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## **Composition**

*Cue Rondo*

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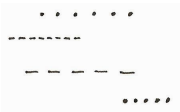
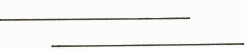
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# CUE RONDO for an ensemble of melody instruments ad libitum

<p><b>FAST FIGURES</b></p>  <p>→</p> <p><b>SOMETHING WITH A FAST CHARACTER</b></p>	<p><b>GENERAL PAUSE</b></p> <p>G.P.</p>  <p>→</p> <p><b>NEW START AD LIBITUM</b></p>
<p><b>TONE REPETITIONS</b></p>  <ul style="list-style-type: none"> <li>• OSTINATO max 20 sec</li> <li>• PAUSE min 5 sec</li> <li>• NEW OSTINATO max 20 sec</li> <li>• etc.</li> </ul> <p>→</p> <p><b>FAIRY-TALE MACHINE</b></p>	<p><b>LONG DEEP TONES</b></p>  <p>→</p> <p><b>LONG TONES AND STATIC SOUNDS <sup>7</sup></b></p>
<p><i>The piece starts when a player takes an initiative according to the rules below. Any player may anytime use the materials indicated to the left in each of the boxes, except the one with the general pause, in order to make a cue. When one player makes a cue, the others are first to join it, playing the same thing. When all have done so, then proceed to realise the indications stated to the right in the box in question. Keep playing according to them until next cue or a general pause. If by accident 2 players make different cues simultaneously one of them has to withdraw. The general pause cannot be used as a cue on initiative from one player but has to arise out of the common playing.</i></p>	

Carl Gustafson-Nielsen 2013