

## Notation

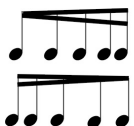
Accidentals apply to all notes of that pitch class regardless of octave and are cancelled by bar lines.

Grace-notes should be played immediately prior to the metrical timing of the note that they ornament.

Following a fermata, the tempo should immediately revert to the last indicated unless a new tempo is indicated.



All glisses begin immediately and last the entire duration of the initiating note



Gradual accelerando or ritard independent of overall tempo



Play beamed grace-note group as fast as possible



Indicates a gradual change from one mode of playing to another, eg. sul pont. to sul tasto.



Senza tempo (ad libitum)



Notated pitch is sustained for the duration of the solid line

## Conventional Rhythmic Notation

Rhythm in this composition is notated in two different ways.

Conventional metric/rhythmic notation is used in sections where rhythmic synchronization between parts is called for:

## Proportional Rhythmic Notation

Parts of the score are notated using proportional notation<sup>1</sup> (below) in which uneven rhythmic events are notated across a graphic measure without specific rhythmic notation symbols. This form of notation is used to give each performer a simpler representation of complex, non-metrical timings within a coordinated measure. This notation is intended to give a certain degree of rhythmic freedom to each performer in order to support a simpler representation of non-metrically complex timings. These events are to be played while maintaining relative but somewhat flexible beat-to-beat synchronization with the other player using general timing indicated by brackets above the measure. In these proportionally-notated measures, the player is not expected to tightly synchronize rhythmic figures with the other player within beats:

<sup>1</sup> In order to simplify the production of this form of notation, the composer commissioned Tobias Giesen to create a Finale software Plug-in that converted complex rhythmic patterns into simplified, proportional, beamed notation. This plug-in is now part of the TG Tools plug-ins for Finale software available from Tobias Giesen ([www.tgtools.de](http://www.tgtools.de)).