

# 1. falling

Mechanical (♩ = 184)

2x sempre

Piano

*mp*

Note that clefs. The piece is always played an octave above.

All notes should be the same dynamic level, so that new notes that are introduced (for example, F sharp in bar 26 or B falling an octave in bar 41 jump out at the listener. Downbeats should be not be emphasized.

6

11

16

### 3. scurrying

Violent  $\text{♩} + \text{♩} = 64$

2x sempre

*ff* *pp*

Accented notes should be much louder than the others.

*ff*

*pp*

*ff*

*pp* *ff*

*pp*

*ff* *ff*

*pp* *pp* *ff*