

## Thereminera

<b>0:00-1:00</b>	1	Accordion inflates/deflates bellows, as if breathing, ppp.
	2	Theremin 1 player inhales/exhales, at first with accordion, then not, ppp-pp.
	3	Theremin 2 player inhales/exhales, at first with accordion, then not, ppp-pp.
	4	Theremin 3 player inhales/exhales, at first with accordion, then not, ppp-pp.
	5	Theremin 1 player makes sound of soughing wind, pp-p.
	6	Theremin 2 player makes sound of soughing wind, pp-p.
	7	Theremin 3 player makes sound of soughing wind, pp-p.
	8	Accordion plays button C drone, p, which crescendos to mf as bellows inflate/deflate.
<b>1:00-2:00</b>	9	Theremin 1 plays G drone and discontinues vocal soughing.
	10	Theremin 2 plays G drone an octave below Theremin 1 and discontinues vocal soughing.
	11	Theremin 3 play C drone, or whatever pitch he can reasonable maintain, given that the proximity of the accordion mucks up the theremin's "magic circle." His soughing also stops.
<b>2:00-3:00</b>	12	Accordion adds button G drone.
	13	All theremins may now change pitches improvisationally. The notes on which they settle should be sustained, and any crescendos or decrescendos employed should likewise be gradual.
<b>3:00-4:00</b>	14	Theremin 3 drops out as right hand plays various open fifths on accordion keyboard.
	15	Theremins 1 and 2 react to accordion's notes by adjusting their own pitches. Thereminic volumes increase to mf.
<b>4:00-5:00</b>	16	Accordionist backs away from Theremin 3 far enough to trigger pitch shift on it.
	17	Theremin 1 effects slowly rising portamento, mf-f.
	18	Theremin 2 effects slowly falling portamento, mf-f, in reverse concert with Theremin 1.
<b>5:00-6:00</b>	19	The pace of the inter-thereminial dialogue—or triologue, when appropriate—gradually becomes more animated. The in-out pulse of the accordion accelerates. Volumes increase.
<b>6:00-7:00</b>	20	Intensity increases. If suitably inspired, Theremin 1 may add electric guitar glissandos.
	21	Thereminic pitches rise and fall and volumes crescendo and decrescendo with increased rapidity.
	22	Accordion's volume increases to f.
<b>7:00-8:00</b>	23	Pace of thereminic activity decreases.
	24	Accordion likewise settles back into slower chord changes.
	25	Electric guitar glissandi, if employed, cease.
	26	Theremins 1 and 2 gradually return to droning on Gs. Theremin 3, <i>que sera sera</i> . A sense of quiescence returns.
<b>8:00-9:00</b>	27	Theremin 3 decrescendos and drops out. Player reverts to soughing sounds.
	28	Theremin 2 decrescendos and drops out. Player reverts to soughing sounds.
	29	Theremin 1 decrescendos and drops out. Player reverts to soughing sounds.
	30	Accordion reverts to opening C drone.
	31	Accordion inflates/deflates bellows as if breathing.
	32	Theremins 1, 2 and 3 inhale/exhale along with accordion, p-pp, fading away.
	33	Accordion inflates/deflates pp, decrescendos to ppp, then stops.