Mason Meyer

## ostinato— an ontology

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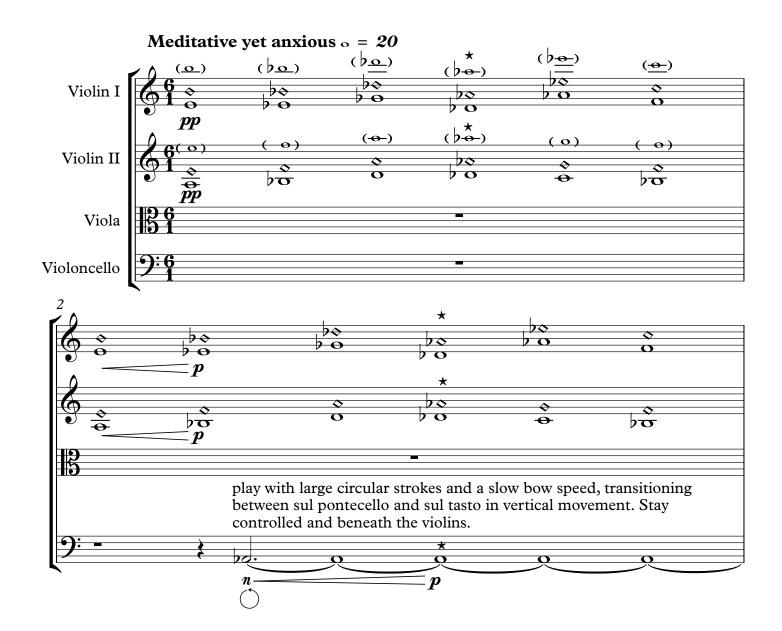
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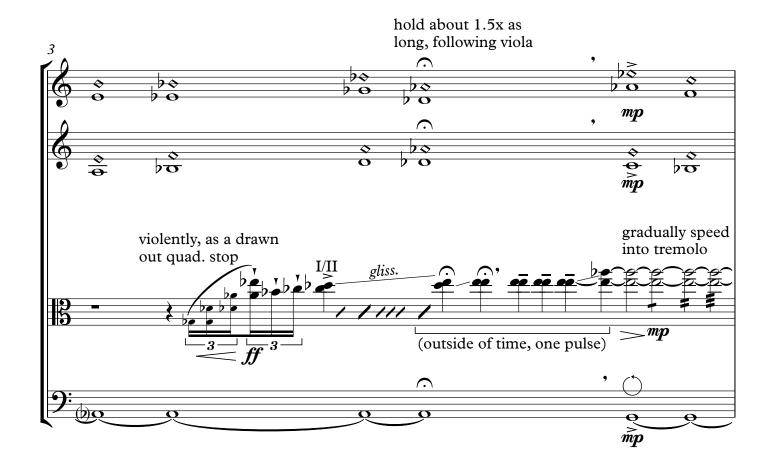
Much of the piece (especially in the violins) is constructed with six pulses in each measure. Aim to spend about three seconds on each pulse, exempting fermatas and notes labeled with an asterisk (\*). However, do not aim to make the duration of all notes consistent, and transition between pulses together while leaving as little silence between pulses as possible.

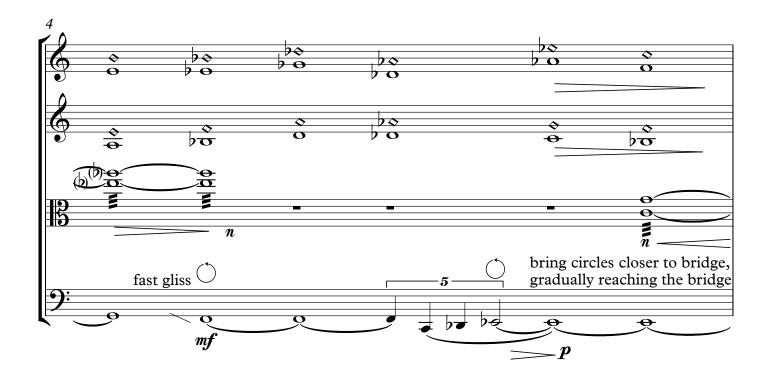
An asterisk (\*) indicates that the players should rush through that particular pulse (generally on the fourth pulse, the unison sounding A flat), perhaps lasting two seconds rather than three.

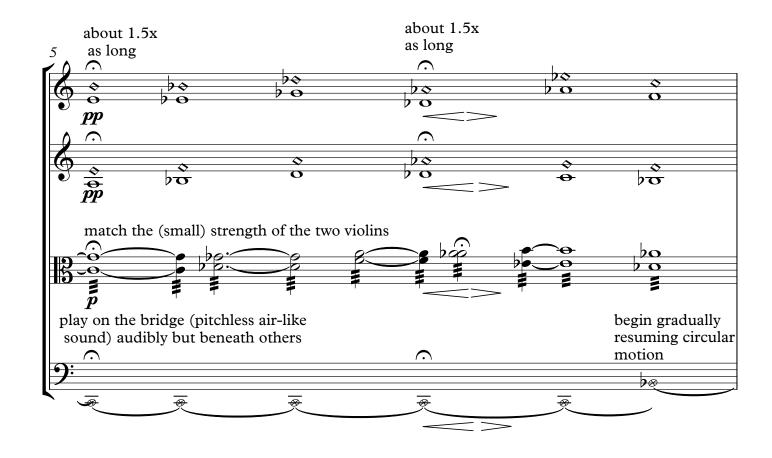
o.b. indicates that a grace note should be accented and played on the beat.

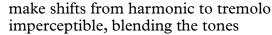
Notated rhythms are approximate, the only significant rhythm being the beginning of each whole note pulse. All other rhythms and entrances should be felt by the player. Players should be familiar with the score (or perhaps read off it), since much of the piece's "rhythm" is really just an acute awareness of the other parts.

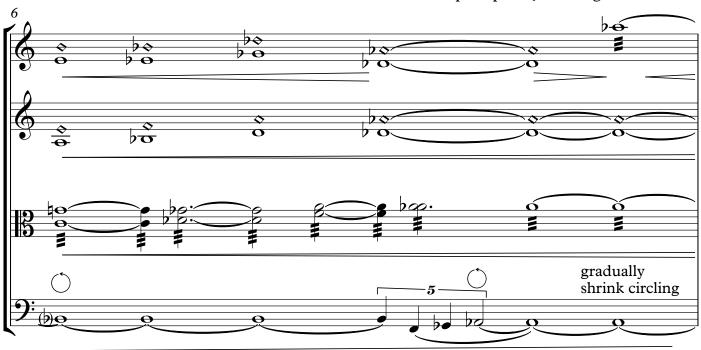




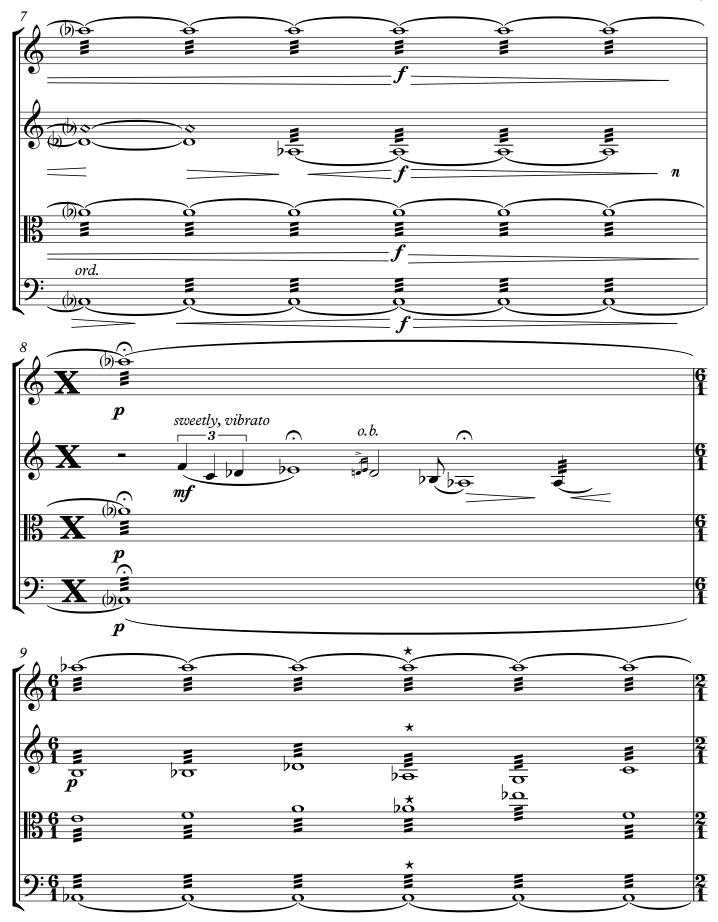




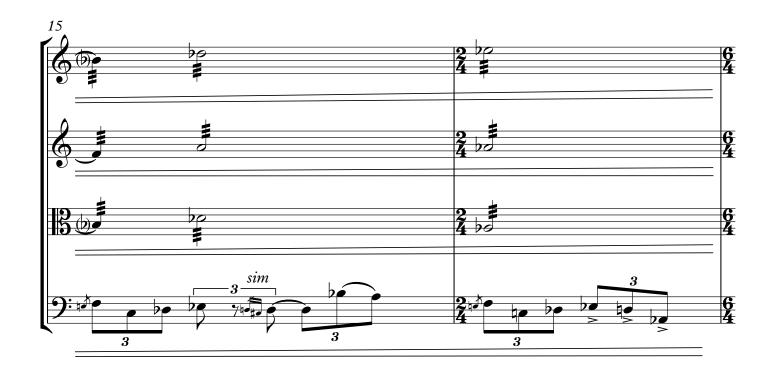
















## bow directly on the wrapping of the strings beneath the bridge (overt scratch sound)

## Bombastically J = 100



