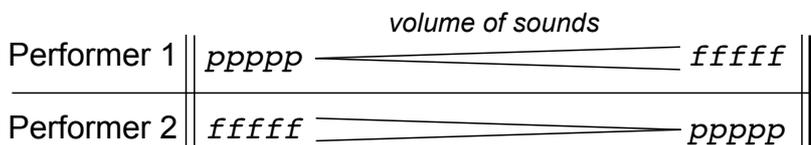


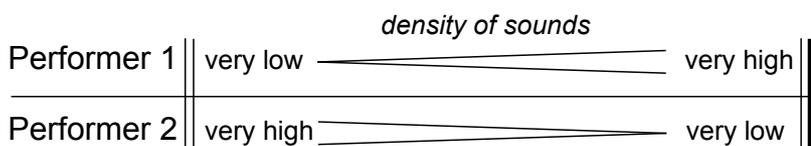
No.1 for 2 performers

Duration is free but should be prearranged between performers.



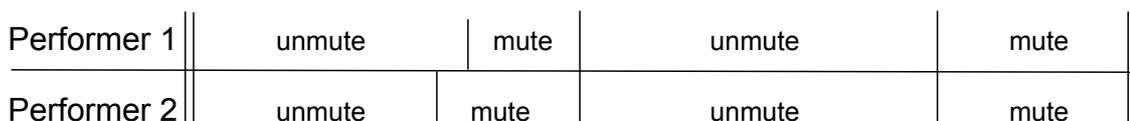
No. 2 for 2 performers

Duration is free but should be prearranged between performers.



No. 3 for 2 performers

Duration is more than 5 minutes. "unmute" means playing in normal way with sounds, "mute" means play without sounds, but only with gestures pretending to make sounds. These siffs have to be natural and smooth, and musical proceedings must be kept during "mute". The time table suggests time frames relatively, players decide all timings precisely in advance and perform with stopwatch.



#### No.4 for 3 or 4 performers

Duration is free more than 5 minutes, it should be prearranged among performers.  
Each performer chooses one number from 1, 2, and 5. One number can be chosen by max 2 performers.  
Play the number of sounds in the prearranged duration.

#### No.5 for 2 performers

Exchange their instruments once in the middle of performance.

#### No.6 for 2 or more performers

Improvise more than 20 minutes, less than 1 hour.  
Take a rest and drink alcohol as much as possible.  
Improvise 20 minutes - 1 hour again.  
Only improvisors who usually don't drink before or during performance can play this piece.  
The most suitable performers are improvisers who never drink alcohol.

#### No.7 for 3 performers

Each performer decides how long s/he will play in advance. 2 minutes, 15 minutes or 2 hours.  
Performers start to play without knowing how long the other performers will play.  
Start at the same time, then stop at the time s/he decided and wait until the other performers will finish.

#### No.8 for 2 or more performers

Close eyes playing sound. Open eyes not playing sound.

#### No.9 for 3 performers

Duration is 2 seconds. Each performer plays at least one sound. Try to avoid any overlapping of sounds among performers without pre-arrangement. Repeat until success.