

# Circompose

Brian Stone

$\text{♩} = 100$

choke

ff > p < ff

HH. + o

2

Detailed description: This is the first musical staff. It begins with a dynamic marking of *ff* and a crescendo hairpin leading to a *p* dynamic. The notation includes a 'choke' instruction above a note, a 'HH.' (hi-hat) symbol above a series of eighth notes, and a '2' above a double bar line. There are also '+' and 'o' symbols above notes.

cym >

cresc. f

Detailed description: This is the second musical staff. It features a 'cym' (cymbal) instruction above a series of eighth notes. A 'cresc.' (crescendo) hairpin is shown below the staff, leading to a *f* dynamic. The staff contains various rhythmic patterns and notes.

Fill in

Detailed description: This is the third musical staff. It starts with a double bar line and a 'Fill in' instruction above a series of eighth notes. The staff continues with more rhythmic notation.

Detailed description: This is the fourth musical staff, showing a continuation of the rhythmic patterns from the previous staff.

Detailed description: This is the fifth musical staff, featuring various rhythmic figures and notes.

R R L L R R L L R

mf

3 6 3 3

Detailed description: This is the sixth musical staff. It includes a rhythmic pattern 'R R L L R R L L R' above the staff. The dynamic marking is *mf*. There are also numerical groupings '3', '6', '3', and '3' above the notes.

6 3 3

Detailed description: This is the seventh musical staff, continuing the rhythmic and melodic development.

double tempo

mf

2

Detailed description: This is the eighth musical staff. It is marked 'double tempo' and begins with a *mf* dynamic. The staff features a '2' above a double bar line.

2

Fill in

f

Detailed description: This is the ninth musical staff. It starts with a '2' above a double bar line, followed by a 'Fill in' instruction above a series of eighth notes. The dynamic marking is *f*.

bell

6

6

6

bell

6

3

6

6

3

3

*pp*

*f*

Fill in

double tempo

*p*

2

2

Fill in

2

2

In time D.S. al coda  
Solo for 1 min.

*f* > *p* < *f*

2

*pp*

*ff*

choke