

Handwritten musical score for a multi-instrument ensemble. The score is organized into systems for different instruments, with measures 1 through 5 indicated at the top. The instruments and their parts are:

- cl** (Clarinet): Measures 1-5, marked with circled letters a, b, c, d, e. Includes dynamics like *mf*, *f*, *ff*, and *toneless*.
- sax** (Saxophone): Measures 1-5, marked with circled letters a, b, c, d, e. Includes dynamics like *mf*, *f*, *ff*, and *toneless*.
- horn** (Horn): Measures 1-5, marked with circled letters a, b, c, d, e. Includes dynamics like *mf*, *f*, *ff*, and *toneless*.
- perc** (Percussion): Measures 1-5, marked with circled letters a, b, c, d, e. Includes dynamics like *mf*, *f*, *ff*, and *toneless*.
- pno** (Piano): Measures 1-5, marked with circled letters a, b, c, d, e. Includes dynamics like *mf*, *f*, *ff*, and *toneless*.
- guit 1** (Guitar 1): Measures 1-5, marked with circled letters a, b, c, d, e. Includes dynamics like *mf*, *f*, *ff*, and *toneless*. Includes notes like "6th string, e-bow" and "e-bow (if possible)".
- guit 1+2** (Guitar 1+2): Measures 1-5, marked with circled letters a, b, c, d, e. Includes dynamics like *mf*, *f*, *ff*, and *toneless*.
- vl** (Violin): Measures 1-5, marked with circled letters a, b, c, d, e. Includes dynamics like *mf*, *f*, *ff*, and *toneless*.
- vc** (Viola): Measures 1-5, marked with circled letters a, b, c, d, e. Includes dynamics like *mf*, *f*, *ff*, and *toneless*.
- db** (Double Bass): Measures 1-5, marked with circled letters a, b, c, d, e. Includes dynamics like *mf*, *f*, *ff*, and *toneless*.
- tape** (Tape): Measures 1-5, marked with circled letters a, b, c, d, e. Includes dynamics like *mf*, *f*, *ff*, and *toneless*.

The score includes various musical notations such as notes, rests, and dynamic markings. There are also handwritten notes and annotations throughout the score, including "Reg 3", "Reg 6", "Artificial harmonic", "Artificial tremolo", and "Artificial ad lib".

* 1+2: play simultaneously, avoiding playing same tempo

* (P): glissando in gtr. is to be played de-tuning