

Performance directions

Performers are encouraged to decide the order in which to play the six movements. This order could vary between performances, but it should be one that is devised consciously rather than governed by chance.

Parts are available for most of the movements, but *sanctuary* and *recollections* should be read from the score due to the rhythmic freedom involved (see below).

abbreviations are sometimes used in the score:

c.l. = col legno (battuto = hit, tratto = bow, with half hair if desired)*

s.p. = sul pont

s.t. = sul tast

*where accelerating or decelerating groups of col legno notes are indicated, the number of notes is approximate.

■ = bow on the body or the bridge to produce an unpitched, breathy sound*

x = lightly tap the body or another part of the instrument with your hand to produce a short percussive sound*

*to help distinguish from pitched material, these are always notated on a single-line stave. The players may find their own preferred method of producing the desired sound.

Pizzicato – especially in *darn that dream*, short (but not dead) pizzicato notes are notated as a quaver, whilst more resonant notes are notated as a crotchet. Particularly resonant pizzicato notes (mainly in the 'cello part) are notated as a crotchet with a tie.

In *sanctuary* and *recollections*, a loose tempo is indicated but they are to be performed with a sense of rhythmic freedom, and all four players play from the score. General pauses are indicated by blank spaces between staves, which are roughly proportional to the length of each silence.

Duration: c. 14'

<i>agitation</i>	1'30"
<i>darn that dream</i>	2'30"
<i>double image</i>	2'
<i>recollections</i>	2'30"
<i>sanctuary</i>	3'
<i>yellow</i>	2'