

# ACE

## Performance Guidelines

This is a composition written for a open-ended ensemble, originally conceived for performers over the internet.

1. Performers should follow closely the time codes given in many places throughout the score and listen carefully for cues from the provided click-track. A realization of the unison lines (0.30, 3.50, 5.50) and the fragment at 4.30 are provided on the click track. The track will not beat time through the whole piece, but only where necessary. In every case, there are two beats given before a transition. Where time codes are given as a range ( 4.30-4.45, 5.00-5.15), performers can make the transition at any time during that range.
2. Any given note is in concert pitch and should be transposed. Any given note can be played in any octave. Notes with 'x' for noteheads should be played in rhythm, but can be **any** pitch.
3. Groups of notes with no stems and no clear order (0.00, 1.45, 2.45, 5.00) can be played in any order and rhythm with any articulation. The fragment at 4.00 can be played in any rhythm or articulation, but the order of the pitches should be kept. The fragment at 4.30 is in rhythm and is given in the click track
4. The x-headed notes at 0.40 can be played at any tempo, but the rhythm should be mostly even. As directed in the score, start this section with smaller intervals (m2 M2 m3) and play larger intervals nearer the end (1.30)
5. Wavy lines indicate intensity. This can be interpreted in many ways, such as tone, volume or tempo, but performers should not deviate from the notes that they are given to play before the wavy lines.
6. Solos are completely free. The performer may do ANYTHING he or she desires, including any extended techniques. During Solos, the ensemble should continue as they have been directed before the solo. Solos end with the solo# being crossed out (2.00, 3.15, 5.20) when a solo ends, the soloist should start doing what the rest of the ensemble is doing.
7. FREAKOUT sections are free, with the stipulation that playing should be generally 'noisy'. They are cued in the click track and should start with a BANG. FREAKOUT sections last until the unison lines start.
8. The 'Break' occurs immediately before FREAKOUT1 and lasts for two beats. There will be two beats given in the click track before it. FREAKOUT1 begins immediately.
9. The last cutoff is cued in the click track.
10. Oh Boy

**2009**

**CODYLOYD**

# ACE

0.00 Moderato  
P  
accel...  
0.30 FF!

0.40 Moderato even Rhythm  
MP Small intervals  
0.49 SOLO1  
1.30 MF (MP) larger intervals

1.45 2.00 ~~SOLO2~~  
MF P  
2.15 SOLO2  
2.45  
FF!

3.15 ~~SOLO2~~  
3.30 FREAKOUT!  
FFF  
3.50 MF

4.00 4.10 SOLO3  
Order matters! > MP  
4.30-4.45 MF  
5.00-5.15 CRES.  
5.20 ~~SOLO3~~

5.30 FREAKOUT 2  
5.50 FF  
6.00

2009  
CODYLOYD