

La línea desde el centro

for 12 guitars and conductor

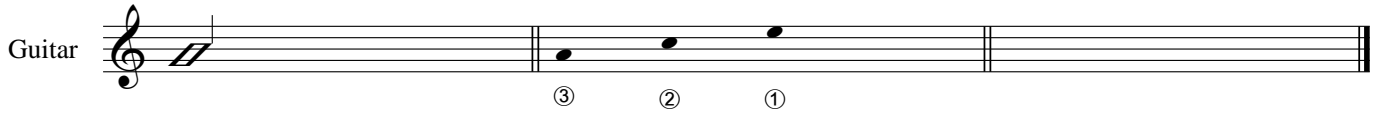
Miguelángel Clerc P. 2007

Indications

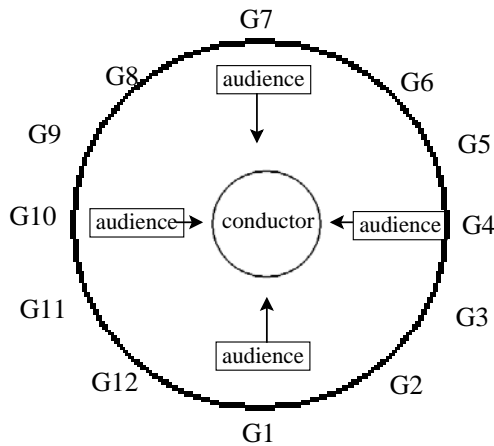
Cue Symbol
the conductor makes a fast movement
with the head (nodding)
indicating change or beginning of an
action.

Indicates fingering change.
The previous rhythmical
musical figure must continue
the same.

Blank Bar
continue with previous
indicated action.



- Set Up: 1. each guitar player should be sitting on a chair over a squared or rectangular table (at least 80cm high).
2. the conductor should be standing on the center of a three meters diameter circular table (at least 80cm high) which is placed in the center of the circle formed by the guitarists' position.
3. the audience should be placed between the conductor and the guitars' circumference. They should be sitting on chairs looking towards the conductor.



Cues and Signs

The guitar players must follow all the time the signs and actions of the conductor who will guide and control the sound changes through a group of simple sign behaviours:

1. The arms of the conductor work as a volume control instrument.
 - a. pointing down minimum volume / pointing up maximum volume
 - b. the point before (a.) is just activated if the arm is pointing towards the guitar player and the volume should rise and decrease as it comes close or away.
2. The conductor will walk on the table.
 - a. when the conductor moves closer to the guitar player, this one must speed up tempo.
 - b. when the conductor moves away from the guitar player, this one must slow down tempo. (reference tempos will be indicated on the score).

right angle
of arm with
body

B

C

Danceductor

A. Gtr.12

A. Gtr.11

A. Gtr.10

A. Gtr.9

A. Gtr.8

A. Gtr.7

A. Gtr.6

A. Gtr.5

A. Gtr.4

A. Gtr.3

A. Gtr.2

A. Gtr.1

The score is divided into two main sections, B and C. Section B consists of six 20-second intervals, each starting with a conductor's cue (R) and a guitar part (G1 R). The guitar parts feature a sequence of notes (3, 2, 1) and (5, 6) with dynamic markings *mf* and *f*. Section C consists of two 2-second intervals where the conductor cues "hands down" and the guitar parts play a final sequence of notes (3, 2, 1) with a *fff* dynamic marking. The guitar parts are numbered 1 through 12, with some parts having specific fingering or phrasing instructions.

D

11 2 sec

5 sec
R
G1
R

3,5 sec
R

2 sec
R
G1

4 sec
slowly turn body towards G1

4 sec
L *f*
left arms stays parallel to right.

1 sec
left and right hands move towards each other

6 sec
R ← → L
rotate opening arms
hands touch in front

6 sec
R ← → L³
hands touch behind the back

A. Gtr.12

A. Gtr.11

A. Gtr.10

A. Gtr.9

A. Gtr.8

A. Gtr.7

A. Gtr.6

A. Gtr.5

A. Gtr.4

A. Gtr.3

A. Gtr.2

A. Gtr.1

6 sec 6 sec 6 sec 6 sec 6 sec 6 sec 6 sec 6 sec

R ← ● → L R ← ● → L R ← ● → L R ← ● → L R ← ● → L R ← ● → L R ← ● → L R ← ● → L

Danceductor || ————— ————— ————— ————— ————— ————— —————

Ⓟ start + cue ————— ————— ————— ————— ————— ————— —————

body turn ————— ————— ————— ————— ————— ————— —————

end of one whole turn ————— ————— ————— ————— ————— ————— —————

Ⓟ body turn ————— ————— ————— ————— ————— ————— —————

end of one whole turn ————— ————— ————— ————— ————— ————— —————

A. Gtr.12

③ ② ① hands touch behind the back ③ ② ① hands touch behind the back ③ ② ① hands touch behind the back

A. Gtr.11

③ ② ① hands touch behind the back ③ ② ① hands touch behind the back ③ ② ① hands touch behind the back

A. Gtr.10

③ ② ① hands touch behind the back ③ ② ① hands touch behind the back ③ ② ① hands touch behind the back

A. Gtr.9

③ ② ① hands touch behind the back ③ ② ① hands touch behind the back ③ ② ① hands touch behind the back

A. Gtr.8

③ ② ① hands touch behind the back ③ ② ① hands touch behind the back ③ ② ① hands touch behind the back

A. Gtr.7

③ ② ① hands touch behind the back ③ ② ① hands touch behind the back ③ ② ① hands touch behind the back

A. Gtr.6

③ ② ① hands touch behind the back ③ ② ① hands touch behind the back ③ ② ① hands touch behind the back

A. Gtr.5

③ ② ① hands touch behind the back ③ ② ① hands touch behind the back ③ ② ① hands touch behind the back

A. Gtr.4

③ ② ① hands touch behind the back ③ ② ① hands touch behind the back ③ ② ① hands touch behind the back

A. Gtr.3

③ ② ① hands touch behind the back ③ ② ① hands touch behind the back ③ ② ① hands touch behind the back

A. Gtr.2

③ ② ① hands touch behind the back ③ ② ① hands touch behind the back ③ ② ① hands touch behind the back

A. Gtr.1

③ ② ① hands touch behind the back ③ ② ① hands touch behind the back ③ ② ① hands touch behind the back

28 R ← 6 sec → L R ← 6 sec → L R ← 6 sec → L R ← 6 sec → L R ← 6 sec → L R ← 6 sec → L 5

Danceductor

Ⓟ end of one whole turn Ⓟ end of one whole turn

body turn

A. Gtr.12

③ ② ① hands touch behind the back

A. Gtr.11

③ ② ① hands touch behind the back

A. Gtr.10

③ ② ① hands touch behind the back

A. Gtr.9

③ ② ① hands touch behind the back

A. Gtr.8

③ ② ① hands touch behind the back

A. Gtr.7

③ ② ① hands touch behind the back

A. Gtr.6

③ ② ① hands touch behind the back

A. Gtr.5

③ ② ① hands touch behind the back

A. Gtr.4

③ ② ① hands touch behind the back

A. Gtr.3

③ ② ① hands touch behind the back

A. Gtr.2

③ ② ① hands touch behind the back

A. Gtr.1

③ ② ① hands touch behind the back

E

34 1,5 sec 1,5 sec 1,5 sec 1,5 sec 3 sec 5 sec stand still

Danceductor

A. Gtr.12
1st after cue
Rasgueado
muted *sfz*
1c
1st after cue
Rasgueado
muted *sfz*
2c
1st after cue
Rasgueado
muted *sfz*
3c
1st after cue
Rasgueado
muted *sfz*
4c

A. Gtr.11
Rasgueado
muted *sfz*
2c
1st after cue
Rasgueado
muted *sfz*
3c

A. Gtr.10
1st after cue
Rasgueado
muted *sfz*
3c
1st after cue
Rasgueado
muted *sfz*
4c

A. Gtr.9
1st after cue
Rasgueado
muted *sfz*
4c

A. Gtr.8
2nd after cue
Rasgueado
muted *sfz*
1c
2nd after cue
Rasgueado
muted *sfz*
2c
2nd after cue
Rasgueado
muted *sfz*
3c
2nd after cue
Rasgueado
muted *sfz*
4c

A. Gtr.7
2nd after cue
Rasgueado
muted *sfz*
2c
2nd after cue
Rasgueado
muted *sfz*
3c
2nd after cue
Rasgueado
muted *sfz*
4c

A. Gtr.6
2nd after cue
Rasgueado
muted *sfz*
3c
2nd after cue
Rasgueado
muted *sfz*
4c

A. Gtr.5
2nd after cue
Rasgueado
muted *sfz*
4c

A. Gtr.4
3rd after cue
Rasgueado
muted *sfz*
1c
3rd after cue
Rasgueado
muted *sfz*
2c
3rd after cue
Rasgueado
muted *sfz*
3c
3rd after cue
Rasgueado
muted *sfz*
4c

A. Gtr.3
3rd after cue
Rasgueado
muted *sfz*
2c
3rd after cue
Rasgueado
muted *sfz*
3c
3rd after cue
Rasgueado
muted *sfz*
4c

A. Gtr.2
3rd after cue
Rasgueado
muted *sfz*
3c
3rd after cue
Rasgueado
muted *sfz*
4c

A. Gtr.1
3rd after cue
Rasgueado
muted *sfz*
4c

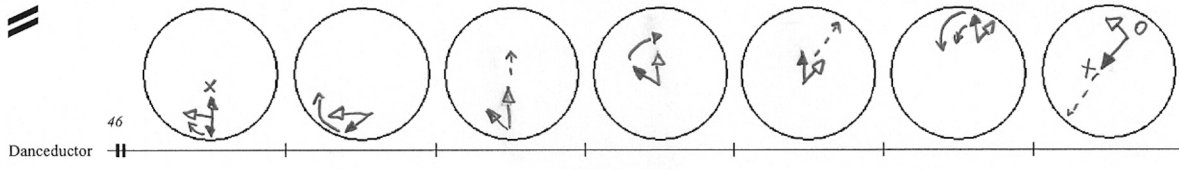
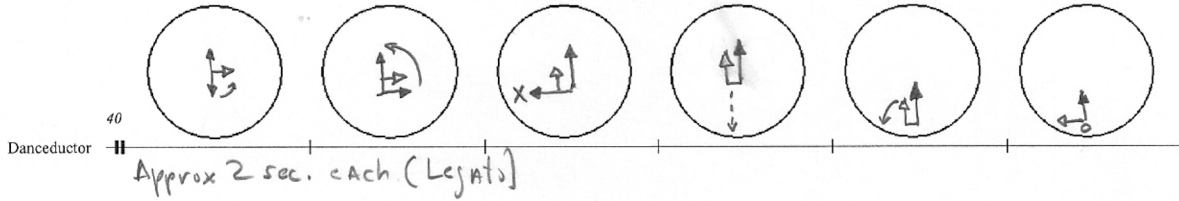
Rasgueado → tremolo pattern

(3) (2) (1)

gradually change the speed of the guitar tremolo as the conductor walks towards (speed up) or away (slow down) from the guitarist sitting position.

- (16th note sextuplet speed)
- ♩=46 average furthest speed
- ♩=80 average center speed
- ♩=120 average closest speed

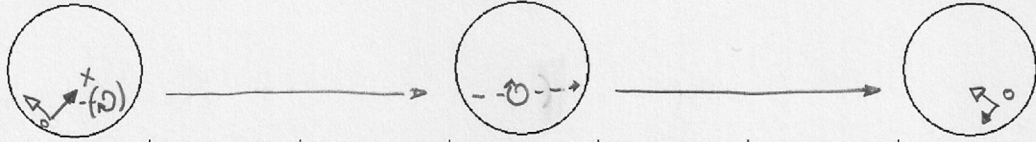
F



G

53

Danceductor



1 sec 1 sec 1 sec 1 sec 1 sec 1 sec 1 sec

A. Gtr.12

1 sec 1 sec 1 sec 1 sec 1 sec 1 sec 1 sec

A. Gtr.11

1 sec 1 sec 1 sec 1 sec 1 sec 1 sec 1 sec

A. Gtr.10

1 sec 1 sec 1 sec 1 sec 1 sec 1 sec 1 sec

A. Gtr.9

1 sec 1 sec 1 sec 1 sec 1 sec 1 sec 1 sec

A. Gtr.8

1 sec 1 sec 1 sec 1 sec 1 sec 1 sec 1 sec

A. Gtr.7

1 sec 1 sec 1 sec 1 sec 1 sec 1 sec 1 sec

A. Gtr.6

1 sec 1 sec 1 sec 1 sec 1 sec 1 sec 1 sec

A. Gtr.5

1 sec 1 sec 1 sec 1 sec 1 sec 1 sec 1 sec

A. Gtr.4

1 sec 1 sec 1 sec 1 sec 1 sec 1 sec 1 sec

A. Gtr.3

1 sec 1 sec 1 sec 1 sec 1 sec 1 sec 1 sec

A. Gtr.2

1 sec 1 sec 1 sec 1 sec 1 sec 1 sec 1 sec

A. Gtr.1

Detailed description: This block contains 12 staves of guitar music, labeled A. Gtr.1 through A. Gtr.12. Each staff begins with a treble clef, a key signature of one sharp (F#), and a 4/4 time signature. The music consists of a sequence of seven measures per staff. Each measure is marked with '1 sec' above the staff. The notes in each measure are: G4 (quarter), A4 (quarter), B4 (quarter), C5 (quarter), D5 (quarter), E5 (quarter), and F#5 (quarter). The fingerings for these notes are indicated by numbers 1, 2, and 3 below the notes. The sequence of fingerings for the seven notes in each measure is: (3, 2, 1), (3, 2, 1), (3, 2, 1), (3, 2, 1), (3, 2, 1), (3, 2, 1), and (3, 2, 1). This pattern repeats for all 12 staves.

60

Danceductor

A. Gtr.12

A. Gtr.11

A. Gtr.10

A. Gtr.9

A. Gtr.8

A. Gtr.7

A. Gtr.6

A. Gtr.5

A. Gtr.4

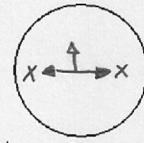
A. Gtr.3

A. Gtr.2

A. Gtr.1

9

Detailed description: The page features a series of six circular diagrams at the top, each containing a stylized figure with arrows indicating movement directions. Below these is a musical score for a 'Danceductor' and twelve guitarists (A. Gtr.1 to A. Gtr.12). The score consists of a single staff for the Danceductor and twelve staves for the guitarists, all of which are currently blank. The page is numbered '60' at the top left and '9' at the top right.



66
Danceductor

A. Gtr. 12
2 sec 2 sec 2 sec 2 sec 2 sec 2 sec 2 sec

A. Gtr. 11
2 sec 2 sec 2 sec 2 sec 2 sec 2 sec 2 sec

A. Gtr. 10
2 sec 2 sec 2 sec 2 sec 2 sec 2 sec 2 sec

A. Gtr. 9
2 sec 2 sec 2 sec 2 sec 2 sec 2 sec 2 sec

A. Gtr. 8
2 sec 2 sec 2 sec 2 sec 2 sec 2 sec 2 sec

A. Gtr. 7
2 sec 2 sec 2 sec 2 sec 2 sec 2 sec 2 sec

A. Gtr. 6
2 sec 2 sec 2 sec 2 sec 2 sec 2 sec 2 sec

A. Gtr. 5
2 sec 2 sec 2 sec 2 sec 2 sec 2 sec 2 sec

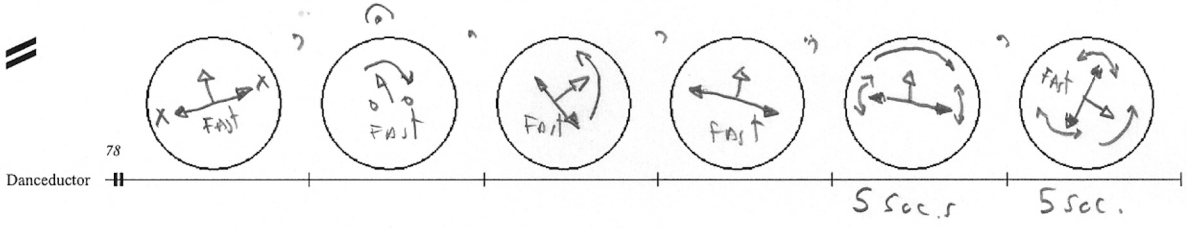
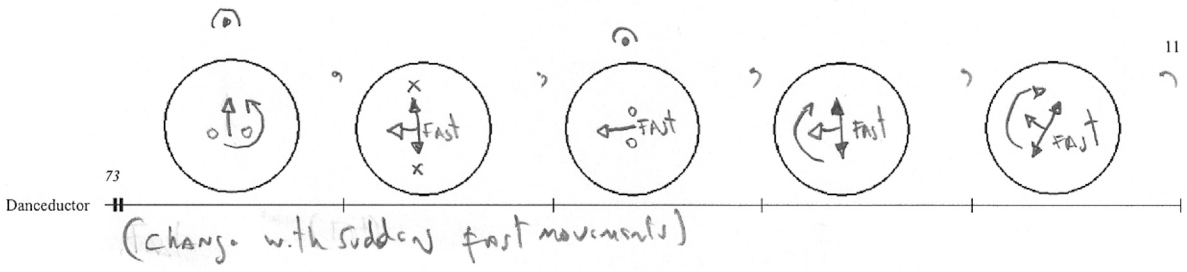
A. Gtr. 4
2 sec 2 sec 2 sec 2 sec 2 sec 2 sec 2 sec

A. Gtr. 3
2 sec 2 sec 2 sec 2 sec 2 sec 2 sec 2 sec

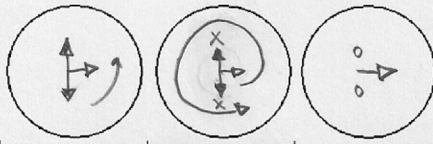
A. Gtr. 2
2 sec 2 sec 2 sec 2 sec 2 sec 2 sec 2 sec

A. Gtr. 1
2 sec 2 sec 2 sec 2 sec 2 sec 2 sec 2 sec

Detailed description: This page contains musical notation for 12 guitarists (A. Gtr. 1 to 12) and a Danceductor. Each part consists of seven measures, each labeled '2 sec'. The notation is in treble clef with a key signature of one sharp (F#). The guitar parts feature a consistent rhythmic pattern of eighth notes with slurs and accents. The Danceductor part is a simple horizontal line with a double bar line at the beginning.



I



84

Danceconductor

5 sec

2 sec

2 sec

2 sec

2 sec

3secs

A. Gtr.12

5 sec

2 sec

2 sec

3c

f

A. Gtr.11

5 sec

2 sec

2 sec

2c

f

A. Gtr.10

5 sec

2 sec

2 sec

1c

f

A. Gtr.9

5 sec

2 sec

2 sec

3c

f

A. Gtr.8

5 sec

2 sec

2 sec

2c

f

A. Gtr.7

5 sec

2 sec

2 sec

1c

f

A. Gtr.6

5 sec

2 sec

2 sec

3c

f

A. Gtr.5

5 sec

2 sec

2 sec

2c

f

A. Gtr.4

5 sec

2 sec

2 sec

1c

f

A. Gtr.3

5 sec

2 sec

2 sec

3c

f

A. Gtr.2

5 sec

2 sec

2 sec

2c

f

A. Gtr.1

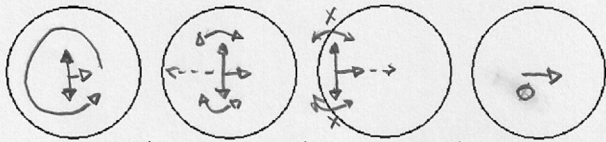
5 sec

2 sec

2 sec

1c

f



92
Danceductor

A. Gtr.12

A. Gtr.11

3 sec
③ ② ①
f
3c

A. Gtr.10

3 sec
③ ② ①
f
2c

A. Gtr.9

3 sec
③ ② ①
f
1c

A. Gtr.8

A. Gtr.7

3 sec
③ ② ①
f
3c

A. Gtr.6

3 sec
③ ② ①
f
2c

A. Gtr.5

3 sec
③ ② ①
f
1c

A. Gtr.4

A. Gtr.3

3 sec
③ ② ①
f
3c

A. Gtr.2

3 sec
③ ② ①
f
2c

A. Gtr.1

3 sec
③ ② ①
f
1c

99

Danceductor

3 sec 3 sec

Legato

A. Gtr.12

3 sec 3 sec

③ ② ①

f

4c

A. Gtr.11

3 sec

A. Gtr.10

A. Gtr.9

A. Gtr.8

3 sec 3 sec

③ ② ①

f

4c

A. Gtr.7

3 sec

A. Gtr.6

A. Gtr.5

A. Gtr.4

3 sec 3 sec

③ ② ①

f

4c

A. Gtr.3

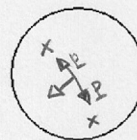
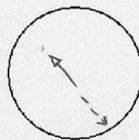
3 sec

A. Gtr.2

A. Gtr.1

105
Danceductor

3 sec 3 sec 3 sec 3 sec



15

A. Gtr.12

③ ② ①
3c *f*

A. Gtr.11

③ ② ①
2c *f*

A. Gtr.10

③ ② ①
1c *f*

A. Gtr.9

③ ② ①
3c *f*

A. Gtr.8

③ ② ①
2c *f*

A. Gtr.7

③ ② ①
1c *f*

A. Gtr.6

③ ② ①
3c *f*

A. Gtr.5

③ ② ①
2c *f*

A. Gtr.4

③ ② ①
1c *f*

A. Gtr.3

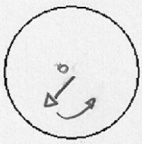
③ ② ①
3c *f*

A. Gtr.2

③ ② ①
2c *f*

A. Gtr.1

⑤ ⑥
1c *f*



Danceductor 112

2 sec 2 sec 2 sec 2 sec 2 sec

A. Gtr.12

2 sec 2 sec
 ③ ② ①
 4c f

A. Gtr.11

2 sec 2 sec
 ③ ② ①
 3c f

A. Gtr.10

2 sec 2 sec
 ③ ② ①
 2c f

A. Gtr.9

2 sec 2 sec
 ③ ② ①
 1c f

A. Gtr.8

2 sec 2 sec
 ③ ② ①
 4c f

A. Gtr.7

2 sec 2 sec
 ③ ② ①
 3c f

A. Gtr.6

2 sec 2 sec
 ③ ② ①
 2c f

A. Gtr.5

2 sec 2 sec
 ③ ② ①
 1c f

A. Gtr.4

2 sec 2 sec
 ③ ② ①
 4c f

A. Gtr.3

2 sec 2 sec
 ③ ② ①
 3c f

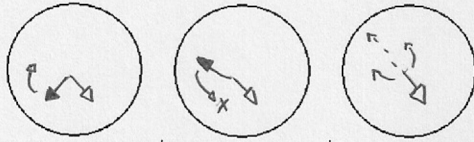
A. Gtr.2

2 sec 2 sec
 ③ ② ①
 2c f

A. Gtr.1

2 sec 2 sec
 ⑤ ④
 1c f

Danceductor



2 sec

2 sec

2 sec

2 sec

A. Gtr.12

A. Gtr.11

A. Gtr.10

A. Gtr.9

A. Gtr.8

A. Gtr.7

A. Gtr.6

A. Gtr.5

A. Gtr.4

A. Gtr.3

A. Gtr.2

A. Gtr.1

2 sec 2 sec

④ ③
3c *f*

2 sec 2 sec

⑤ ④ ③
2c *f*

2 sec 2 sec

③ ② ①
1c *f*

2 sec 2 sec

③ ② ①
3c *f*

2 sec 2 sec

③ ② ①
2c *f*

2 sec 2 sec

③ ② ①
1c *f*

2 sec 2 sec

③ ② ①
3c *f*

2 sec 2 sec

③ ② ①
2c *f*

2 sec 2 sec

③ ② ①
1c *f*

2 sec 2 sec

⑤ ④ ③
3c *f*

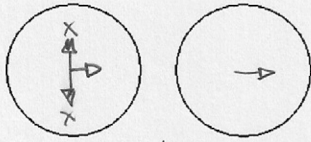
2 sec 2 sec

④ ③
2c *f*

2 sec 2 sec

⑥ ⑤ ④
1c *f*

139
Danceductor



2 sec 2 sec 2 sec 2 sec 2 sec

A. Gtr.12

A. Gtr.11

A. Gtr.10

A. Gtr.9

A. Gtr.8

A. Gtr.7

A. Gtr.6

A. Gtr.5

A. Gtr.4

A. Gtr.3

A. Gtr.2

A. Gtr.1

Detailed description of guitar parts: The page contains 12 staves for acoustic guitar, labeled A. Gtr.1 through A. Gtr.12. Each staff begins with a treble clef and a key signature of one sharp (F#). The notation includes melodic lines with slurs and fingerings (1-5), and sustained notes with a forte (*f*) dynamic marking. Above each staff, a '2 sec' label indicates the duration of a specific musical phrase. Below the notes, a 'c' label (e.g., 1c, 2c, 3c, 4c) indicates the fret position. The Danceductor part at the top features a series of rhythmic pulses, each lasting 2 seconds, corresponding to the guitar parts.

146

Danceductor

6 sec 15 sec 2 sec 2 sec 2 sec 2 sec

A. Gtr.12

6 sec Rasgueado 15 sec 2 sec 1st after cue

④ ⑤ *fff* muted *p possibile* *sfz* 1c

A. Gtr.11

6 sec Rasgueado 15 sec 2 sec 1st after cue

④ ⑤ *fff* muted *p possibile* *sfz* 2c

A. Gtr.10

6 sec Rasgueado 15 sec 2 sec 1st after cue

① ② ③ *fff* muted *p possibile* *sfz* 3c

A. Gtr.9

6 sec Rasgueado 15 sec 2 sec 1st after cue

① ② ③ *fff* muted *p possibile* *sfz* 4c

A. Gtr.8

6 sec Rasgueado 15 sec 2 sec 2nd after cue

① ② ③ *fff* muted *p possibile* *sfz* 1c

A. Gtr.7

6 sec Rasgueado 15 sec 2 sec 2nd after cue

① ② ③ *fff* muted *p possibile* *sfz* 2c

A. Gtr.6

6 sec Rasgueado 15 sec 2 sec 2nd after cue

① ② ③ *fff* muted *p possibile* *sfz* 3c

A. Gtr.5

6 sec Rasgueado 15 sec 2 sec 2nd after cue

① ② ③ *fff* muted *p possibile* *sfz* 4c

A. Gtr.4

6 sec Rasgueado 15 sec 2 sec 3rd after cue

① ② ③ *fff* muted *p possibile* *sfz* 1c

A. Gtr.3

6 sec Rasgueado 15 sec 2 sec 3rd after cue

④ ⑤ *fff* muted *p possibile* *sfz* 2c

A. Gtr.2

6 sec Rasgueado 15 sec 2 sec 3rd after cue

④ ⑤ *fff* muted *p possibile* *sfz* 3c

A. Gtr.1

6 sec Rasgueado 15 sec 2 sec 3rd after cue

⑥ ⑤ *fff* muted *p possibile* *sfz* 4c

K

Danceductor

	2 sec facing G1	1 sec sudden turn facing G2	1 sec sudden turn facing G3	1 sec sudden turn facing G4	1 sec sudden turn facing G5	1 sec sudden turn facing G6
A. Gtr.12	2 sec <i>mp (stay)</i>	1 sec ③ ② ①	1 sec ③ ② ①	1 sec ③ ② ①	1 sec ③ ② ①	1 sec ③ ② ①
A. Gtr.11	2 sec <i>mp (stay)</i>	1 sec ③ ② ①	1 sec ③ ② ①	1 sec ③ ② ①	1 sec ③ ② ①	1 sec ③ ② ①
A. Gtr.10	2 sec <i>mp (stay)</i>	1 sec ③ ② ①	1 sec ③ ② ①	1 sec ③ ② ①	1 sec ③ ② ①	1 sec ③ ② ①
A. Gtr.9	2 sec <i>mp (stay)</i>	1 sec ③ ② ①	1 sec ③ ② ①	1 sec ③ ② ①	1 sec ③ ② ①	1 sec ③ ② ①
A. Gtr.8	2 sec <i>mp (stay)</i>	1 sec ③ ② ①	1 sec ③ ② ①	1 sec ③ ② ①	1 sec ③ ② ①	1 sec ③ ② ①
A. Gtr.7	2 sec <i>mp (stay)</i>	1 sec ③ ② ①	1 sec ③ ② ①	1 sec ③ ② ①	1 sec ③ ② ①	1 sec ③ ② ①
A. Gtr.6	2 sec <i>mp (stay)</i>	1 sec ③ ② ①	1 sec ③ ② ①	1 sec ③ ② ①	1 sec ③ ② ①	1 sec ③ ② ①
A. Gtr.5	2 sec <i>mp (stay)</i>	1 sec ③ ② ①	1 sec ③ ② ①	1 sec ③ ② ①	1 sec ③ ② ①	1 sec ③ ② ①
A. Gtr.4	2 sec <i>mp (stay)</i>	1 sec ③ ② ①	1 sec ③ ② ①	1 sec ③ ② ①	1 sec ③ ② ①	1 sec ③ ② ①
A. Gtr.3	2 sec <i>mp (stay)</i>	1 sec ③ ② ①	1 sec ③ ② ①	1 sec ③ ② ①	1 sec ③ ② ①	1 sec ③ ② ①
A. Gtr.2	2 sec <i>mp (stay)</i>	1 sec ③ ② ①	1 sec ③ ② ①	1 sec ③ ② ①	1 sec ③ ② ①	1 sec ③ ② ①
A. Gtr.1	2 sec <i>mp (stay)</i>	1 sec ③ ② ①	1 sec ③ ② ①	1 sec ③ ② ①	1 sec ③ ② ①	1 sec ③ ② ①

1 sec → cues acelerando (0,5 sec)

Danceductor

158 sudden turn facing G7 (arms down) → sudden turn facing G8 simile | sudden turn facing G9 | sudden turn facing G10 | sudden turn facing G11 | sudden turn facing G12 | sudden turn facing G1

A. Gtr.12 1 sec → cues acelerando (follow conductor) gradually to rasgueado *f*

A. Gtr.11 1 sec → cues acelerando (follow conductor) gradually to rasgueado *f*

A. Gtr.10 1 sec → cues acelerando (follow conductor) gradually to rasgueado *f*

A. Gtr.9 1 sec → cues acelerando (follow conductor) gradually to rasgueado *f*

A. Gtr.8 1 sec → cues acelerando (follow conductor) gradually to rasgueado *f*

A. Gtr.7 1 sec → cues acelerando (follow conductor) gradually to rasgueado *f*

A. Gtr.6 1 sec → cues acelerando (follow conductor) gradually to rasgueado *f*

A. Gtr.5 1 sec → cues acelerando (follow conductor) gradually to rasgueado *f*

A. Gtr.4 1 sec → cues acelerando (follow conductor) gradually to rasgueado *f*

A. Gtr.3 1 sec → cues acelerando (follow conductor) gradually to rasgueado *f*

A. Gtr.2 1 sec → cues acelerando (follow conductor) gradually to rasgueado *f*

A. Gtr.1 1 sec → cues acelerando (follow conductor) gradually to rasgueado *f*

L

0,5 sec
bend knees
fast and touch
floor with
hands

stand up in
2 sec

M

bend knees
step by step
short and fast
movement

Danceductor

Timeline for Danceductor: 0.5 sec, 2 sec, 5 sec, irregular cueing (between 1-3 secs)

A. Gtr.12

A. Gtr.12: *p possibile subito*, 2 sec, Rasgueado, 5 sec, *fff*, muted *sffz*, Silence (stop tremolo)

A. Gtr.11

A. Gtr.11: *p possibile subito*, 2 sec, Rasgueado, 5 sec, *fff*

A. Gtr.10

A. Gtr.10: *p possibile subito*, 2 sec, Rasgueado, 5 sec, *fff*

A. Gtr.9

A. Gtr.9: *p possibile subito*, 2 sec, Rasgueado, 5 sec, *fff*, muted *sffz*, Silence (stop tremolo)

A. Gtr.8

A. Gtr.8: *p possibile subito*, 2 sec, Rasgueado, 5 sec, *fff*

A. Gtr.7

A. Gtr.7: *p possibile subito*, 2 sec, Rasgueado, 5 sec, *fff*

A. Gtr.6

A. Gtr.6: *p possibile subito*, 2 sec, Rasgueado, 5 sec, *fff*, muted *sffz*, Silence (stop tremolo)

A. Gtr.5

A. Gtr.5: *p possibile subito*, 2 sec, Rasgueado, 5 sec, *fff*

A. Gtr.4

A. Gtr.4: *p possibile subito*, 2 sec, Rasgueado, 5 sec, *fff*

A. Gtr.3

A. Gtr.3: *p possibile subito*, 2 sec, Rasgueado, 5 sec, *fff*

A. Gtr.2

A. Gtr.2: *p possibile subito*, 2 sec, Rasgueado, 5 sec, *fff*

A. Gtr.1

A. Gtr.1: *p possibile subito*, 2 sec, Rasgueado, 5 sec, *fff*

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Danceductor

A. Gtr.12

A. Gtr.11

A. Gtr.10

A. Gtr.9

A. Gtr.8

A. Gtr.7

A. Gtr.6

A. Gtr.5

A. Gtr.4

A. Gtr.3

A. Gtr.2

A. Gtr.1

The musical score consists of 13 staves. The top staff is for the Danceductor, showing a series of rhythmic slashes. Below are 12 staves for acoustic guitars, labeled A. Gtr.1 through A. Gtr.12. Guitars 1, 2, 3, 4, 5, 7, 8, 10, and 11 have specific tremolo passages marked with 'sffz' and 'muted (stop tremolo)'. Guitars 6, 9, and 12 are silent throughout. The tremolo passages occur at various points: Gtr.11 at the beginning, Gtr.10 in the middle, Gtr.8 in the middle, Gtr.7 in the middle, Gtr.5 in the middle, Gtr.4 in the middle, Gtr.3 at the beginning, Gtr.2 in the middle, and Gtr.1 at the end.

* guitars must react and attack following the specified order as fast as possible after cues

stand up slowly

181

3 sec 3 sec 2 sec 1 sec 3 sec 2 sec

Danceductor

A. Gtr.12

A. Gtr.11

A. Gtr.10

A. Gtr.9

A. Gtr.8

A. Gtr.7

A. Gtr.6

A. Gtr.5

A. Gtr.4

A. Gtr.3

A. Gtr.2

A. Gtr.1

3 sec

1st after cue

muted *sfz* 4c

1st after cue

muted *sfz* 1c (cue counting)

1st after cue

muted *sfz* 2c

3rd after cue

muted *sfz* 1c

1st after cue

muted *sfz* 1c

2nd after cue

muted *sfz* 1c

2nd after cue

muted *sfz* 1c

1st after cue

muted *sfz* 3c

3 sec

1 sec

1 sec

40 sec

accel.

Danceductor

187

Continue with sudden irregular cues (wont affect players)

A. Gtr.12

40 sec

Continue with sudden irregular muted attacks

(gradually accelerating. towards less distance between attacks)

A. Gtr.11

40 sec

Continue with sudden irregular muted attacks

(gradually accelerating. towards less distance between attacks)

A. Gtr.10

2nd after cue

40 sec

Continue with sudden irregular muted attacks

(gradually accelerating. towards less distance between attacks)

muted

sfz

2c

A. Gtr.9

40 sec

Continue with sudden irregular muted attacks

(gradually accelerating. towards less distance between attacks)

A. Gtr.8

40 sec

Continue with sudden irregular muted attacks

(gradually accelerating. towards less distance between attacks)

A. Gtr.7

1st after cue

40 sec

Continue with sudden irregular muted attacks

(gradually accelerating. towards less distance between attacks)

muted

sfz

3c

A. Gtr.6

40 sec

Continue with sudden irregular muted attacks

(gradually accelerating. towards less distance between attacks)

A. Gtr.5

1st after cue

40 sec

Continue with sudden irregular muted attacks

(gradually accelerating. towards less distance between attacks)

muted

sfz

2c

A. Gtr.4

40 sec

Continue with sudden irregular muted attacks

(gradually accelerating. towards less distance between attacks)

A. Gtr.3

40 sec

Continue with sudden irregular muted attacks

(gradually accelerating. towards less distance between attacks)

A. Gtr.2

40 sec

Continue with sudden irregular muted attacks

(gradually accelerating. towards less distance between attacks)

A. Gtr.1

1st after cue

40 sec

Continue with sudden irregular muted attacks

(gradually accelerating. towards less distance between attacks)

muted

sfz

4c

191

Danceductor

2 sec 10 sec

A. Gtr.12

2 sec 10 sec

A. Gtr.11

2 sec 10 sec

A. Gtr.10

2 sec 10 sec

A. Gtr.9

2 sec 10 sec

A. Gtr.8

2 sec 10 sec

A. Gtr.7

2 sec 10 sec

A. Gtr.6

2 sec 10 sec

A. Gtr.5

2 sec 10 sec

A. Gtr.4

2 sec 10 sec

A. Gtr.3

2 sec 10 sec

A. Gtr.2

2 sec 10 sec

A. Gtr.1

Left palm movement over muted 1st fret strings (keep repeating)

speed up with irregular attacks until tremolo

muted

fff

1st fret

19th fret

3c

p possibile (subito with cue)

2c

p possibile (subito with cue)

1c

p possibile (subito with cue)

3 - 6 sec 3 - 6 sec 3 - 6 sec 3 - 6 sec 3 - 6 sec 3 - 6 sec

196

Danceductor

A. Gtr.12

A. Gtr.11

A. Gtr.10

A. Gtr.9

A. Gtr.8

A. Gtr.7

A. Gtr.6

A. Gtr.5

A. Gtr.4

A. Gtr.3

A. Gtr.2

A. Gtr.1

(stay still for at least 10 sec)

202

Danceductor

3 - 6 sec 3 - 6 sec 3 - 6 sec 10 sec 8 sec 10 sec

A. Gtr.12

12c

③ ② ①

p possibile (subito with cue)

sudden stop with cue

A. Gtr.11

8 sec

mf stop playing total stillness and silence.

A. Gtr.10

sudden stop with cue

A. Gtr.9

8 sec

mf stop playing total stillness and silence.

A. Gtr.8

11c

③ ② ①

p possibile (subito with cue)

sudden stop with cue

A. Gtr.7

8 sec

mf stop playing total stillness and silence.

A. Gtr.6

sudden stop with cue

A. Gtr.5

8 sec

mf stop playing total stillness and silence.

A. Gtr.4

10c

③ ② ①

p possibile (subito with cue)

sudden stop with cue

A. Gtr.3

8 sec

mf stop playing total stillness and silence.

A. Gtr.2

sudden stop with cue

A. Gtr.1

8 sec

mf stop playing total stillness and silence.