

3:30 3:35 3:40 3:45 3:50 3:55

The score consists of eight staves, labeled Tbn. 1 through Tbn. 8. Each staff contains a musical line with notes and slurs, and a corresponding text box with performance instructions. The notes are generally half notes with a long, gradual glissando. The text boxes provide specific instructions for each part, including dynamics (mp), glissando directions, and synchronization requirements. A graphic notation box at the top right, labeled 'Hum 2 p8tr1graphic', contains a circled '3' with a star, indicating a staggered onset of hums.

Tbn. 1: sustain, breathe as necessary *mp*

Tbn. 2: sustain as long as possible (one breath) *mp* gliss, etc. sustain until this part starts humming against this Eb

Tbn. 3: *mp* very slow gliss. Do not synchronize with other parts. sustain until this part starts humming against this E

Tbn. 4: *mp* very slow gliss. Do not synchronize with parts 1, 5, or 6. Should beat against parts 1, 5, and 6. sustain until this part starts humming against this B

Tbn. 5: sustain (breathe as necessary) until this part starts humming against this Ab or a higher note of choice

Tbn. 6: *mp* very slow gliss. Do not synchronize with parts 4, 5, or 6. Should beat against parts 1, 4, and 5. sustain until this part starts humming against this B

Tbn. 7: *mp* very slow gliss. Do not synchronize with other parts. sustain until this part starts humming against this E

Tbn. 8: sustain as long as possible (one breath) *mp* gliss, etc. sustain until this part starts humming against this Eb

***3** Stagger onset of hums, but start with trombone 1. Sustain indicated note and hum against the sustained note. Emphasize difference tones. Start mp and slowly crescendo as others join in. All parts progressively move lower by playing and humming lower and lower pitches after each breath, with all parts converging at the Bb below middle C by 4:30. After the 1st sustained note, the trombone may also gliss down. Graphics should not be interpreted literally.