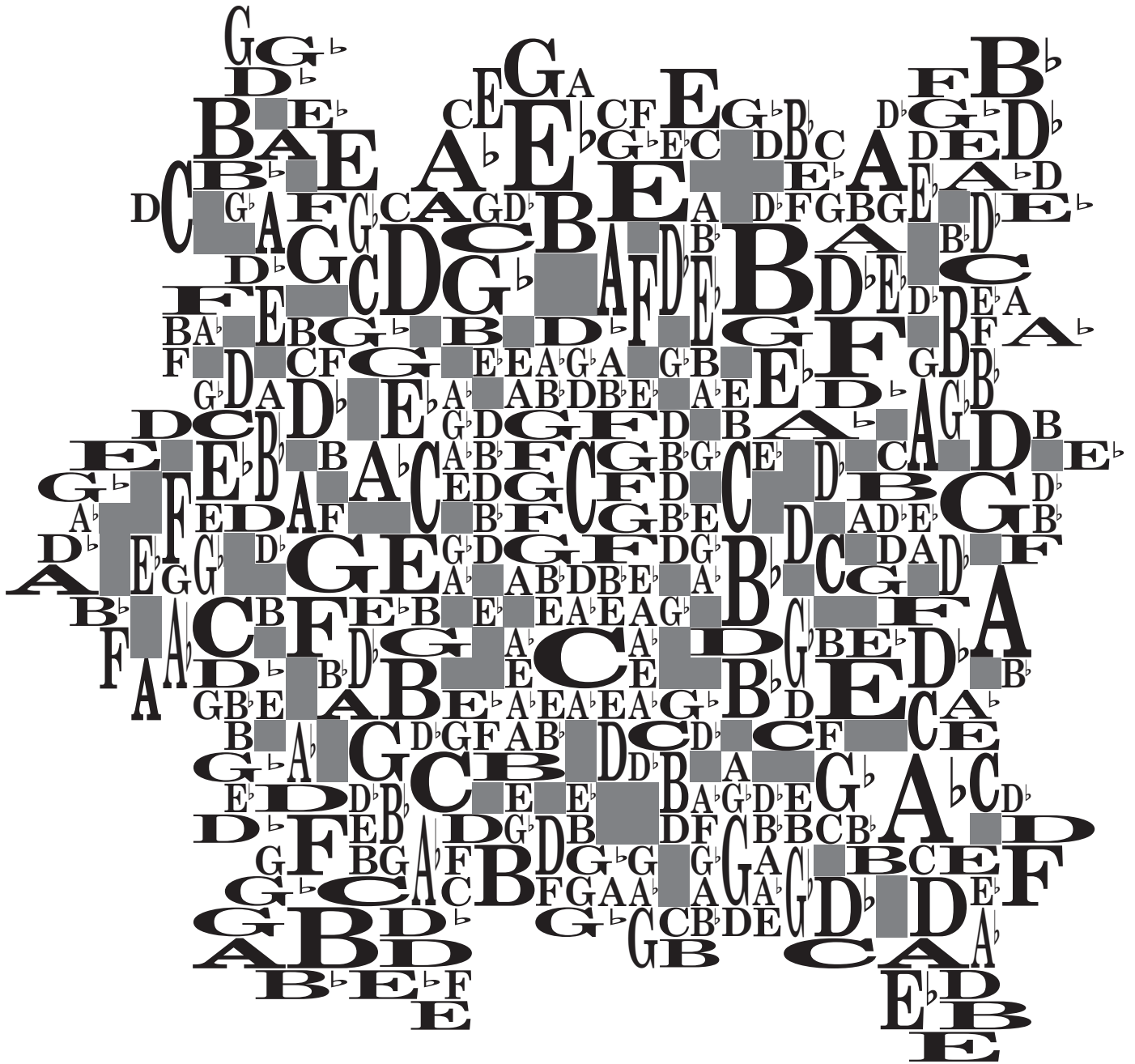


Mazed

for solo performer

dedicated to Cornelia Petroiu

Stephen F. Lilly



Mazed - Performance Instructions

Begin on the center 'C' pitch-block—the one surrounded by 'F' and 'G' pitch-blocks.

The next pitch-block can be directly above, below, to the side, or diagonal.

Do not skip any pitch-blocks.

Once a pitch-block is used, it can not be reused.

The piece ends when the performer has no more unused adjacent pitch-blocks.

If this occurs inside the maze, the performer loses.

If this occurs on the edge of the maze, the performer wins.

The edge of the maze can be traversed, but white space beyond the edge cannot be skipped over—only adjacent pitch-blocks and gray blocks are valid moves.

Octave, timbre, and articulation can be selected and changed as desired.

Height = Dynamic Level

Treat dynamics relatively—all pitch-blocks of the same height are not to be played at the same dynamic level throughout. Only the next pitch-block matters—if it is taller, get louder; if it is shorter, get softer; if it is the same, stay at the same dynamic level.

Length = Duration

As with dynamics, treat durations relatively.

Gray Blocks = Silence

Both height and length should be treated as relative duration, i.e. if traveling up, use height, and if traveling side to side, use length.