

Example 1. Exploiting the vagueness of the score

01 C on peut faire QUINZE! (2.1) on fait quinze (0.5)
we can play fifteen we will do fifteen

02 °h:: now you SEE (0.4) what happens in this piece
(1.6)

03 *moves BH slightly owd*

04 c'est très clair à QUINZE (0.2) que: (.)
it is very clear at fifteen that

05 le (.) ~THEME (0.3) dell'adagio~
the theme of the adagio
~open palm gesture in RH~

06 ~(0.7)~
~moves RH slightly fwd~

07 DANS le=eh développement ~gets #1plus VITE (0.4)~
in the development becomes faster
~moves RH fwd ~

08 *°h:: et contraire (0.5)*
and the opposite
moves BH bwd in a circular motion

09 le: euh: le thème del scher- scherzo ~al FIN de le:: euh:
the the theme of the scherzo at the end of the
~points at score with RH-->

10 de la reprise (.)~ %gets #2SLOWER (0.4)%
of the reprise gets slower
-->~ %moves RH bwd %

11 *°h so the- #3it's this eh (0.2) développement comme ÇA*
so the it's this development like this
*moves LH from bottom to top and RH from top to bottom *

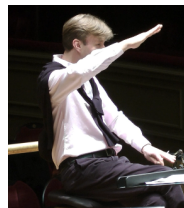
12 *(0.2) where everything gets at the same point* yeah
*holds BH at chest height, palms facing dwd *



#fig.1



#fig.2



#fig.3