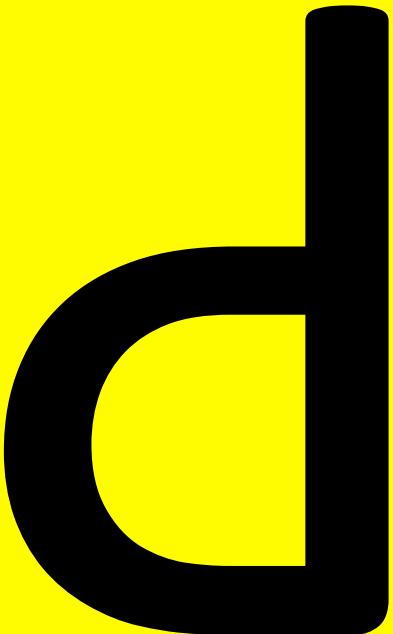
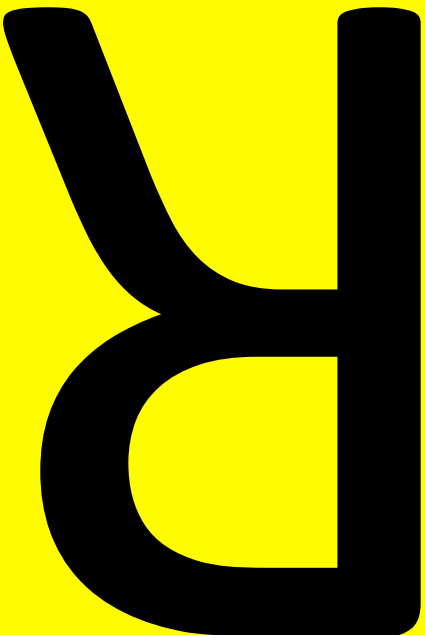


John Zorn's Cobra (1984)



John Zorn's Cobra (1984)



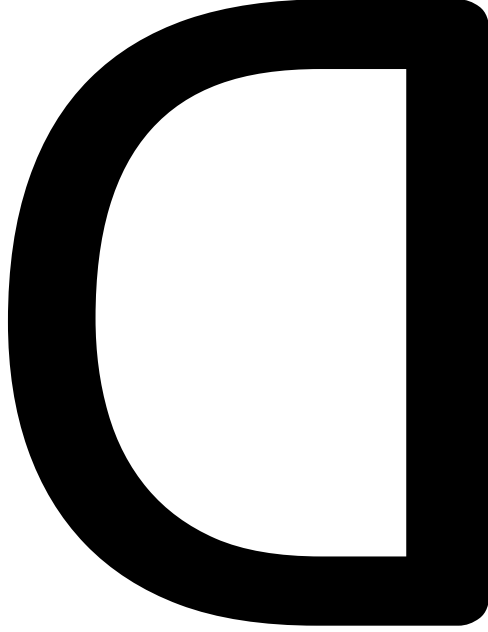
John Zorn's Cobra (1984)

S

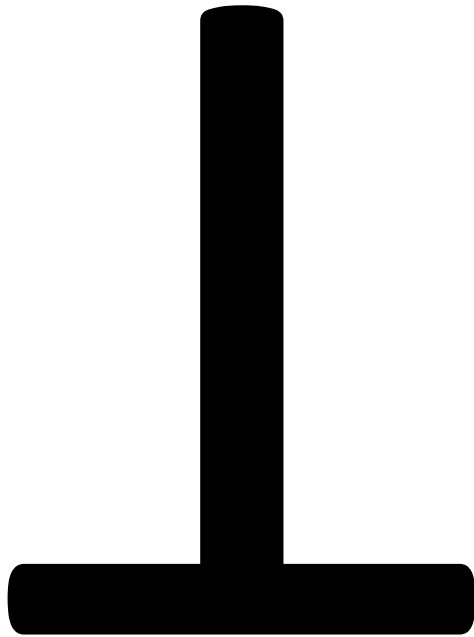
John Zorn's Cobra (1984)

XS

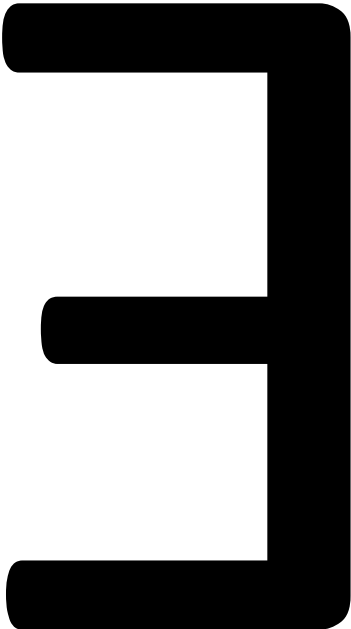
John Zorn's Cobra (1984)



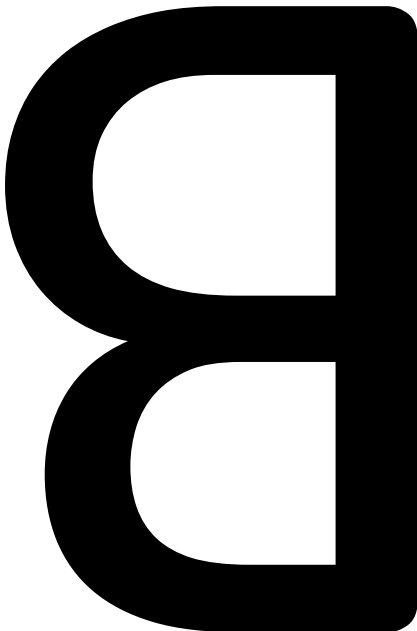
John Zorn's Cobra (1984)



John Zorn's Cobra (1984)



John Zorn's Cobra (1984)



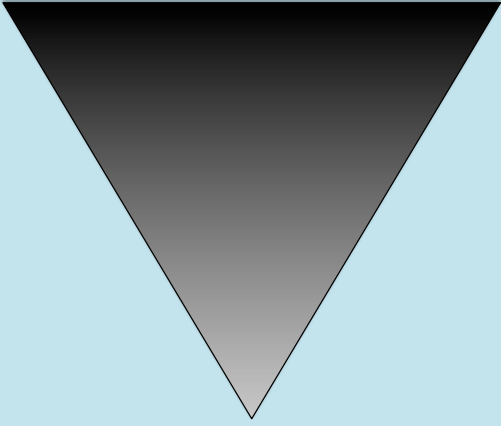
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LO

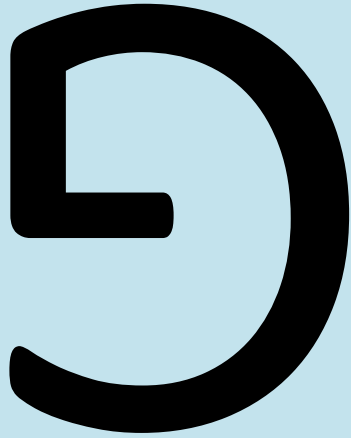
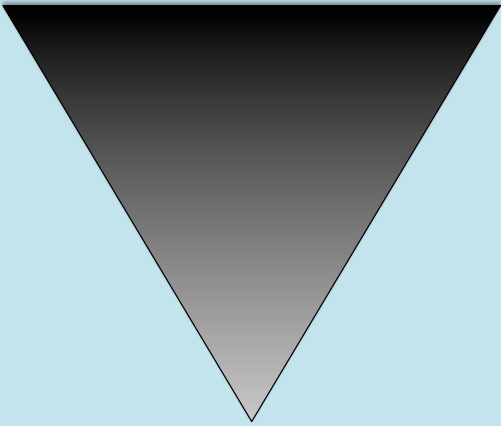
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OO

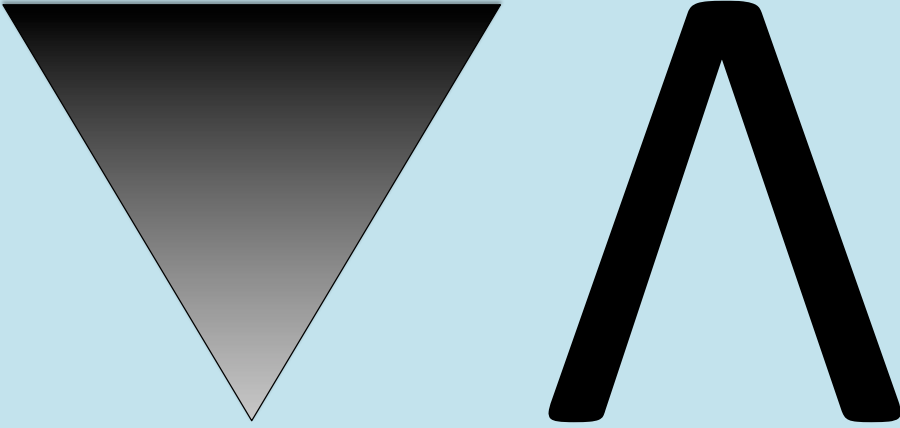
John Zorn's Cobra (1984)



John Zorn's Cobra (1984)



John Zorn's Cobra (1984)



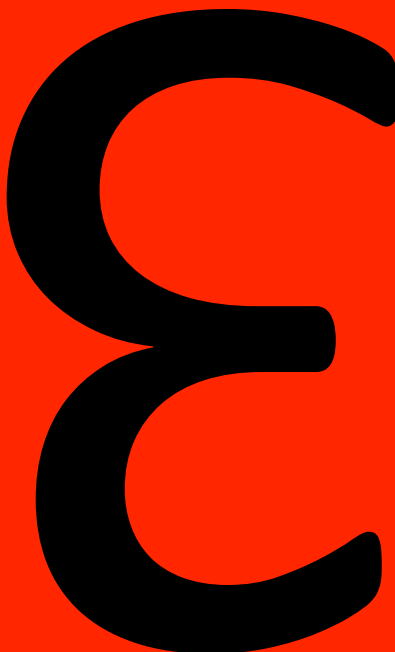
John Zorn's Cobra (1984)



John Zorn's Cobra (1984)



John Zorn's Cobra (1984)



John Zorn's Cobra (1984)

John Zorn's Cobra (1984)



POOL

1 P



RUNNER

2 R



SUBSTITUTE

3 S



CROSSFADE SUBSTITUTE

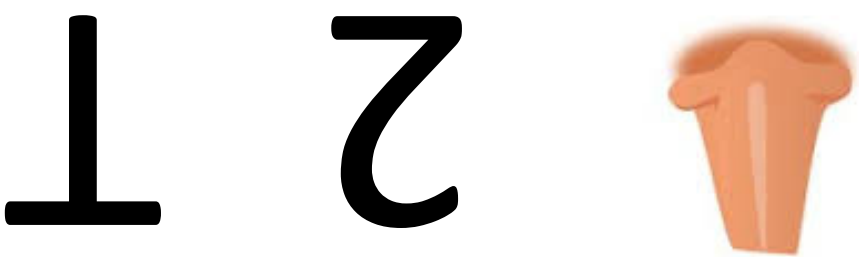
SX 4



DUOS

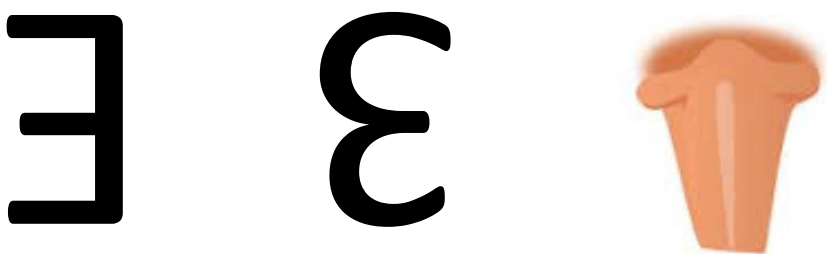
D 1

TRADES

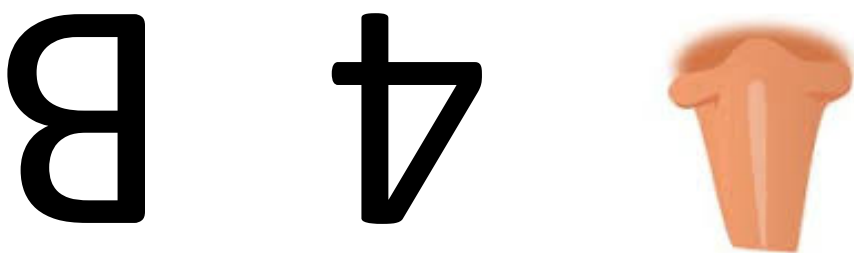


1, 2, or 3

EVENTS

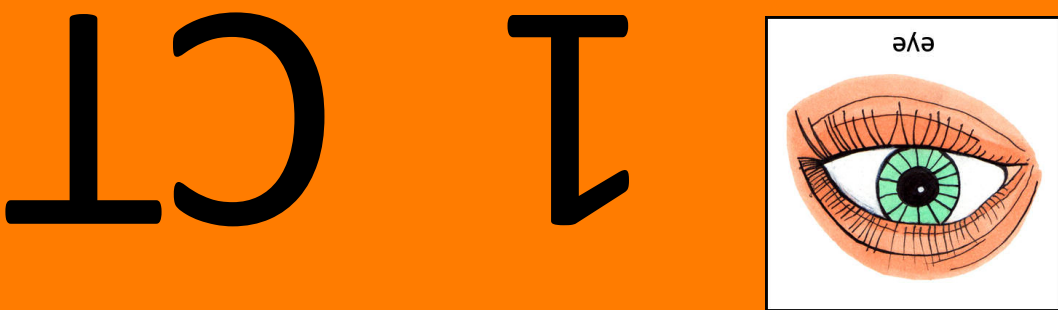


BUDDIES



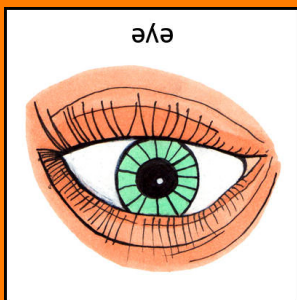
TRADES

CARTOON



ORDERED CARTOON TRADES

2 CO



Same group of players radically
change the music at the downbeat

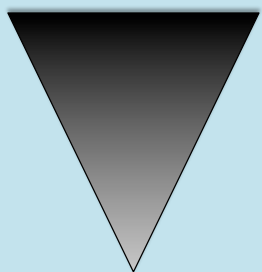
G=G

1 M ▼



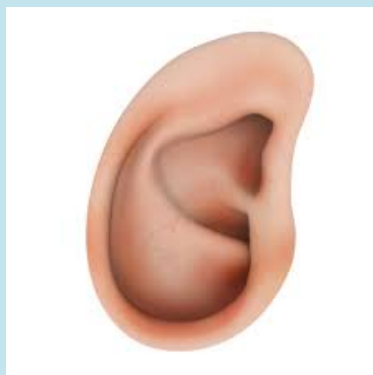
Players pick substitutes who try to play the same music

M=M



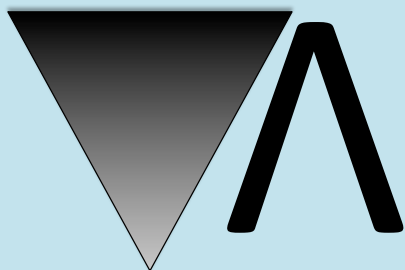
G

2

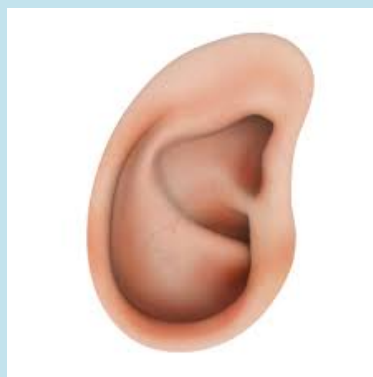


Crescendo, decrescendo, or abrupt change as prompted

VOLUME



3



Store what you're
playing; reproduce
when prompted (1)

John Zorn's Cobra (1984)

1



Store what you're
playing; reproduce
when prompted (2)

John Zorn's Cobra (1984)

2



Store what you're
playing; reproduce
when prompted (3)

3



John Zorn's Cobra (1984)

Silence, an abrupt end.

1



5 to 10 second
resolution,
natural ending;
stop on final
downbeat.

John Zorn's Cobra (1984)

2



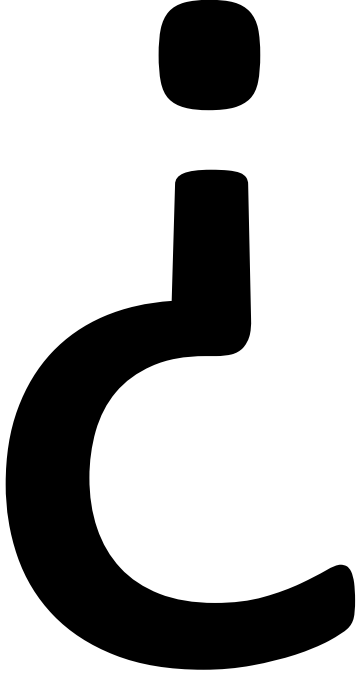
At downbeat sustain your note
and decay

John Zorn's Cobra (1984)

3



John Zorn's Cobra (1984)



John Zorn's Cobra (1984)

