

- 1. Synaesthesis: Playing with hands-not-together (asynchronized) and rolling chords
- 2. Entasis (Tensioning): playing notes of the same rhythmic value with slight rhythmic variations try not to play more than 3 notes exactly the same length
- **3. Gestural:** Playing a phrase of music with an elliptical or parabolic shape: starting out slower, speeding up toward the peak of the phrase, and slowing down at the end
- **4. Timing:** Hesitating before an important note in a phrase, or holding on to an important note longer than it's rhythmic value
- **5. Harmonic:** playing a note in a chord that harmonizes with the melodic note before the melodic note
- **6. Sans Souci (Without a Care):** notes that are written simultaneously in the hands are played purposely jumbled up to create a feeling of carelessness and effortlessness
- 7. **Stride:** Choosing a tempo that allows for 116 bpm or 72 bpm, or multiples or divisions of 116 and 72 bpm
- **8. Evaporation:** diminishing the volume at the end of a phrase so it "evaporates" into the preceding notes use of the damper pedal can increase this effect
- **9. Distortion:** a trill, ornament (acciaccatura), or non-musical noise added to an important note to draw attention to it (sniff, grunt, etc.)
- 10. Excrusis (Out of Crossing): when two lines of music come together, slowing down and making the dissonance loudest at the part where they come toward one another, and then fade away and diminish the sound afterward
- 11. Voice Leading: Cantabile playing ("in a singing style") playing legato and using the grammatical information given in a phrase to use rhythmic and dynamic means to make sense out of the phrase