

matt sargent

# tide

for nine sliding instruments

about 7'30"  
2011

## Instrumentation

Any nine instruments/voices capable of sustaining even glissandi gestures.

## Possible Actions

The possible actions in the performance consist of:

*rise* – slowly rise from your current pitch to another pitch heard within the ensemble

*fall* – slowly fall from your current pitch to another pitch heard within the ensemble

*sustain* – hold your previous note

*return* – rise/fall to the original note that you played in the performance

*silence* – remain silent

Each action should last about 10-15 seconds (performed within a single, very soft breath/bow)

### Add'l rise/fall instructions:

At times, the intended note a player is rising/falling to may leave the ensemble (as other players move through their actions). Where this situation occurs, continue heading toward the originally intended note, like a memory, rather than following that player to their new note.

When no higher/lower pitch is possible, octave transpositions are acceptable.

In the case that all notes present in the ensemble are in unison with the player's previous note, the rise/fall gesture will be a unison (unison "rising/falling" to unison)

In the case that the rest of the ensemble is silent (such as near the end of the piece), the rise/fall gesture will take on the quality of a decrescendo into silence (the previous sound "rising/falling" into the absence of a sound)

## Performance

- 1) Each player is to select a pitch to play first and remember it. This will be their *return* note.
- 2) Each player is to move independently down the list of actions on your part, letting each action last for about 10-15 seconds.
- 3) Once all eighteen actions are completed, start again from the top of the score and play through again, this time omitting and skipping over all *return* notes.
- 4) The piece ends when all players have finished playing through their part for the second time.

## **tide | player 1**

fall

return

fall

return

rise

sustain

silence

fall

return

sustain

fall

sustain

rise

return

sustain

rise

fall

silence

## tide | player 2

sustain

silence

rise

silence

rise

return

rise

rise

rise

rise

fall

sustain

fall

rise

fall

sustain

sustain

silence

## **tide | player 3**

rise

silence

sustain

return

rise

rise

rise

rise

return

sustain

fall

silence

return

rise

fall

fall

fall

fall

**tide | player 4**

fall

sustain

fall

fall

fall

sustain

rise

rise

rise

rise

return

rise

return

sustain

sustain

sustain

rise

fall

## tide | player 5

sustain

rise

fall

fall

fall

fall

silence

silence

return

sustain

silence

return

sustain

silence

return

rise

return

fall

## tide | player 6

rise

rise

silence

fall

fall

rise

fall

fall

return

fall

rise

sustain

rise

return

fall

return

sustain

fall

**tide | player 7**

rise

return

fall

fall

fall

sustain

rise

fall

silence

sustain

rise

fall

return

fall

sustain

rise

return

sustain

## tide | player 8

rise

return

fall

silence

silence

silence

fall

rise

sustain

sustain

silence

return

silence

silence

silence

return

sustain

sustain

## tide | player 9

silence

sustain

rise

rise

fall

rise

silence

silence

silence

silence

sustain

silence

rise

rise

rise

sustain

sustain

sustain