Alastair White

WORK

MOVEMENT THROUGH A SERIES OF ARBITRARY PARTITIONS

For Cello

WEAK/STRONG

STRONG should be played expressively and confidently with rhythmic precision.
For these, use *al tallone* but as a *theatrical, physical restriction* through which the other instructions are to be achieved as written (as much as is possible), rather than an accentuation of certain musical ideas and parameters.

WEAK should be played with a sense of frantic instability, with less thought given to rhythmic precision and expressive power.
For these, use *alla punta*, in the same manner as the bowing restrictions for STRONG.

CROSSED NOTEHEAD

Tap the cello on the body wherever is most convenient.
Notated dynamics do not apply to this, and the performer should try to keep them as even as possible throughout the piece.

FLATTENED NOTEHEAD

Strike the strings with the flat of your fingers.
If the noteheads are spread across the stave, slap the strings *normale*.
If the noteheads are to the bottom of the stave, slap the strings at the bottom of the fingerboard ie *sul tasto*.
If the noteheads are to the top of the stave, slap the strings on the fingerboard.
Sometimes these give an approximation of gesture, and should be interpreted at different points up and down the fingerboard as is implied.
If they are marked by a 'spread' arrow, they should be struck or pulled at an angle as though violently strummed.
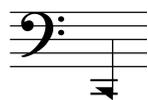
ARROW NOTE

Col legno battuto between the bridge and tailpiece, producing a muted sound.

SQUARE CAESURA

Pause, as though a game or DVD: freeze mid-gesture without relaxing for the length (in seconds) indicated above.

COL LEGNO

is always battuto.