Cobra

MOUTH yellow
1. P POOL
2. R RUNNER
3. S SUBSTITUTE
4. SX SUBSTITUTE CROSSFADE

NOSE white
1. D DUOS
2. T TRADES
3. E EVENTS 1, 2 OR 3
4. B BUDDIES

EYE orange
1. CT CARTOON TRADES
2. CO ORDERED CARTOON TRADES with guests

EAR blue
1. M G = G M Δ
2. G M = M G Δ
3. V Δ VOLUME Δ

HEAD red
1. 1 SOUND MEMORY 1
2. 2 SOUND MEMORY 2
3. 3 SOUND MEMORY 3

PALM black
1. CUT
2. CODA
3. HOLD & FADE

GUERRILLA SYSTEMS Squad Leader + 2 Spotters

TACTICS
♀ 1. Imitate
← 2. Trade
→ 3. Hold
♀ 4. Capture
♀ 5. Switch/Crossfade

} to next downbeat

OPERATIONS (Squad Leader ONLY)

1 DIVISI Memory drone, squad leader tactics, and systems control
2 INTERCUT Locus Unit return to same sound
3 FENCING Unit with alternates
   G. UNIT LIFE SPAN: 7 Downbeats
   SPY may cut unit during OPERATIONS ONLY if unidentified.
   Unit members may cut at any time
♀ End of DIVISI superimposition

SOME LOCUS HAND CUES
♀ thumb = stop  ← back & forth = trade
♀ hand = rhythm  ♀ one = intercut
♀ finger = pip  ♀ cut = change
→ hand = drone

John Zorn, NYC © October 9, 1984