

1. **Sustain medium pitch** (*p*) → **Air noise** (*pp*) → **Sustain unstable pitch** (*p*) → **Sustain high pitch** (*mf*)

2. **Air noise** (*mp*) → **Brush instrument** (*mp*) → **Glissando as slow as possible** (*p*) → **Sustain any pitch** (*mp*) → **Sustain multiple tones simultaneously** (*pp*)

3. **Sustain low pitch** (*mp*) → **Sustain multiple tones simultaneously** (*p*) → **Sustain any pitch** (*p*) → **Air noise** (*p*)

4. **Sustain any pitch** (*p*) → **Very slow pitch bend between any medium or low pitches** (*p*) → **(interrupted) Air noise** (*p*) → **Sustain three pitches (in succession)** (*mp*) → **Sustain highest possible pitch** (*p*) *as quiet as possible*

5. **Sustain lowest possible pitch** (*p*) → **Sustain any pitch** (*pp*) → **Sustain any unstable sound** (*p*) → **Air → pitch** (*p*) → **Sustain a lower pitch** (*mp*)

**Time Markers:** 1'59", 3'45", 4'04", 4'42", 7'30", 9'23", 11'15", 14'10", 1'34", 2'55", 5'38", 6'22", 8'32", 8'57", 10'00", 13'33", 15', 4'47", 7'11", 10'07", 13'45", 14'20", 0', 3'26", 5'19", 8'38", 9'41", 11'53", 12'23", 2'05", 3'07", 6'27", 9'23", 11'34", 12'05", 12'42", 13'14"

**Performance Notes:** nat., very slow vib., (unstable), very slow pitch bend (no more than 2 tones), Air → pitch