

O, 1, 2

For two players (any instruments).

Durations: variable.

Sage J Harlow (Sage Pbbbt)

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*Players move between sections in any way they like (predetermined or otherwise) with no gaps between the sections. Movement from section 1 to section 2 should make use of the last sound by the player of section 1 as if played as part of section 2. Movements from section 2 to section 1 should allow the last sound made in that section to flow freely into 'one player playing'.*

**0 : Nothingness. The Void. Not anything; not nothing.**

No players play.

**1 : Everything. All Things at All Times.**

One player plays. The other play listens attentively.

**2 : Dualism. One becoming the Other.**

Players alternate their in breaths and out breaths (when one breathes in, the other breathes out and vice versa).

When breathing out, a player makes sound with their instrument. The sound should 'take over' the other player's sound, continuing it as smoothly as possible. Once 'taken over', the sound may become whatever the player likes.

This process repeats.

(At the start of this section, the players may concentrate on the breath without playing for a short time. They might also make their breath audible as a way of facilitating the transitions.)