

1 Sax Cloud Tone Rows

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C 1

Tone Row cued by leader, 1, 2 or 3

Games

1. Long Tone with Slow pulse

- Tone and rest are the same length as the tone and cued by leader
- Tone and rest cued by leader and can vary
- Tone and rest cued by each musician
- Replace long tone with short note as a variation

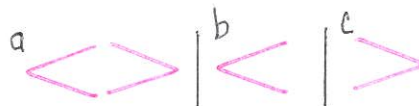
2. Long tones in order, one player at a time. Leader cues direction and who starts and change change direction.

- Player cuts off the tone by entering with their tone
- Player overlaps the previous player
- Player leaves a rest before coming in
- Replace long tone with short note as a variation



3. Swells. tones can vary in length.

- Swells are pp to mp and mp to pp
- Swells are pp to mp
- Swells are mp to pp



4. Trills (interval open to player)

- long tone is trilled the whole time
- long tone starts with trill and 1/2 through it becomes a tone
- long tone starts and 1/2 through becomes a trill
- trills added in combination with long tones.

Length of tone and trill is decided by each player

