Resolution

Score for Instrumentalist

Part 1

Section I Pitch Set: A, C#, E, G

OVER: high	MIMIC E: timbre	NEW: 1	MIMIC A: quiet	OVER: fund.	VARY: int P5 loud	VARY	VARY	PS	Final pitch

Section II Pitch Set: F#, A#, C#, E

DYN: loud	PS	MIMIC E: pitch nearby	VARY: pitch nearby	DYN: medium	PS	SPK	VARY: dynamics distant	OVER: high	Final pitch

Section III Pitch Set: D, F#, A, C

PS	NEW: 2	VARY: distant	VARY: dynamics nearby	MIMIC E: pitch loud	MIMIC A/S: high	PS	VARY: timbre	OVER: high	Final pitch

Section IV Pitch Set: E, G#, B, D

OVER: fund	VARY: duration loud	PS	NPS	NEW: 3	DYN: low	DYN: low	MIMIC A: low	VARY	Final pitch

Section V Pitch Set: A, C#, E, G

SPK	PS	PS	OVER: high	MIMIC A: low	VARY	NPS	MIMIC E: dynamics distant	DYN: loud	Final pitch

Key: PS = Any pitched sound; NPS = Any non-pitched sound; DYN = Play with specified dynamics; OVER = Emphasize specified overtones; SPK = Speak through instrument; NEW = Sound a different part of your instrument; Vary = Vary specified aspect of another ensemble member’s sound; MIMIC = Mimic aspect of sound from, E—Ensemble member, A—Audience member, S—Performance space.

Resolution

Score for Instrumentalist

Part 2

Section I Pitch Set: A, C#, E, G

PS	MIMIC S: sustained	PS	MIMIC E: nearby	MIMIC E: timbre distant	SPK	DYN: low	DYN: medium	NEW: 1	Final pitch

Section II Pitch Set: F#, A#, C#, E

NEW: 2	VARY: int m2 nearby	MIMIC E: timbre nearby	NPS	MIMIC A	VARY	NEW: 3	OVER: high	PS	Final pitch

Section III Pitch Set: D, F#, A, C

NPS	DYN: loud	PS	PS	OVER: high	OVER: fund	MIMIC E: dynamics nearby	VARY: int octave	VARY	Final pitch

Section IV Pitch Set: E, G#, B, D

OVER: fund	MIMIC E	MIMIC A/S: loud	VARY: pitch	PS	VARY: timbre nearby	NEW: 1	MIMIC S: articulated	PS	Final pitch

Section V Pitch Set: A, C#, E, G

DYN: loud	NEW: 1	SPK	MIMIC E: pitch quiet	PS	VARY	PS	VARY: duration	DYN: medium	Final pitch

Key: PS = Any pitched sound; NPS = Any non-pitched sound; DYN = Play with specified dynamics; OVER = Emphasize specified overtones; SPK = Speak through instrument; NEW = Sound a different part of your instrument; Vary = Vary specified aspect of another ensemble member’s sound; MIMIC = Mimic aspect of sound from, E—Ensemble member, A—Audience member, S—Performance space.

Resolution

Score for Instrumentalist

Part 3

Section I Pitch Set: A, C#, E, G

PS	PS	OVER: high	MIMIC E: nearby	MIMIC A: loud	MIMIC S: quiet	NPS	PS	DYN: quiet	Final pitch

Section II Pitch Set: F#, A#, C#, E

DYN: medium	NPS	DYN: quiet	PS	VARY: duration loud	NEW: 1	MIMIC E: timbre nearby	MIMIC E: dynamics nearby	DYN: medium	Final pitch

Section III Pitch Set: D, F#, A, C

DYN: quiet	OVER: fund.	PS	VARY: dynamics distant	NPS	NPS	PS	NPS	MIMIC E	Final pitch

Section IV Pitch Set: E, G#, B, D

OVER: fund.	NEW: 2	MIMIC S	DYN: loud	PS	PS	VARY: timbre nearby	MIMIC E: timbre nearby	OVER: fund.	Final pitch

Section V Pitch Set: A, C#, E, G

NPS	MIMIC E: pitch distant	VARY: timbre nearby	NPS	VARY: timbre distant	OVER: high	VARY	OVER: high	PS	Final pitch

Key: PS = Any pitched sound; NPS = Any non-pitched sound; DYN = Play with specified dynamics; OVER = Emphasize specified overtones; SPK = Speak through instrument; NEW = Sound a different part of your instrument; Vary = Vary specified aspect of another ensemble member's sound; MIMIC = Mimic aspect of sound from, E—Ensemble member, A—Audience member, S—Performance space.

Resolution

Score for Instrumentalist

Part 4

Section I Pitch Set: A, C#, E, G

NPS	NPS	MIMIC E: pitch loud	DYN: quiet	PS	VARY: int TT nearby	NEW: 1	PS	OVER: high	Final pitch

Section II Pitch Set: F#, A#, C#, E

OVER: high	PS	NPS	MIMIC A/S: quiet	VARY: duration quiet	VARY: timbre quiet	PS	NEW: 2	PS	Final pitch

Section III Pitch Set: D, F#, A, C

DYN: quiet	PS	VARY: loud	NEW: 3	NPS	OVER: fund.	MIMIC E	DYN: quiet	OVER: fund.	Final pitch

Section IV Pitch Set: E, G#, B, D

NPS	MIMIC E: timbre nearby	MIMIC E: pitch nearby	VARY: int octave, nearby	NEW: 3	SPK: key	DYN: medium	DYN: loud	MIMIC E: dynamics	Final pitch

Section V Pitch Set: A, C#, E, G

PS	VARY: timbre nearby	PS	OVER: high	MIMIC E: distant	NPS	MIMIC A/S: sustained	NPS	PS	Final pitch

Key: PS = Any pitched sound; NPS = Any non-pitched sound; DYN = Play with specified dynamics; OVER = Emphasize specified overtones; SPK = Speak through instrument; NEW = Sound a different part of your instrument; VARY = Vary specified aspect of another ensemble member’s sound; MIMIC = Mimic aspect of sound from, E—Ensemble member, A—Audience member, S—Performance space.

Resolution

Score for Instrumentalist

Part 5

Section I Pitch Set: A, C#, E, G

PS	PS	OVER: fund.	NPS	MIMIC S: sustained	VARY: int P5	PS	VARY: int P5 nearby	DYN: quiet	Final pitch

Section II Pitch Set: F#, A#, C#, E

MIMIC A: high	OVER: high	MIMIC A	MIMIC E: timbre quiet	PS	OVER: high	MIMIC E: pitch quiet	MIMIC E: dynamics distant	PS	Final pitch

Section III Pitch Set: D, F#, A, C

NPS	DYN: loud	VARY: timbre distant	VARY: timbre nearby	VARY: dynamics nearby	MIMIC A/S: articulated	NPS	OVER: fund.	PS	Final pitch

Section IV Pitch Set: E, G#, B, D

PS	DYN: medium	NEW: 1	MIMIC E: timbre loud	PS	NPS	NEW: 2	VARY: pitch distant	DYN: medium	Final pitch

Section V Pitch Set: A, C#, E, G

PS	MIMIC E: pitch	SPK: improvise	DYN: quiet	NEW: 1	NEW: 2	MIMIC E	PS	OVER: high	Final pitch

Key: PS = Any pitched sound; NPS = Any non-pitched sound; DYN = Play with specified dynamics; OVER = Emphasize specified overtones; SPK = Speak through instrument; NEW = Sound a different part of your instrument; Vary = Vary specified aspect of another ensemble member's sound; MIMIC = Mimic aspect of sound from, E—Ensemble member, A—Audience member, S—Performance space.

Resolution

Score for Instrumentalist Part 6

Section I Pitch Set: A, C#, E, G

NPS	PS	PS	VARY: duration loud	ev5	OVER: high	VARY	SPK	DYN: quiet	Final pitch

Section II Pitch Set: F#, A#, C#, E

PS	OVER: fund.	VARY	NEW: 1	NPS	VARY: dynamics	PS	NEW: 1	OVER: high	Final pitch

Section III Pitch Set: D, F#, A, C

OVER: fund.	MIMIC S: loud	MIMIC S: sustained	MIMIC A: high	DYN: medium	MIMIC E: pitch nearby	MIMIC E	PS	PS	Final pitch

Section IV Pitch Set: E, G#, B, D

NEW: 2	OVER: high	VARY: timbre distant	MIMIC E: timbre loud	VARY: duration nearby	NPS	OVER: high	DYN: quiet	DYN: quiet	Final pitch

Section V Pitch Set: A, C#, E, G

DYN: quiet	VARY int TT loud	PS	MIMIC A/S: low	DYN: medium	VARY: pitch	PS	PS	DYN: loud	Final pitch

Key: PS = Any pitched sound; NPS = Any non-pitched sound; DYN = Play with specified dynamics; OVER = Emphasize specified overtones; SPK = Speak through instrument; NEW = Sound a different part of your instrument; Vary = Vary specified aspect of another ensemble member’s sound; MIMIC = Mimic aspect of sound from, E—Ensemble member, A—Audience member, S—Performance space.

Resolution

Score for Instrumentalist

Part 7

Section I Pitch Set: A, C#, E, G

PS	PS	MIMIC A/S: sustained	MIMIC E	OVER: high	VARY: int M3	PS	OVER: high	DYN: quiet	Final pitch

Section II Pitch Set: F#, A#, C#, E

DYN: medium	NPS	PS	MIMIC E: timbre quiet	NEW: 1	NPS	OVER: fund.	PS	PS	Final pitch

Section III Pitch Set: D, F#, A, C

DYN: loud	MIMIC E: dynamics nearby	MIMIC A/S	DYN: loud	MIMIC E: distant	DYN: medium	NPS	VARY	PS	Final pitch

Section IV Pitch Set: E, G#, B, D

OVER: fund.	NPS	PS	NPS	NEW: 2	VARY: int octave nearby	MIMIC E	DYN: quiet	PS	Final pitch

Section V Pitch Set: A, C#, E, G

PS	VARY: int P5 distant	NEW: 3	MIMIC E: nearby	PS	NEW: 3	DYN: quiet	MIMIC E: timbre	OVER: high	Final pitch

Key: PS = Any pitched sound; NPS = Any non-pitched sound; DYN = Play with specified dynamics; OVER = Emphasize specified overtones; SPK = Speak through instrument; NEW = Sound a different part of your instrument; Vary = Vary specified aspect of another ensemble member’s sound; MIMIC = Mimic aspect of sound from, E—Ensemble member, A—Audience member, S—Performance space.

Resolution

Score for Instrumentalist

Section I Pitch Set: A, C#, E, G

PS	PS	VARY: timbre nearby	VARY: duration loud	NPS	NPS	NEW: 1	DYN: medium	DYN: quiet	Final pitch

Section II Pitch Set: F#, A#, C#, E

PS	NPS	OVER: high	PS	PS	MIMIC A/S: articulated	VARY: duration	MIMIC E: timbre distant	OVER: high	Final pitch

Section III Pitch Set: D, F#, A, C

NPS	VARY	NEW: 2	NEW: 1	OVER: high	MIMIC E: distant	VARY: timbre nearby	OVER: fund.	PS	Final pitch

Section IV Pitch Set: E, G#, B, D

DYN: medium	DYN: quiet	MIMIC A/S	MIMIC E	MIMIC E: pitch	NEW: 3	NPS	PS	PS	Final pitch

Section V Pitch Set: A, C#, E, G

OVER: high	NEW: 3	MIMIC E	PS	OVER: fund.	VARY: timbre distant	MIMIC E: timbre	DYN: loud	DYN: medium	Final pitch

Key: PS = Any pitched sound; NPS = Any non-pitched sound; DYN = Play with specified dynamics; OVER = Emphasize specified overtones; SPK = Speak through instrument; NEW = Sound a different part of your instrument; Vary = Vary specified aspect of another ensemble member’s sound; MIMIC = Mimic aspect of sound from, E—Ensemble member, A—Audience member, S—Performance space.

Resolution

Score for Instrumentalist

Section I Pitch Set: A, C#, E, G

DYN: medium	OVER: fund.	MIMIC E: timbre nearby	PS	NEW: 1	VARY: timbre quiet	MIMIC S	PS	OVER: fund.	Final pitch

Section II Pitch Set: F#, A#, C#, E

DYN: loud	VARY: pitch nearby	SPK	PS	MIMIC E: dynamics nearby	VARY	PS	OVER: fund.	DYN: loud	Final pitch

Section III Pitch Set: D, F#, A, C

MIMIC S	VARY dynamics nearby	PS	NPS	MIMIC A/S: quiet	VARY: timbre nearby	NEW: 1	DYN: loud	PS	Final pitch

Section IV Pitch Set: E, G#, B, D

NPS	MIMIC S	DYN: medium	MIMIC S: high	OVER: high	DYN: quiet	MIMIC E	PS	PS	Final pitch

Section V Pitch Set: A, C#, E, G

OVER: high	NPS	DYN: quiet	VARY	MIMIC E	OVER: high	PS	MIMIC E	OVER: high	Final pitch

Key: PS = Any pitched sound; NPS = Any non-pitched sound; DYN = Play with specified dynamics; OVER = Emphasize specified overtones; SPK = Speak through instrument; NEW = Sound a different part of your instrument; Vary = Vary specified aspect of another ensemble member’s sound; MIMIC = Mimic aspect of sound from, E—Ensemble member, A—Audience member, S—Performance space.

Resolution

Score for Instrumentalist

Part 10

Section I Pitch Set: A, C#, E, G

OVER: fund.	PS	MIMIC A: quiet	PS	NPS	VARY: dynamics nearby	MIMIC E	OVER: high	PS	Final pitch

Section II Pitch Set: F#, A#, C#, E

NEW: 1	VARY: int TT	MIMIC S: low	MIMIC A: quiet	MIMIC E: nearby	VARY: timbre distant	NPS	VARY: int octave	PS	Final pitch

Section III Pitch Set: D, F#, A, C

DYN: loud	OVER: high	VARY: dynamics	VARY: pitch loud	MIMIC E: timbre loud	NPS	MIMIC E	NPS	DYN: quiet	Final pitch

Section IV Pitch Set: E, G#, B, D

PS	MIMIC A/S: loud	VARY: timbre	OVER: fund.	NPS	MIMIC E	PS	DYN: quiet	PS	Final pitch

Section V Pitch Set: A, C#, E, G

DYN: medium	NPS	MIMIC A/S: sustained	NEW: 2	NEW: 3	MIMIC E: timbre	OVER: high	VARY: timbre	PS	Final pitch

Key: PS = Any pitched sound; NPS = Any non-pitched sound; DYN = Play with specified dynamics; OVER = Emphasize specified overtones; SPK = Speak through instrument; NEW = Sound a different part of your instrument; Vary = Vary specified aspect of another ensemble member’s sound; MIMIC = Mimic aspect of sound from, E—Ensemble member, A—Audience member, S—Performance space.

Resolution

Score for Instrumentalist

Section I Pitch Set: A, C#, E, G

PS	PS	OVER: high	MIMIC A: quiet	MIMIC E: timbre nearby	NEW: 1	VARY: int octave	PS	OVER: high	Final pitch

Section II Pitch Set: F#, A#, C#, E

OVER: high	PS	VARY: timbre nearby	MIMIC E	NPS	VARY: dynamics nearby	NPS	MIMIC E: nearby	PS	Final pitch

Section III Pitch Set: D, F#, A, C

PS	OVER: high	VARY: duration loud	OVER: fund.	SPK: improvise	PS	DYN: quiet	MIMIC S: sustained	MIMIC A/S: quiet	Final pitch

Section IV Pitch Set: E, G#, B, D

DYN: loud	MIMIC E	NPS	NPS	PS	MIMIC A/S: articulated	DYN: quiet	MIMIC E: dynamics	DYN: medium	Final pitch

Section V Pitch Set: A, C#, E, G

PS	OVER: high	MIMIC E: timbre nearby	PS	MIMIC E	VARY: timbre nearby	NPS	DYN: medium	DYN: quiet	Final pitch

Key: PS = Any pitched sound; NPS = Any non-pitched sound; DYN = Play with specified dynamics; OVER = Emphasize specified overtones; SPK = Speak through instrument; NEW = Sound a different part of your instrument; Vary = Vary specified aspect of another ensemble member’s sound; MIMIC = Mimic aspect of sound from, E—Ensemble member, A—Audience member, S—Performance space.

Resolution

Score for Instrumentalist

Part 12

Section I Pitch Set: A, C#, E, G

PS	OVER: fund.	MIMIC E: distant	VARY	VARY	MIMIC S: sustained	MIMIC E: timbre nearby	DYN: quiet	PS	Final pitch

Section II Pitch Set: F#, A#, C#, E

OVER: high	VARY: int P5 quiet	NPS	MIMIC A	MIMIC E	VARY: timbre	NPS	PS	OVER: high	Final pitch

Section III Pitch Set: D, F#, A, C

NPS	MIMIC A/S: sustained	MIMIC E: timbre	PS	MIMIC E: dynamics nearby	NEW: 1	VARY: timbre nearby	MIMIC E: nearby	DYN: medium	Final pitch

Section IV Pitch Set: E, G#, B, D

PS	PS	MIMIC A/S	OVER: high	MIMIC A/S: high	MIMIC E	DYN: loud	NPS	DYN: quiet	Final pitch

Section V Pitch Set: A, C#, E, G

DYN: medium	VARY: timbre loud	NEW: 2	DYN: quiet	NEW: 1	VARY: dynamics nearby	PS	MIMIC E	OVER: fund.	Final pitch

Key: PS = Any pitched sound; NPS = Any non-pitched sound; DYN = Play with specified dynamics; OVER = Emphasize specified overtones; SPK = Speak through instrument; NEW = Sound a different part of your instrument; Vary = Vary specified aspect of another ensemble member's sound; MIMIC = Mimic aspect of sound from, E—Ensemble member, A—Audience member, S—Performance space.