

## 2nd piece for viola

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The player creates their own score.  
Start with the given first measure.  
After that, in each measure one pitch changes.  
(with the following restrictions:  
Pitch changes are decided randomly.  
Each pitch has an equal chance of changing.  
Each pitch change is up or down one half step.  
Pitches cannot become equal with their neighbor  
(pitches will always remain in ascending order).  
The lowest pitch cannot go below C3.  
The highest pitch cannot go above C6.  
A pitch change cannot cancel out the previous pitch change  
(a measure cannot be identical to the measure two-previous.)

a sample is below.  
play for as long as desired.

$\text{♩} = 90$   
legato