### MODES OF INTERFERENCE

**Part 2**

<table>
<thead>
<tr>
<th>#17</th>
<th>#18</th>
<th>#19</th>
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<th>#21</th>
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### Input Gain

- **Start_Process**
- **[Part 2]**

**Larsen** only
- all Valve Action as silent as possible

(*) **M1, M2, M3**
- any 3 excerpts of extant trumpet music, or
- any 3 musical scales, where 1, 2 or 3 pistons at a time are used.

only the pattern of piston changes matters.

when choosing excerpts of extant music:
- original tempo must be ignored and replaced with prescribed rate of change (unless otherwise requested: **)**
- original dynamics, ornamentations, pauses, mutes must be ignored
- pistons must be depressed either fully (F) or half-way (H), independent of the way they are used in the original excerpt

when choosing musical scales:
- **H** = any microtonal scale or ascending/descending pattern where 1, 2 or 3 pistons at a time are used
- **F** = any scale or ascending/descending pattern where 1, 2 or 3 fully-depressed pistons

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### Valve Clicks

- **M1.H**
- **M2.H**
- **M3.H**

- **FUND**

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### Breath Sounds (2)

- **Tr... (1)**
- **Tr... (1 or 2)**
- **Tr... (2 or 3)**

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### Mouthpiece Scratch

- **(no change)**
- **(no change)**
- **(no change)**

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### Pulset Tongue

- **(**) if musical scales are used, rather than passages of existing music, original tempi is the fastest that still allows to comfortably play the particular scale (when playing with usual techniques)
## MODES OF INTERFERENCE

### Part 1

<table>
<thead>
<tr>
<th>No.</th>
<th>Input Gain</th>
<th>Start Process</th>
<th>Fade In/Out</th>
<th>Part 1</th>
<th>#0</th>
<th>#1</th>
<th>#2</th>
<th>#3</th>
<th>#4</th>
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**FUND**
- any (no change)
  - Mouthpiece taps
  - Repeat unless you clearly hear computer transformations or extensions of the tapping gesture

**Larsen**
- no blowing unless otherwise requested (Breath)
  - Larsen tone smoothly fades-in, and keeps to constant amplitude
  - Repeat unless you clearly hear computer transformations or extensions of the tapping gesture

- all Valve Action as silent as possible until otherwise requested (Valve Clicks)
  - Mouthpiece taps
  - Repeat unless you clearly hear computer transformations or extensions of the tapping gesture

**Valve Clicks**
- (no clicks)
  - Breath sounds (2)
    - [ppp - p]
      - Blowing-in or-out, across 2 or more piston changes
      - Minimal air-pressure
      - Lips not tensed and far apart

  - [pp - f]
    - Mouthpiece taps
    - Repeat unless you clearly hear computer transformations or extensions of the tapping gesture

  - Tr... (1 or 2)
    - Wait until computer stabilizes on a (quasi-)stable large-band texture, indulge a bit, then click to start Part 1

**Breath**
- Breath sounds (more... and more)
  - [ppp - p]
    - Same as #7
  - Whistle (1)
    - [pp - p]
      - Blowing-in or-out, across 1 or more piston changes
      - Lips tensed or teeth lips

  - Tongue Slaps (3 or 4)
    - Synch with piston changes

  - Pulse Tongue (1)
    - [pp - p]
      - Across piston changes
      - Ocasionally replaced with tongue clicks (against palate or teeth)

  - Pulse Tongue (1)
    - [pp - p]
      - Across piston changes
      - Also TK or TKT

  - Repeat unless you clearly hear computer transformations or extensions of the tapping gesture

  - Tr... (2 or 3)
    - Tonguing should overlap with Larsen, not wipe it out entirely

**Larsen**
- Tr... (1)
  - Wait until computer settles on a (quasi-)stable large-band texture, indulge a bit, then proceed (click to start Part 2)

**Input Gain**
- (no change)
  - Mouthpiece taps
  - Repeat unless you clearly hear computer transformations or extensions of the tapping gesture

**Start Process**
- (no change)
  - Mouthpiece taps
  - Repeat unless you clearly hear computer transformations or extensions of the tapping gesture

**Fade In/Out**
- (no change)
  - Mouthpiece taps
  - Repeat unless you clearly hear computer transformations or extensions of the tapping gesture

**Part 1**
- (no change)
  - Mouthpiece taps
  - Repeat unless you clearly hear computer transformations or extensions of the tapping gesture

**Valve Clicks**
- Fewer...
  - [ppp - p]
    - Minimal air-pressure
    - Minimal air-pressure
    - Lips not tensed and far apart
  - Full depressing
  - (F) and/or releasing
  - (F and/or H) pistons

  - Tr... (1)
    - Computer settles on a (quasi-)stable large-band texture, indulge a bit, then proceed (click to start Part 2)