## Distraction / Traps

for piano

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In this piece lines of music must guide your decisions on tempo and dynamics. If a certain passage seems too difficult to perform without a slight pause, take that pause. If another passage feels lighter than the preceding one, let it float and gradually slow down a little bit. If a certain octave in the bass lets one note continue while its octave double is only heard for a moment, play *sforzando* to make it stand out. These are not definitive solutions, but possibilities.

Just three aspects of tempo and dynamics are specified in the score. The average tempo is 1 = 140. The beginning of the piece must always be *piano* or *mezzo piano*. The coda must be loud by the time the indication *forte* is reached, and ends very loudly. The rest is up to you. The piece is ideally played with almost constantly changing, fluid dynamics, just as the earlier *Distraction / Waves*.

The total duration of the piece must be around three minutes and 20 seconds.

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