

n players performing n types (a,b,c,d etc.) of events of a continuous nature. The types of events are distributed among the players in the following way (e.g. 5 players, 5 event types) :

Player 1 : types a,b

Player 2 : " b,c

Player 3 : " c,d

Player 4 : " d,e

Player 5 : " e,a

One player is chosen as a leader. A basic duration unit (d) - not shorter than 3" - is established by the leader.

The piece is articulated in sections, the durations of which are equal to d or multiples thereof, in the following succession :

d, 2d, 3d, d, 2d, 3d, etc.

For each section each player chooses between:

1) performing the first of his event types

2) " " second " " " "

3) remaining silent

with the restriction, that a choice made for a given section may not be repeated for the following section.

The leader begins, the other players gradually join in, observing the same durations and succession of durations.

The leader indicates the ending of the piece by remaining silent for two consecutive sections. After this each player may perform one last event.