

abcd(x)

Brian McWhorter

$\frac{4}{4}A$ $\frac{8}{8}B$ $\frac{8}{8}A$ $\frac{3}{4}C^{Bb\Delta^7}$ $\frac{8}{8}D$ $\frac{8}{8}C^{B\Delta^7}$ $\frac{4}{4}A$ $\frac{8}{8}B$ $\frac{4}{4}A \parallel$

$\left\{ \begin{array}{l} \frac{3}{4}A \\ \frac{4}{4}X \end{array} \right.$ $\frac{8}{8}C$ $\frac{8}{8}A$ $\frac{8}{8}C$ $\frac{4}{4}X$ $\frac{8}{8}B$ $\frac{4}{4}A \parallel$
 $\frac{8}{8}X$ $\frac{8}{8}B$ $\frac{8}{8}-$ $\frac{8}{8}-$ $\frac{4}{4}-$ $\frac{4}{4}X$ $\frac{4}{4}B$

$\frac{4}{4}A$ $\frac{8}{8}B$ $\frac{8}{8}A$ $\frac{3}{4}C^{Bb\Delta^7}$ $\frac{8}{8}D$ $\frac{8}{8}C^{B\Delta^7}$ $\frac{4}{4}A$ $\frac{8}{8}B$ $\frac{4}{4}A \parallel$

$\frac{4}{4}A$ $\frac{1}{1}\emptyset$ $\frac{4}{4}A$ $\frac{2}{4}X$ $\frac{4}{4}A$ $\frac{1}{1}\emptyset$ $\frac{4}{4}A \parallel$
 $\frac{4}{4}A$ $\frac{3}{3}rit...$ $\frac{4}{4}X$ $\frac{3}{3}accel...$ $\frac{4}{4}A$

$\frac{1}{4}A$ $\frac{1}{4}B$ $\frac{1}{4}A$ $\frac{1}{4}C$ $\frac{1}{4}A \parallel$

$\frac{4}{4}A$ $\frac{1}{1}\emptyset$ $\frac{4}{4}A$ $\frac{2}{4}X$ $\frac{4}{4}A$ $\frac{1}{1}\emptyset$ $\frac{4}{4}A \parallel$
 $\frac{4}{4}A$ $\frac{3}{3}rit...$ $\frac{4}{4}X$ $\frac{3}{3}accel...$ $\frac{4}{4}A$

$\frac{5}{4}A$ $\frac{3}{4}B$ $\frac{5}{4}A \parallel$
 $\frac{4}{4}A$ $\frac{2}{2}B$ $\frac{4}{4}A$

$\left\{ \begin{array}{l} \frac{3}{4}A \\ \frac{4}{4}X \end{array} \right.$ $\frac{8}{8}C$ $\frac{8}{8}A$ $\frac{8}{8}C$ $\frac{4}{4}X$ $\frac{8}{8}B$ $\frac{4}{4}A \parallel$
 $\frac{8}{8}X$ $\frac{8}{8}B$ $\frac{8}{8}-$ $\frac{8}{8}-$ $\frac{4}{4}-$ $\frac{4}{4}X$ $\frac{4}{4}B$

$\frac{4}{4}A$ $\frac{4}{4}B$ $\frac{4}{4}A$ $\frac{3}{4}C^{Bb\Delta^7}$ $\frac{4}{4}D$ $\frac{4}{4}C^{B\Delta^7}$ $\frac{4}{4}A$ $\frac{4}{4}B$ $\frac{2}{2}A \parallel$

-key-

\emptyset = no meter

X = required rest

meters are to the left of letters-
number of bars are on the bottom-
repeating letters of each line
should consist of the same
material.

in movements 2 and 8 - players
may either choose to play the top
line or the bottom line. dashes
indicate a repetition.