4UbyU -- for James Orsher from Christopher Jette -- 2007

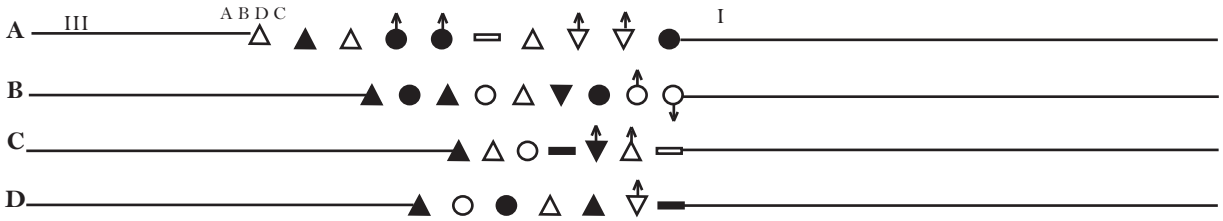
GENERAL

-For four string players.

- The performers should agree upon a general aesthetic goal and strive to achieve this.
- Each sound event is determined by the individual within the agreed upon context (players may all work toward a shared goal or independent goals).
- Each event is relative to the previous event and the performer will decide on the relativity of the events.
- The entrance of non open-string events is relative and the order is denoted by the letters. (In this example player A is the first to create a higher and shorter event, then player B, D and C). The specific placement of entrances is left to the intuition of the individual performers.
- All players must reach the indicated open string before the next series of events may occur.

NOTATION

- The direction a triangle points indicates that the sound event is higher (▲) or lower (▼) than the previous event.
- A circle(○) indicates a sound event that is a repetition of the previous event.
- An arrow (↑) indicates movement in the indicated direction. If sound events are held pitches a glissando would be a logical interpretation.
- Filled in events (● or ▲) indicate an event that is shorter than the previous event
- Events that are not filled in (△ or ○) indicates an event that is longer than the previous event.
- A horizontal line indicates a held open string and the roman numeral indicates the string that all of the symbolic events should occur on.
- A rectangle (▭ or ▬) indicates a silent event.



- Note: This is a score view.

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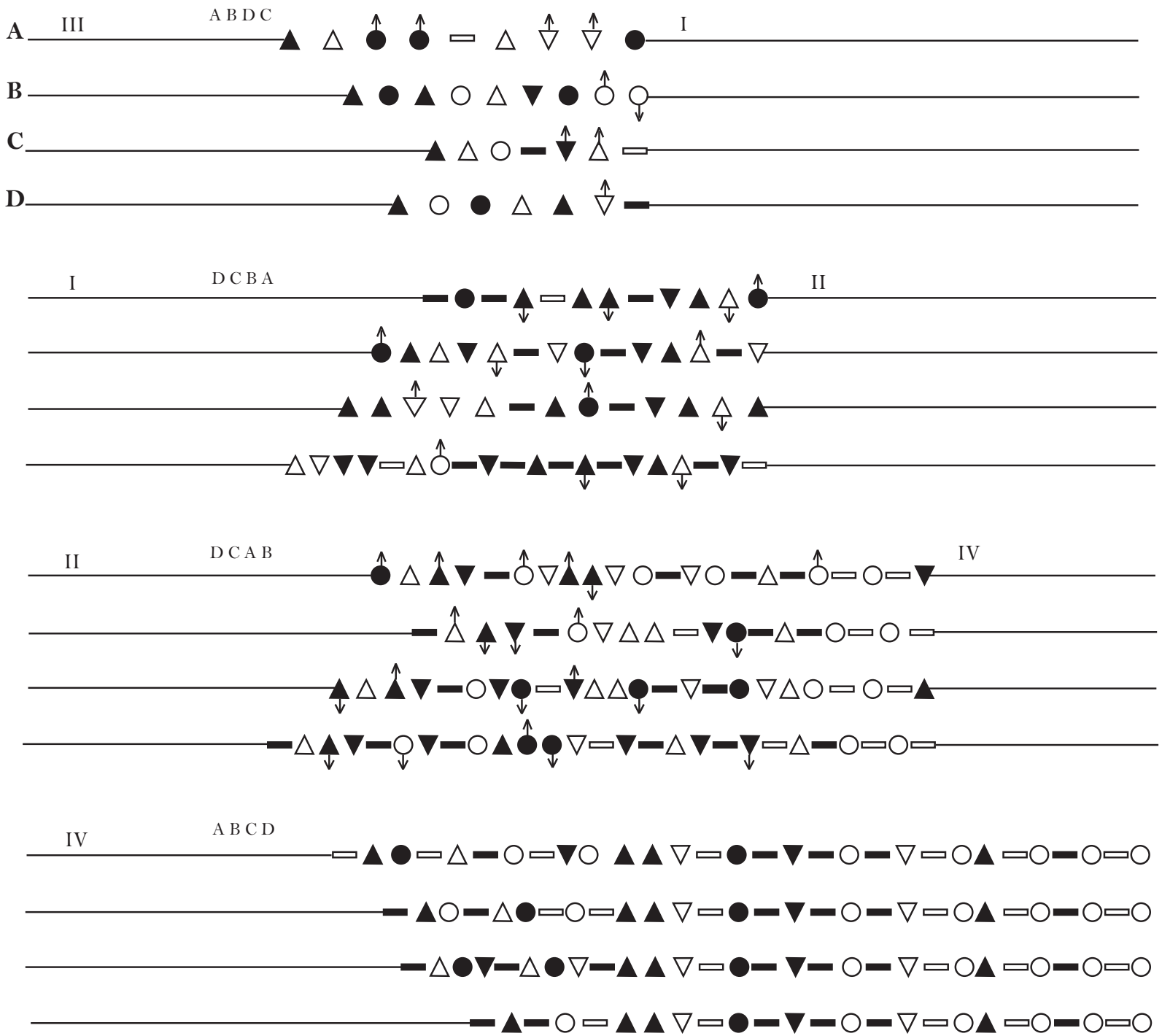
A
B
C
D
III
ABDC
I
I
DCBA
II
II
DCAB
IV
IV
ABCD