

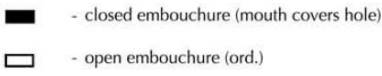

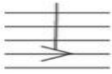
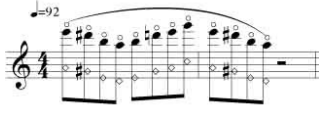
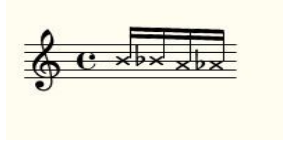



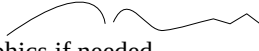


Technique	Acceptable Notation	Notes
Air or aeolian sounds		Make sure rhythm is readable, i.e. no open note heads for quarter or dotted quarter notes!
Air or aeolian sounds going to normal (ordinario).		
Covering the embouchure hole for air sounds or other techniques.		This is important information, please indicate if your air sounds are with open or closed embouchure! Circles instead of rectangles are also acceptable.
Tongue ram		Use the first octave. Better to write "TR" instead of just "T" above the note.
Tongue pizz (sometimes incorrectly called "slap tongue")		This is like a dead-stroke on a percussion instrument. You neither get a normal flute sound nor do you get the nice resonance of a string pizzicato. Use the first octave.
Harmonics		
Key click		Use on individual notes or (if quick) descending passages. Use first octave. Has very little volume and no carrying power unless amplified.
Key click with flute sound		Same as above. The flute sound will probably override the key click.
Jet whistle		Use the first octave, give the flutist enough time to cover the embouchure and take in enough air. To be extra clear write "JW" or "Jet whistle" above the note.
Flute and voice		Use separate staves when complex. Use same staff when simple, with different note head to differentiate (square is common). With alto flute many players prefer the voice part transposed as well.
Whistle tones	<p>w.t. above the note, with graphics if needed</p> 	Use a graphic indication if you want an unsteady sound.

