

# Ontslaan (toontood) (for 4-5 guitars)

Guitar 5 (stretched)

polansky

**Ia**

(VI = D, or B) (0.4) (0.9) (1.4) (2.0) (2.7)

6

(3.6) (4.6)

(low note opt. *sub* if VI = B)

8

**Ib**

(if VI = B, move to D by end of Ib) (5.7) (7.1) (7.1)

RH tap, hold bottom chords

10

11

12

13 (13.9)

14 (15.8)

15 (17.8)

16 (19.8)

17 (21.8)

18 (23.7)

19 (25.6)

\* In general, for section IIa, hold hand positions when possible, and let ring

20 (27.5)

21 (II) III (or) I (or)

VI VI (or)

(29.2)

22

V IV III I II V

(31.0)

23

V IV II (or) II

(or) VI IV

(low B *sub*, tune VI down)

(32.6)

24 free rhythm

(34.2)

(sustain as long as possible,  
use vol. pedal swells,  
play any or all of the  
notes in the chord)

25 **Iib\*** (freely in measure)

(35.7)

\* In Iib, play top line (any or all pitches), or middle line or bass line and some of top line. Switch freely. Any or all of the top line may be played *sub* at any time.

26

(37.2)

27

at pitch

(38.6)

28 (41.4)

(VI -> Db) VI (don't reattack) (top lines *loc.*, *8va*, or *8vb*) (40.0) V (or VI RH) V

at pitch (tune VI -> D) let ring

30 (42.8)

II IV II (or *8va*)

○ detune a bit sharp of C

31 (44.2)

II III IV

(not necessarily exactly in tune)

(VI = B) (opt. slide)

32 (45.8)

(V, VI or both)

33 IIIa \* (VI -> D) (47.5)

RH pluck V

\* In IIIa, strings may be detuned slightly and randomly during the section. A few notes and/or chords may be omitted to do so, but normal tuning must be restored before IIIb.

34 (49.5)

RH III V

35 (51.6)

L.V. RH pluck V I

II III IV VI

36 (or 8va) RH pluck (54.0)

37 RH pluck ord. (56.6)

38 free rhythm (art.) (59.2)

39 (detune one B slightly) (62.0)

40 (64.8)

**IIIb** (Strings in tune by start of IIIb) (67.5)

41 all legato (hold when possible) (67.5)

42 (70.1)



53

uneven triplet

(vertical vib., string rub against neck)

(87.7)

(fast, all LH pull-off, repeat each freely)

I II III IV V VI

(LH only, no RH attack)

(VI)

(86.4)

55

freely

(LH only, no RH attack)

(89.1)

(VI)

56

anywhere in measure

(90.6)

57

IVb

(92.1)

58

(93.7)

59

(95.3)

60

(96.9)

61

(98.1)

(99.6)

v 7

(99.0)

64

(100.0)

V (or VI)

either slide down to C#, or up to A,  
or play III/V