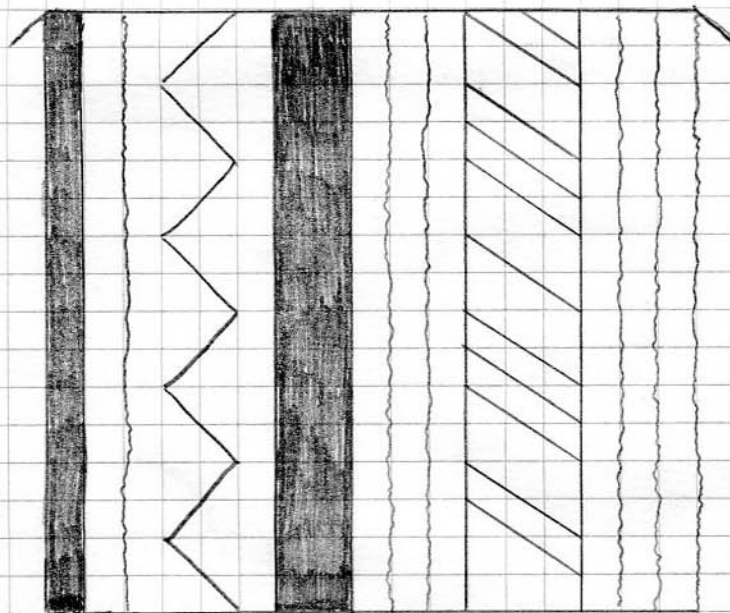
Page 8 - Same as page 7, but measures should not line up. Transform to static texture.

End

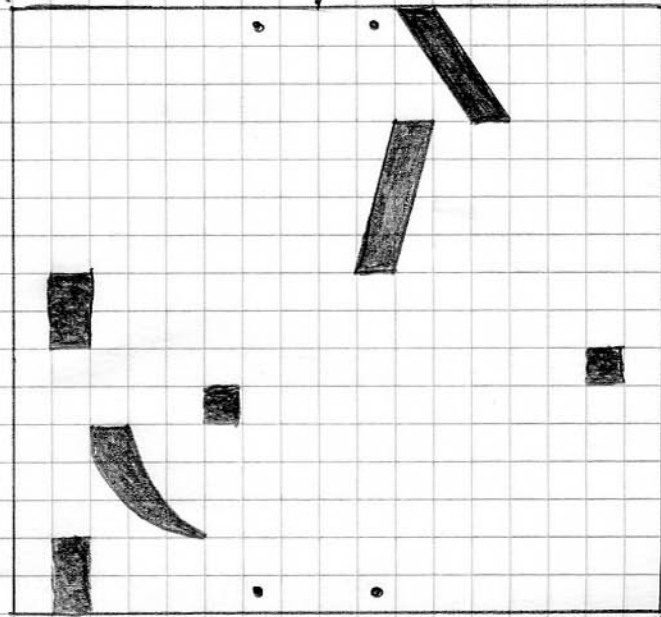
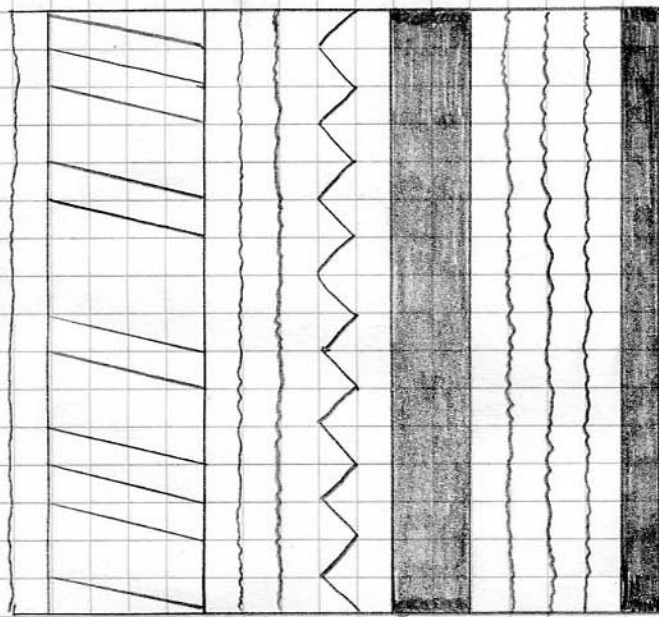
SQUARES

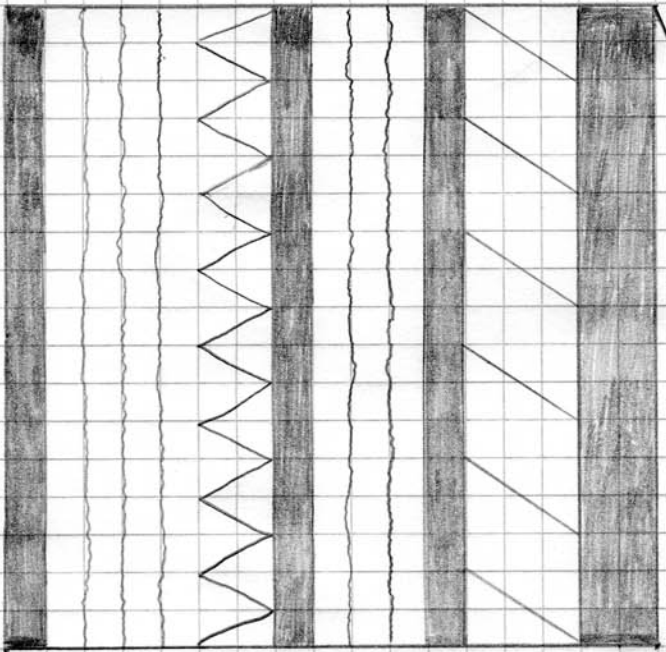
SAMUEL PLUTA



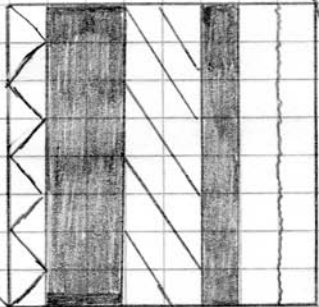


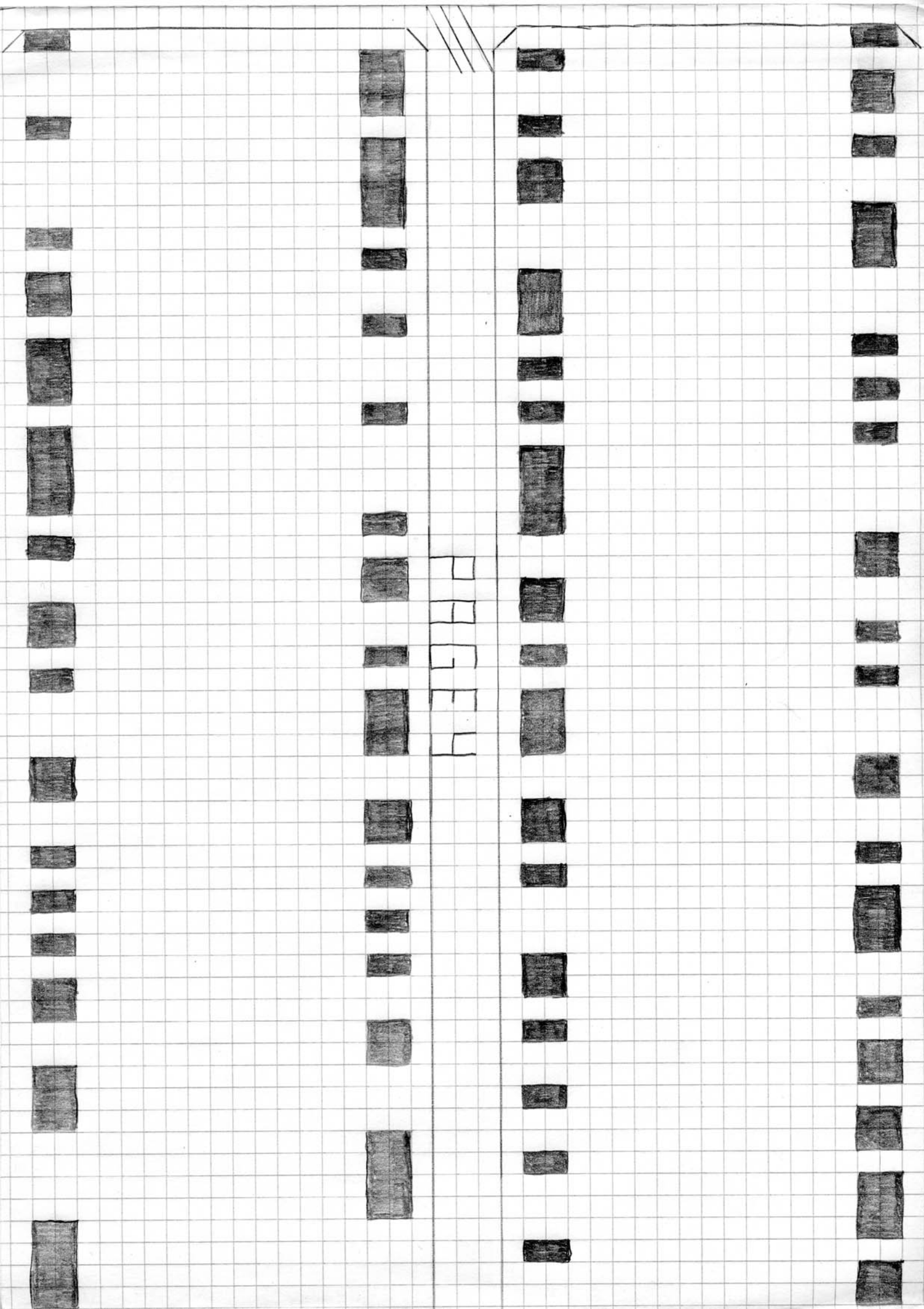
PHREE



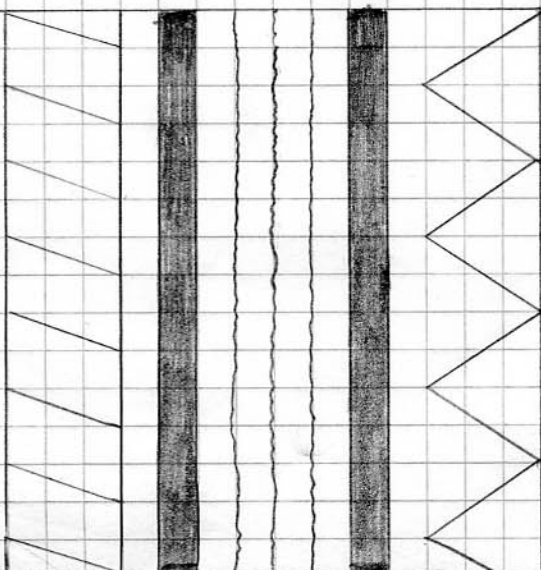


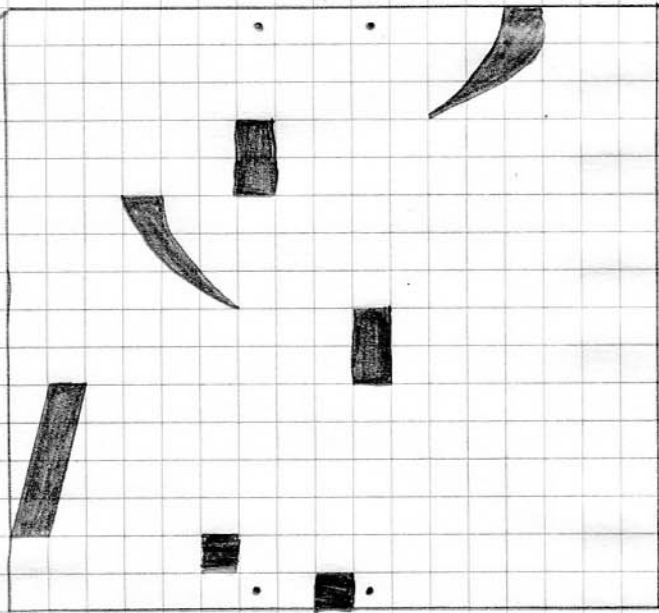
PHASE



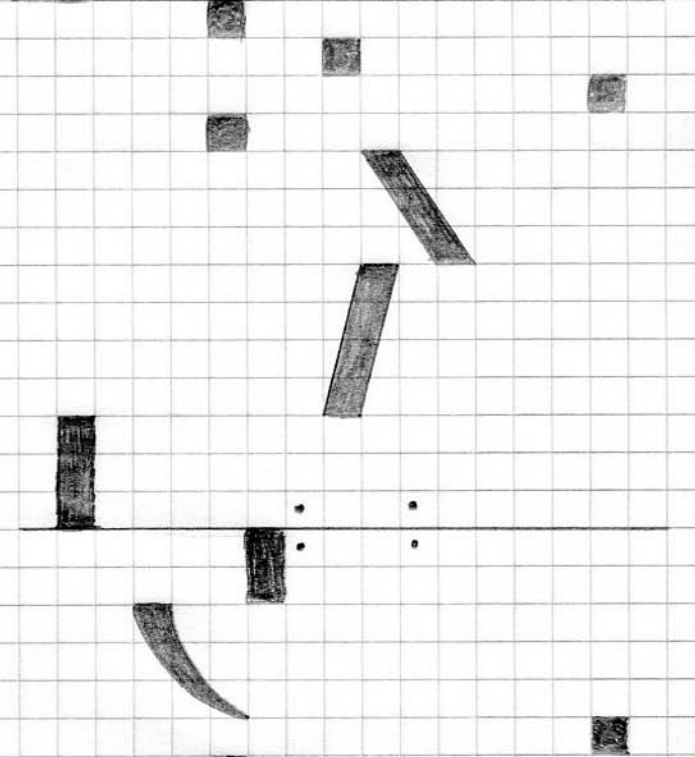
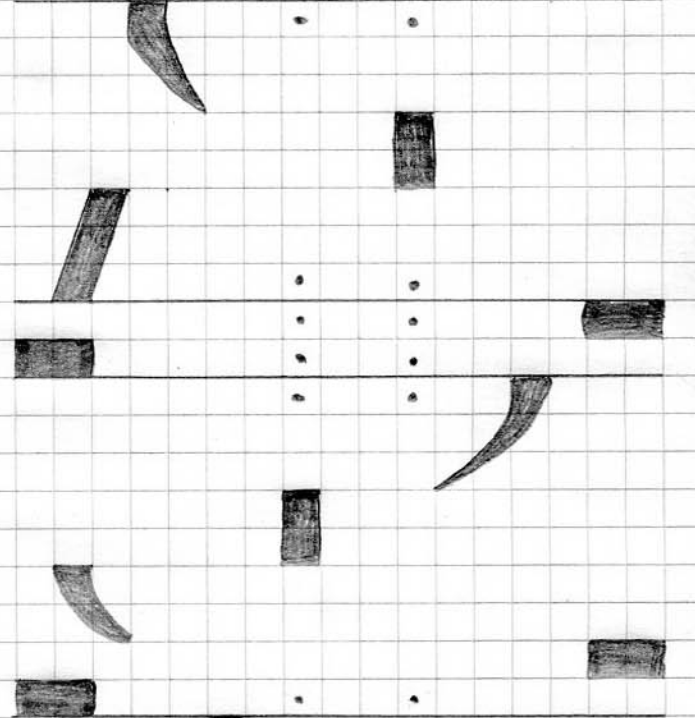
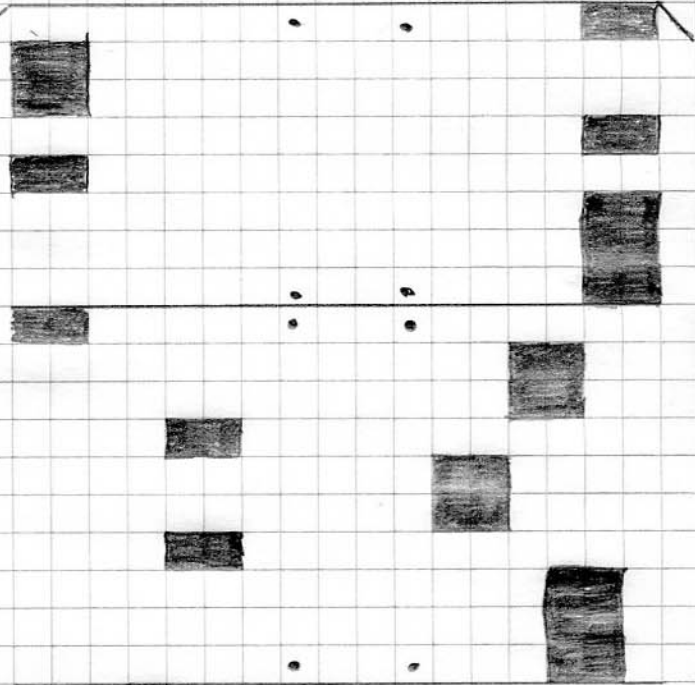
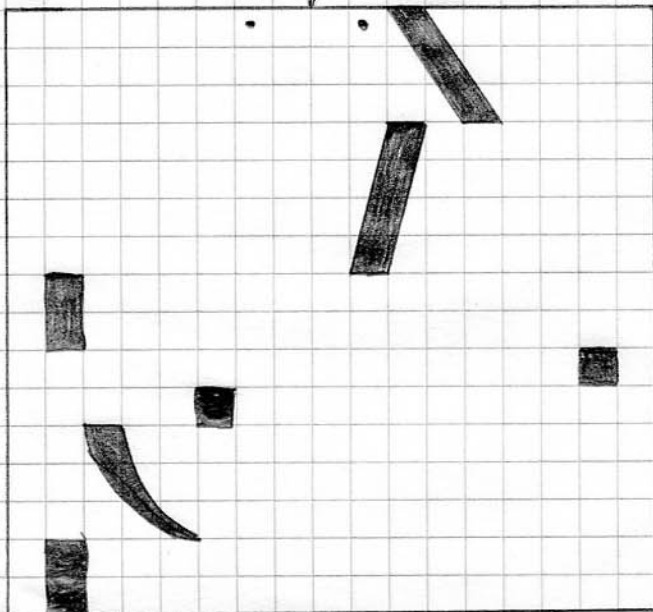


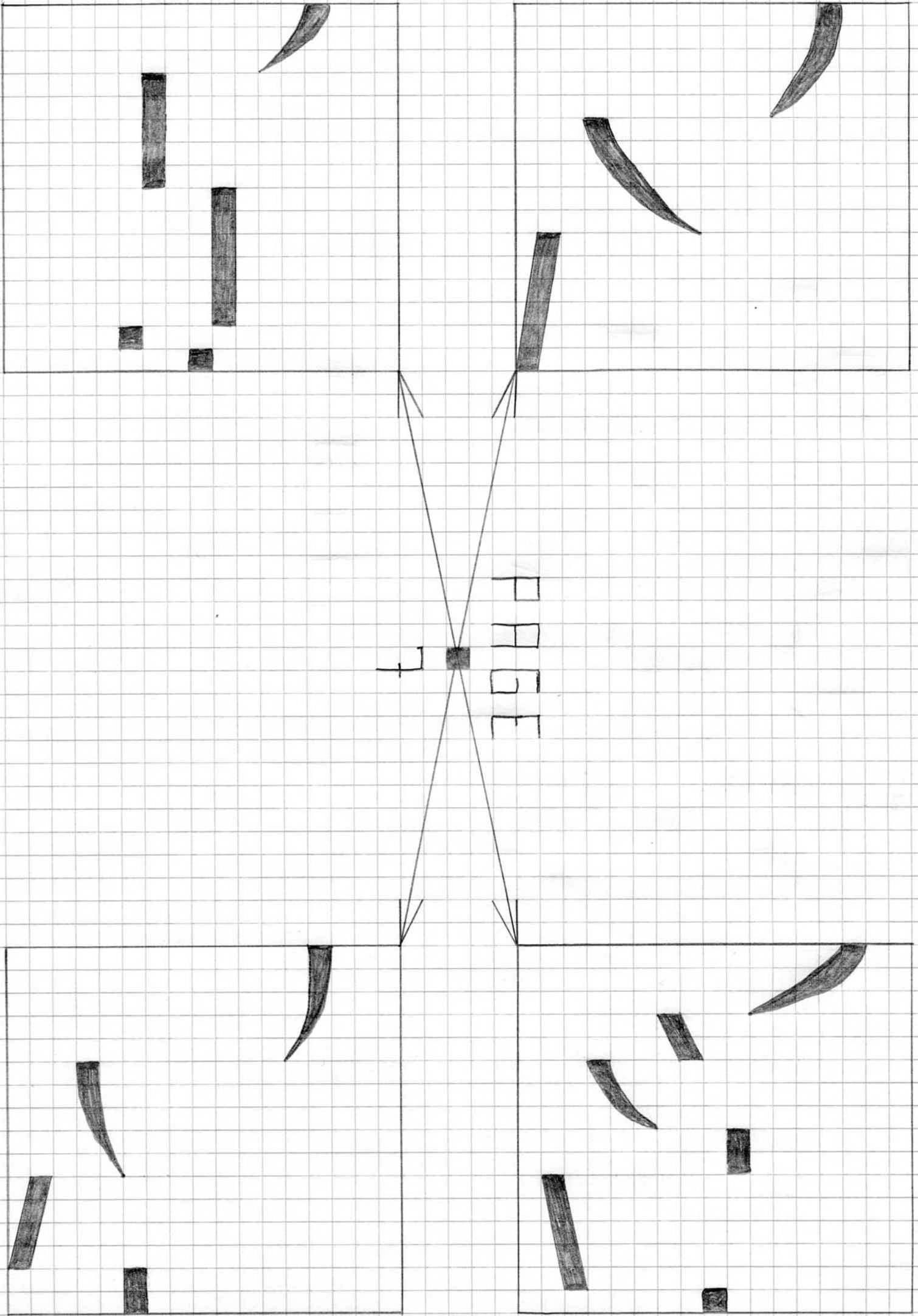
PREES

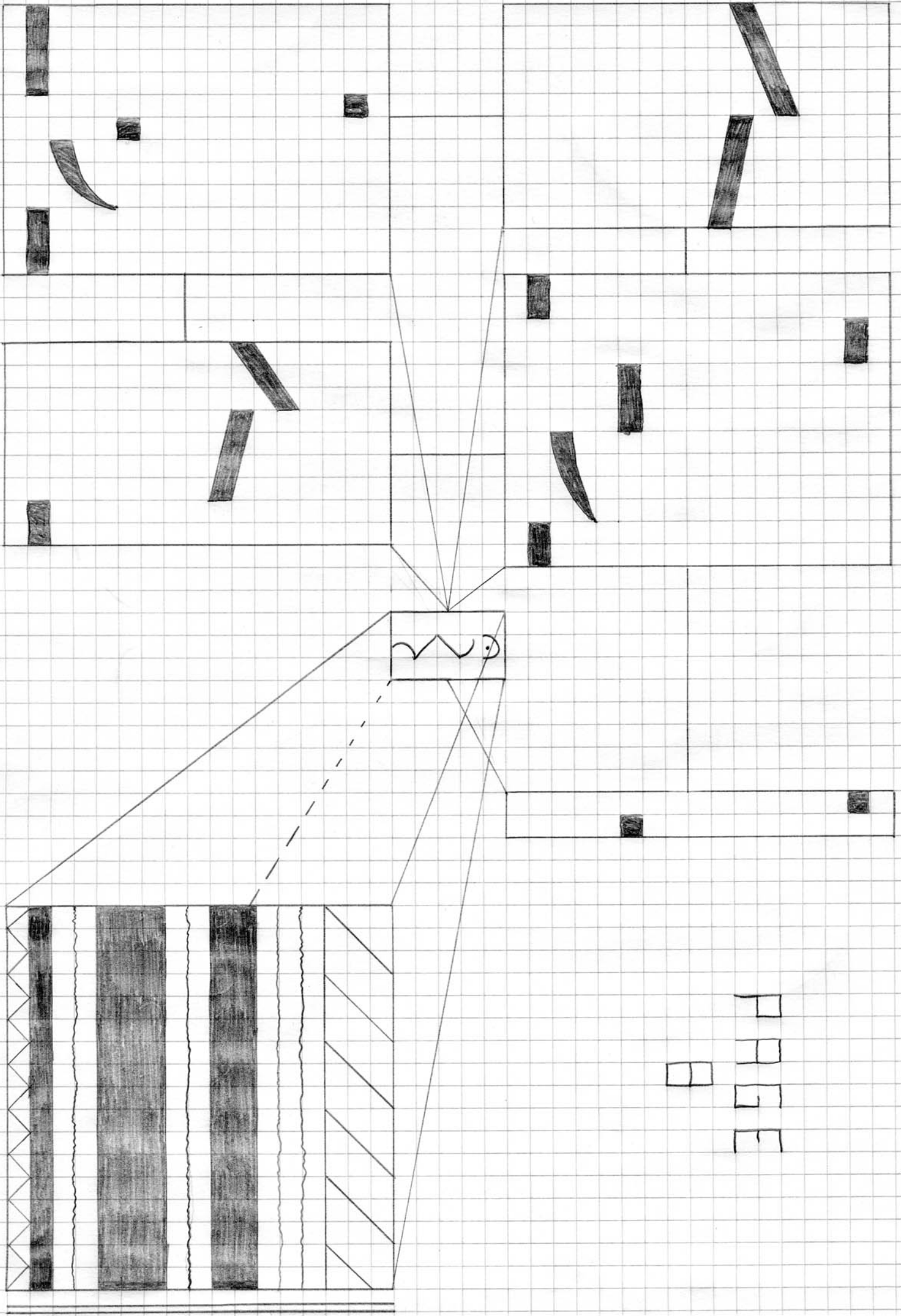




FREE







PHILE