

## **SyndaKit - Notes for Performers**

The essence of SyndaKit is a transformative groove composed of 144 Cores divided among the 12 players and manifested through processes of imitation, addition, recombination, transposition, and improvisation. All activities should relate to a 16th note pulse, ♩=140. "One" may be anyplace.

Rhythmic unisons are a prime objective.

Cores are looped or may be used as "objects" of interjection. Players may add one of their Cores to any other one that is looping in the flux to form a new loop but may not add their own Cores together unless they are already attached to another Core in the flux.

String instruments should be tuned to C, G, Ab, A. These are also prime pitches for all instruments.

Pitched Cores may be transposed to any octave. When imitating pitched Cores, players may transpose to any interval.

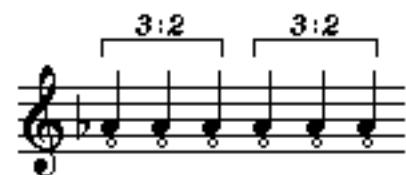
Players may "pop out" with short improvised statements at any time then return to the flux. Players may enter or leave the flux at will.

**Elliott Sharp - zOaR Music - BMI - 1998**

The musical score consists of ten staves of music in treble clef, with a key signature of one flat (Bb). The first staff begins with a glissando (gliss) and sfz (sforzando) marking. The second staff features a 5:4 time signature bracket. The third staff contains a complex rhythmic pattern with 'x' marks below the notes. The fourth staff shows a melodic line with a grid of 'x' marks below it. The fifth staff includes a melodic line with a fermata. The sixth staff features a melodic line with a fermata. The seventh staff contains a melodic line with a fermata. The eighth staff features a melodic line with a fermata. The ninth staff contains a melodic line with a fermata. The tenth staff features a melodic line with a fermata.







Musical score for SyndaKit, 5/12, by Elliott Sharp. The score is written in treble clef and 5/12 time. It consists of five staves of music.

Staff 1: Measures 1-2. Measure 1 has a 5:4 time signature. Measures 3-4 contain eighth notes with stems pointing up.

Staff 2: Measures 5-7. Measure 5 has a *sfz* dynamic marking. Measure 6 has a triplet of eighth notes. Measure 7 has eighth notes with stems pointing up.

Staff 3: Measures 8-10. Measure 8 is a sixteenth-note run. Measure 9 has a 5:4 time signature. Measure 10 has two triplets of eighth notes.

Staff 4: Measures 11-14. Measures 11-14 contain eighth notes with stems pointing up.

Staff 5: Measures 15-17. Measure 15 has a *sfz* dynamic marking. Measure 16 has eighth notes with stems pointing up. Measure 17 has a half note with a fermata.



5 5 5 5

*sfz*

3 3 3 3

The image displays a musical score for guitar, written in treble clef with an 8/12 time signature. The score is organized into six horizontal systems, each containing one or more staves of music. The notation includes various rhythmic values such as eighth and sixteenth notes, rests, and chords. Some notes are marked with an asterisk (\*), likely indicating natural harmonics. A triplet of eighth notes is explicitly marked with a '3' above the notes. The score concludes with a final chord marked with an asterisk. The overall style is clean and professional, typical of a published guitar method book.

Musical score for SyndaKit, 9/12. The score consists of six staves of music in treble clef. The first staff has six measures of eighth-note patterns with accents (>). The second staff has six measures, including a 7/8 time signature change and a five-measure phrase with a '5' fingering. The third staff has six measures with eighth-note patterns and accents. The fourth staff has six measures, including a 3:2 triplet and a final whole note. The fifth staff has six measures, including a sfz dynamic marking. The sixth staff has six measures of eighth-note patterns with accents.

*sfz* gliss  
 3 3 3 3 3  
 > > > > > > > > 3 3  
 5:4 3

# SyndaKit

11/12

