





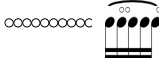
# NOTATION SYMBOLS


 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

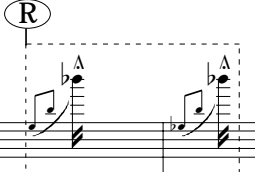
 Indicates a gradual change from one mode of playing to another, eg. sul pont. to sul tasto.

 Use alternate fingerings to produce a timbral trill

 Senza tempo (ad libitum)

 Notated pitch is sustained for the duration of the solid line

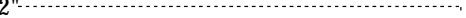
 Computer cues indicate the advancing of the Max/MSP software to each next sequential preset program. In general, the computer records the live performance and applies various cascaded forms of signal processing.


 R-BOX indicates a section to be recorded into an automatically incrementing computer buffer during performance by pressing the "r" key on the computer keyboard to start and end recording


Record Fragment #1

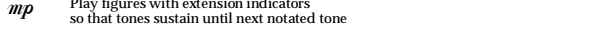
Following a fermata the tempo should return to the last consistent tempo which preceded the fermata unless otherwise indicated

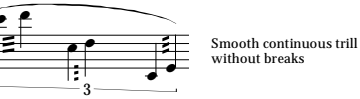
All grace-notes are to be played immediately prior to the beat (or subdivision) of their associated note

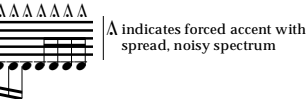
 2"-----


 *f* Play free measures in approximate time indicated


 Free, non-metrical but keeping pace of tempo

 *mp* Play figures with extension indicators so that tones sustain until next notated tone

 Smooth continuous trill without breaks

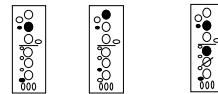
  $\Delta$  indicates forced accent with spread, noisy spectrum

 Trill vigorously between these notes

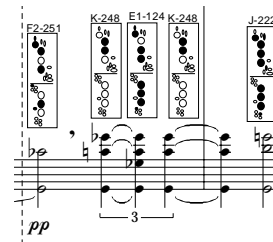
 Smooth, facile

Play groups freely with notated space indicating pauses between groups

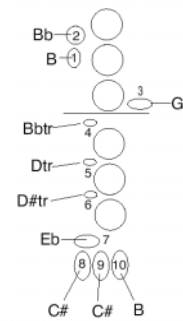
Flute multiphonic fingerings are from John C. Heiss (1966)



Multiphonics for clarinet are references to E. Michael Richards (2002)



FLUTE



Bb CLARINET

