

START EVENT 7 Madness II
 clocks
 berimbau,
 multiphonics

and immediately :

improvise together with the clocks,
 may reorder and octavate notes,
 polyrhythmically, mechanically
 alternating *f* and *p* passages

START SPEECH CASCADE

START EVENT 8 Bossa Nova
 clock
 multiphonics, voices
 berimbau

arpeggiate massively,
 entire keyboard,
 madly

repeat chords using bossa nova rhythms

ff filter into : *pp*

Ex : etc ...

STOP SPEECH CASCADE

transform it into bossa nova rhythm,
 listen for the clock pattern

RESTART MONOLOGUE

START EVENT 9 high multiphonics
 voices
 bells start

repeat the SOLO,
 delicately,
 reshape rhythms
 into bossa nova
 with the clock

immediately :

echo clock's rhythm

STOP MONOLOGUE