

Étude 2: Kleptomaniac

Alan Thomas
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① = C# **Prestissimo, leggerissimo** ♩ = 226 or faster

0 2 1 4 6X 0 1 4 1 1 4 1 4 4X ①

p ① ② ① ② ① ② ① ② ① ② *senza accento* *cresc. poco a poco*

1 2 4 1 3X 1 2 4 1 4 3 4X 1 2 4 1 4 1 3 3X

② ① ② ① ② ① ② ① ② ① ② ① ② ① ② ① ② ①

cresc. poco a poco

4 1 2 1 3 2X 4 1 2 1 3 4 3X 3 4 2 1

③ *cresc. poco a poco*

marcato
p a i
3 2 1 2 1 2 3 2 1 2 0 0

(sempre cresc.) ② ① *f*

p 3X p a i p a p a i m 3X

mp ③ > ② *sim.* ② ① *cresc. poco a poco* ②

② 3X p a i 2X

(sempre cresc.)

5X *f*

p a p a 3 1 3 0

p a i m ② 1 4 0

3x 3 p a i m 2x

② ① ② ① *cresc. poco a poco*

2 2x p a i m p a i m

p a i m p 3 2 0 0 2x

② ① ② ① ② ① *(sempre cresc.)* ① ② ① ②

a m a m i 4 2 1 2 0 0 2 0

m.s. 2x

fff *mp* right hand tapping

mf sempre ④

2x m.s.

4 1 0

in rilievo f > p a i m

> p a i m

⑤ VII p > a p a i m

sempre p

④ 4 > p a p a

p m p a p a i m

⑥ ③ 2 1 0

p

m.d. senza accento

0 0 0

3 1

4x

③

2x

③ ④

(m.s.: continue pattern from previous bar, marcato but gradually fading out as m.d. pattern gradually emerges to create a seamless transition to the next section.)

2x

2x

2x

sim.

cresc. poco a poco

2x

2x

2x

p a i m

mf

cresc.

② p a p a i p a i

p a i m p a i

f

ff

p

p

p

p

p

a

i

a m i

fff

mf

p

pont.

ffff