Cobra
by John Zorn

1. **POOL**
   players not playing may come in; players already playing stop or radically change the quality of what they are playing

2. **RUNNER**
   prompter selects players to come in at downbeat, others stop

3. **SUBSTITUTE**
   those playing must stop; those not playing must come in

4. **SUB CROSSFADE**
   those playing fade out while those not playing fade in

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1. **DUOS**
   choose someone to play with, any length, any number of times

2. **TRADES**
   chains of traded solos by pointing (or obvious eye contact); anyone can start another up

3. **EVENTS 1, 2 or 3**
   one, two or three singular sonic occurrences at will

4. **BUDDIES**
   like duos, but once

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1. **CARTOON TRADES**
   loud, outlandish gesture, pass to anyone

2. **ORDERED CARTOON TRADES**
   to left or right
1. **MΔ**  
   G = G  
   same group of players radically change the music at downbeat

2. **GΔ**  
   M = M  
   players pick substitutes who try to play the same music

3. **VΔ**  
   VOLUME Δ  
   crescendo, decrescendo or abrupt change as prompted

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### Ear

1. **1**  
   SOUND MEMORY 1  
   take a mental note of what you're playing; reproduce when called

2. **2**  
   SOUND MEMORY 2  
   a second set

3. **3**  
   SOUND MEMORY 3  
   a third; any memory number can be recalled

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### Head

1. **CUT**  
   silence; an abrupt ending to the piece

2. **CODA**  
   5 to 10 second resolution, natural ending; stop on final downbeat

3. **HOLD & FADE**  
   at downbeat, sustain your note and decay

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Palm cues can be flagged off up to 3 times by making another non-ending call.
GUERRILLA SYSTEMS

Lone Renegade just dons a headband and does as they please ... or SQUAD LEADER + 2 — guerrilla raises fist and chooses 2 cohorts whose primary duty is to watch out for a spy, who can end their reign with an undetected throat slitting gesture to the prompter, who'll hold up a ? sign to ask the guerillas who did it. They can all impose the following tactics on the rest of the group:

TACTICS

1. Imitate indefinite (crooked finger "come here" & indicate who)

2. Trade indefinite (point back & forth to indicate participants)

3. Hold either (flat palm drawn horizontally; long tone)

4. Capture to downbeat (thumbs up directed at a player cuts them)

5. Switch/crossfade to downbeat (circles with pointing finger) replace given players

OPERATIONS (Squad Leader only makes calls)

FIST DIVISI squad leader tactics (as above & can call solos over bg)

INTERCUT Locus Unit (cut to the Guerrilla trio, who use hand cues) then return to the previous sound and players

FENCING Unit (can substitute an alternate player) genre playing. Starts as solo in recognizable style, next player joins in contrasting genre. No silence.

GUERRILLA UNIT LIFE SPAN: 7 Downbeats

SPY may cut unit during OPERATIONS ONLY if unidentified.

Unit members may cut at any time

end of Divisi superimposition — back to regular system
Some Locus Hand Cues

- thumb = stop
- hand = rhythm
- finger = pip
- hand = drone
- back & forth = trade
- one = intercut
- cut = change

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