



City Research Online

City St George's, University of London

Citation: Cole, W.D. (2018). Expanded musical form. (Unpublished Doctoral thesis, City, University of London)

This is the accepted version of the paper.

This version of the publication may differ from the final published version. To cite this item please consult the publisher's version.

Permanent repository link: <https://city-ref-test.eprints-hosting.org/id/eprint/20829/>

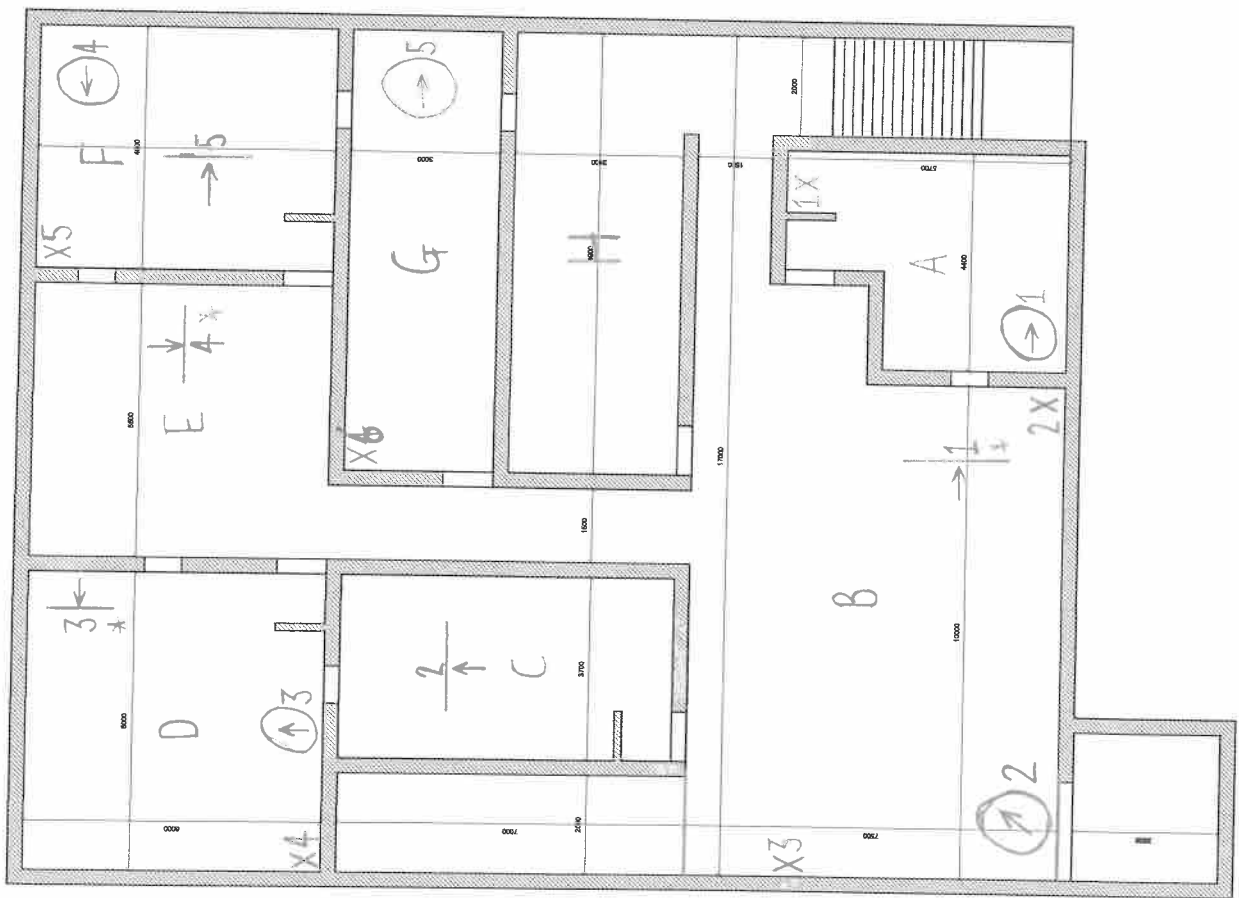
Copyright and Reuse: Copyright and Moral Rights remain with the author(s) and/or copyright holders. Copies of full items can be used for personal research or study, educational, or not-for-profit purposes without prior permission or charge, unless otherwise indicated, provided that the authors, title and full bibliographic details are credited, a hyperlink and/or URL is given for the original metadata page and the content is not changed in any way. For full details of reuse please refer to [City Research Online policy](#).

The Bunker / Forest ... Steel Sheet / Bullroarer

William Davy Cole

OK.2 - Rough

5 x STEEL = —
 5 x BULL DOZER = O
 6 x SLEEPERS = X



FANNY & JESSY LIMITED		FARMER LONDON	
BUNKER		CATWALK SHOW	
Drawn	Scale	1:1000	31
Information			

KEY for BUNKER/FOREST... STEEL SHEET/BULLROARER SKETCHES

BULLROARERS = O

/ = NOTHING

V.S = VERY SLOW

S = SLOW

M = MEDIUM

F = FAST

ARROWS = GRADUAL TRANSITION

~~WAVE~~

STEEL SHEETS = —

H = HARD

S = SOFT

↓ = ATTACK

P = PUCK STRINGS THAT SUSPEND SHEET

SPEAKER = X

ST = STEEL SHEET SOUNDS (↓)

BR = BULLROARER SOUNDS

V.C. = VERY CLOSE

C = CLOSE

D = DISTANT

B = BUNKER

F = FOREST

FOR. AMB. = FOREST AMBIENT.

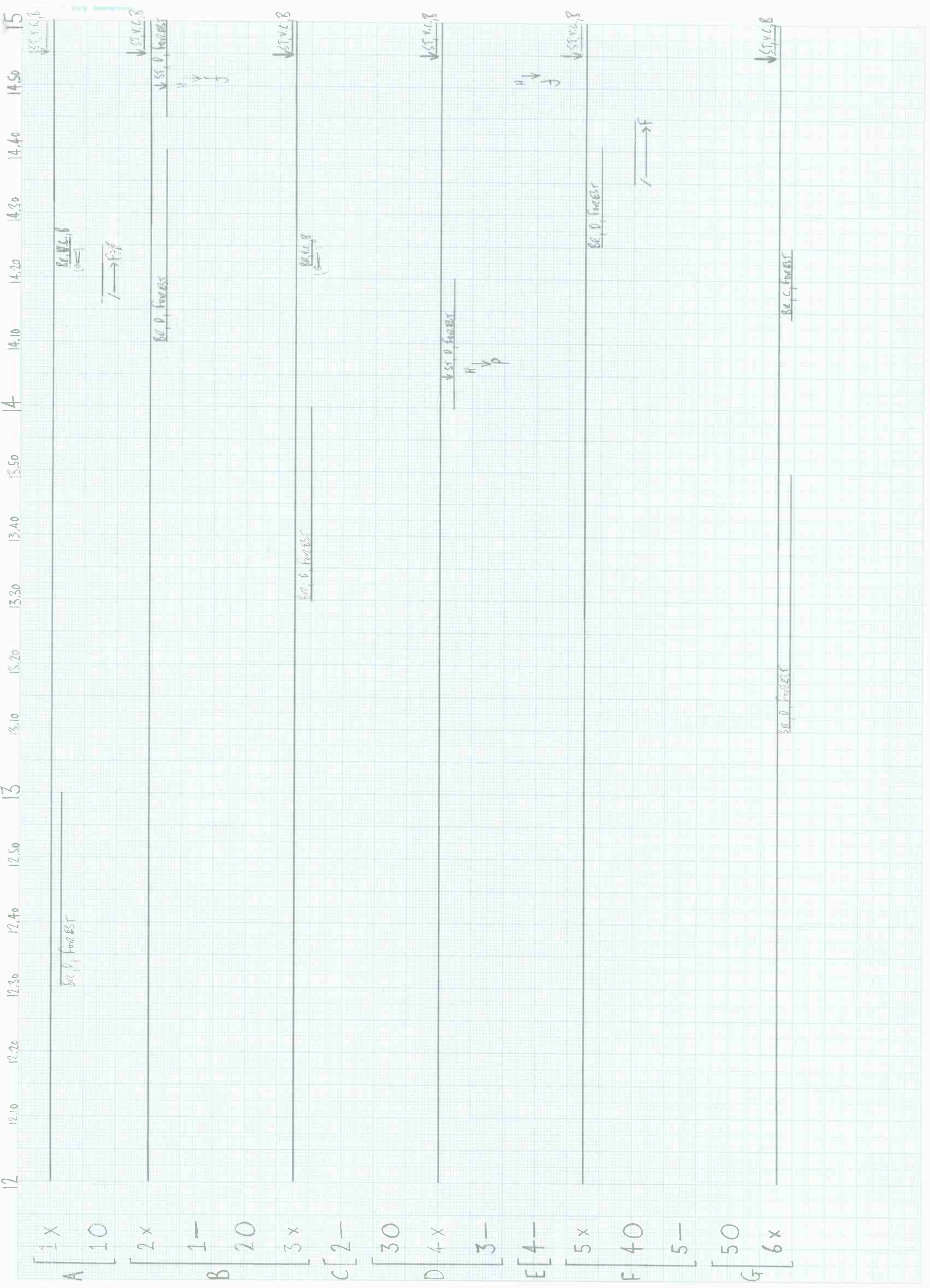
The figure consists of 12 hand-drawn diagrams, labeled A through L, arranged in a 4x3 grid. Each diagram represents a stage in the progression of a forest fire. The diagrams are organized into four rows (A, B, C, D) and three columns (1, 2, 3). Each diagram includes a timeline at the top, ranging from 6:00 to 8:50, and a spatial layout of a forest area. The fire starts at 6:00 and spreads through the forest, reaching the edge by 8:50. The diagrams show the fire's progression from left to right, with the fire front moving across the forest area. The diagrams are labeled A through L, and each diagram includes a timeline and a spatial layout of the forest area.

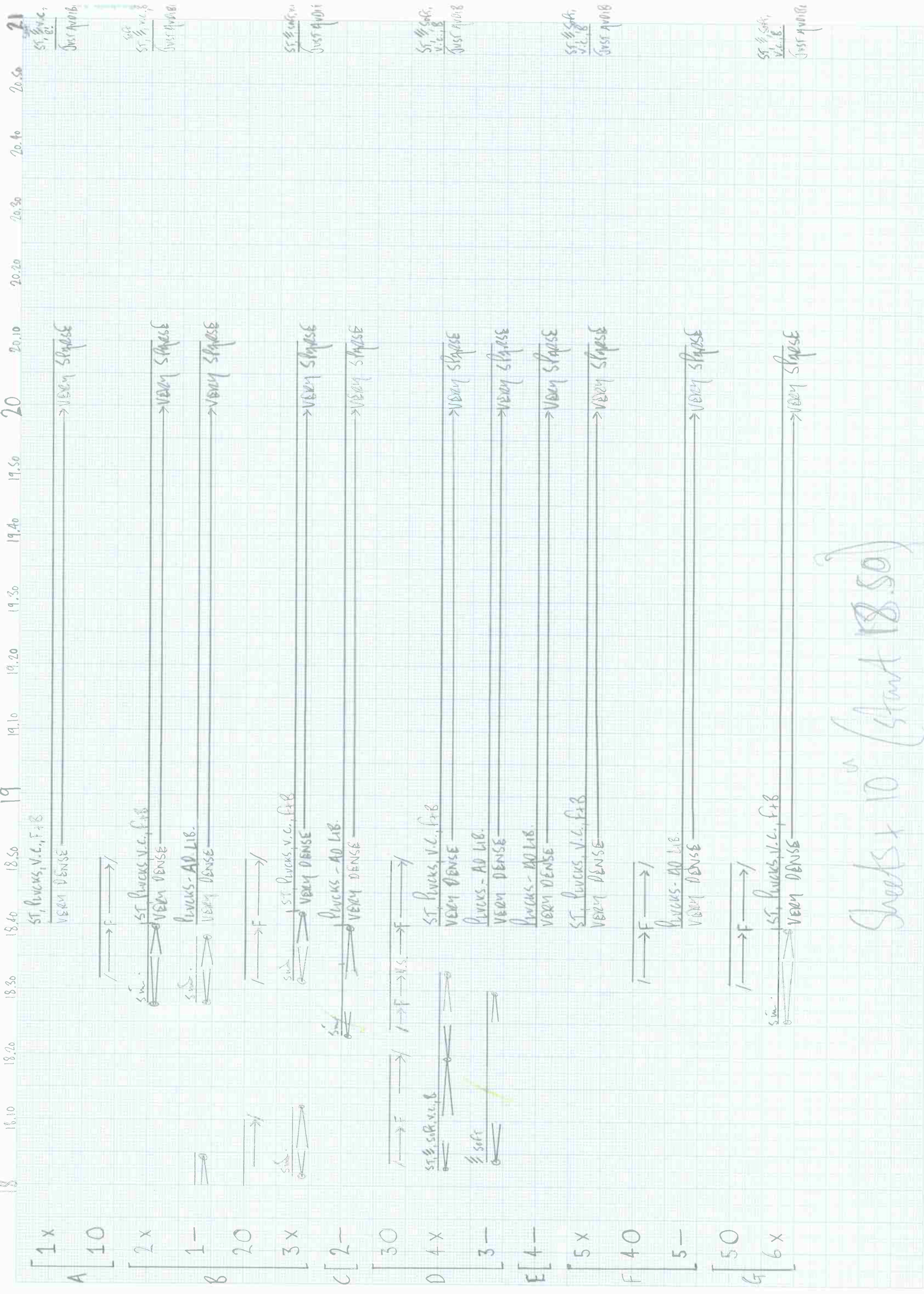


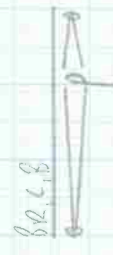
Synthesized 3 recordings? (3 pairs) → Transition/suite into different recordings / layer different recordings

Focus on Synthesis of generic - parameters frozen

*ST, V.C., B. - cut off v. short







	30.10	30.20	30.30	30.40	30.50	31	31.10	31.20	31.30	31.40	31.50	32	32.10	32.20	32.30	32.40	32.50	33	
A	1x	$\frac{8a,c,b}{8a,b}$					$\frac{8a,d,f}{8a,d}$ (abundant)					$\frac{8a,c,b}{8a,b}$					$\frac{8a,c,b}{8a,b}$		$\frac{8a,c,b}{8a,b}$
B	10	$\frac{8a,c,b}{8a,b}$					$\frac{8a,d,f}{8a,d}$ (abundant)					$\frac{8a,c,b}{8a,b}$					$\frac{8a,c,b}{8a,b}$		$\frac{8a,c,b}{8a,b}$
	1-	$\frac{8a,c,b}{8a,b}$					$\frac{8a,d,f}{8a,d}$					$\frac{8a,c,b}{8a,b}$					$\frac{8a,c,b}{8a,b}$		$\frac{8a,c,b}{8a,b}$
	20	$\frac{8a,c,b}{8a,b}$					$\frac{8a,d,f}{8a,d}$					$\frac{8a,c,b}{8a,b}$					$\frac{8a,c,b}{8a,b}$		$\frac{8a,c,b}{8a,b}$
	3x	$\frac{8a,c,b}{8a,b}$					$\frac{8a,d,f}{8a,d}$					$\frac{8a,c,b}{8a,b}$					$\frac{8a,c,b}{8a,b}$		$\frac{8a,c,b}{8a,b}$
C	2-	$\frac{8a,c,b}{8a,b}$					$\frac{8a,d,f}{8a,d}$					$\frac{8a,c,b}{8a,b}$					$\frac{8a,c,b}{8a,b}$		$\frac{8a,c,b}{8a,b}$
	30	$\frac{8a,c,b}{8a,b}$					$\frac{8a,d,f}{8a,d}$					$\frac{8a,c,b}{8a,b}$					$\frac{8a,c,b}{8a,b}$		$\frac{8a,c,b}{8a,b}$
D	4x	$\frac{8a,c,b}{8a,b}$					$\frac{8a,d,f}{8a,d}$					$\frac{8a,c,b}{8a,b}$					$\frac{8a,c,b}{8a,b}$		$\frac{8a,c,b}{8a,b}$
	3-	$\frac{8a,c,b}{8a,b}$					$\frac{8a,d,f}{8a,d}$					$\frac{8a,c,b}{8a,b}$					$\frac{8a,c,b}{8a,b}$		$\frac{8a,c,b}{8a,b}$
E	4-	$\frac{8a,c,b}{8a,b}$					$\frac{8a,d,f}{8a,d}$					$\frac{8a,c,b}{8a,b}$					$\frac{8a,c,b}{8a,b}$		$\frac{8a,c,b}{8a,b}$
	5x	$\frac{8a,c,b}{8a,b}$					$\frac{8a,d,f}{8a,d}$					$\frac{8a,c,b}{8a,b}$					$\frac{8a,c,b}{8a,b}$		$\frac{8a,c,b}{8a,b}$
F	40	$\frac{8a,c,b}{8a,b}$					$\frac{8a,d,f}{8a,d}$					$\frac{8a,c,b}{8a,b}$					$\frac{8a,c,b}{8a,b}$		$\frac{8a,c,b}{8a,b}$
	5-	$\frac{8a,c,b}{8a,b}$					$\frac{8a,d,f}{8a,d}$					$\frac{8a,c,b}{8a,b}$					$\frac{8a,c,b}{8a,b}$		$\frac{8a,c,b}{8a,b}$
G	50	$\frac{8a,c,b}{8a,b}$					$\frac{8a,d,f}{8a,d}$					$\frac{8a,c,b}{8a,b}$					$\frac{8a,c,b}{8a,b}$		$\frac{8a,c,b}{8a,b}$
	6x	$\frac{8a,c,b}{8a,b}$					$\frac{8a,d,f}{8a,d}$					$\frac{8a,c,b}{8a,b}$					$\frac{8a,c,b}{8a,b}$		$\frac{8a,c,b}{8a,b}$

SUB. DISTANCE - set enlargement

Each different perspective

Greater up here - lots of short ~~edges~~ ³⁻⁵ ~~edges~~ ^{edges} not included

vary - short diagonal, square, face

Greater is out

close - far

V.C.R.

Sub. Distance - Set evaluation
 (Each different perspective)
 Break up into - lots of short ~~words~~ not
 vary - short elongated words, space
 between words or space

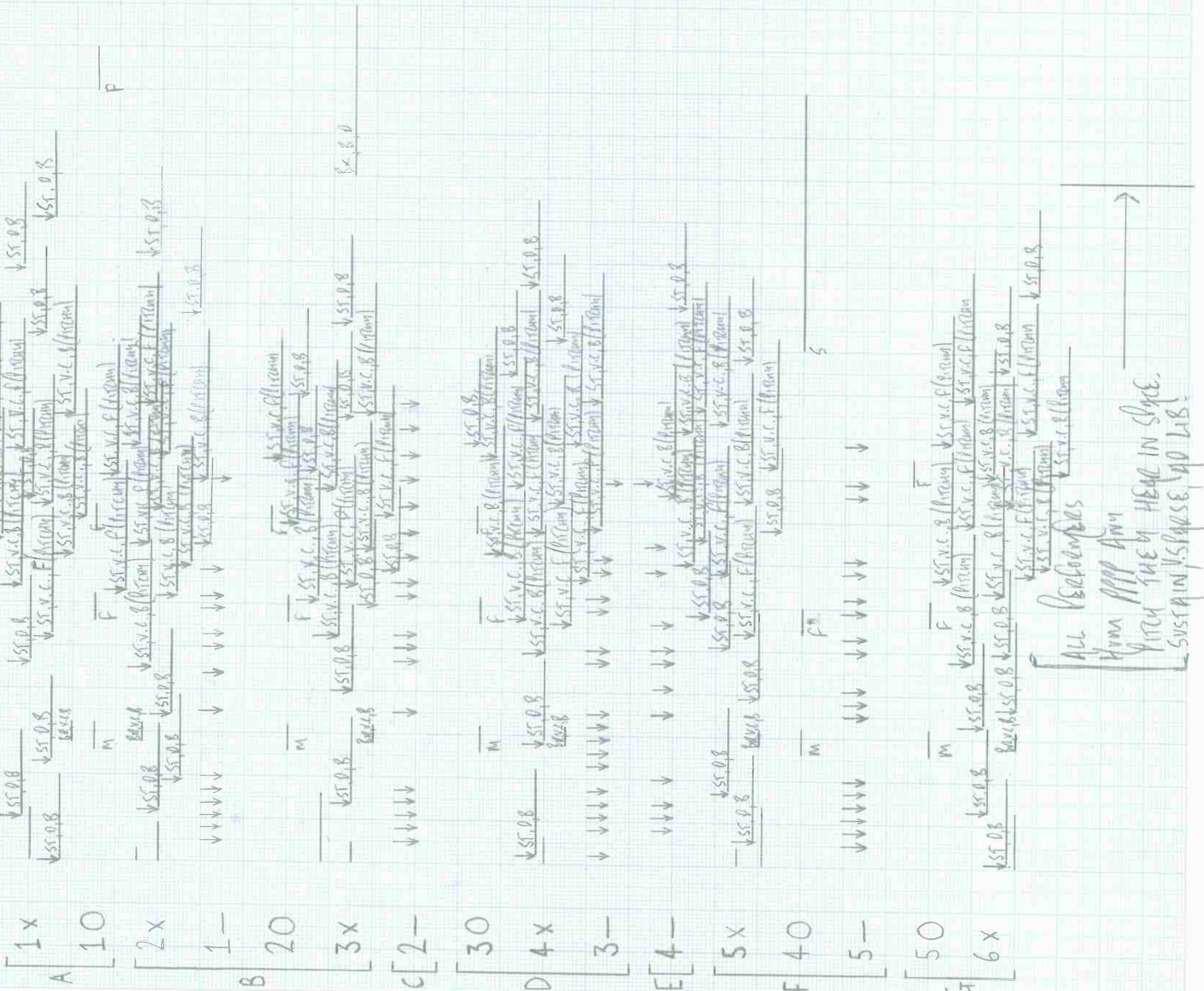
Greater is out
 class - you
 V.C.S

[illegible]

45	45.10	45.20	45.30	45.40	45.50	46	46.10	46.20	46.30	46.40	46.50	47	47.10	47.20	47.30	47.40	47.50	48
1x	BUNKER ONLY SUB. STAGE	FOREST AMBIENT	F	F	S	S	REVERB	POST(V.C.)B	REVERB	REVERB	REVERB	47	REVERB	REVERB	REVERB	REVERB	REVERB	48
10					S	S	REVERB	POST(V.C.)B	REVERB	REVERB	REVERB		REVERB	REVERB	REVERB	REVERB	REVERB	
2x	BUNKER ONLY SUB. STAGE	FOREST AMBIENT	F	F	S	S	REVERB	POST(V.C.)B	REVERB	REVERB	REVERB		REVERB	REVERB	REVERB	REVERB	REVERB	
1-	SUB STAGE				P	f												
20					S	S	REVERB	POST(V.C.)B	REVERB	REVERB	REVERB		REVERB	REVERB	REVERB	REVERB	REVERB	
3x	BUNKER ONLY SUB. STAGE	FOREST AMBIENT	F	F	S	S	REVERB	POST(V.C.)B	REVERB	REVERB	REVERB		REVERB	REVERB	REVERB	REVERB	REVERB	
2-	SUB. STAGE				P	f												
30					S	S	REVERB	POST(V.C.)B	REVERB	REVERB	REVERB		REVERB	REVERB	REVERB	REVERB	REVERB	
4x	BUNKER ONLY SUB. STAGE	FOREST AMBIENT	F	F	S	S	REVERB	POST(V.C.)B	REVERB	REVERB	REVERB		REVERB	REVERB	REVERB	REVERB	REVERB	
3-	SUB. STAGE				P	f												
4-	SUB. STAGE				S	S	REVERB	POST(V.C.)B	REVERB	REVERB	REVERB		REVERB	REVERB	REVERB	REVERB	REVERB	
5x	BUNKER ONLY SUB. STAGE	FOREST AMBIENT	F	F	S	S	REVERB	POST(V.C.)B	REVERB	REVERB	REVERB		REVERB	REVERB	REVERB	REVERB	REVERB	
40					S	S	REVERB	POST(V.C.)B	REVERB	REVERB	REVERB		REVERB	REVERB	REVERB	REVERB	REVERB	
5-	SUB. STAGE				P	f												
50					S	S	REVERB	POST(V.C.)B	REVERB	REVERB	REVERB		REVERB	REVERB	REVERB	REVERB	REVERB	
6x	BUNKER ONLY SUB. STAGE	FOREST AMBIENT	F	F	S	S	REVERB	POST(V.C.)B	REVERB	REVERB	REVERB		REVERB	REVERB	REVERB	REVERB	REVERB	
					S	S	REVERB	POST(V.C.)B	REVERB	REVERB	REVERB		REVERB	REVERB	REVERB	REVERB	REVERB	

REVERB

(Speaker)
(Wingman)



all people
from PPP Ann
with their head in space.
suspect in space of Lib

	51	51.10	51.20	51.30	51.40	51.50	52	52.10	52.20	52.30	52.40	52.50	53	53.10	53.20	53.30	53.40	53.50	54
A	1x																		
	10																		
B	2x																		
	1-																		
	20																		
	3x																		
C	2-																		
	30																		
D	4x																		
	3-																		
E	4-																		
	5x																		
F	40																		
	5-																		
G	50																		
	6x																		

F
 Hammer (A), 1111, AD LIB. (Boring)
 fairly sparse
 F
 Hammer (B), 1111, AD LIB. (Boring)
 fairly sparse
 F
 Hammer (C), 1111, AD LIB. (Boring)
 fairly sparse
 F
 Hammer (D), 1111, AD LIB. (Boring)
 fairly sparse
 F
 Hammer (E), 1111, AD LIB. (Boring)
 fairly sparse
 F
 Hammer (F), 1111, AD LIB. (Boring)
 fairly sparse
 F
 Hammer (G), 1111, AD LIB. (Boring)
 fairly sparse

All Performances
 Hum 1111
 Hum 1111 then Hump
 in space
 Sustaining, sparse, AD LIB.

A 1x 10 2x 1- 20 3x
 B AS BEFORE + SHORT = HA/KA WITH OCCASIONAL STRIKES (EVERY 3-5) VERY SHORT
 Slightly move movement
 C 2- 30 4x 3- 5x 40 5- 50 6x
 D AS BEFORE + SHORT = HA/KA WITH OCCASIONAL STRIKES (EVERY 3-5) V. SHORT
 Slightly move movement
 E AS BEFORE + SHORT = HA/KA WITH OCCASIONAL STRIKES (EVERY 3-5) V. SHORT
 Slightly move movement
 F AS BEFORE + SHORT = HA/KA WITH OCCASIONAL STRIKES (EVERY 3-5) V. SHORT
 Slightly move movement
 G AS BEFORE + SHORT = HA/KA WITH OCCASIONAL STRIKES (EVERY 3-5) V. SHORT
 Slightly move movement

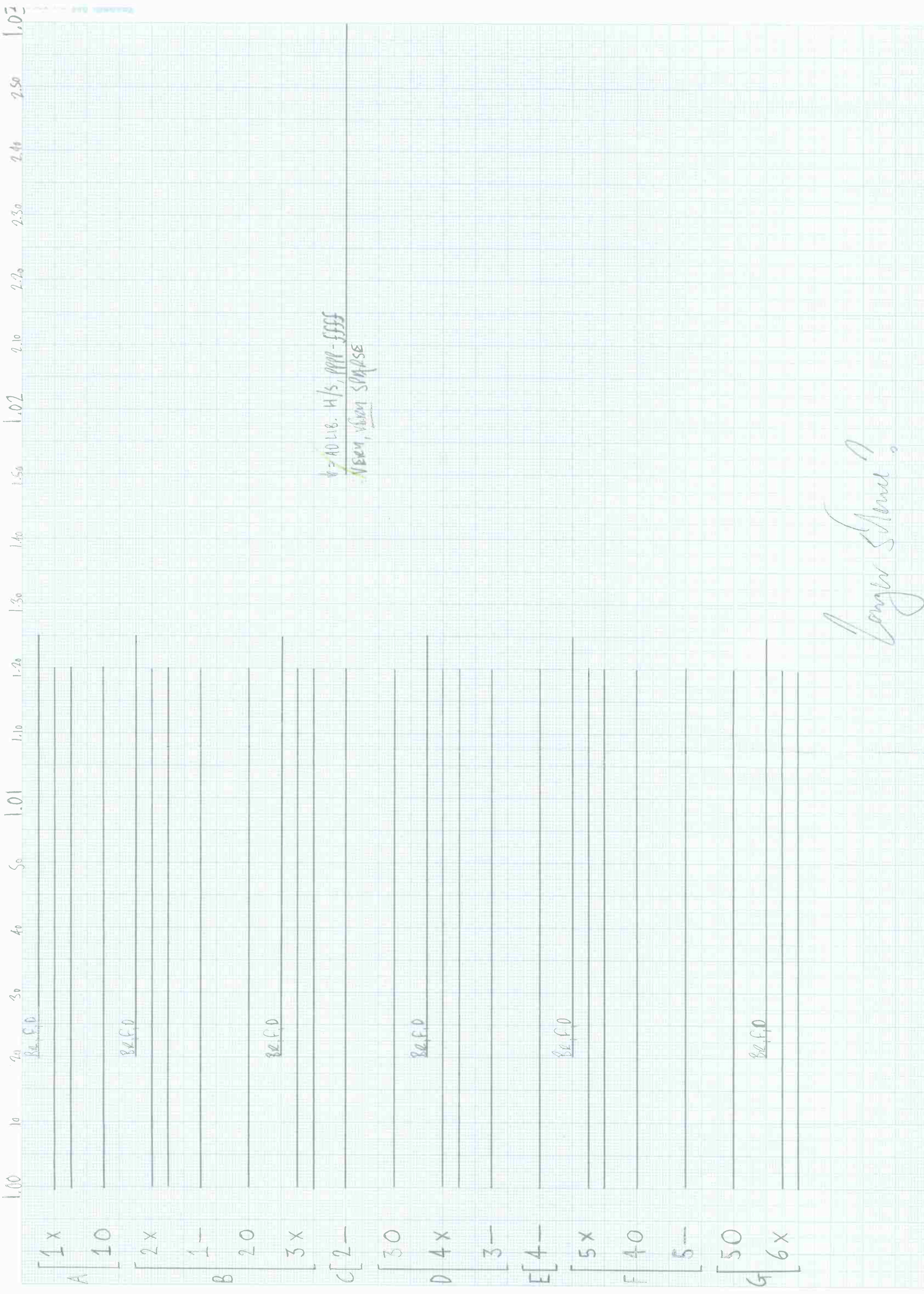
5+ 58 59 59.50 1.01

A [1x 10]
B [2x 1- 20]
C [2- 30]
D [4x 3-]
E [4-]
F [5x 40]
G [50 6x]

57.10 57.20 57.30 57.40 57.50
BUNKER
PPPP
BUNKER
PPPP
BUNKER
PPPP
BUNKER
PPPP
BUNKER
PPPP
BUNKER
PPPP

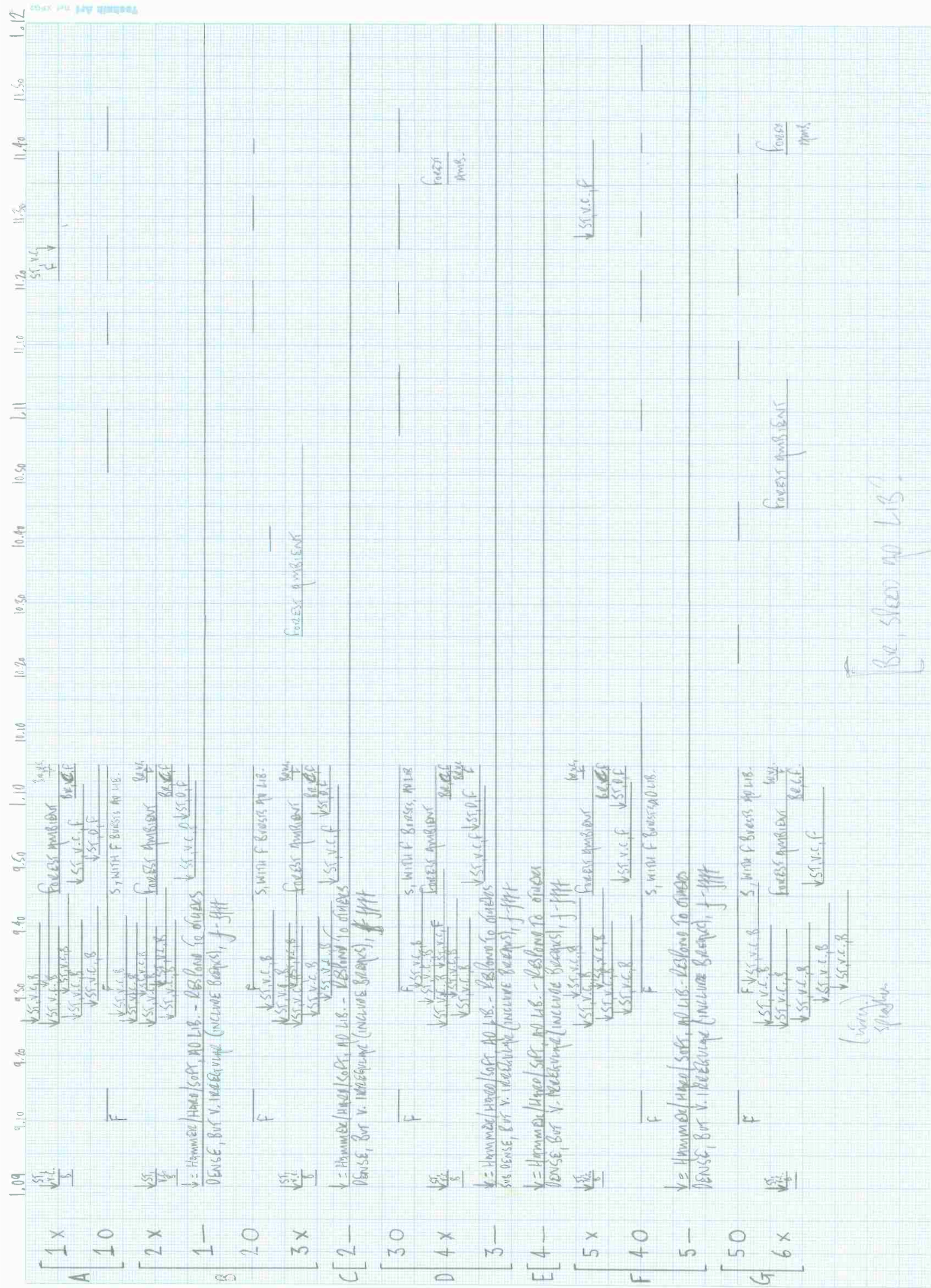
58.10 58.20 58.30 58.40 58.50
Low vs loss
/ $\rightarrow$ f
Low vs loss
//, soft
/ $\rightarrow$ f
Low vs loss
//, soft
/ $\rightarrow$ f
Low vs loss
//, soft
//, soft
/ $\rightarrow$ f
Low vs loss
//, soft
//, soft
/ $\rightarrow$ f
Low vs loss
//, soft
/ $\rightarrow$ f
Low vs loss
/ $\rightarrow$ f

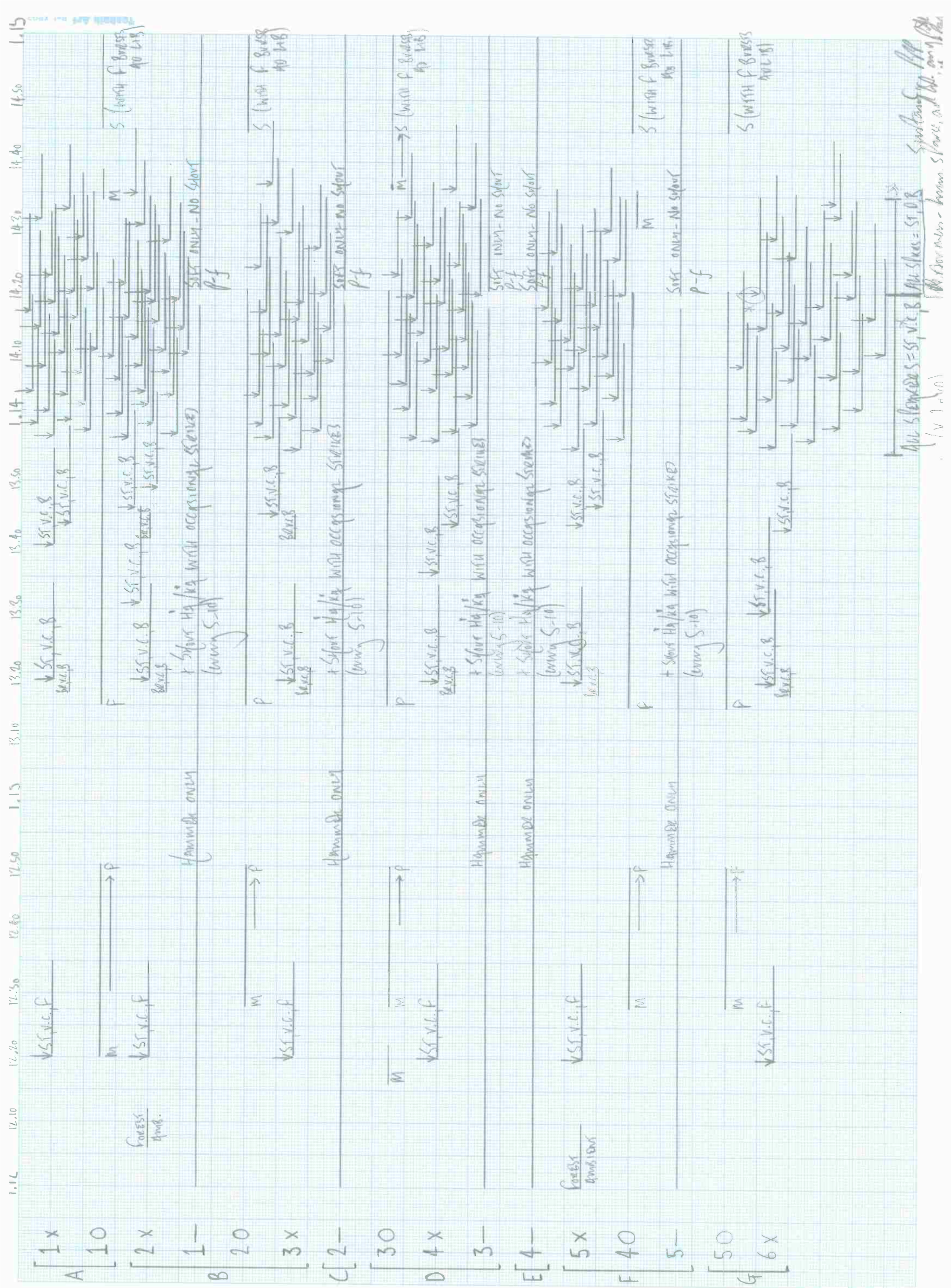
FOREST AMBIENT
FOREST AMBIENT
FOREST AMBIENT
FOREST AMBIENT
FOREST AMBIENT
FOREST AMBIENT
FOREST AMBIENT



	1.06	6.10	6.20	6.30	6.40	6.50	1.07	7.10	7.20	7.30	7.40	7.50	8.00	8.10	8.20	8.30	8.40	8.50	1.08
A	1x				↓ ST.V.C.F						↓ ST.V.C.B	↓ ST.V.C.F	↓ ST.V.C.B	↓ ST.V.C.F	↓ ST.V.C.B	↓ ST.V.C.F	↓ ST.V.C.B	↓ ST.V.C.F	↓ ST.V.C.B
B	10				↓ ST.V.C.F						[M-F] ↓ ST.V.C.B	↓ ST.V.C.F	↓ ST.V.C.B	↓ ST.V.C.F	↓ ST.V.C.B	↓ ST.V.C.F	↓ ST.V.C.B	↓ ST.V.C.F	↓ ST.V.C.B
	1-	↓ = HAMMER, AD LIB DENSE (HHH)			Ham. ↓ HHH						↓ = HAMMER, AD LIB, f-HH	↓ ST.V.C.B	↓ ST.V.C.F	↓ ST.V.C.B	↓ ST.V.C.F	↓ ST.V.C.B	↓ ST.V.C.F	↓ ST.V.C.B	↓ ST.V.C.F
	20										↓ ST.V.C.B	↓ ST.V.C.F	↓ ST.V.C.B	↓ ST.V.C.F	↓ ST.V.C.B	↓ ST.V.C.F	↓ ST.V.C.B	↓ ST.V.C.F	↓ ST.V.C.B
C	3x				↓ ST.V.C.F						[M-F] ↓ ST.V.C.B	↓ ST.V.C.F	↓ ST.V.C.B	↓ ST.V.C.F	↓ ST.V.C.B	↓ ST.V.C.F	↓ ST.V.C.B	↓ ST.V.C.F	↓ ST.V.C.B
	2-	↓ = HAMMER, AD LIB DENSE (HHH)			Ham. ↓ HHH						↓ = HAMMER, AD LIB, f-HH	↓ ST.V.C.B	↓ ST.V.C.F	↓ ST.V.C.B	↓ ST.V.C.F	↓ ST.V.C.B	↓ ST.V.C.F	↓ ST.V.C.B	↓ ST.V.C.F
	30										↓ ST.V.C.B	↓ ST.V.C.F	↓ ST.V.C.B	↓ ST.V.C.F	↓ ST.V.C.B	↓ ST.V.C.F	↓ ST.V.C.B	↓ ST.V.C.F	↓ ST.V.C.B
D	4x				↓ ST.V.C.F						[M-F] ↓ ST.V.C.B	↓ ST.V.C.F	↓ ST.V.C.B	↓ ST.V.C.F	↓ ST.V.C.B	↓ ST.V.C.F	↓ ST.V.C.B	↓ ST.V.C.F	↓ ST.V.C.B
	3-	↓ = HAMMER, AD LIB DENSE (HHH)			Ham. ↓ HHH						↓ = HAMMER, AD LIB, f-HH	↓ ST.V.C.B	↓ ST.V.C.F	↓ ST.V.C.B	↓ ST.V.C.F	↓ ST.V.C.B	↓ ST.V.C.F	↓ ST.V.C.B	↓ ST.V.C.F
	4-	↓ = HAMMER, AD LIB DENSE (HHH)									↓ = HAMMER, AD LIB, f-HH	↓ ST.V.C.B	↓ ST.V.C.F	↓ ST.V.C.B	↓ ST.V.C.F	↓ ST.V.C.B	↓ ST.V.C.F	↓ ST.V.C.B	↓ ST.V.C.F
	5x				↓ ST.V.C.F						↓ ST.V.C.B	↓ ST.V.C.F	↓ ST.V.C.B	↓ ST.V.C.F	↓ ST.V.C.B	↓ ST.V.C.F	↓ ST.V.C.B	↓ ST.V.C.F	↓ ST.V.C.B
F	40										[M-F] ↓ ST.V.C.B	↓ ST.V.C.F	↓ ST.V.C.B	↓ ST.V.C.F	↓ ST.V.C.B	↓ ST.V.C.F	↓ ST.V.C.B	↓ ST.V.C.F	↓ ST.V.C.B
	5-	↓ = HAMMER, AD LIB DENSE (HHH)			Ham. ↓ HHH						↓ = HAMMER, AD LIB, f-HH	↓ ST.V.C.B	↓ ST.V.C.F	↓ ST.V.C.B	↓ ST.V.C.F	↓ ST.V.C.B	↓ ST.V.C.F	↓ ST.V.C.B	↓ ST.V.C.F
G	50				↓ ST.V.C.F						[M-F] ↓ ST.V.C.B	↓ ST.V.C.F	↓ ST.V.C.B	↓ ST.V.C.F	↓ ST.V.C.B	↓ ST.V.C.F	↓ ST.V.C.B	↓ ST.V.C.F	↓ ST.V.C.B
	6x										↓ ST.V.C.B	↓ ST.V.C.F	↓ ST.V.C.B	↓ ST.V.C.F	↓ ST.V.C.B	↓ ST.V.C.F	↓ ST.V.C.B	↓ ST.V.C.F	↓ ST.V.C.B

ALL BEING
GIVEN
WHICH
ANY
IN STATE
SUSPENSE
AD LIB -
PPP





	1.15	15.10	15.20	15.30	15.40	15.50	1.16	16.10	16.20	16.30	16.40	16.50	1.17	17.10	17.20	17.30	17.40	17.50	1.18
A	1x	↓ST, V.C., F			↓ST, D, F	↓ST, V.C., F						ST, Soft, V.C., B							
	10	F S		F	↓ST, V.C., F	↓ST, D, F						PPP		PPP		mf > PPP	STHT		
B	2x	↓ST, V.C., F			↓ST, V.C., F	↓ST, D, F						ST, Soft, V.C., B							
	1-	Sub. sparse Sub. dense			Hammer, H-TH	V. DENSE						PPP		PPP		mf > PPP	STHT		
	20	F S		F	↓ST, V.C., F	↓ST, D, F						ST, Soft, V.C., B							
C	3x	↓ST, V.C., F			↓ST, V.C., F	↓ST, D, F						ST, Soft, V.C., B							
	2-	Sub. sparse Sub. dense			Hammer, H-TH	V. DENSE						PPP		PPP		mf > PPP	STHT		
	30	F S		F	↓ST, V.C., F	↓ST, D, F						ST, Soft, V.C., B							
D	4x	↓ST, V.C., F			↓ST, V.C., F	↓ST, D, F						ST, Soft, V.C., B							
	3-	Sub. sparse Sub. dense			Hammer, H-TH	V. DENSE						PPP		PPP		mf > PPP	STHT		
E	4-	Sub. sparse Sub. dense			Hammer, H-TH	V. DENSE						ST, Soft, V.C., B							
	5x	↓ST, V.C., F			↓ST, V.C., F	↓ST, D, F						ST, Soft, V.C., B							
	40	F S		F	↓ST, V.C., F	↓ST, D, F						PPP		PPP		mf > PPP	STHT		
F	5-	Sub. sparse Sub. dense			Hammer, H-TH	V. DENSE						ST, Soft, V.C., B							
	50	F S		F	↓ST, V.C., F	↓ST, D, F						PPP		PPP		mf > PPP	STHT		
G	6x	↓ST, V.C., F			↓ST, V.C., F	↓ST, D, F						ST, Soft, V.C., B							
		Sub. sparse Sub. dense			Hammer, H-TH	V. DENSE						PPP		PPP		mf > PPP	STHT		
		F S		F	↓ST, V.C., F	↓ST, D, F						PPP		PPP		mf > PPP	STHT		

1
 2
 unknown
 Vektor
 5.18

[illegible]

[illegible]

(l.v.) $\rightarrow$ bundle $\rightarrow$ part $\rightarrow$ part

	1.14	24.10	24.20	24.30	24.40	24.50	1.25	25.10	25.20	25.30	25.40	25.50	26.00	26.10	26.20	26.30	26.40	26.50	1.17
A [1x																			
10		m																	
2x																			
B [1-																			
20																			
3x																			
C [2-																			
30																			
4x																			
D [3-																			
4-																			
E [4-																			
5x																			
F [40																			
5-																			
G [50																			
6x																			

Forces Ambient

Forces Ambient

Forces Ambient

Forces Ambient

Forces Ambient

Forces Ambient

Forces Ambient

1x

10

2x

1-

20

3x

2-

30

4x

3-

4-

5x

40

5-

50

6x

A

B

C

D

E

F

G

	1.27	27.10	27.20	27.30	27.40	27.50	1.28	28.10	28.20	28.30	28.40	28.50	1.29	29.10	29.20	29.30	29.40	29.50	1.30
A	[1x 10]			Forest quadrant															
B	[2x 1- 20 3x]			Forest quadrant															
C	[2- 30 4x 3- 4- 5x 40 5- 50 6x]			Forest quadrant															
D																			
E																			
F																			
G																			

Shifting aesthetic
 Feeding (longer/different species)
 (B.V.C.B) (M.C.)

[illegible]

	1.35	33.10	33.20	33.30	33.40	33.50	1.36
A	1x	↓ ST, D, F	↓ ST, V, C, B	↓ ST, D, F	↓ ST, V, C, B	↓ ST, D, F	1.36
B	10	↓ ST, D, F	↓ ST, V, C, B	↓ ST, D, F	↓ ST, V, C, B	↓ ST, D, F	
C	20	↓ ST, D, F	↓ ST, V, C, B	↓ ST, D, F	↓ ST, V, C, B	↓ ST, D, F	
D	30	↓ ST, D, F	↓ ST, V, C, B	↓ ST, D, F	↓ ST, V, C, B	↓ ST, D, F	
E	40	↓ ST, D, F	↓ ST, V, C, B	↓ ST, D, F	↓ ST, V, C, B	↓ ST, D, F	
F	50	↓ ST, D, F	↓ ST, V, C, B	↓ ST, D, F	↓ ST, V, C, B	↓ ST, D, F	
G	60	↓ ST, D, F	↓ ST, V, C, B	↓ ST, D, F	↓ ST, V, C, B	↓ ST, D, F	

1.42 42.10 42.20 42.30 42.40 42.50 1.43 43.10 43.20 43.30 43.40 43.50 1.44 44.10 44.20 44.30 44.40 44.50 1.45

A [1x
10

↓ ST.V.L.B ↓ ST.V.L.F

B [2x
1-
20
3x

↓ ST.V.L.B ↓ ST.V.L.F

C [2-
30

↓ ST.V.L.B ↓ ST.V.L.F

D [4x
3-
40

↓ ST.V.L.B ↓ ST.V.L.F

E [4-
5x
40
5-

↓ ST.V.L.B ↓ ST.V.L.F

F [5x
50
6x

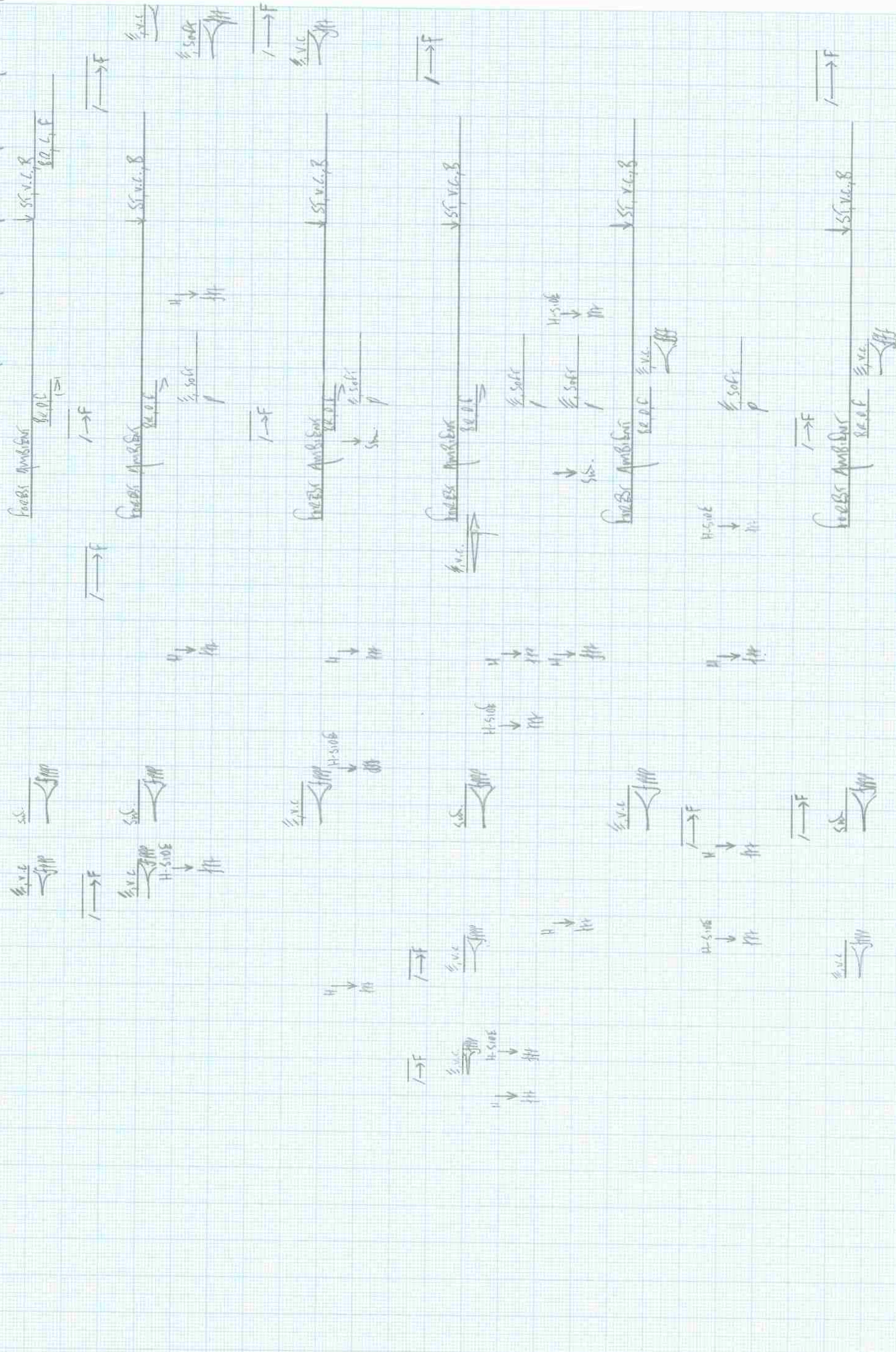
↓ ST.V.L.B ↓ ST.V.L.F

↓ AD L.B, H, III
VERBODEN STAPEN

↓ ST.V.L.B
↓ ST.V.L.B
↓ ST.V.L.B
↓ ST.V.L.B
↓ ST.V.L.B
↓ ST.V.L.B

1.45 45.10 45.20 45.30 45.40 45.50 1.46 46.10 46.20 46.30 46.40 46.50 1.47 47.10 47.20 47.30 47.40 47.50 1.48

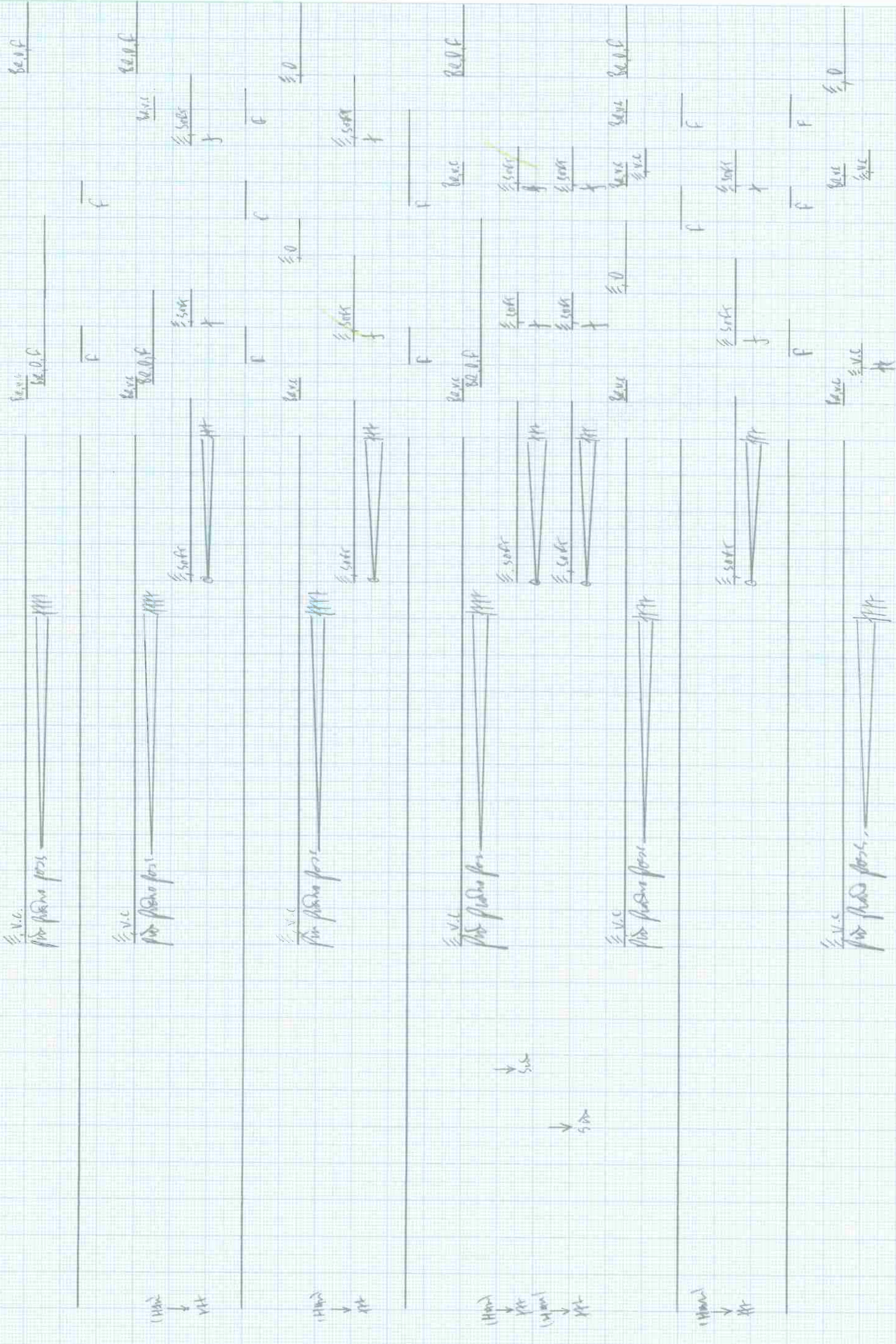
A [1x
10]
B [2x
1-
20
3x]
C [2-
30
4x
3-
E [4-
5x
40
5-
G [50
6x]



Alle Berechnungen
sind nun fertig
40 L.B. sind in
Slope

1.5t 57.10 57.20 57.30 57.40 57.50 1.58 58.10 58.20 58.30 58.40 58.50 1.59 59.00 59.10 59.20 59.30 59.40 59.50 2.00

A [1 x 10]
 B [2 x 1 - 20]
 C [3 x 2 - 30]
 D [4 x 3 - 40]
 E [5 x 4 - 50]
 F [6 x 5 - 60]
 G [7 x 6 - 70]



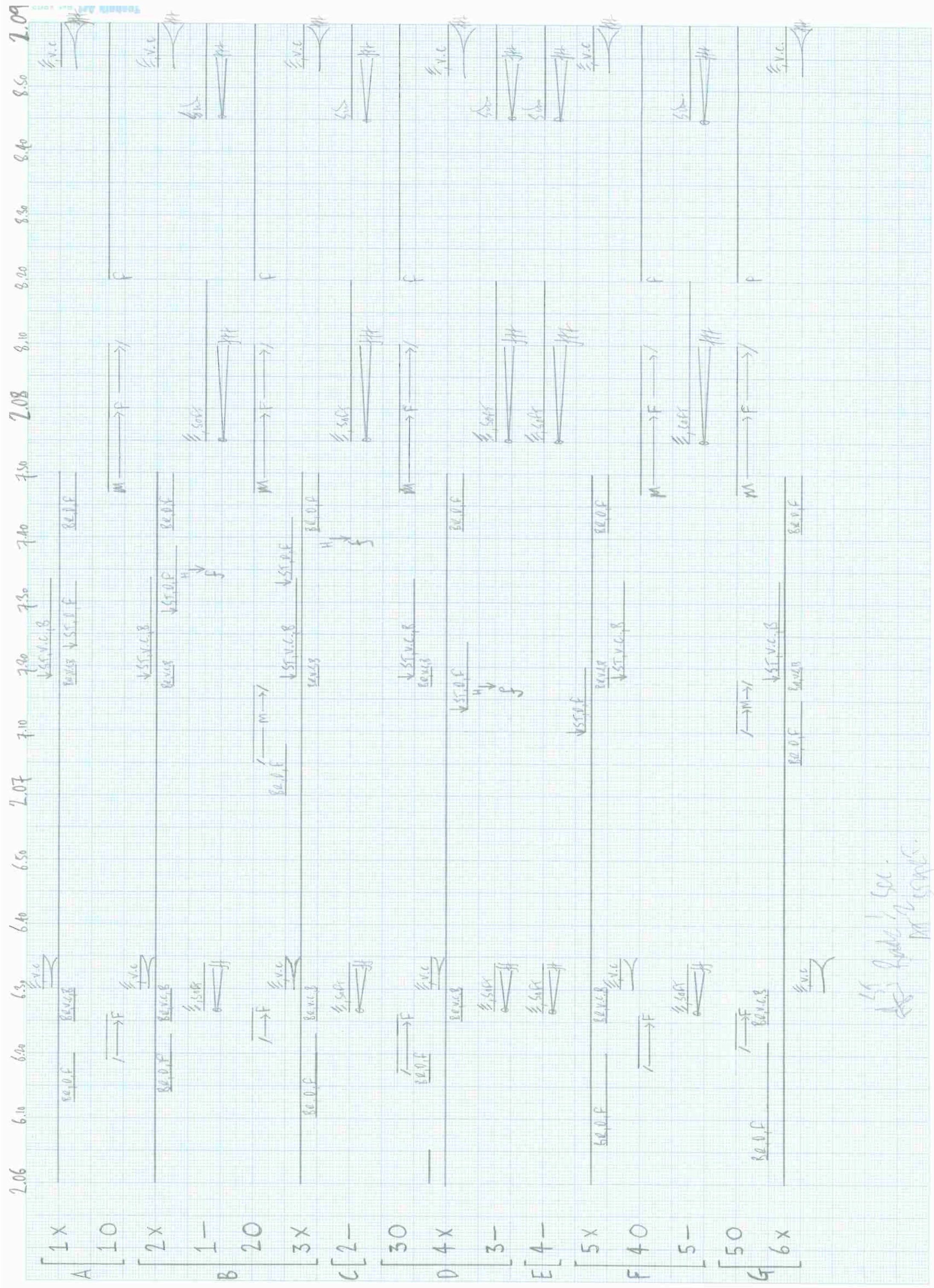
Speers?
 by

Apr: 11th 15th (A/V)

[illegible]

	2.03	3:10	3:20	3:30	3:40	3:50	2.04	4:10	4:20	4:30	4:40	4:50	2.05	5:10	5:20	5:30	5:40	5:50	2.06
A	1x	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→
B	10	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→
C	20	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→
D	30	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→
E	40	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→
F	50	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→
G	60	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→	→

(Softe...)* Apr: V.C./C?
 * Apr: V.C./C = (V.C./C) (Who knows better)



Handwritten notes in the bottom right corner:

Handwritten notes in the bottom right corner:

Handwritten notes in the bottom right corner:

2.09 9.10 9.20 9.30 9.40 9.50 10.00 10.10 10.20 10.30 10.40 10.50 11.00 11.10 11.20 11.30 11.40 11.50 12.00 12.10 12.20 12.30 12.40 12.50 2.13

A [1x
10
2x
1-
20
3x
C [2-
30
4x
3-
E [4-
5x
40
5-
50
6x

$\varepsilon_{v.c.}$
p/2 para foss, fora a fora nivel.
forrest quib.?
 $\varepsilon_{v.c.}$
p/2 para foss, fora a fora nivel.
forrest quib.?
 $\varepsilon_{v.c.}$
p/2 para foss, fora a fora nivel.
forrest quib.?
 $\varepsilon_{v.c.}$
p/2 para foss, fora a fora nivel.
forrest quib.?
 $\varepsilon_{v.c.}$
p/2 para foss, fora a fora nivel.
forrest quib.?
 $\varepsilon_{v.c.}$
p/2 para foss, fora a fora nivel.
forrest quib.?

ε_{soft}
 ε_{soft}
 ε_{soft}
 ε_{soft}
 ε_{soft}
 ε_{soft}

$\uparrow$ Just Available.
 $\downarrow$ (Stress) or
 $\uparrow$ + 1 mm
 $\uparrow$ (imp)
more
forrest quib. (forrest quib.)
(F)

forrest quib.

2.13 12.10 13.10 13.30 13.40 13.50 2.14 14.10 14.20 14.30 14.40 14.50 2.15 15.10 15.20 15.30 15.40 15.50 2.16

A 1x 10 2x 1- 20 3x 2- 30 4x 3- 40 5x 40 5- 50 6x

1- → F

low 13.10

1- → F

low 13.10

1- → F

low 13.10

low 13.10

1- → F

low 13.10

1- → F

(14)

spades

spades 14.10

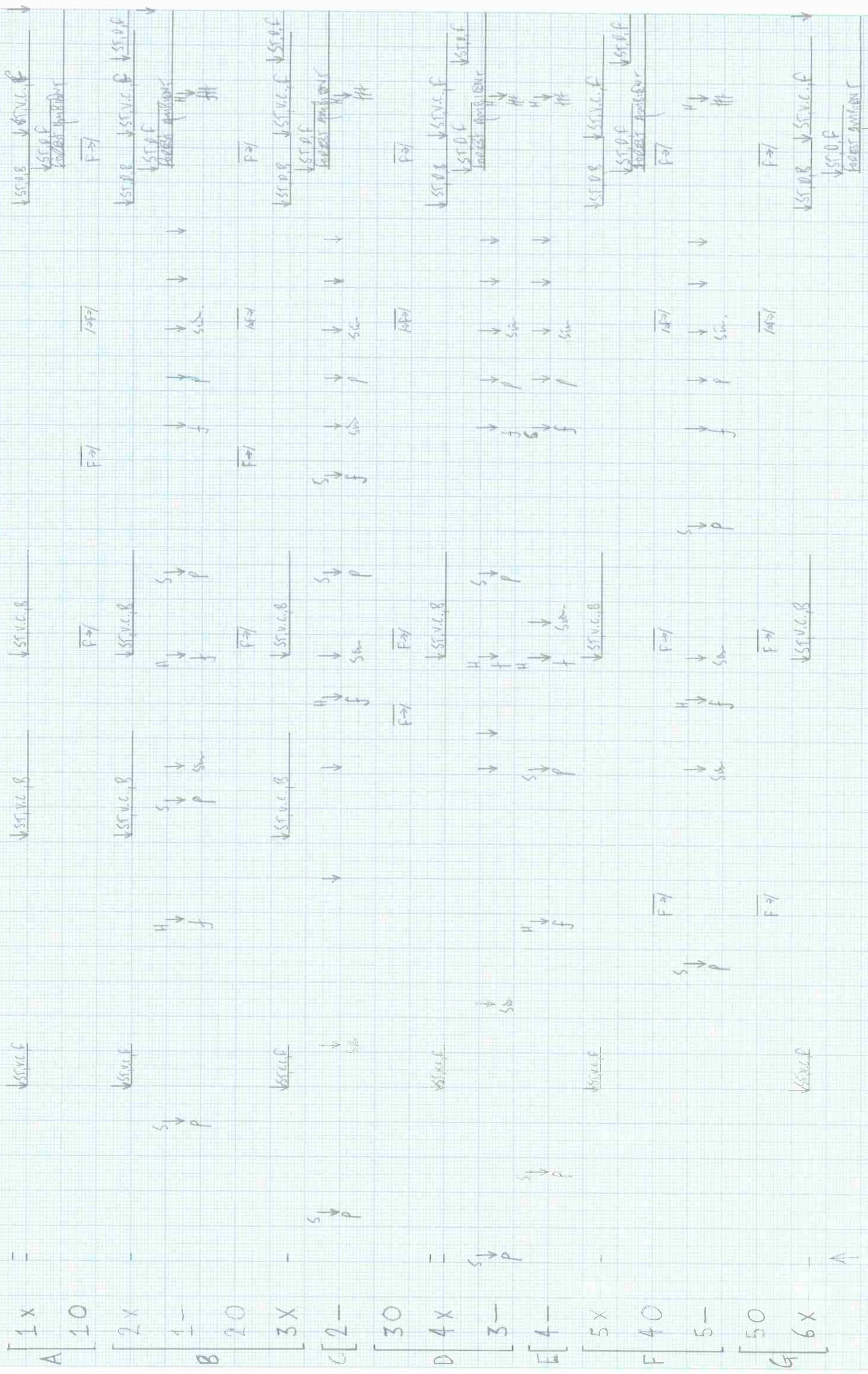
(14) spades

	16.10	16.20	16.30	16.40	16.50	17.00	17.10	17.20	17.30	17.40	17.50	18.00	18.10	18.20	18.30	18.40	18.50	19.00
A	1x						Forest Ambient											
B	10						Forest Ambient											
	2x						Forest Ambient											
	1-						Forest Ambient											
	20						Forest Ambient											
	3x						Forest Ambient											
C	2-						Forest Ambient											
	30						Forest Ambient											
	4x						Forest Ambient											
	3-						Forest Ambient											
E	4-						Forest Ambient											
	5x						Forest Ambient											
F	40						Forest Ambient											
	5-						Forest Ambient											
	50						Forest Ambient											
G	6x						Forest Ambient											

3 Pines - Pinned (Splitting Pines more Pinned)
- Difficult to split



2.19 19.10 19.20 19.30 19.40 19.50 2.20 20.10 20.20 20.30 20.40 20.50 2.21 21.10 21.20 21.30 21.40 21.50 2.22



Sync - Forest off
With 3-1

