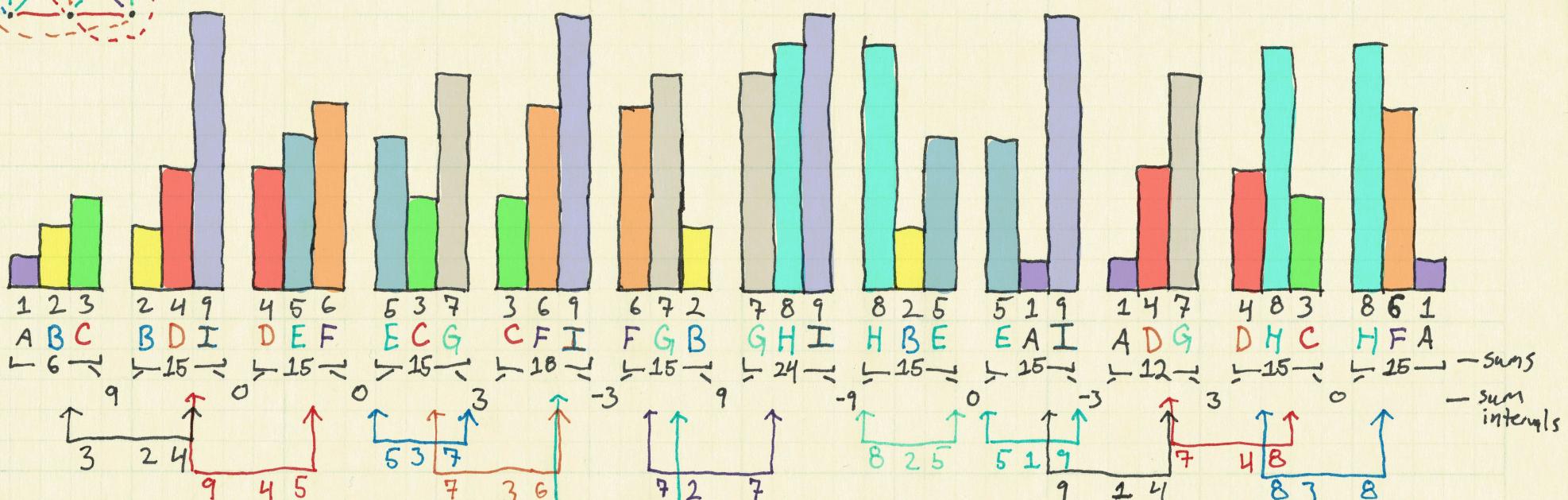
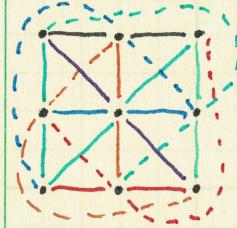


Hesse Configuration / Affine plane / Steiner system S(2,3,9)



patterns ↴

pattern sums ↴

9 18 15 16 22 16 15 15 14 19 19

'9' '-3' 'I' '6' '6' '-1' '0' '-1' '5' '0'

- sums

- sum intervals

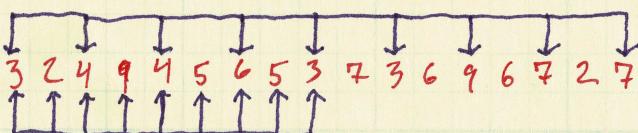
forward, repetition free: 1 2 3 4 9 5 6 7 8 [sums by index: 6, 15, 15, 16, 15, 18, 15, 24, 15]

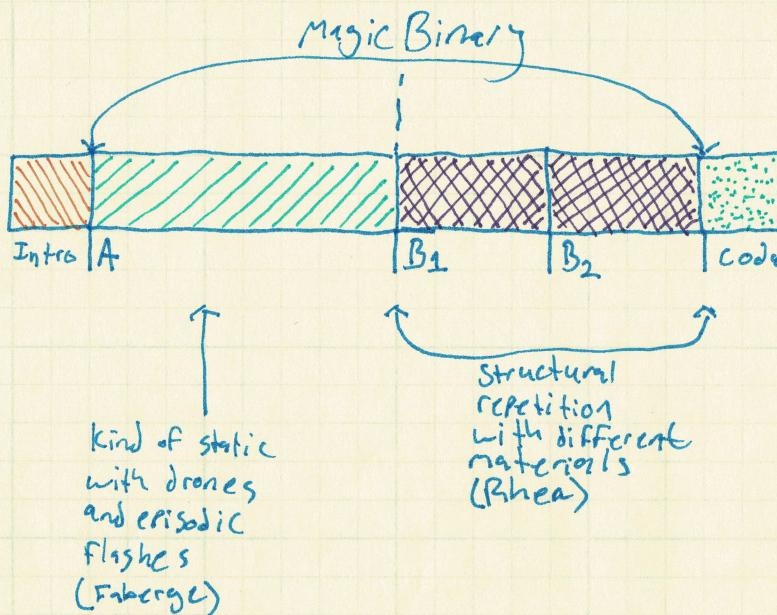
backward, repetition free: 1 6 8 3 4 7 9 5 2 [sums by index: 6, 15, 15, 15, 15, 24, 15, 18, 15]

enchainged patterns: 3 2 4 9 4 5 3 7 3 6 9 1 6 7 2 7 8 2 5 1 9 1 4 7 4 8 3 8 3 8

*4 bit (1↔1) (2↔3)
 grey-code
 Permutation
 (4 5 6 7)
 8 10 12 15 9 11 13 14

forward partitions 1 2 3 2 4 9 4 5 6 5 3 7 3 6 9 1 6 7 2 7 8 9 8 2 5 5 1 9 1 4 7 4 8 3 8 6 1





$$\text{Props} = [1, \frac{8 \cdot 2}{\phi}, 8, 8, \frac{(8 \cdot 2) \div \phi}{\phi}]$$

20 minutes (1200")

$$D_1 = \frac{1 \cdot 1200}{33.25} = 36" = 0.6' \quad (\text{9mm of } \frac{4}{\phi} \text{ at } \phi=60)$$

$$D_2 = \frac{10 \cdot 1200}{33.25} = 361" = 6' \quad (90mm " ")$$

$$D_3 = \frac{8 \cdot 1200}{33.25} = 289" = 4.8' \quad (72mm " ")$$

$$D_4 = " " " "$$

$$D_5 = \frac{6.25 \cdot 1200}{33.25} = 226" = 3.8' \quad (56mm " ")$$

B₁ has 2 subdivisions

$$d_1 = \frac{1 \cdot 289}{33.25} = 9" = 0.15' \quad (2mm of \frac{4}{\phi} \text{ at } \phi=60)$$

$$d_2 = \frac{10 \cdot 289}{33.25} = 87" = 1.45' \quad (22mm " ")$$

$$d_3 = \frac{8 \cdot 289}{33.25} = 70" = 1.167' \quad (17mm " ")$$

$$d_4 = " " " "$$

$$d_5 = \frac{6.25 \cdot 289}{33.25} = 54" = 0.9' \quad (13mm " ")$$

9mm + 46\frac{2}{3} = 7mm, 90mm + 87\frac{1}{2} = 131mm, 2mm + 122\frac{1}{2} = 14mm,
22mm + 105 = 127mm, 18mm + 87\frac{1}{2} = 105mm, 18mm + 70 = 21mm,
14mm + 105 = 119mm, 56mm + 70 = 65mm
total: 429mm

adjusted
for
temp

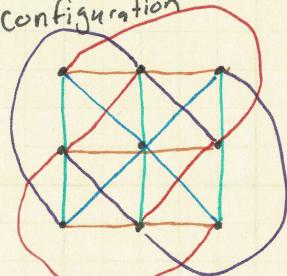
8/29/23

GRE

Patterns

P3

Hesse configuration



$$\begin{array}{c}
 (1\ 2\ 3)\ (1\ 4\ 7) \\
 (4\ 5\ 6)\ (2\ 5\ 8) \\
 (7\ 8\ 9)\ (3\ 6\ 9)
 \end{array}
 \quad
 \begin{array}{c}
 (1\ 5\ 9)\ (1\ 6\ 8) \\
 (6\ 2\ 7) \\
 (3\ 5\ 7)\ (2\ 4\ 9) \\
 (4\ 8\ 3)
 \end{array}$$

Affine Plane: order 3; 9 points, 12 lines

21	3	4	12	25
15	17	6	19	8
10	24	13	2	16
18	7	20	9	11
1	14	12	23	5

$$\begin{array}{c}
 \text{Saturn} = 15 \\
 \begin{array}{|c|c|c|} \hline
 4 & 1 & 2 \\ \hline
 3 & 5 & 7 \\ \hline
 8 & 1 & 6 \\ \hline
 \end{array}
 \end{array}$$

7	12	1	14
2	13	8	11
16	3	10	5
9	6	15	4

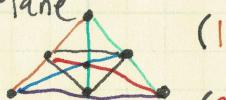
$$\begin{array}{c}
 \text{Mars} = 65 \\
 \begin{array}{|c|c|c|} \hline
 11 & 24 & 7 & 20 & 3 \\ \hline
 4 & 12 & 25 & 8 & 16 \\ \hline
 17 & 5 & 13 & 21 & 9 \\ \hline
 10 & 18 & 1 & 14 & 22 \\ \hline
 23 & 6 & 19 & 2 & 15 \\ \hline
 \end{array}
 \end{array}$$

multiplicative

$$\begin{array}{|c|c|c|} \hline
 2 & 9 & 12 \\ \hline
 36 & 6 & 1 \\ \hline
 3 & 4 & 18 \\ \hline
 \end{array}$$

$$\begin{array}{|c|c|c|} \hline
 17 & 89 & 71 \\ \hline
 113 & 59 & 5 \\ \hline
 47 & 29 & 16 \\ \hline
 \end{array}$$

Fano Plane



$$\begin{array}{c}
 (1\ 2\ 5)\ (1\ 3\ 6)\ (1\ 4\ 7) \\
 (2\ 3\ 7)\ (5\ 3\ 4)\ (5\ 6\ 7)
 \end{array}
 \quad
 \begin{array}{c}
 (2\ 4\ 6)
 \end{array}$$

3-bit grey-code permutation $(1 \leftrightarrow 1)$ $2 \leftrightarrow 3$ $6 \rightarrow 5 \rightarrow 7 \rightarrow 4$

$$\begin{array}{c}
 (1\ 3\ 7)\ (1\ 2\ 5)\ (1\ 6\ 4) \\
 (3\ 2\ 4)\ (7\ 2\ 6)\ (7\ 5\ 4)
 \end{array}
 \quad
 \begin{array}{c}
 (3\ 6\ 5)
 \end{array}$$

Steiner(2,3,9) \rightarrow (0 1 3)(0 4 5)(0 6 7)(1 2 7)(1 4 6)(2 3 5)(2 4 8)(3 7 8)(5 6 8)Steiner(3,4,8) \rightarrow (0 1 2 3)(0 2 4 6)(0 3 4 7)(0 5 6 7)(1 2 4 7)(1 3 4 5)(1 3 6 7)(2 3 5 6)

Lo Shu square

$$\begin{array}{|c|c|c|} \hline
 4 & 9 & 2 \\ \hline
 3 & 5 & 7 \\ \hline
 8 & 1 & 6 \\ \hline
 \end{array}$$

even numbers in corners
odd numbers form a crosscolumns, rows, diagonals sum = 15
all opposites sum = 10because 5 is in center
 $1 = \square$ or Kǎn (water)
 $9 = \square$ or Lí (fire)OR when rotated
 \square or Kūn (earth) \square or Qiān (heaven) - metal

Time Signatures

A

$$\left[\begin{matrix} 4 & 4 & 4 \\ 4 & 4 & 4 \end{matrix} \right] \left[\begin{matrix} 4 & 4 & 3 \\ 4 & 4 & 4 \end{matrix} \right] \left[\begin{matrix} 4 & 3 & 2 \\ 4 & 4 & 4 \end{matrix} \right] \left[\begin{matrix} 4 & 3 \\ 4 & 4 \end{matrix} \right] \right]^{-1, 1}$$

+2 cycles

B

$$\left[\begin{matrix} 4 & 5 \\ 4 & 4 \end{matrix} \right] \left[\begin{matrix} 4 & 4 & 4 \\ 4 & 4 & 4 \end{matrix} \right] \left[\begin{matrix} 4 & 4 & 5 \\ 4 & 4 & 4 \end{matrix} \right] \left[\begin{matrix} 3 & 4 & 4 & 5 \\ 4 & 4 & 4 & 4 \end{matrix} \right] \right]^{1 -1}$$

+3 cycles

(cycles apply to non-flattened helixizations)

Materials

A tapping/chiseling/carving

B drone/pedal-point/unison chords

C glissandi
takta

D scraping/white noise
helicitated rhythm

E trills/tremolos/vibrato/frullato

F piano solo
even division with fractures
destructive pitch generation

G Arachne threads/bunchings
takta with preamble and end counts

H repeated notes?
even divisions

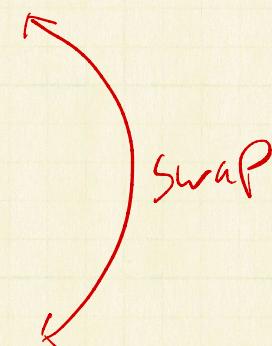
I Bass clarinet overblow

decoupled ideas

1 Any statement can begin with a flourish

descriptions

- scrapes - cutting stone/engraving letters
- rubs - Polishing/scraping stone over time
- strikes - chiseling stone into the shape of monograms
- bubbles - water overstone
- expansion - lichens growing
- pedal point - leaving a stain
- rising glissando
- takta repetitions
- dissonant unison - immediate or drift away



Pg X
2/13/24

GRC

motivic threads

thread A	(2, 1)	(3, 1)	(2, -1, 1)		(4, 1)	(3, -2)	(3, 2)	(1, 1, -1, 1)	
Thread B	(1, -1, 1, 1, -1)		(1, -1, 2, 1)		(1, -1, 3)	(1, 1, -3)	(-2, 1, 1, 1)	(-1, 1, 1, 1)	(-3, 1, 1, -1)
Thread C	(1, 1, 1, 1, -1)		(1, 1, -3)	(1, -4)	(1, -3, 1)	(1, -2, 1, 1)	(1, -1, 1, 1, 1)	(-1, 1, 1, 1)	(-1, 2, 1)
Thread D	(1, 1, 1)	(-1, 1, 1, 1)	(2, 1, 1)		(1, 1, 1)		(6, 2, 3)		(3, 2, 1)
Thread E	(2, 1)		(1, 1, 1)	(4, 2, 2, -1)		(1, 1, 1, 4)		(4, 2, 3)	(2, 2, 3, 1, -1)
	[$(1(1)) (1(2))$]		[$(3(1)) (2(1))$]		[$(1(-1)) (1(1))$]		[$(2(2)) (6(1))$]		
	[$(2(-2)) (1(2))$]		[$(5(1)) (4(1))$]		[$(3(-1)) (2(1-1))$]		[$(3(2)) (4(2))$]		

basic ideas - 1-Counterpoint multiple threads (sparse at first)

2-Prioritize unison within a thread (orchestrationally) but allow for variety preprocessing and coloring

3- Puncture triplet divisions (Some voices together, some filling the gaps, some alternating)

4- Some ties? rest leaves sometimes?

5- interleave threads for greater complexity (triton bifurcation)

6- shuffle for greater complexity

7- can be reversed?

8- authorize instrumentation suggestion
sustained track

Orchestrations

Instrumentation

- ↳ woodwinds
 - ↳ brass
 - ↳ Percussion/Piano
 - ↳ strings
- original
- ↳ cello, bassoon, tenoroon, bass clarinet
 - ↳ contrabassoon, bass
 - ↳ violins, oboe, horn
 - ↳ viola, flute, trumpet

unison

- ↳ tuba, flute
- ↳ bassoon, trumpet, contrabassoon, tenoroon
- ↳ horn, violin, oboe
- ↳ cello, percussion
- ↳ bass clarinet, tenoroon, percussion
- ↳ flute, viola, bassoon
- ↳ oboe, tenoroon, violin, tuba
- ↳ cello, trumpet

randomized

- ↳ bass clarinet, trumpet, oboe
- ↳ contrabassoon, piano, violin, percussions, tuba
- ↳ cello, flute
- ↳ percussions, viola, bassoon, violin, tuba
- ↳ horn
- ↳ tuba, tenoroon
- ↳ pc 2, viola, violin, oboe
- ↳ flute, cello, pc 1, piano
- ↳ bassoon, violin
- ↳ bass clarinet, trumpet, tuba, contrabassoon

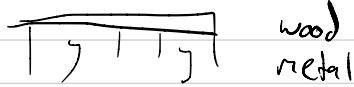
tuba flute cello
pc 1

A

Tapping / chiseling / carving / flowing runs

Character: Pressing, Dangerous, an Omen, Mysterious, Odd

Percussion



brass

kiss off
harsh, short, flutters, and/or sing+play

Strings

rungs like undae
baroque like undae
micro-figures with little harmonic-vibunto-trills
finger percussion
col legno (begins as das and becomes clock ticking as a herald of the future)

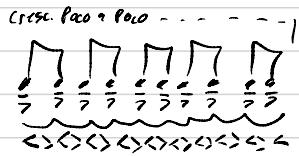
woodwinds

"stuck" runs incessantly repeating the same sequence
"exchanging" runs [così fan tutte runs] with more harmonic development than

Flute-pizzicato

reeds - short, staccato, ff, sing and play

All



cresc. poco a poco
evolves from
or devolves to disorder



pitch

very stepwise

B

drone / pedal-point / unison chords

character: Patient, sets the mood, a major harmonic element, provides a sense of coherence or "place"?; a backdrop for the action

Drone

- self-explanatory
allow for some "counterpoint" in group swells for added color

876594321

Guerrero
Polyrhythm

- Delta cefhei

Guerrero
holkering

- concierto de cuna

Drifting drones

- (↑↓↑↓) ↓↓↓

Pitch transformation-based harmony

row

I II III IV

0:0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5

Permutation

7 1 0 3 2 + 9 8 4 e c c 5

Permutation

Permutation

1 2 3 4

1 2 3 4 5

2×2

5×1

I x 1

III x 2

III x 3

IV x 4



b 2

7 :



02
Segments

03

04

C 91

Glissandi

talea

Character : disturbing, FAUVE, neutral

Score Rhythms: Done

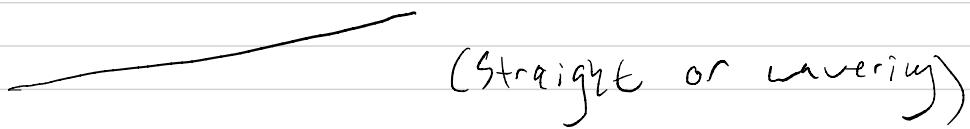
- 1 rising



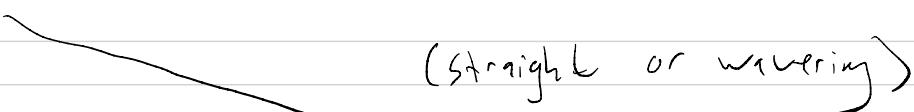
- 2 Falling



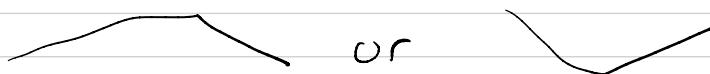
- 3 long rise



- 4 long fall



- 5 long mirror



- 6 first /
full burns



- 7

rise / hold — vibrato  (combine with additional colors)

- 8

taken with bends, fast
Optional → string damping

- 9

Palillas glass (wavering)

- trilling
- harmonic (natural)
- harmonics (artificial)

Order 6, 3, 1, 7, 2, 8, 5, 4, 6, 9

D

scratching / white noise
helianthate) rhythm

percussion rubbing

brass air

woodwind multiphonics?

strings scratchy

Score rhythms: Done

E

Arachne threads / bunchings
tales with preambles and end counts

- 1- tales  
- 2- figures (simple)  only thread 1
- 3- figures (dense) threads 1 + 2
- 4- figures (densest) threads 1 + 2 + 3 + 4 + 5
- 5- tales (compressed) threads 2 3 & 4
- 6- under runs 

Pitch semi-heterophony, related gestures, boulez multiplication

F

Piano solo

even division with punctures

destructive pitch generation

yes? 1

lemon - icon - elgigan rhythm and pitch
emulation

? 2

Burruque songs (cell) emulation

G

trills / tremolos / vibrato / frillato

woodwind

trill + run

or

run + trill

brass

Frillato

String

Follies trills
natural harmonic vibrato (Akade)

Differentiated by orchestrations

H

repeated notes?
even divisions

1 PCsets

2 Serial

3 rising

4 falling

16

-4 -3 -2 -1 0 1 2 3 4 3 2 1 0 -1 -2 -3

quarters - 1 1 2 1 1 1 3 1 1 1 4 (split at many boundaries)

leaf rests [0, 0+5, 0+5+7, 0+5+7+11, 0+5+7+11+9, 0+5+7+11+9+6,]
duration rests [3, 3+5, 3+5+7, 3+5+7+6, 3+5+7+6+1] 8+5+7+11+9+6+1

Pitch repetitions with analysis bracket for rests?

I

Bass clarinet overblow

1 long tone overblow

2 random fingering while overblowing - Ferneyhough trills?

3 bisbigliando

4 Ferneyhough accents and/or scales?

A

highlights

[(A) (B) (C)] - ABC
 [(AB) (AC) (BC)]
 [(ABC)]
 A **{A-B-A-BC-A}**

B

[(B) (D) (I) (E) (F)] - BDI - DEF
 [(BD) (BI) (BE) (BF) (DI) (DE) (DF) (IE) (IF) (EF)]
 [(BDI) (BDE) (BDF) (BIE) (BIF) (BEF) (DIE) (DIF) (DEF) (IEF)]
 [(BDIE) (BDIF) (BDEF) (BIEF) (DIEF)]
{B-BD-BIE-BDEF-BF}

C

[(E) (C) (G) (F) (I) (B)] ECG - CGI - FGB
 [(EC) (EG) (EF) (EI) (EB) (CG) (CF) (CI) (CB) (GF) (GI) (GB) (FI) (FB) (IB)]
 [(ECG) (ECF) (ECI) (ECB) (EGF) (EGI) (EGB) (EFI) (EFB) (EIB) (CGF) (CGI) (CGB) (CFI) (CFB) (CIB) (GFI) (GFB) (GIB) (FIB)]
 [(ECGF) (ECGI) (ECGB) (ECFI) (ECFB) (ECIB) (EGFI) (EGFB) (EGIB) (EFIB) (CGFI) (CGFB) (CGIB) (CFIB) (GFIB)]
{CF-C-CGI-CB-ECFB-C}

H

↑ same structure

[(G) (H) (I) (B) (E) (A)] GHI - HBE - EAI
 [(GH) (GI) (GB) (GE) (GA) (HI) (HB) (HE) (HA) (IB) (IE) (IA) (BE) (BA) (EA)]
 [(GHI) (GHB) (GHE) (GHA) (GIB) (GIE) (GIA) (GBE) (GBA) (GEA) (HIB) (HIE) (HIA) (HBE) (HBA) (HEA) (IBE) (IBA) (IEA) (BEA)]
 [(GHIB) (GHIE) (GHIA) (GHBE) (GHBA) (GHEA) (GIBE) (GIBA) (GIEA) (GBEA) (HIBE) (HIBA) (HIEA) (HBEA) (IBE)]
{HB-H-HIE-HA-GHBA-H} (maps materials from previous)

H

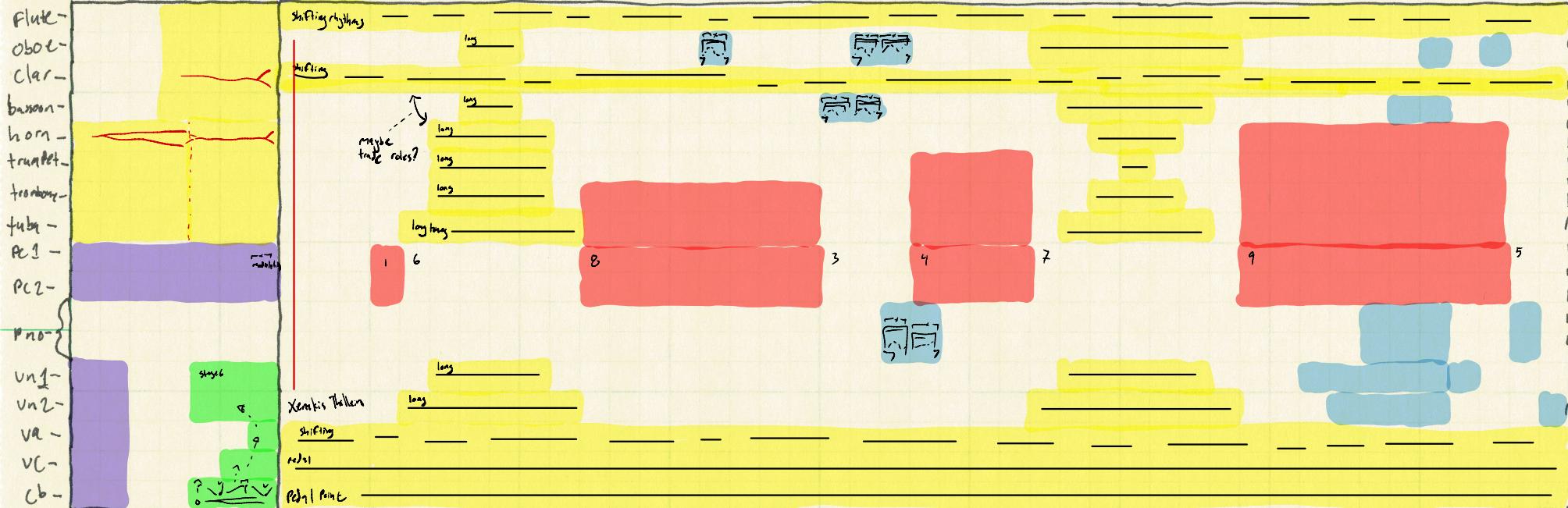
no highlights

[(H) (F) (A) (D) (C) (G)] ADG - DHC - HFA
 [(HF) (HA) (HD) (HC) (HG) (FA) (FD) (FC) (FG) (AD) (AC) (AG) (DC) (DG) (CG)]
 [(HFA) (HFD) (HFC) (HFG) (HAD) (HAC) (HAG) (HDC) (HDG) (HCG) (FAD) (FAC) (FAG) (FDC) (FDG) (FCG) (ADC) (ADG) (ACG) (DCG)]
 [(HFAD) (HFAC) (HFAG) (HFDC) (HFDG) (HFCG) (HADC) (HADG) (HACG) (HDCG) (FADC) (FADG) (FACG) (FDCG) (ADCG)]
{A-AC-HADC-G-GC-GCD-GCDA-A}

A-B-A-BC-A-B-BD-BIE-BDEF-BF-CF-C-CGI-CB-ECFB-C-HB-H-HIE-HA-GHBA-H-A-AC-HADC-G-GC-GCD-GCDA-A

17 DEC
2023GrE
P601
tempo
meter02
8:15

187½



measure	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50
section/line	1	2	3	4	5	6	7	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43
Part	Intro		A																																															

A B A DCA

long and grand

B BD BDE BDEF BF

Phase 1, all variation

One big continuous flow

Trig A to

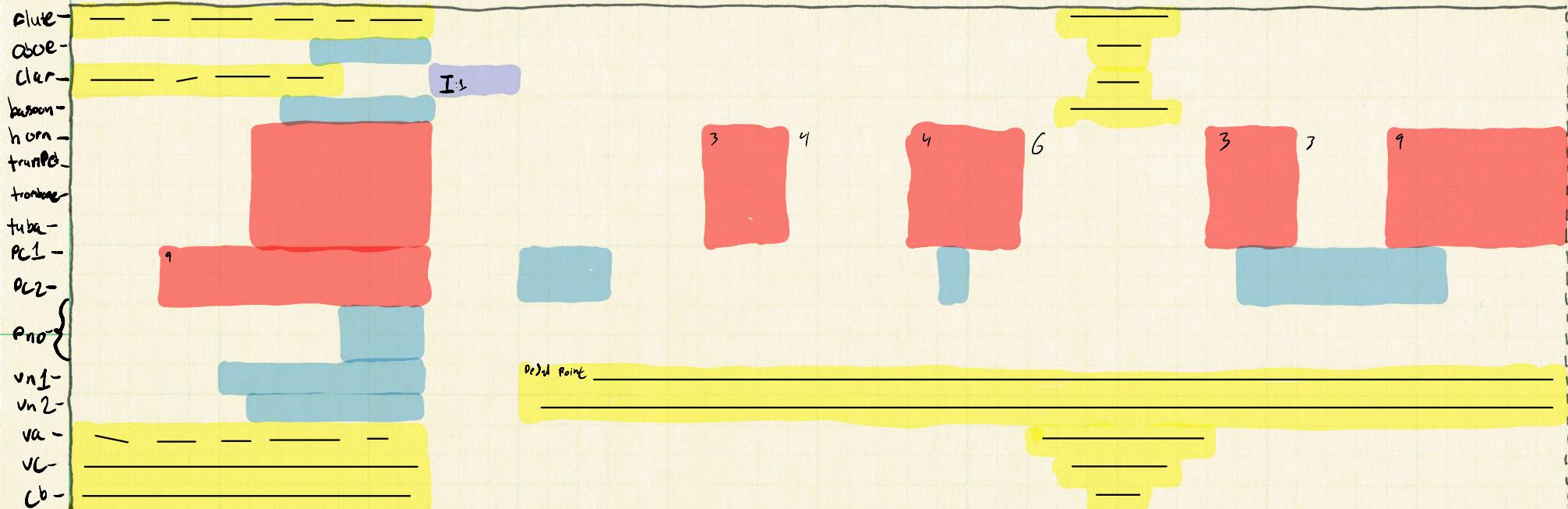
B to

14 Dec
2023

Gall
P7

03

tempo
meter



measure 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 70 91 92 93 94 95 96 97 98 99 100
section 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93
Part Seg: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35

A+2

IDCC

2023

04

05

06

tempo
meter

glute-

abre-

clar-

bassoon-

horn -

trumpet -

tritone -

tuba -

PC1 -

PC2 -

endo -

vn1 -

vn2 -

va -

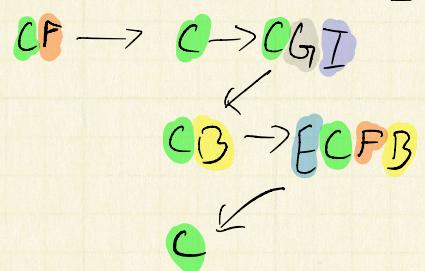
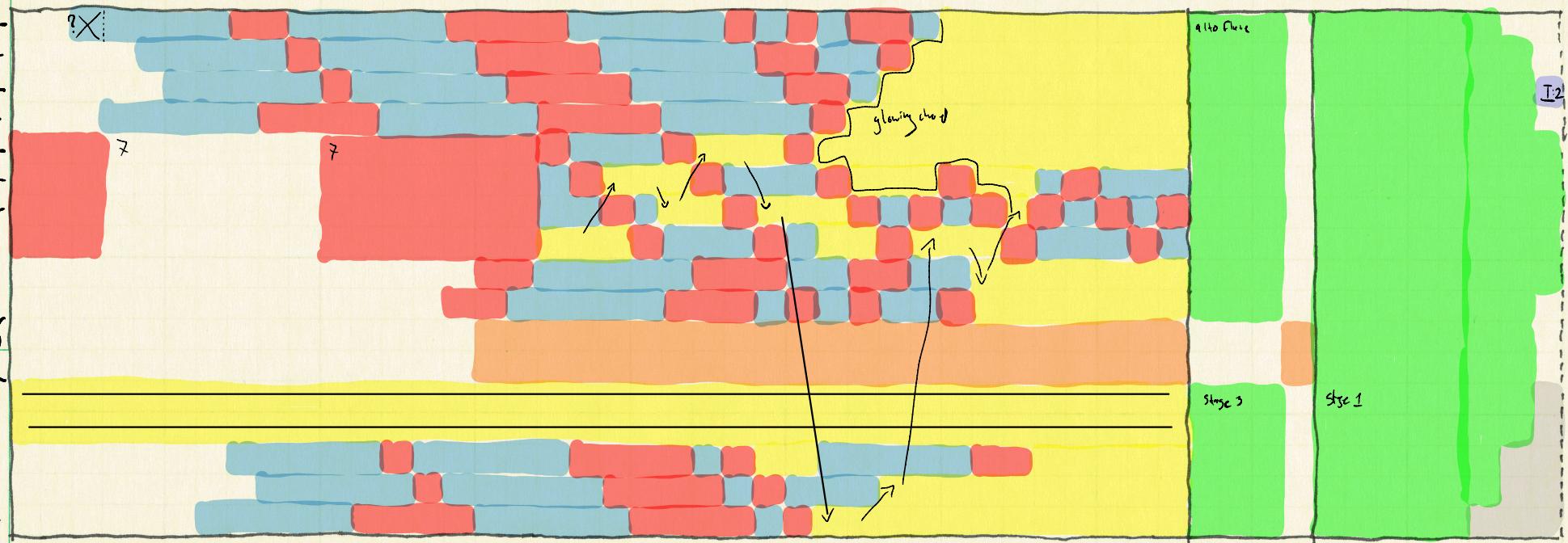
vc -

cb -

measure 101 102 103 104 105 106 107 108 109 110 111 112 113 114 115 116 117 118 119 120 121 122 123 124 125 126 127 128 129 130 131 132 133 134 135 136 137 138 139 140 141 142 143 144 145 146 147 148 149 150

Section 94 95 96 97 98 99 100 101 102 103 104 105 106 107 108 109 110 111 112 113 114 115 116 117 118 119 120 121 122 123 124 125 126 127 128 129 130 131 1 2 3 4 1 2 3 4 5 6 7 8

Part 36 37 38 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 B1 C CGT



Second) Phase
More statement, development
and transition variation
lots of oppositional moves

B+3

A+4

B+6

tempo
meter

glute-

abve-

clar-

basoon-

horn-

trumpet-

trumbone

tuba-

PC1 -

PC2 -

pno -

vn1 -

vn2 -

va -

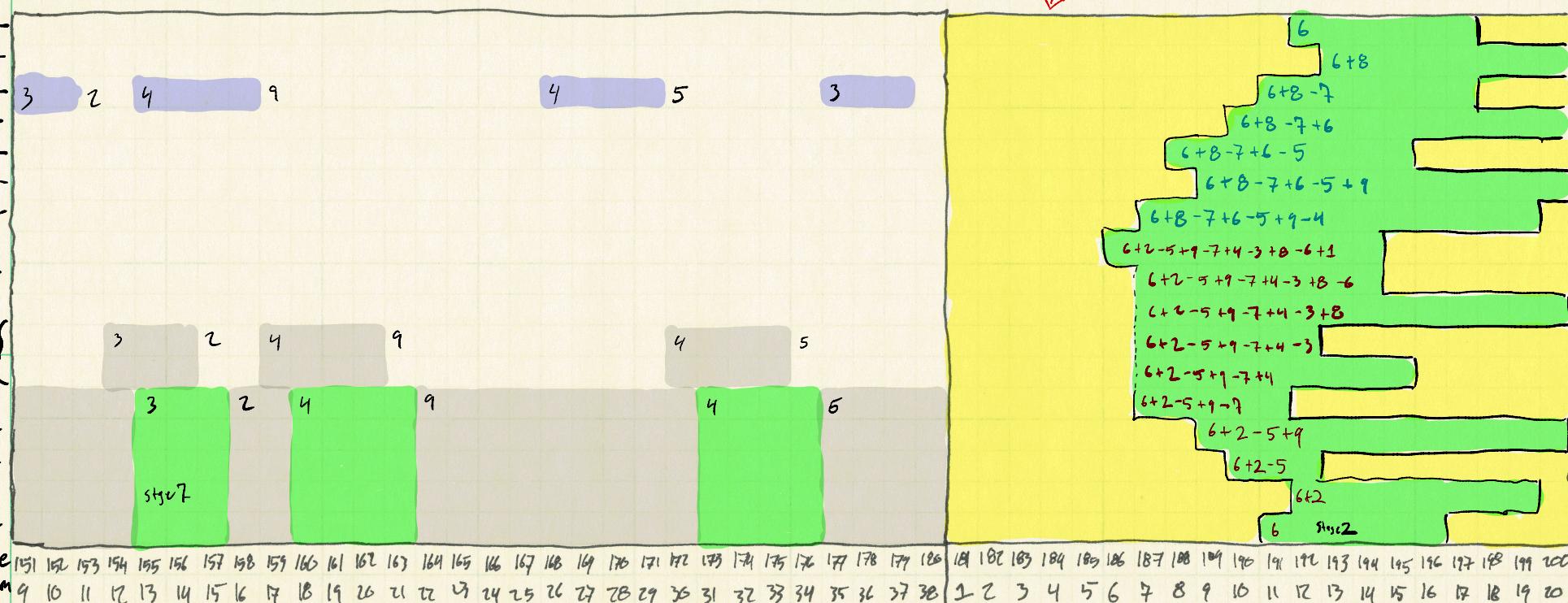
vc -

cb -

measure

section

Part



CB

2 5 9 7 4 3 8 6 1

8 7 6 5 9 4 3 2 1

A + 6

17 DEC
2023

08
54
♩ = 70

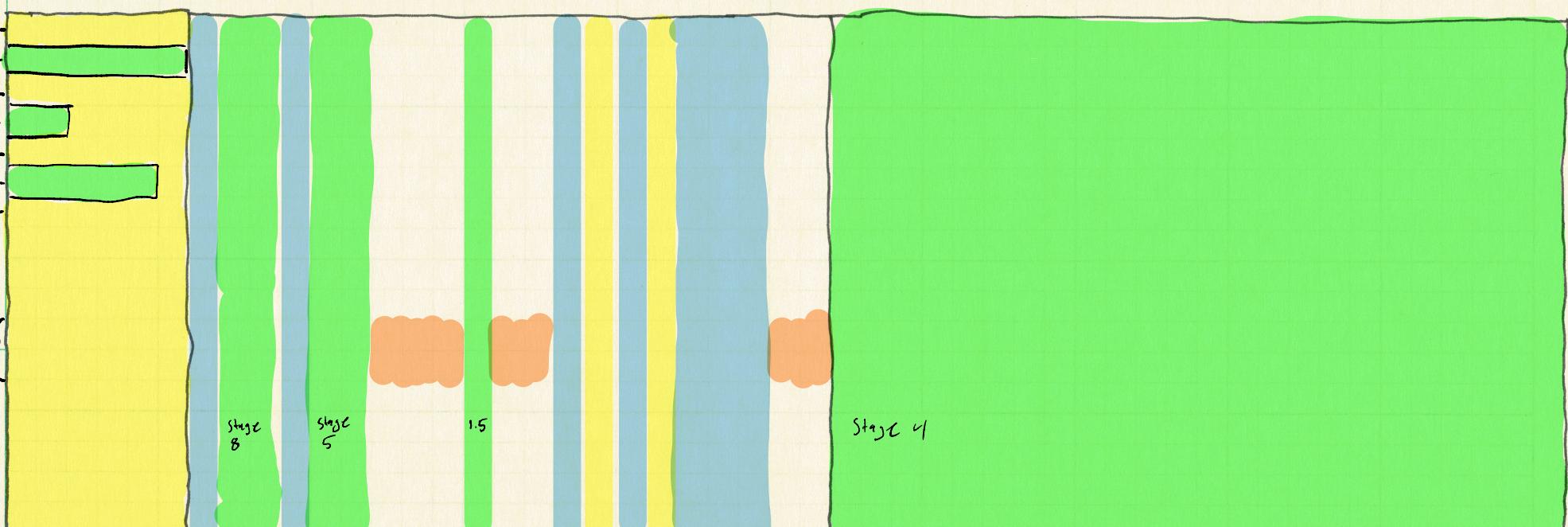
tempo
meter
glute
oboe
clar
bassoon
horn
trumpet
tritone
tuba
PC1
PC2
Pno
vn1
vn2
va
vc
cb

measures 202 203 204 205 206 | 207 208 209 210 211 212 213 214 215 216 217 218 219 220 221 222 223 224 225 226 227 228 229 230 231 232 233 234 235 236 237 238 239 240 241 242 243 244 245 246 247 248 249 250
sections 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 | 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24

Part

ECFB

09
23
♩ = 105



C

D+9

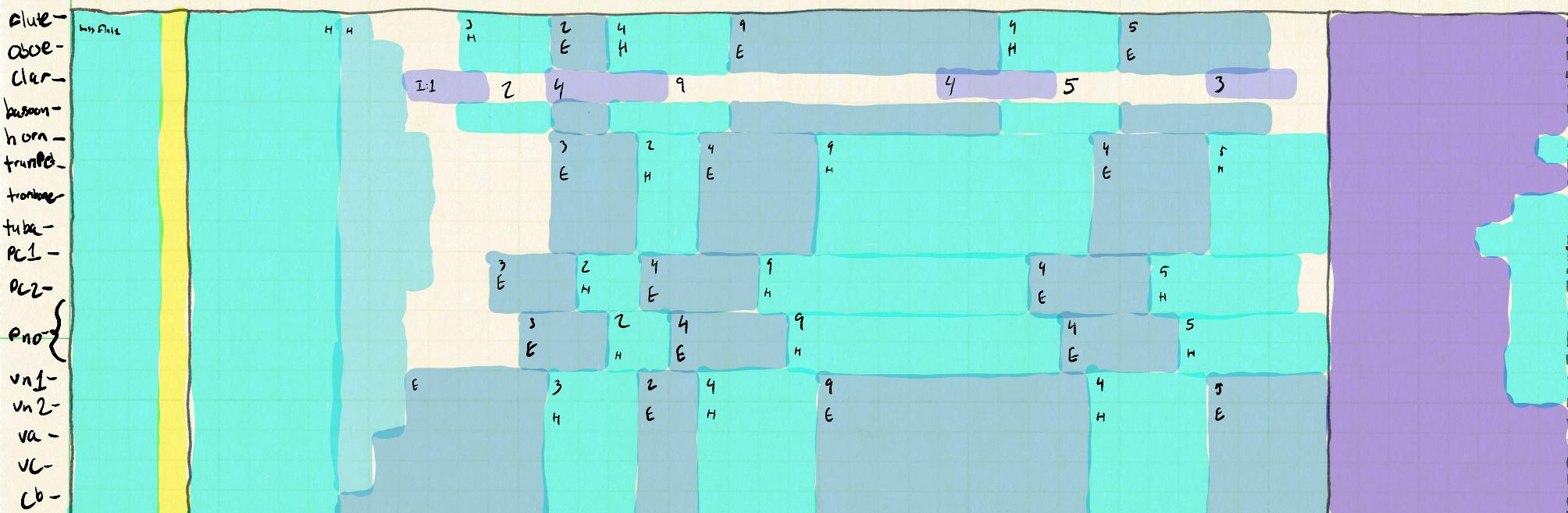
A+8

17 Dec
2023
10
6:9
7:6
tempo 1/122 $\frac{1}{2}$
meter

12

6:5
187 $\frac{1}{2}$

Guitar
P.II



measure
section
part

152 153 254 255 | 156 257 258 259 260 261 262 263 264 265 266 267 268 269 270 271 272 273 274 275 276 277 278 279 280 281 282 283 284 285 286 287 288 289 290 291 292 293 294 295 296 297 298 299 300 301

1 2 3 4 | 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 | 31 32 33 34 25 36 27 38 | 1 2 3 4 5 6 7 8

B2 H HIG HA

H B → H → HIE

HA → GHBA
H

B + 12 A + 10

B + 15

17 Dec
2013

tempo
meter

Glute-
abre-
clar-
baroon-
horn-
trumpet-
tritone-
tuba-
PC1-
PC2-
Pno {
vn1-
vn2-
va-
vc-
cb-

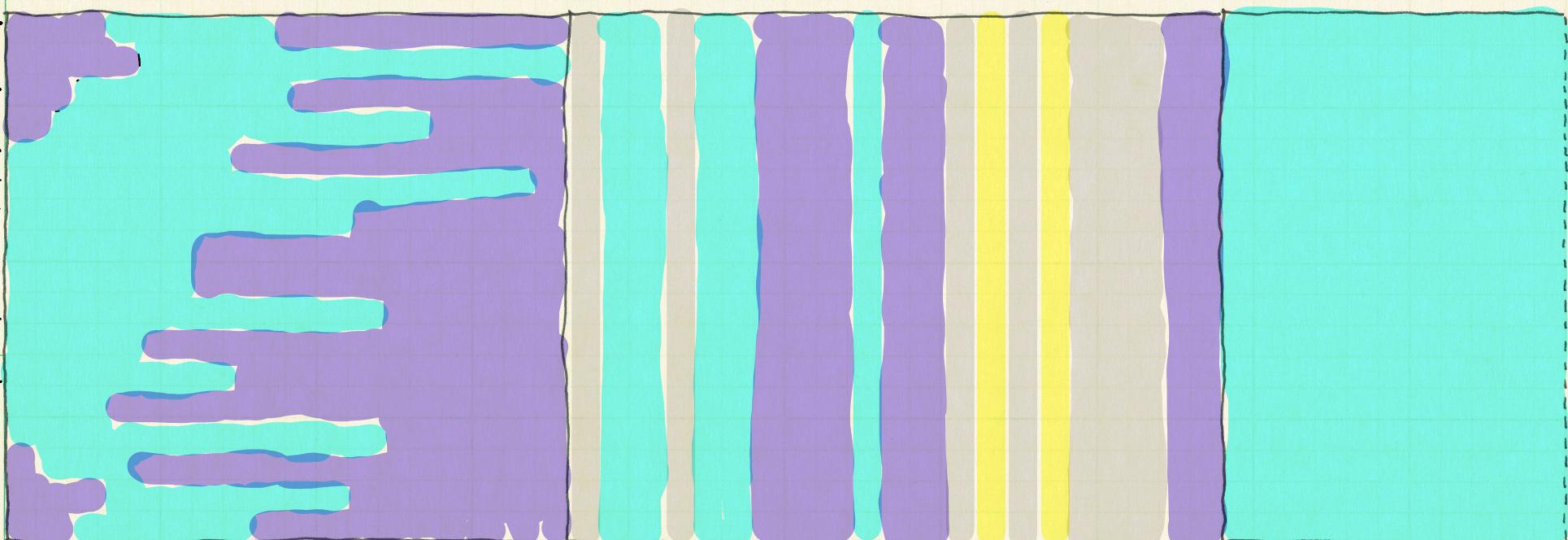
measure 301 303 304 305 306 307 308 309 310 311 312 313 314 315 316 317 318 319 320 321 322 323 324 325 326 327 328 329 330 331 332 333 334 335 336 337 338 339 340 341 342 343 344 345 346 347 348 349 350 351
Section 9 16 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 | 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 | 1 2 3 4 5 6 7 8 9 10 11

Part

13
5:4
1:70

14
2:3
1:65

G/E
P12



G H B A
↑ ↑ X
E C F B

H

A + 12

B + 18

17 Dec

2023

tempo
meter

clue-

above-

clar-

bassoon-

horn -

trumpet-

trombone-

tuba -

PC1 -

PC2 -

Pno -

Vn1 -

Vn2 -

Va -

VC -

Cb -

measure

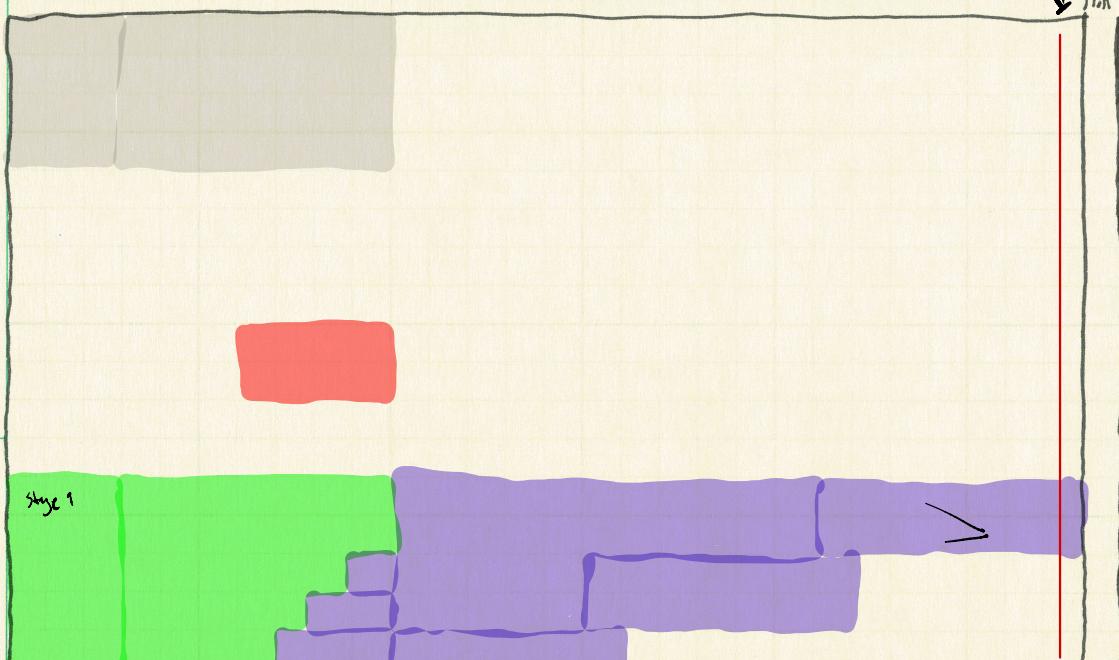
ectionism

Part

GC GCD GCDA A

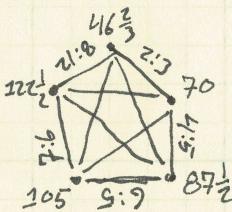
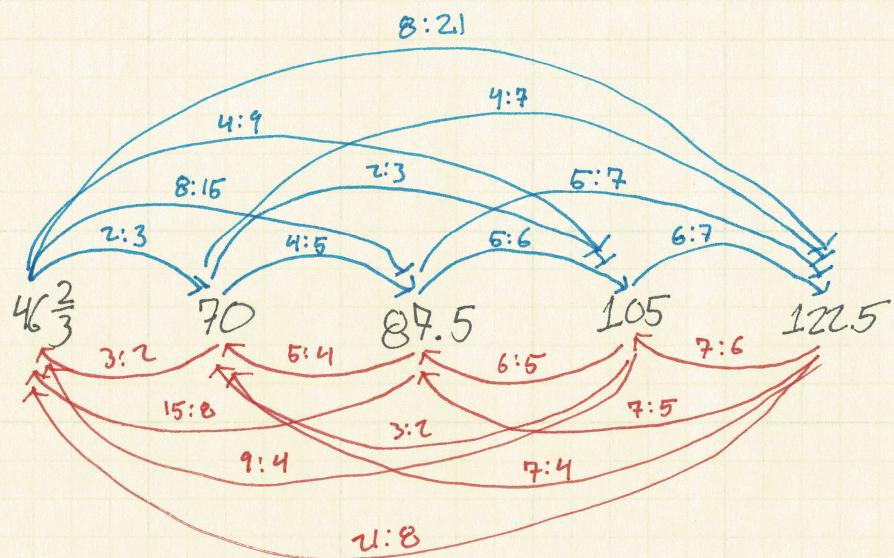
7 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33

long stab!



402 403 404 405 406 407 408 409 410 411 412 413 414 415 416 417 418 419 420 421 422 423 424 425 426 427 428 429 430
38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65

G C GCD GCDA A
7 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33



Percussion 1:

4 wood blocks

3 car springs

1 lion's roar

Percussion 2:

4 log drums/slit drums

1 shell windchime

1 bass drum