

# Performance Notes

*Destinations III* is written using various modules connected by a system of arrows. Players should use these arrows to create a “path” to follow. Players can only follow paths that arrows direct them to (players cannot move from one module to another if the arrow does not connect to that module).

**X3** indicates that this module should be played three times.

**X?** Indicates that this module should be repeated many times (the overall movement of this piece should be slow and very spacious).

Modules connected by lines with short dashes indicate that the modules are to be played in unison, as opposed to:

Modules connected by a line with dots indicate that this module is to be continued while other modules are being played (there should be no space in this pattern; it should continue until the next line with dots appears).

A player may rest for any amount of time between modules. This is done in order to help slow the overall pace of the piece. The player should pay close attention to this direction and make a conscious effort to allow for space.

Mallets have been left to the discretion of the player.

## Percussion Key

