

# Performance Instructions:

## Important note:

















The score will be distributed and visualised on a laptop/tablet for each ensemble member in real-time during performance. The conventional paper version of the score is for information and preparation only.

## Graphic staves












The graphic staves indicate performance actions and their approximate physical position on each instrument. The notation is proportional in space/time so the distance between two beats in the same tempo is uniform across the score. Traditional symbolic staves are inserted on top of graphic staves where precise pitch intonation is required. Symbolic staves take precedence over the graphic staves and override any perceived graphic staff location.

## Instrument symbols

### Strings

-  left hand position, relative to the graphical clef
-  light finger pressure resulting in multiphonics when bowed
-  harmonic finger pressure
-  half-harmonic finger pressure (between harmonic and full pressure)
-  air noise finger pressure, dampen the strings with more than one finger
-  Bartok pizz.
-  dampen the strings
-  bow position, relative to graphical clef
- m**sp - molto sul ponticello, **sp** - sul ponticello, **st** - sul tasto, **mst** - molto sul tasto
-  col legno
-  col legno battuto
-  intensity of bow overpressure (scratch tone)
-  circular bowing
-  chop - percussive noise produced by dropping the bow near the frog vertically onto the strings and stopping on the strings
-  catch - pitched noise produced by lifting the bow off the strings usually after the chop
-  finger battuto (hammering)
-  random bow - indeterminately alter bow pressure, speed, position and direction

### Clarinet

-  air sound (white noise)
  -  mixed sound (air + pitch)
  -  multiphonic
  -  keyclick
  -  slap tongue closed (ST)
  -  slap tongue open (ST)
  - qt** quarter tone
  -  flutter tonguing
  -  exhale (air sound)
  -  inhale (air sound)
-  sing approximate pitch relative to the graphical staff
  -  multiphonic - vertical distance indicate approximate interval between pitches