

1st Group

Amount drunk	Number of Hoots				
	A (sub-groups)	B	C	D	E
SIP	7	2	6	5	3
AS IS	1	6	4	6	3
SWIG	5	1	5	3	1
AS IS	1	3	8	10	4
GULP	4	3	7	3	4
SIP	3	4	4	1	8
GULP	5	6	3	4	2
SWIG	2	2	5	9	9

Code: Finish bottle, continue hooting until everyone is doing likewise, then stop or an agreed signal.

2nd Group

Amount drunk	Number of Hoots				
	A (sub-groups)	B	C	D	E
SWIG	5	1	10	7	6
AS IS	3	6	1	10	8
GULP	4	4	2	2	3
GULP	3	4	7	6	2
SIP	7	6	6	8	2
SIP	8	3	6	6	4
GULP	4	7	9	5	3
AS IS	6	5	4	4	5

Code: Finish bottle, continue hooting until everyone is doing likewise, then stop or an agreed signal.

3rd group

Amount drunk	Number of Hoots				
	A (sub-groups)	B	C	D	E
AS IS	10	5	3	2	2
SIP	1	2	1	7	10
AS IS	9	3	5	5	5
GULP	2	1	6	4	8
GULP	8	7	9	5	3
GULP	1	5	3	8	10
GULP	6	6	5	7	1
SIP	4	9	2	3	9

Code: Finish bottle, continue hooting until everyone is doing likewise, then stop or an agreed signal.

4th group

Amount drunk	Number of Hoots				
	A (sub-groups)	B	C	D	E
AS IS	3	10	10	6	1
AS IS	9	2	2	3	2
SWIG	1	1	5	6	5
SIP	8	5	7	1	7
SIP	10	7	6	1	1
AS IS	2	6	9	3	3
GULP	7	9	4	2	4
SWIG	5	8	5	8	6

Code: Finish bottle, continue hooting until everyone is doing likewise, then stop or an agreed signal.

Drinking and Hooting Machine [John White]

Instructions for Drinking and Hooting Machine.

This work is for 4^{main}/groups of performers with up to 5 sub-groups in each one.

Materials required: a similar-sized bottle for each performer containing a favoured drink.

Skills required: the ability to gauge relatively the degrees of intake between "SIP", "SWIG" and "GULP" (also the ability to refrain from drinking when maintaining the "AS IS" level!) and the ability to produce a "HOOT" lasting a whole breath by blowing across the top of the bottle.

Progress through the material: having allotted parts and opened bottles the performers follow the instructions [starting the first ^{instruction} simultaneously, then proceeding independently of each other down the page along the column of the decided sub-group] thus: drink the specified amount [SIP, SWIG or GULP] or leave the level where it is [in the case of AS IS] then produce HOOTS to the end of the breath

to the number of times specified in the appropriate sub-group column [A, B, C, D or E]. There should not be more gap in between HOOTS than those caused by a leisurely intake of breath or the following of a drinking instruction. There is no rhythmical pulse other than that produced by the individual length of breath of each performer. It is in keeping with the character of the piece to deliberately avoid "keeping time" among the HOOTS once the performers have started. Only the attack on the last HOOT in the piece should be simultaneous on an arranged signal, everyone having performed the 8 instructions in their column, drunk the remains of the contents of their bottle and continued hooting as per last instruction [Coda].