Cobra
by John Zorn

MOUTH

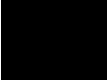|			
1.	**P**	POOL	players not playing <u>may</u> come in; players already playing stop or radically change the quality of what they are playing
2.	**R**	RUNNER	prompter selects players to come in at downbeat, others stop
3.	**S**	SUBSTITUTE	those playing <u>must</u> stop; those not playing <u>must</u> come in
4.	**SX**	SUB CROSSFADE	those playing fade out while those not playing fade in

NOSE

1.	**D**	DUOS	choose someone to play with, any length, any number of times
2.	**T**	TRADES	chains of traded solos by pointing (or obvious eye contact); anyone can start another up
3.	**E**	EVENTS 1, 2 or 3	one, two or three singular sonic occurrences at will
4.	**B**	BUDDIES	like duos, but once

EYE

1.	**CT**	CARTOON TRADES	loud, outlandish gesture, pass to anyone
2.	**CO**	ORDERED CARTOON TRADES	to left or right

EAR

1. **MΔ**   G = G   same <u>group</u> of players radically change the music at downbeat

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

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

HEAD

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

PALM

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

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

�+2642	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 (I) DIVISI   squad leader tactics (as above & can call solos over bg)

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

(III) FENCING   Unit (can substitute an alternate player) genre playing. Starts as solo in recognizable style, next player joins in constrasting 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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