

Six Minute Tours

Solo Piano

by Panaiotis

Program and performance notes

The request was for a six-minute solo for piano. I chose to write six one-minute pieces, each structured to varying degrees on the golden ratio.

1. Metronomic

The metronome should be placed on strings that are used. Try different places. Try moving the metronome during the piece.

A pendulum metronome is both timekeeper and accompanying instrument. It also makes the pitches it stands on percussive when the pianist plays them.

2. Lyrical

3 Strolling

4 Stuck note:

The pianist's nightmare. A prominent note in the piece doesn't work properly and tends to *stick*, rather than stop when the key is released. Then another, then different notes.

5. Inside and Out

Contemplative movement that explores playing inside the piano.

6. Octatonic Express:

Alternative sixth movement (actually, for a performance, any six of the seven pieces could be performed, or all of them).

7. Algo-Rhythmic

This movement was created using a computer algorithm that generates music textures. The same texture is modified to create different meters, and these are alternated throughout the movement.

Six Minute-Tours

for piano

1. Metronomic

Straddle a small wind-up-type pendulum metronome on the *A3* and *B \flat 3* strings with the tempo set for 144. Place the metronome 1/3 to 1/2 way along the strings.

Panaiotis

Piano {

Metronome

$\text{♩.} = 144$

The entire top staff part is 8va higher than written (denoted by an 8 above the treble-clef sign) except for measure 53.

$\text{♩.} = 144$

ff

p

ff

p

1. Metronomic

8va - Translates to 15^{va}

23

28

32

35

38

1. Metronomic

(8^{va})

8
41

(8^{va})

8
45

(8^{va})

8
49

p

8
52

55

Grab and stop the metronome!

2. Lyrical

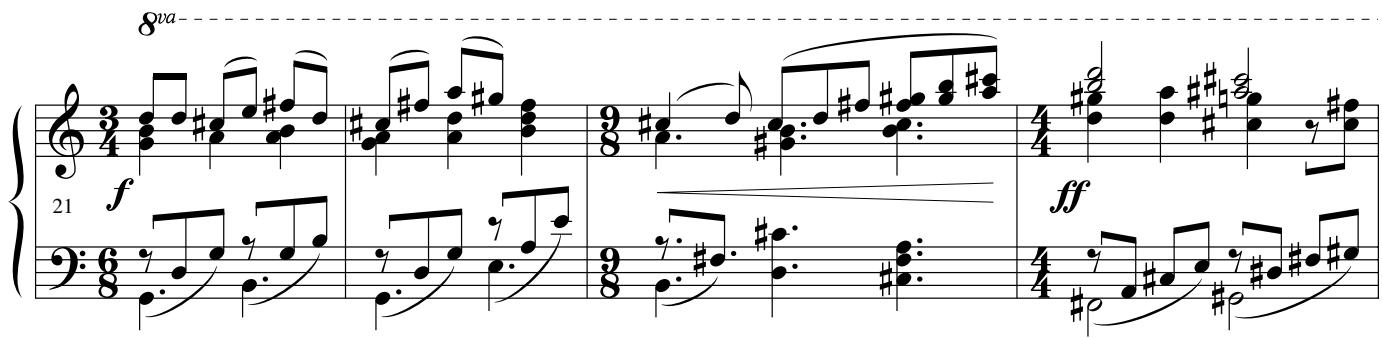
Panaiotis

$\text{♩} = 108$ **Legato e Poco Rubato**

The musical score consists of four staves of piano music. Staff 1 (top) starts with a treble clef, a key signature of one sharp, and a 4/4 time signature. It includes dynamic markings *mp* and *p*. Staff 2 (middle) starts with a bass clef, a key signature of one sharp, and a 4/4 time signature. Staff 3 (bottom) starts with a treble clef, a key signature of one sharp, and a 6/8 time signature. Staff 4 (bottom) starts with a bass clef, a key signature of one sharp, and a 5/8 time signature. The music features various dynamics including *f*, *mf*, and *p*. Time signatures change frequently throughout the piece. Measure numbers 12 and 17 are indicated. The score concludes with a copyright notice at the bottom.

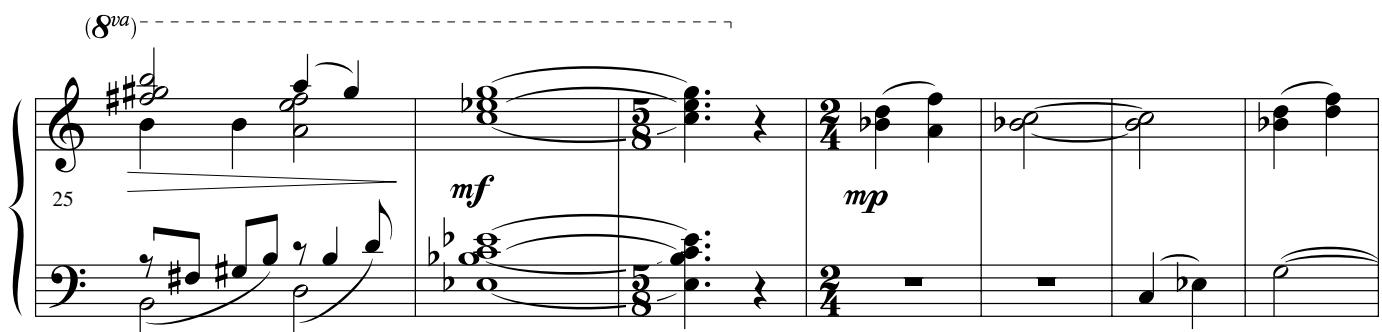
2. Lyrical

8va - - - - -



A musical score page featuring two staves. The top staff uses a treble clef and a 3/4 time signature, starting with a dynamic of *f*. The bottom staff uses a bass clef and a 6/8 time signature. The music consists of eighth-note patterns and chords, with a key change indicated by a sharp sign at measure 21.

(*8va*) - - - - -



A continuation of the musical score from the previous page. The top staff begins with a dynamic of *mf*, followed by *mp*. The bottom staff continues the rhythmic pattern established in the first section.

8va - - - - -



A final section of the musical score. The top staff starts with a dynamic of *p* and features a melodic line with eighth-note pairs. The bottom staff shows a rhythmic pattern with eighth-note pairs and sixteenth-note figures. The score concludes with a final dynamic marking.

3. Strolling

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$\text{♩} = 108$ **Playfully**

mf

4

7

10

3. Strolling

13

f *mf*

17

f *p*

8va

19 (8^{va})

cresc.

poco

a

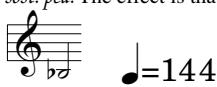
poco

ff

4. Stuck Note

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Before starting, press B_b and then the *sost. ped.* The effect is that B_b is stuck.



Open noteheads (*_*) and notes with open ties signify notes that are *stuck!* The performer is to play the note according to the beamed value as if the notehead were filled in. The *sost. ped.* should hold the note.

As if trying to unstick a stuck note.

This musical score page contains two staves of music. The top staff starts in 7/8 time with a treble clef, followed by a 4/4 section with a bass clef, another 7/8 section, and a 2/4 section. The bottom staff starts in 7/8 time with a bass clef, followed by a 4/4 section and a 7/8 section. Both staves feature several instances of stuck notes, represented by open noteheads and ties that extend across measure lines. Measure numbers 1 through 5 are visible on the left side of the staves.

Accidentals do not carry between staves.

This musical score page contains two staves of music. The top staff starts in 7/8 time with a treble clef, followed by a 4/4 section with a bass clef, another 7/8 section, and a 5/8 section. The bottom staff starts in 7/8 time with a bass clef, followed by a 4/4 section and a 5/8 section. The music includes various stuck notes and changes in key signature. Measure numbers 6 through 10 are visible on the left side of the staves.

This musical score page contains two staves of music. The top staff starts in 5/8 time with a treble clef, followed by a 4/4 section with a bass clef, another 5/8 section, and a 4/4 section. The bottom staff starts in 5/8 time with a bass clef, followed by a 4/4 section and a 5/8 section. The music includes various stuck notes and changes in key signature. Measure numbers 9 through 13 are visible on the left side of the staves.

This musical score page contains two staves of music. The top staff starts in 5/8 time with a treble clef, followed by a 4/4 section with a bass clef, another 5/8 section, and a 4/4 section. The bottom staff starts in 5/8 time with a bass clef, followed by a 4/4 section and a 5/8 section. The music includes various stuck notes and changes in key signature. Measure numbers 12 through 16 are visible on the left side of the staves.

4. Stuck Note

15

16

17

Hold the B♭. Three notes should now be stuck.

* sost. ped.

v

Silently press the a3 to include it as a stuck note.

18

Dampen string inside piano.

21

22

23

sost. ped.

4. Stuck Note

X noteheads indicate that the *stuck* note is to be dampened by stopping the strings inside the piano.

26

It is fine if the attempt to dampen the notes is more theatrical than successful.

30

34

This is what the performer *wants* to play but has second thoughts because these notes are *stuck*.

37

5. Inside and Out

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1 = 144

Strum strings inside piano Pluck string Press thumb on nut and play note on keyboard.

mp *Gliss.* *mf*

Reo.

Silently press keys, then hold *sost. ped.* Do not release it until meas. 26.

f

* *sost. ped.*

pp

8va-

14

Reo.

8va-

17

8va_1

fz pp

Catch the resonance but not initial attack.

Release *sost. pedal* but continue holding *sustain pedal*

Reo. simile

For each note, pluck with fingernail each of the three strings between nut and tuning pin.

Press finger on string to activate one of the higher harmonics.

mf

27

Pluck string *mp* *Gliss.*

Strum strings.

6. Octatonic Express

Accidentals do not span octaves.
(See last page for details.)

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$\text{♩} = 172$ *marcato*

ff

$8^{va}-$

$(8^{va})-$

6

11

11

17

17

6. Octatonic Express

23

28

32

39

(8va) - - - -

43

6. Octatonic Express

47

p

ff

8va

52

55

8va

Fine

Accidentals do not span octaves. The left measure shows two chords notated according to this score. The right measure shows the same chords using cautionary naturals.

7. Algo-Rhythm

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$\text{♩.} = 144$

Musical score for measure 1. Treble and bass staves. Key signature changes between G major (3 sharps) and F# major (1 sharp). Measure starts with a forte dynamic (f).

$\text{♩} = \text{♩ sempre}$

Musical score for measure 2. Treble and bass staves. Key signature changes between G major (3 sharps) and E major (1 sharp). Measure ends with a piano dynamic (p).

Musical score for measure 3. Treble and bass staves. Key signature changes between G major (3 sharps) and F# major (1 sharp). Measure ends with a forte dynamic (f).

Musical score for measure 4. Treble and bass staves. Key signature changes between G major (3 sharps) and E major (1 sharp). Measure ends with a mezzo-forte dynamic (mp).

Musical score for measure 5. Treble and bass staves. Key signature changes between G major (3 sharps) and F# major (1 sharp). Measure ends with a piano dynamic (p).

7. Algo-Rhythm

Musical score for Algo-Rhythm, featuring five staves of music with various time signatures and dynamics.

The score consists of five staves, each with a treble clef and a bass clef. The key signature changes frequently, indicated by sharp and double sharp symbols.

Staff 1: Measures 18-20. Time signature changes from 9/8 to 8/8 to 9/8. Dynamics: ff at measure 20.

Staff 2: Measures 21-23. Time signature changes from 9/8 to 8/8 to 3/2. Dynamics: p at measure 23.

Staff 3: Measures 24-26. Time signature changes from 9/8 to 8/8 to 9/8. Dynamics: ff at measure 26.

Staff 4: Measures 27-29. Time signature changes from 9/8 to 8/8 to 9/8. Dynamics: pp at measure 29. Measure 29 ends with a dashed line and a dynamic instruction *8va*.

Staff 5: Measures 31-33. Time signature changes from 3/2 to 9/8 to 8/8. Dynamics: mf at measure 31, f at measure 33.

7. Algo-Rhythm

(8^{va})-----

34

mf

8^{va}-----

37 *f*

(8^{va})-----

40 *pp*

mp

43 *f*

46 *mp*

ff

Fine