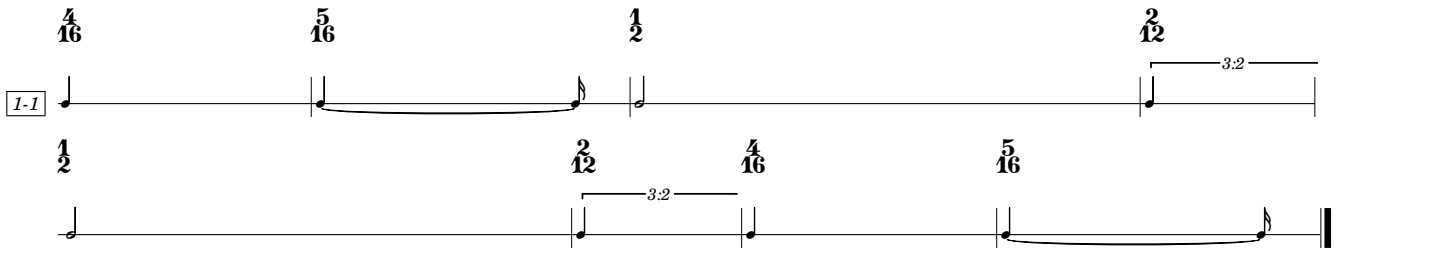
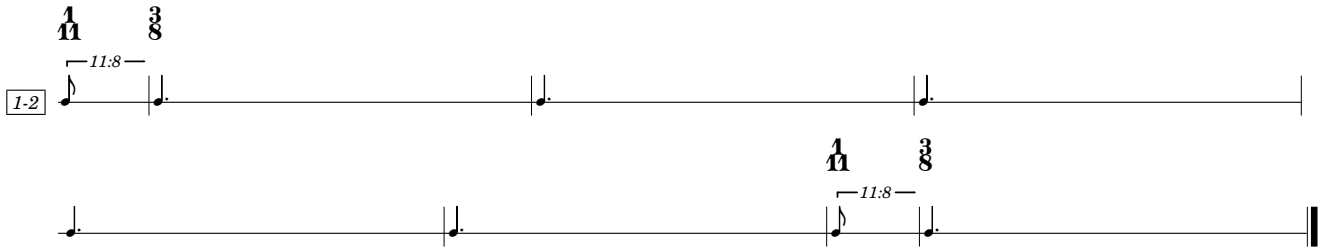
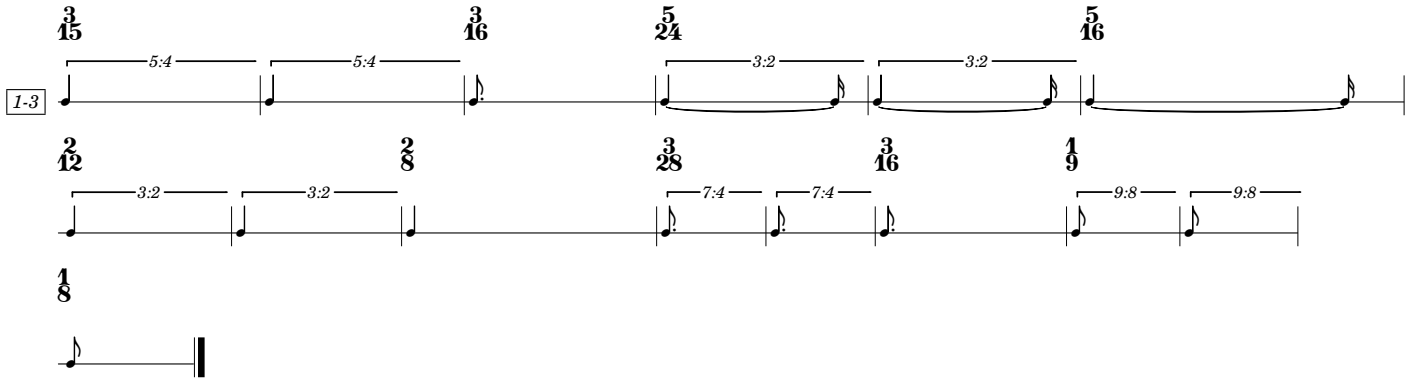
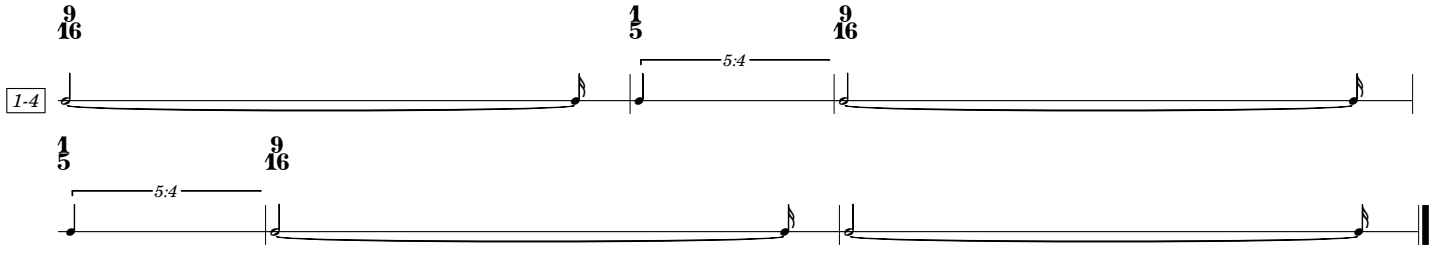
Note rhythm-maker

NoteRhythmMaker()

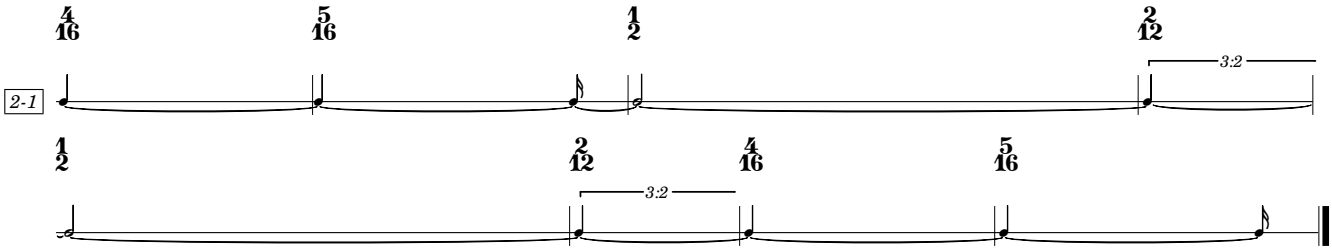


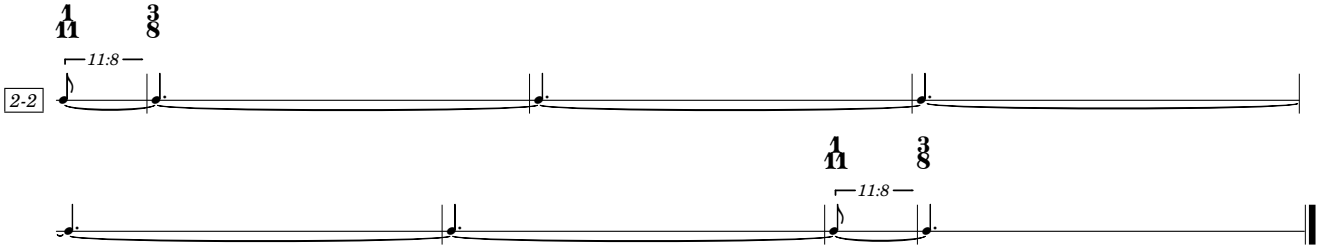


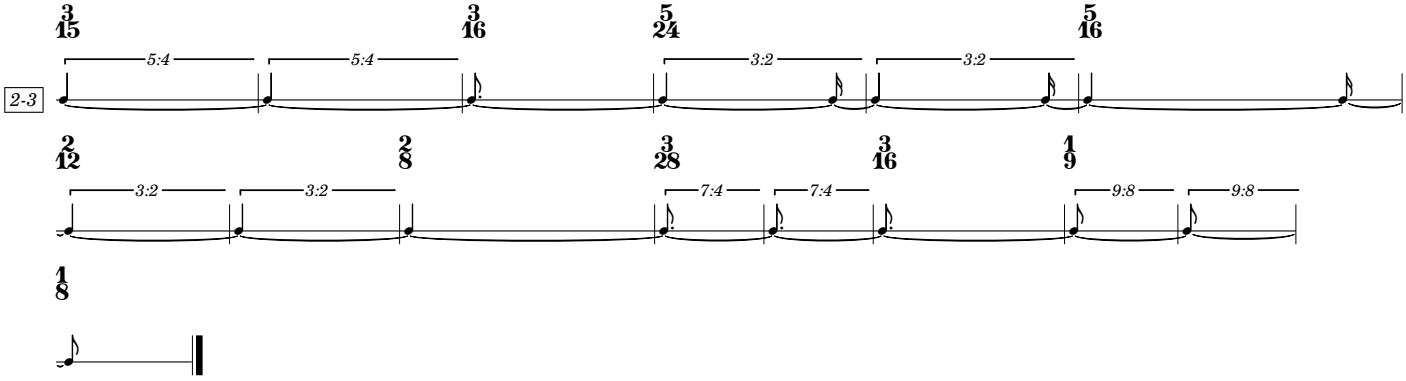


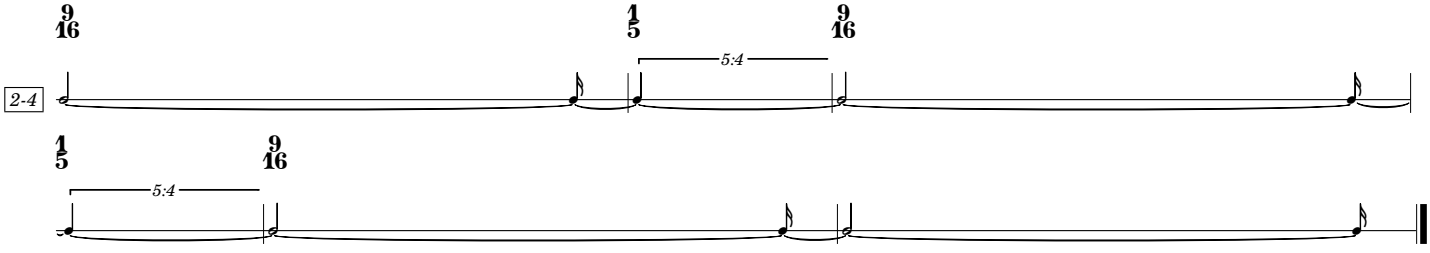


```
NoteRhythmMaker(
    tie_specifier=TieSpecifier(
        tie_across_divisions=True,
        tie_split_notes=True,
        ),
    )
```

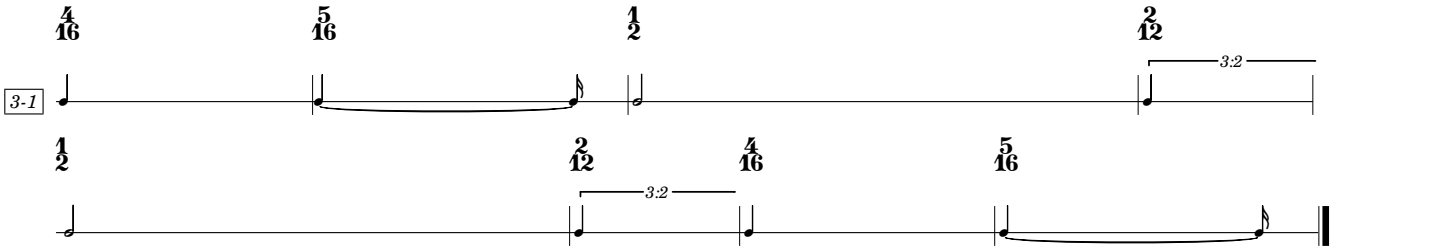


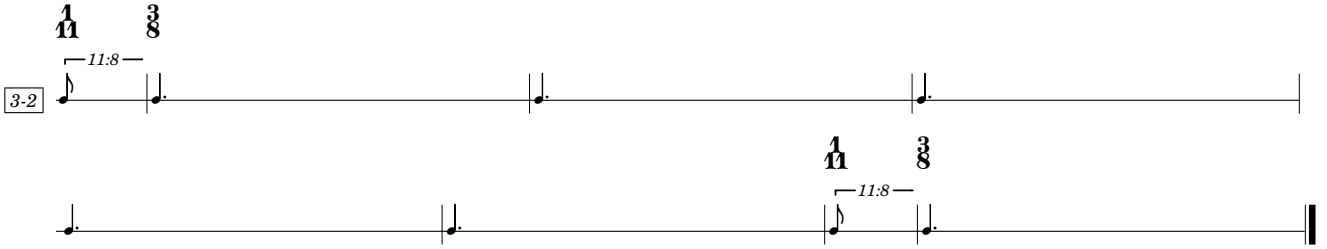


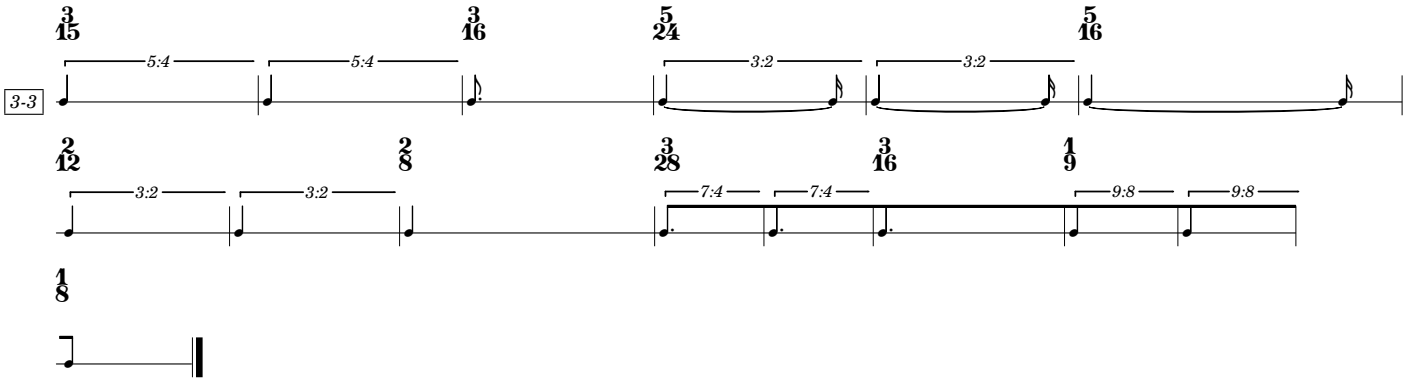


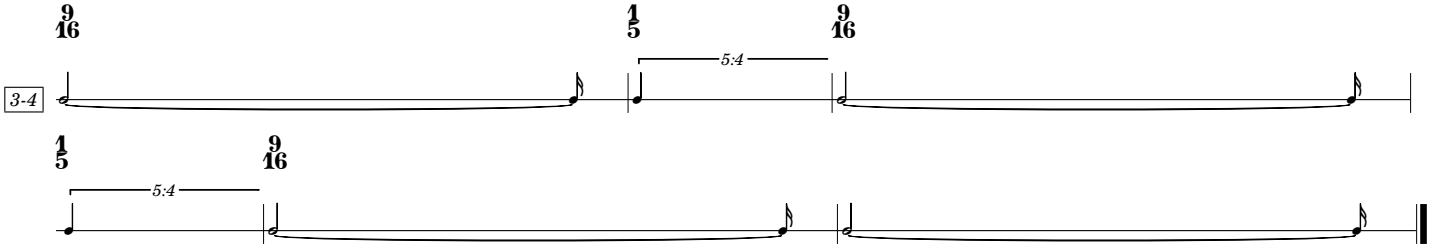


```
NoteRhythmMaker(
    beam_specifier=BeamSpecifier(
        beam_each_division=True,
        beam_divisions_together=True,
        ),
    )
```

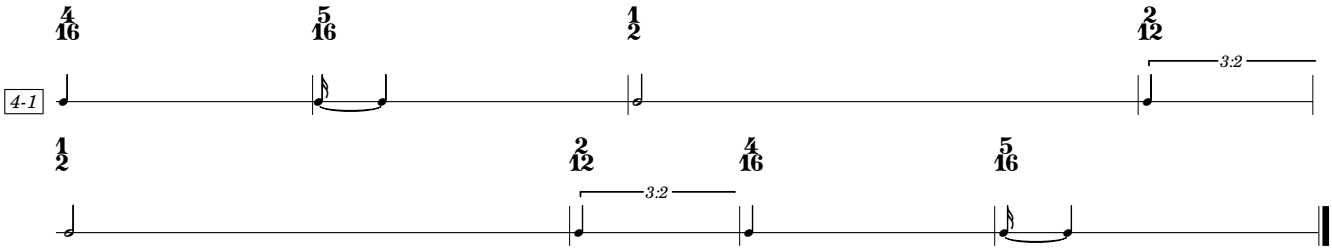


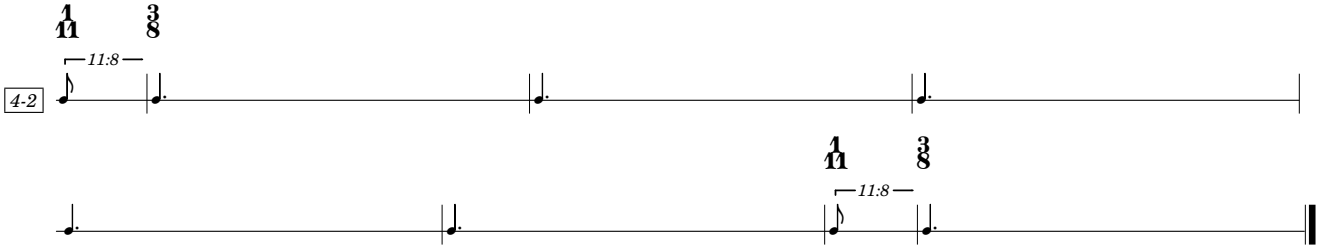


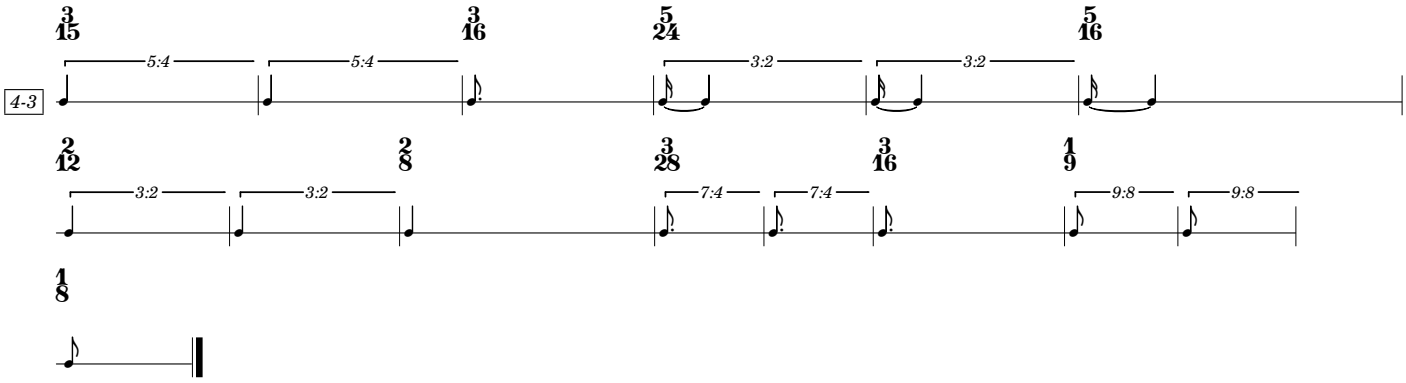


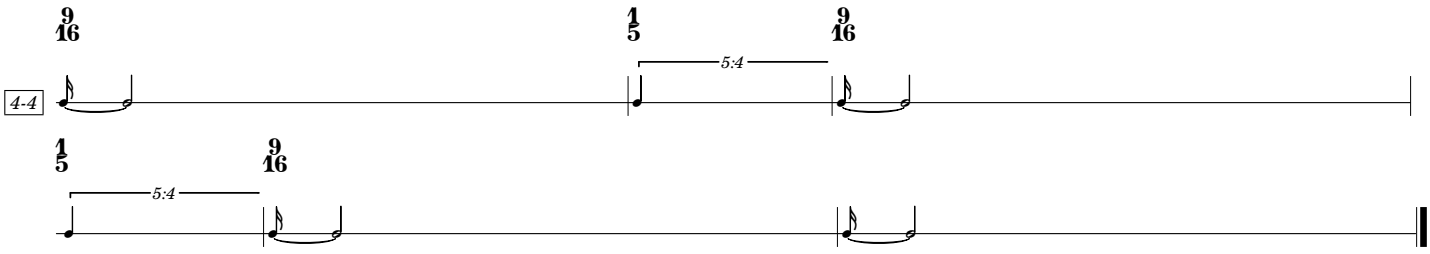


```
NoteRhythmMaker(
    duration_spelling_specifier=DurationSpellingSpecifier(
        decrease_durations_monotonically=False,
        ),
    )
```

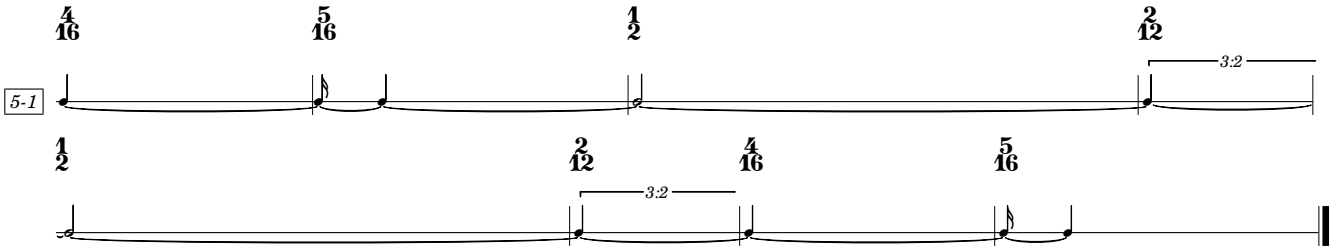


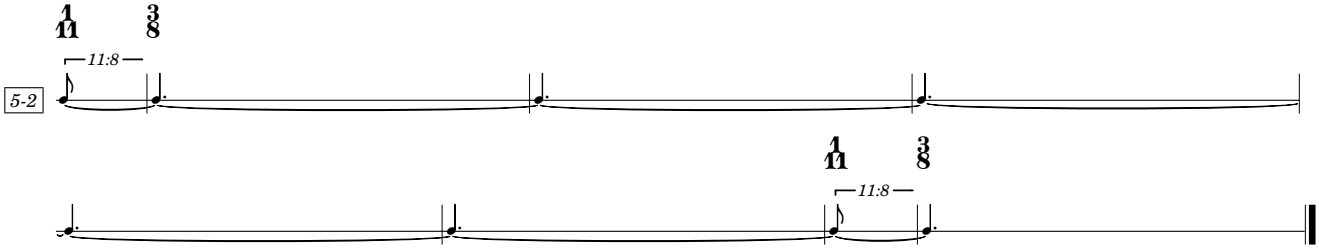


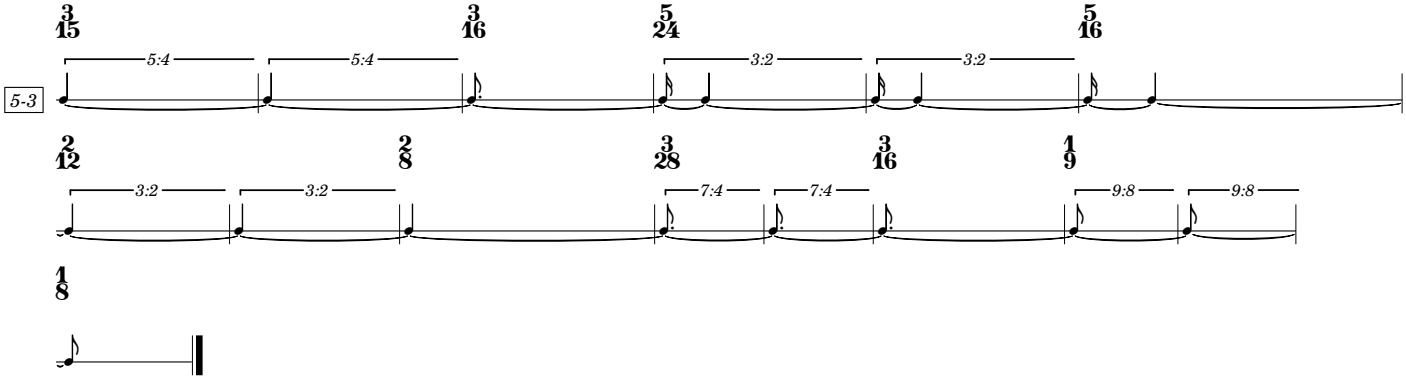


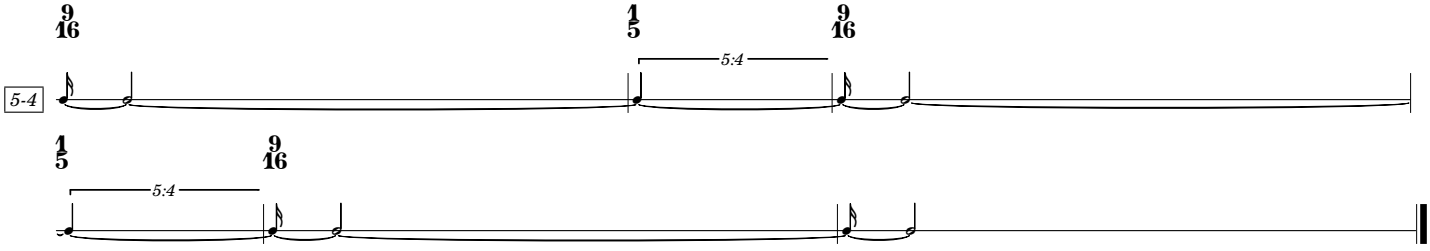


```
NoteRhythmMaker(
    duration_spelling_specifier=DurationSpellingSpecifier(
        decrease_durations_monotonically=False,
        ),
    tie_specifier=TieSpecifier(
        tie_across_divisions=True,
        tie_split_notes=True,
        ),
    )
```

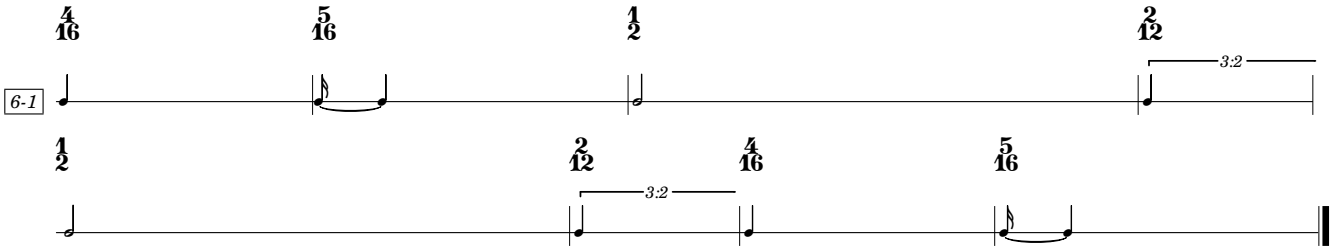


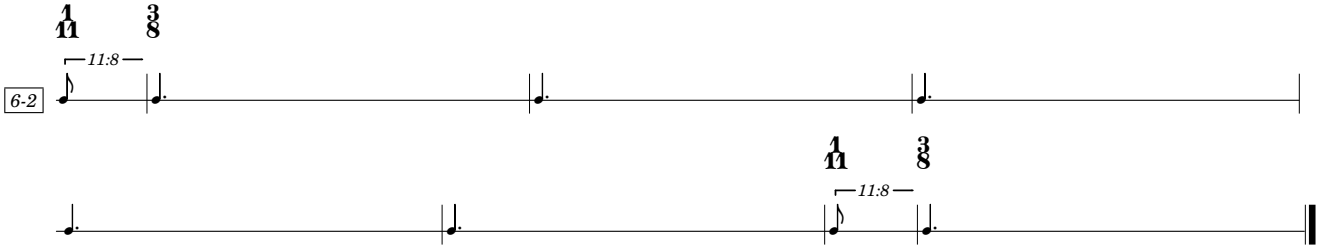


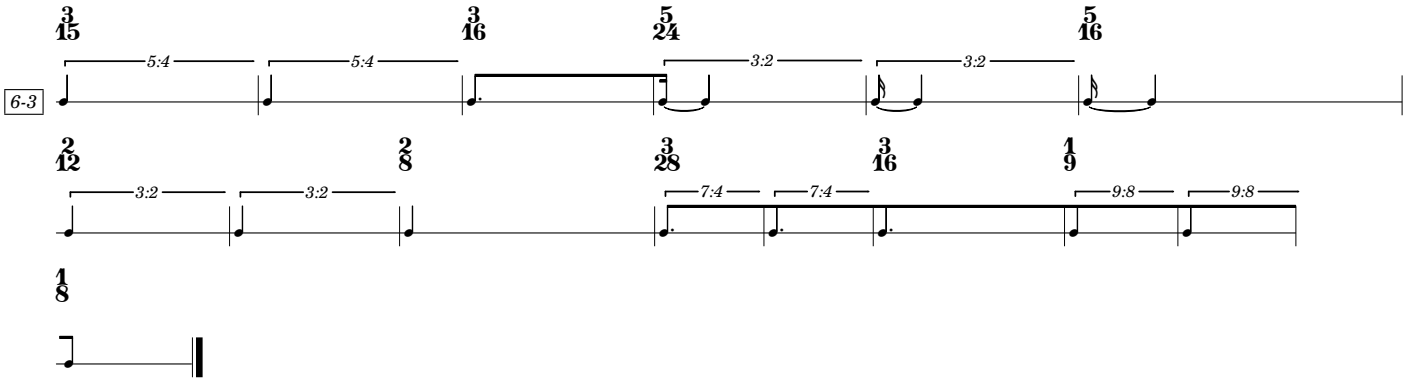


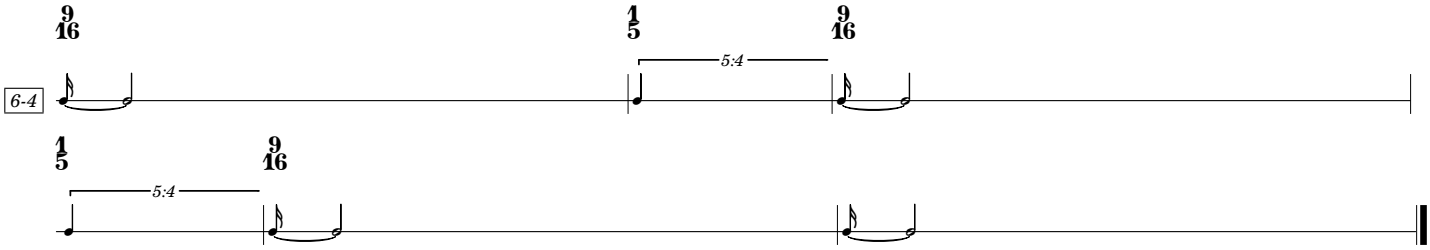


```
NoteRhythmMaker(
    beam_specifier=BeamSpecifier(
        beam_each_division=True,
        beam_divisions_together=True,
        ),
    duration_spelling_specifier=DurationSpellingSpecifier(
        decrease_durations_monotonically=False,
        ),
    )
```

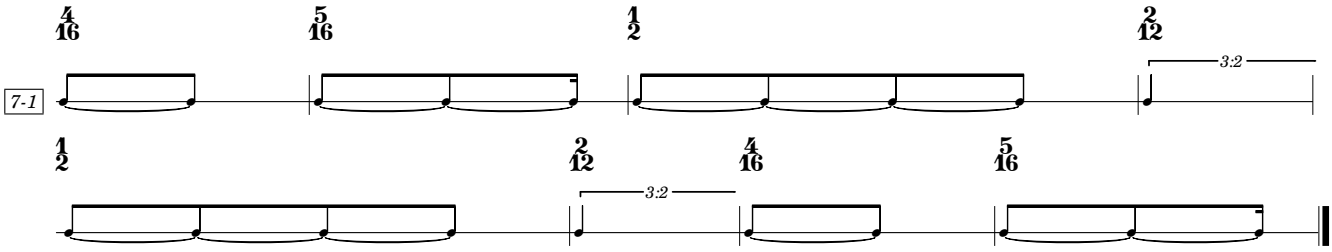


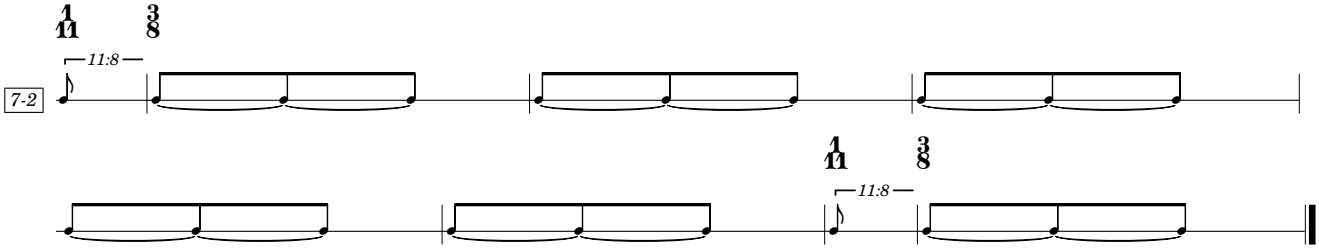


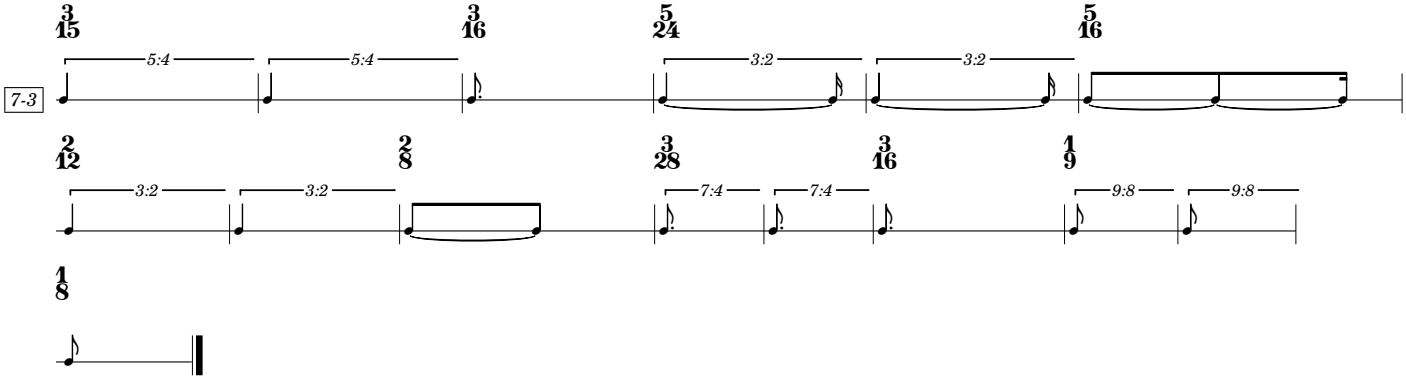


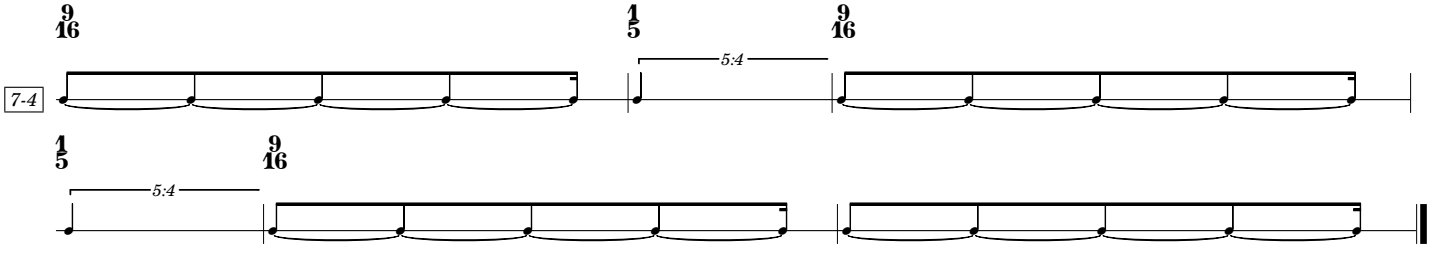


```
NoteRhythmMaker(
    duration_spelling_specifier=DurationSpellingSpecifier(
        decrease_durations_monotonically=True,
        forbidden_written_duration=durationtools.Duration(1, 4),
        ),
    )
```

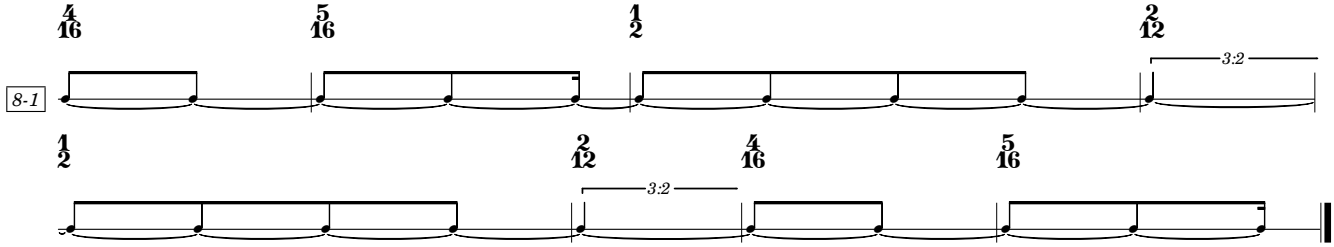


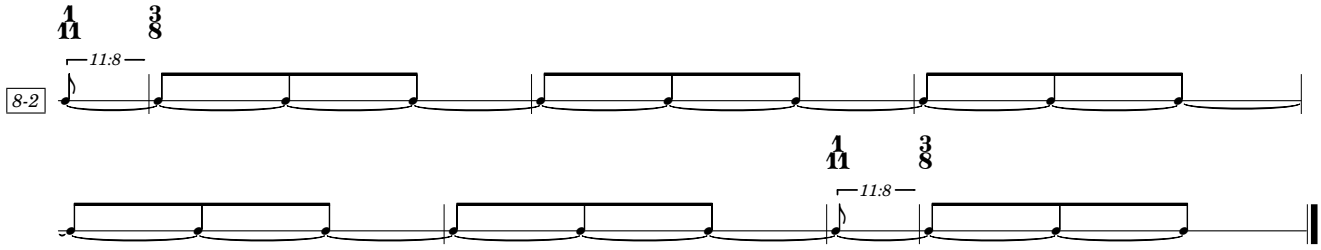


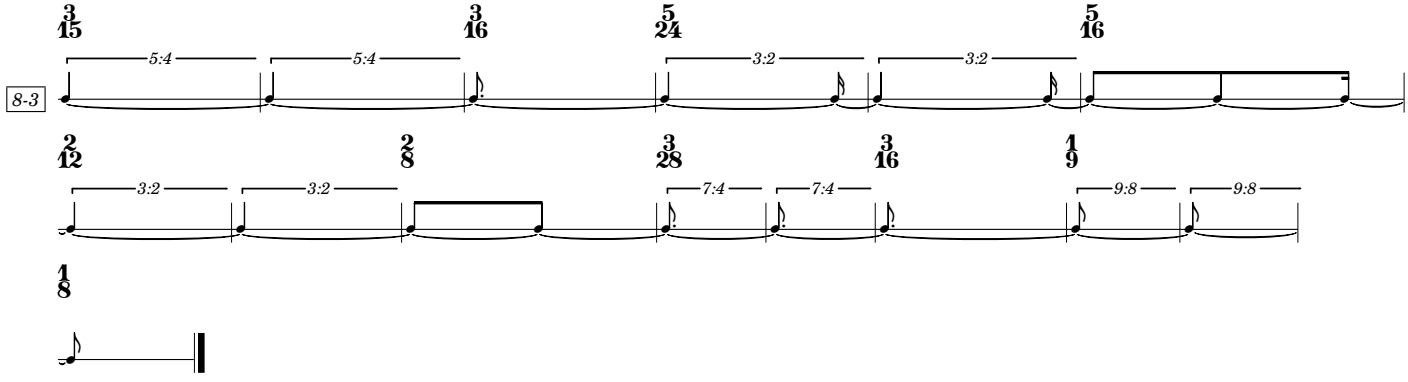


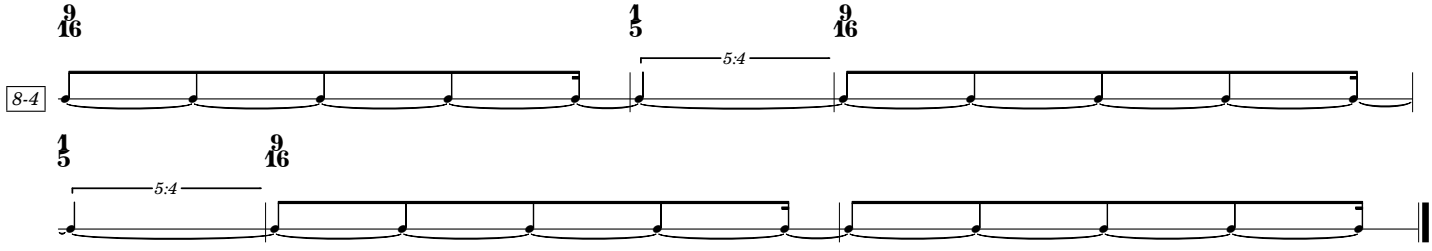


```
NoteRhythmMaker(
    duration_spelling_specifier=DurationSpellingSpecifier(
        decrease_durations_monotonically=True,
        forbidden_written_duration=durationtools.Duration(1, 4),
        ),
    tie_specifier=TieSpecifier(
        tie_across_divisions=True,
        tie_split_notes=True,
        ),
    )
```

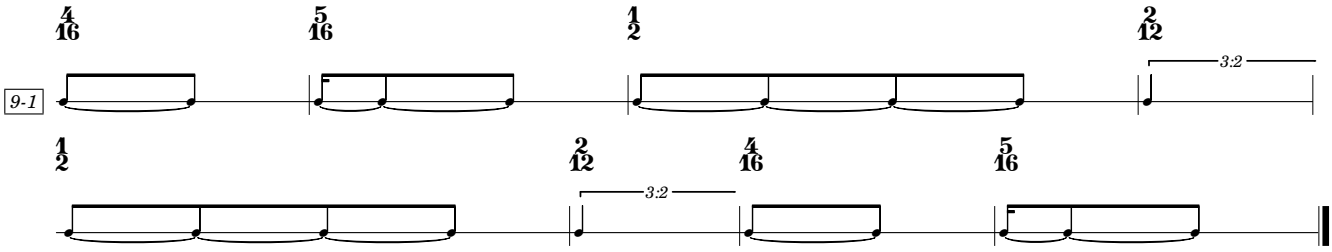


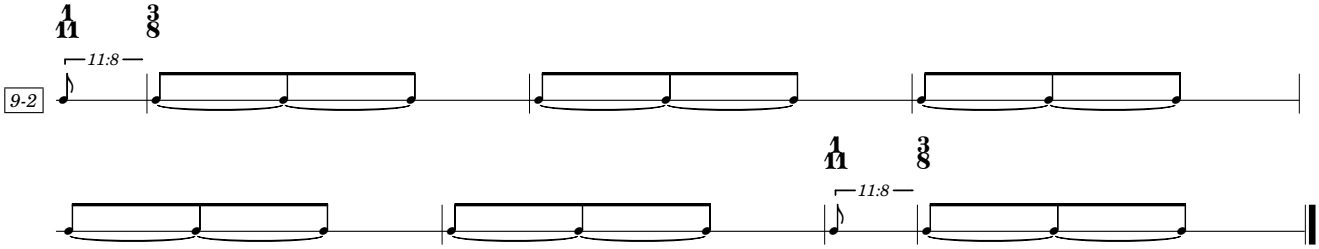


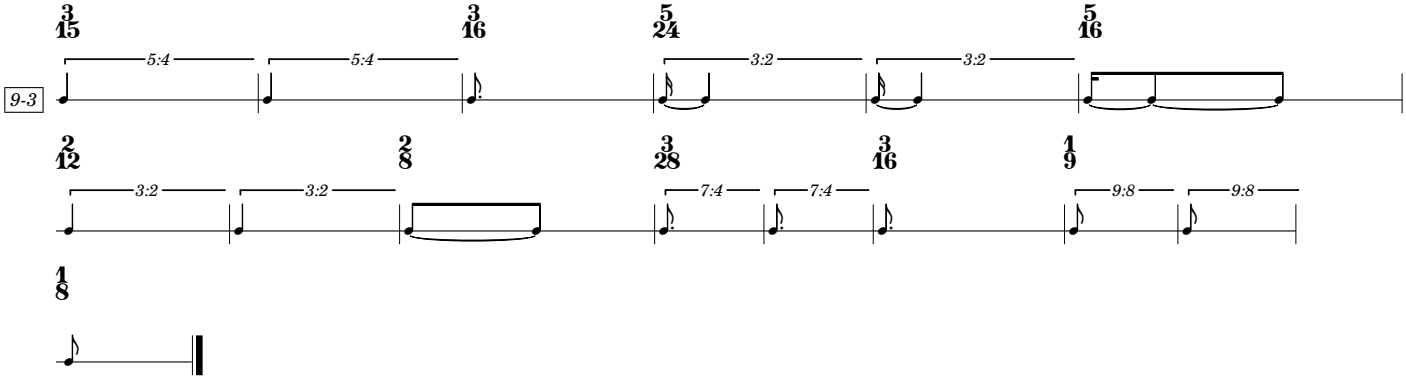


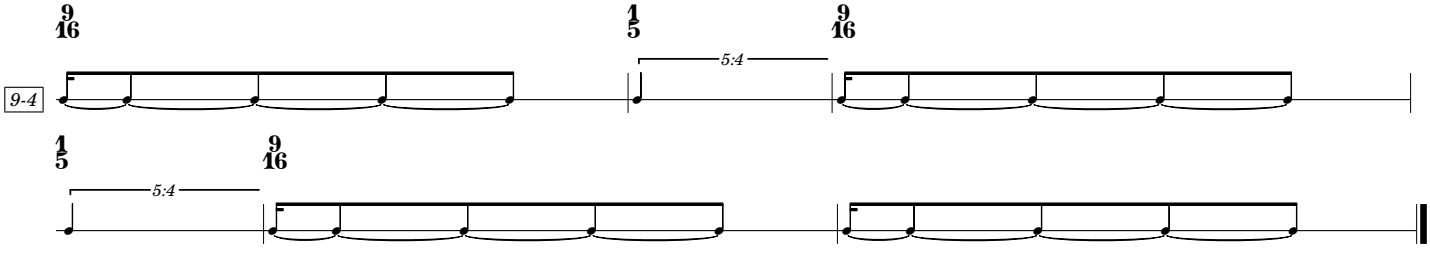


```
NoteRhythmMaker(
    duration_spelling_specifier=DurationSpellingSpecifier(
        decrease_durations_monotonically=False,
        forbidden_written_duration=durationtools.Duration(1, 4),
        ),
    )
```

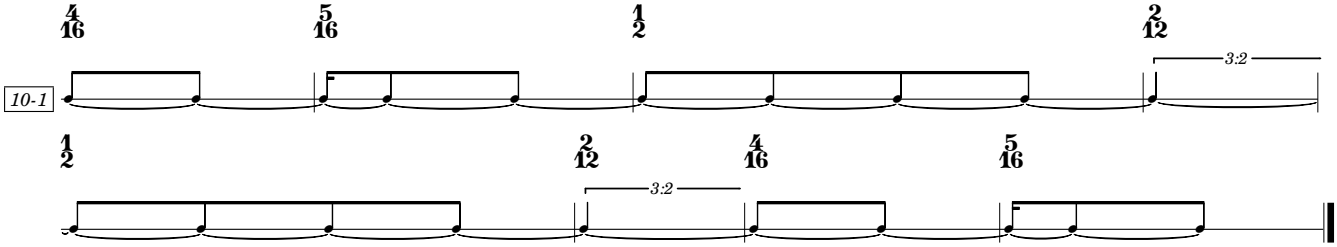


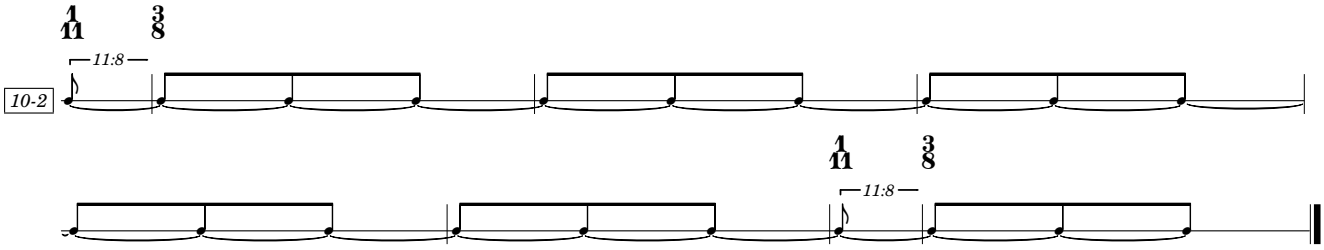


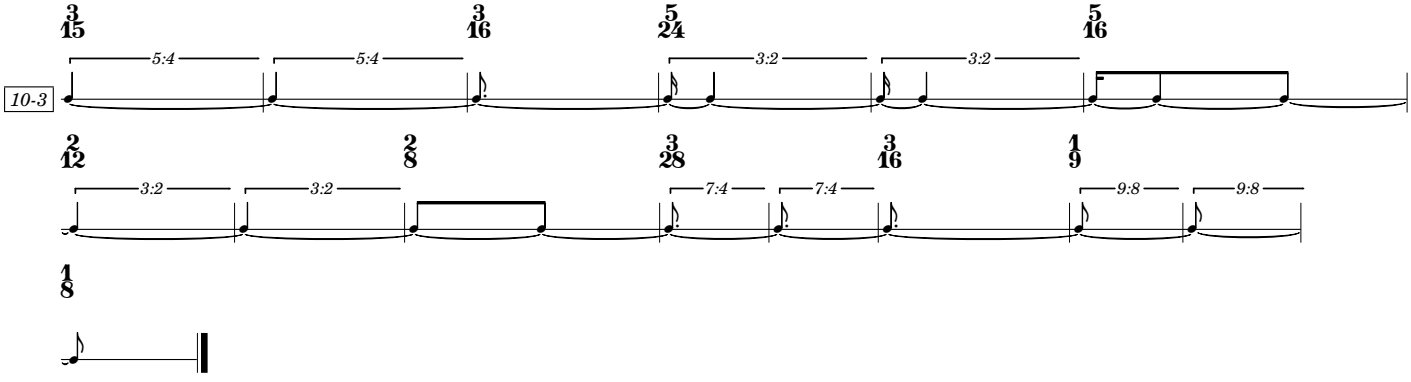


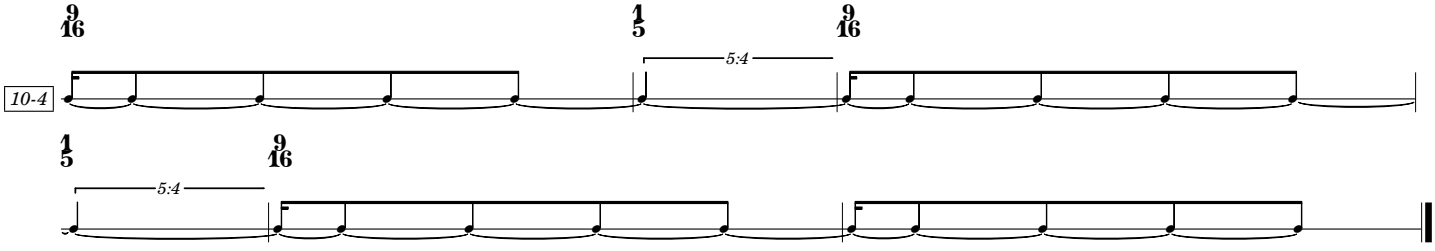


```
NoteRhythmMaker(
    duration_spelling_specifier=DurationSpellingSpecifier(
        decrease_durations_monotonically=False,
        forbidden_written_duration=durationtools.Duration(1, 4),
        ),
    tie_specifier=TieSpecifier(
        tie_across_divisions=True,
        tie_split_notes=True,
        ),
    )
```

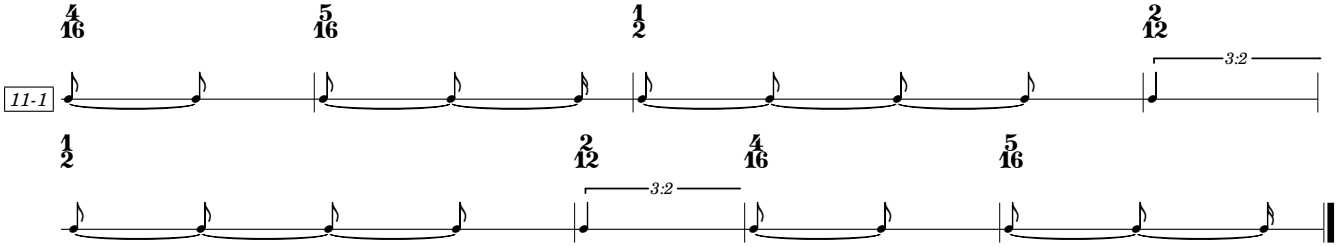


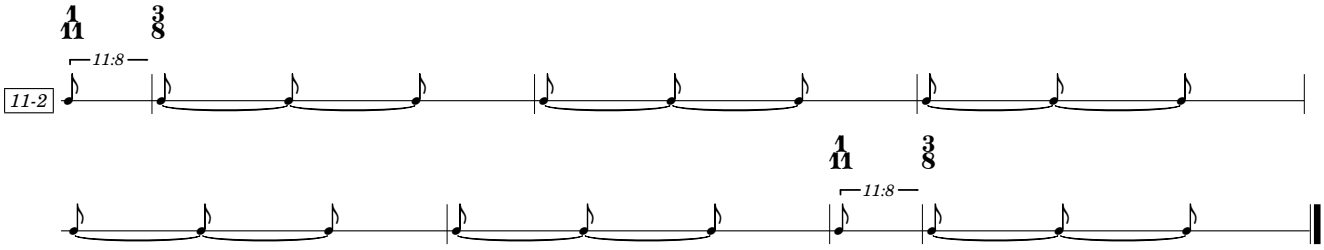


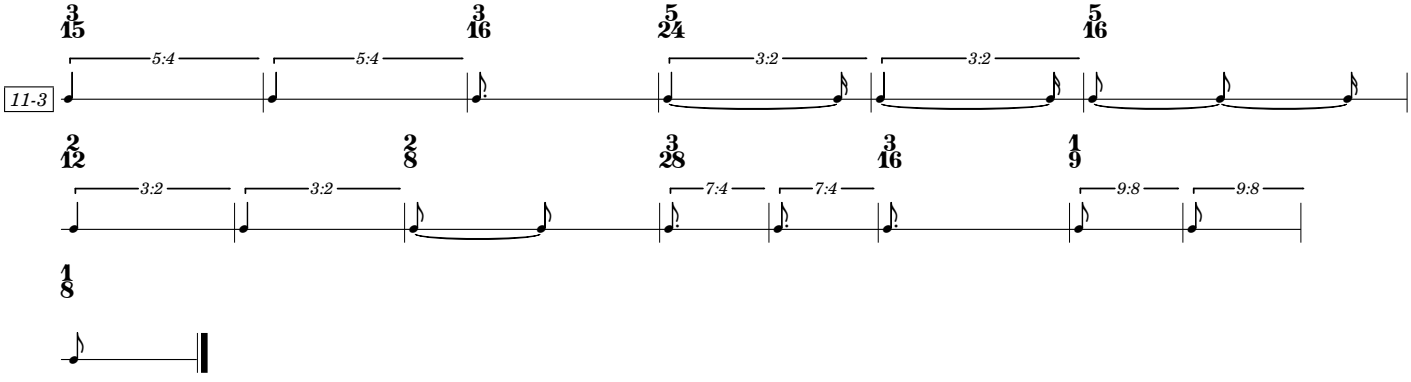


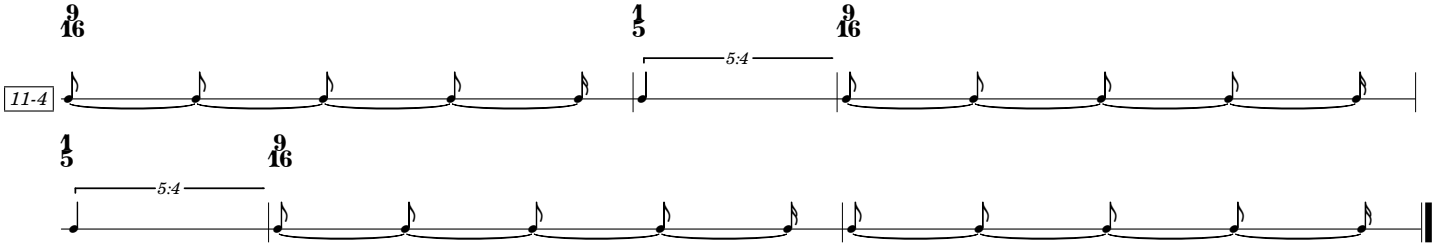


```
NoteRhythmMaker(
    beam_specifier=BeamSpecifier(
        beam_each_division=False,
        beam_divisions_together=False,
        ),
    duration_spelling_specifier=DurationSpellingSpecifier(
        decrease_durations_monotonically=True,
        forbidden_written_duration=durationtools.Duration(1, 4),
        ),
    )
```

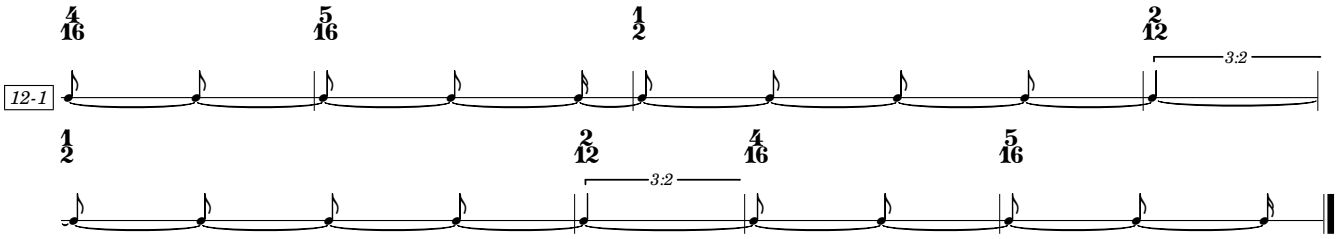


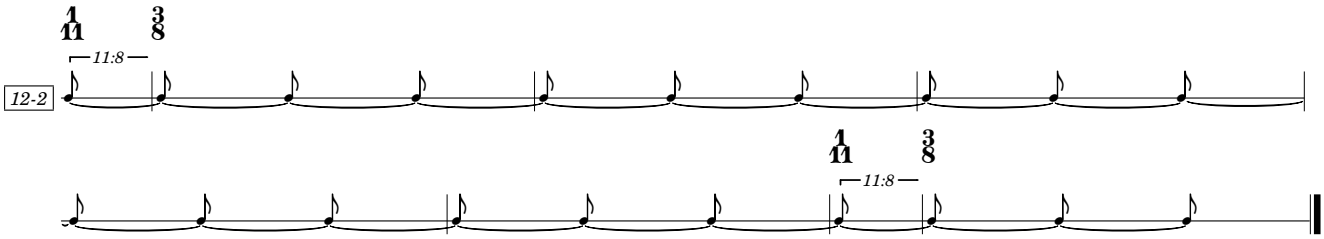


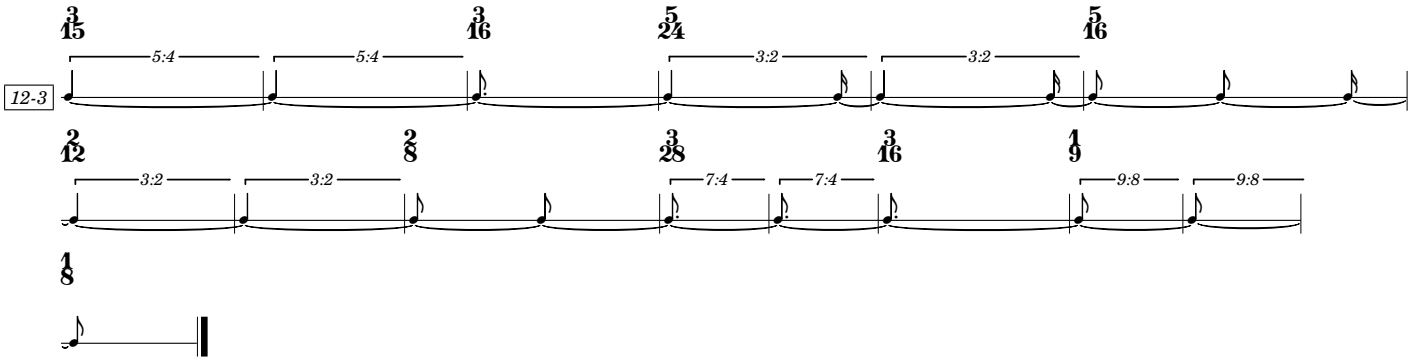


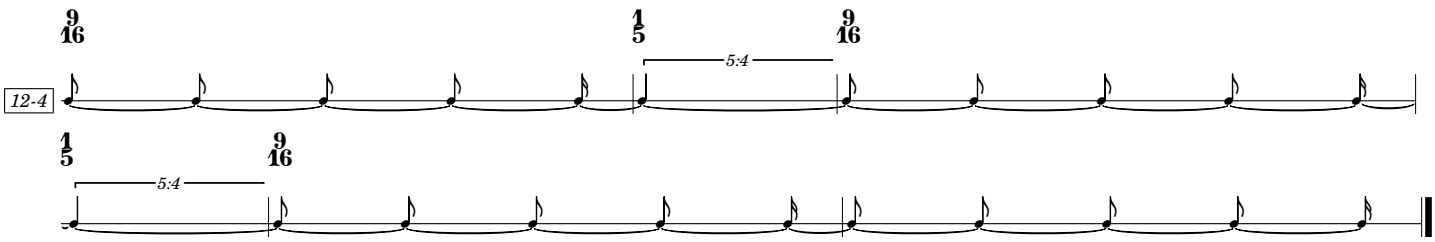


```
NoteRhythmMaker(
    beam_specifier=BeamSpecifier(
        beam_each_division=False,
        beam_divisions_together=False,
        ),
    duration_spelling_specifier=DurationSpellingSpecifier(
        decrease_durations_monotonically=True,
        forbidden_written_duration=durationtools.Duration(1, 4),
        ),
    tie_specifier=TieSpecifier(
        tie_across_divisions=True,
        tie_split_notes=True,
        ),
    )
```

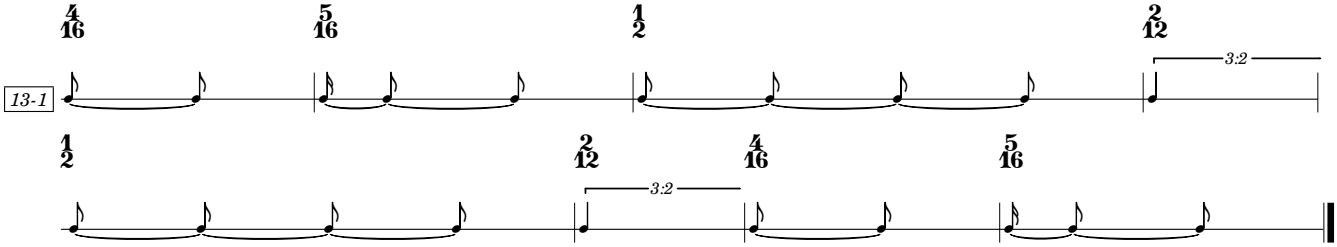


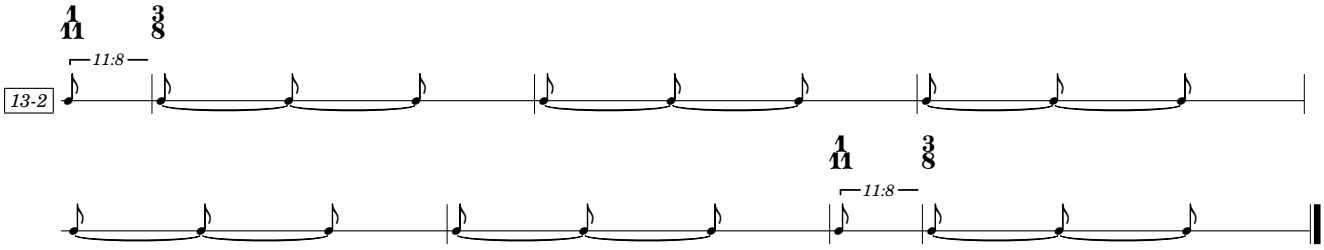


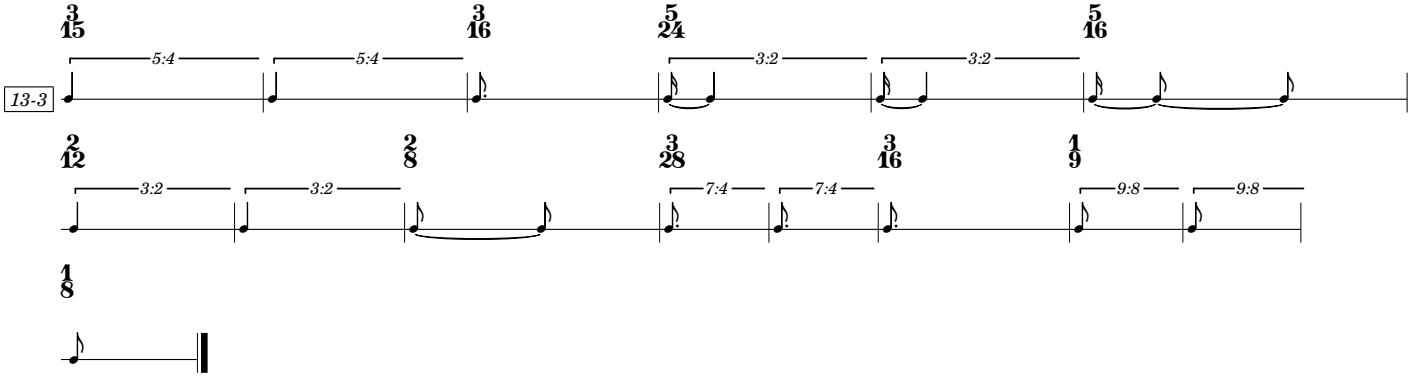


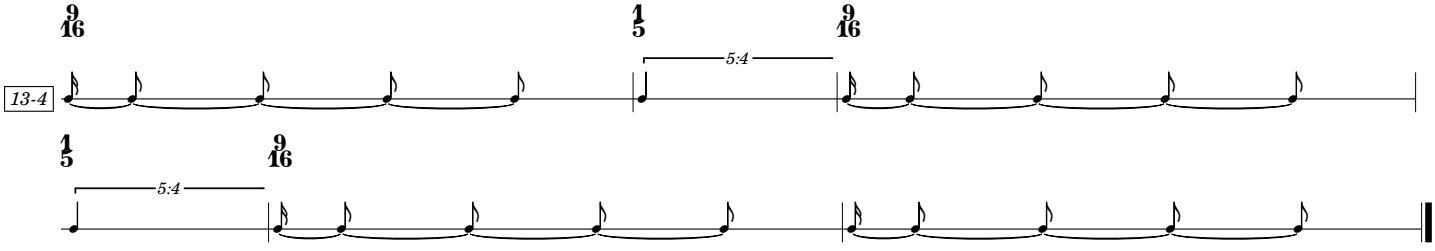


```
NoteRhythmMaker(
    beam_specifier=BeamSpecifier(
        beam_each_division=False,
        beam_divisions_together=False,
        ),
    duration_spelling_specifier=DurationSpellingSpecifier(
        decrease_durations_monotonically=False,
        forbidden_written_duration=durationtools.Duration(1, 4),
        ),
    )
```

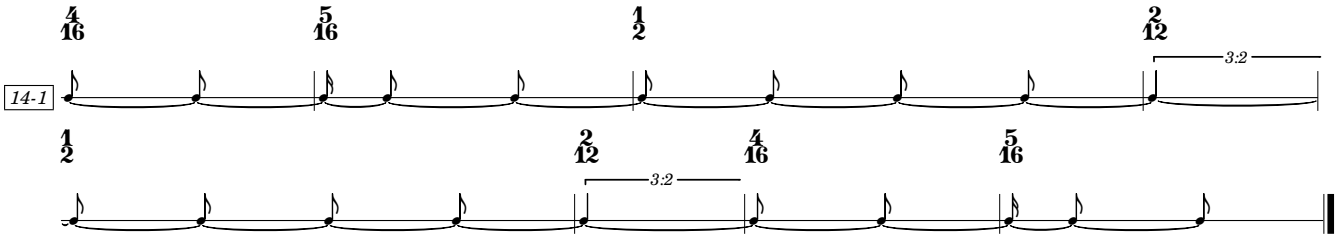


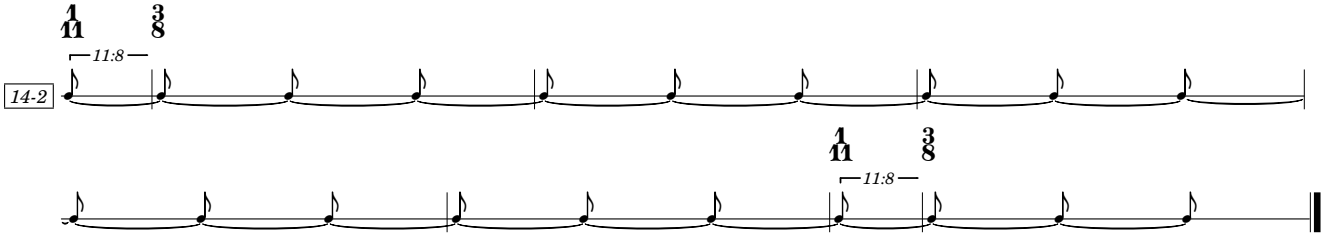


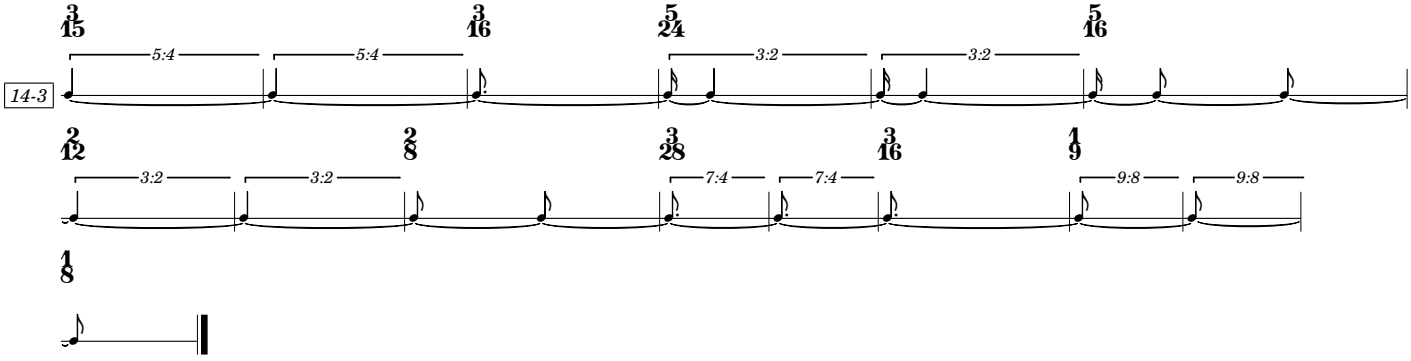


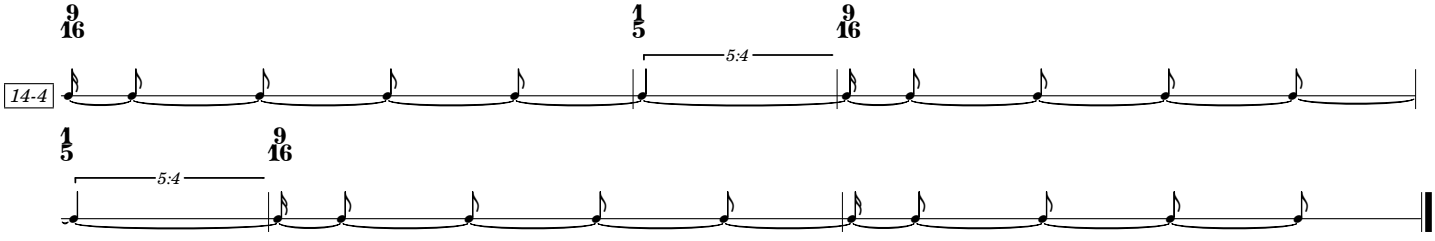


```
NoteRhythmMaker(
    beam_specifier=BeamSpecifier(
        beam_each_division=False,
        beam_divisions_together=False,
        ),
    duration_spelling_specifier=DurationSpellingSpecifier(
        decrease_durations_monotonically=False,
        forbidden_written_duration=durationtools.Duration(1, 4),
        ),
    tie_specifier=TieSpecifier(
        tie_across_divisions=True,
        tie_split_notes=True,
        ),
    )
```



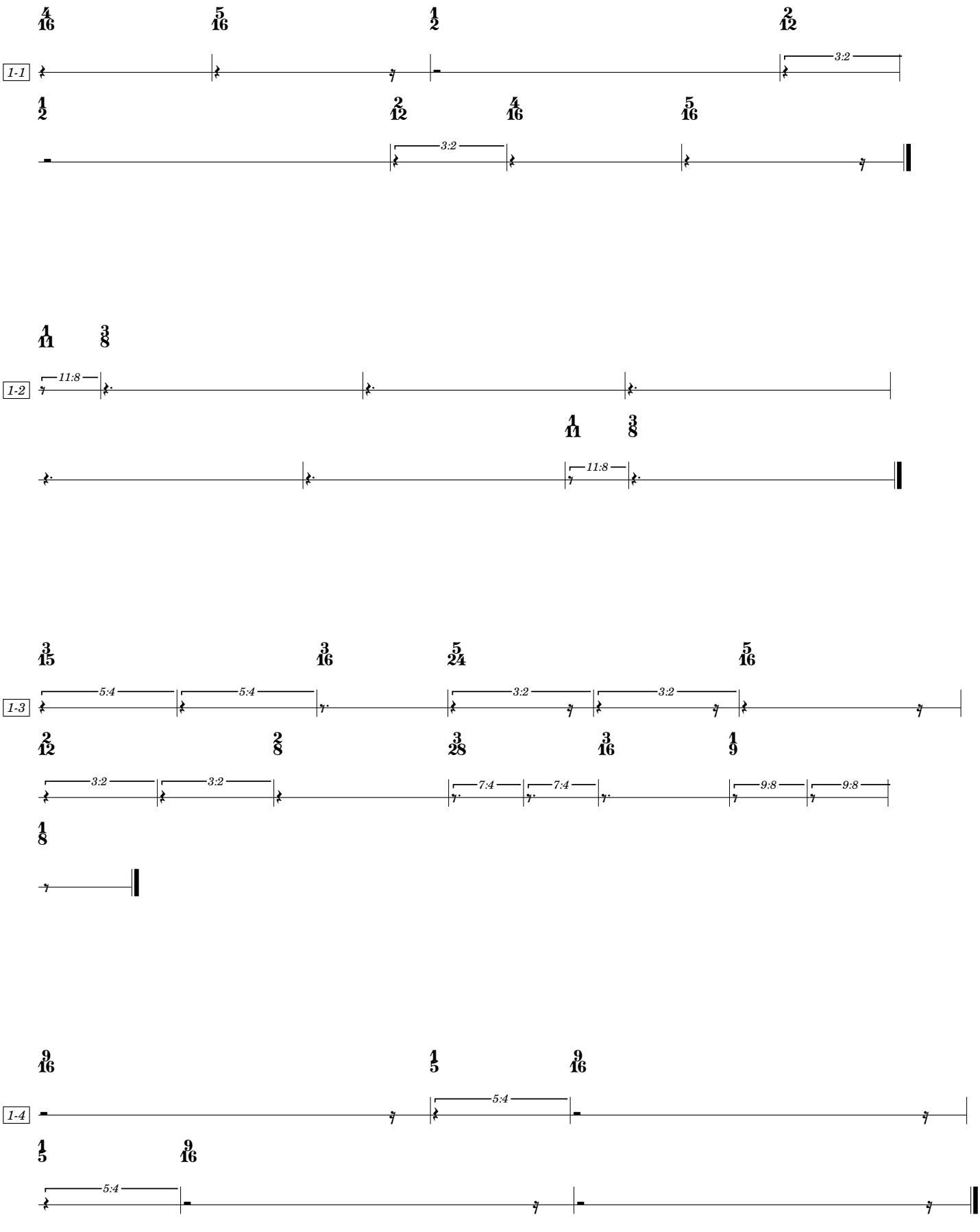




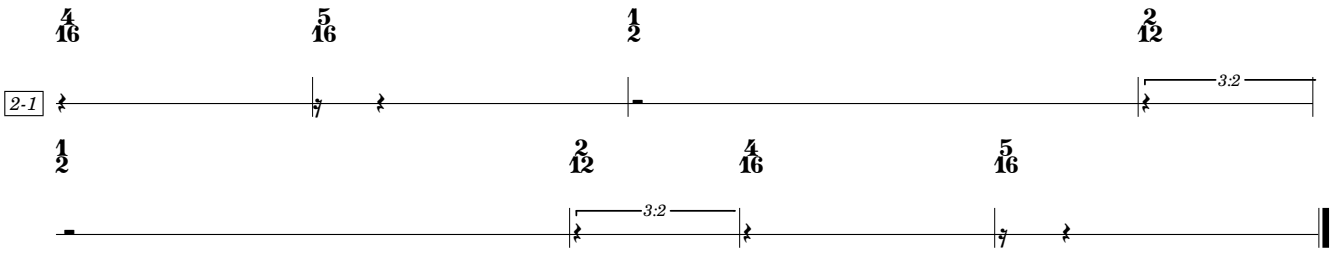


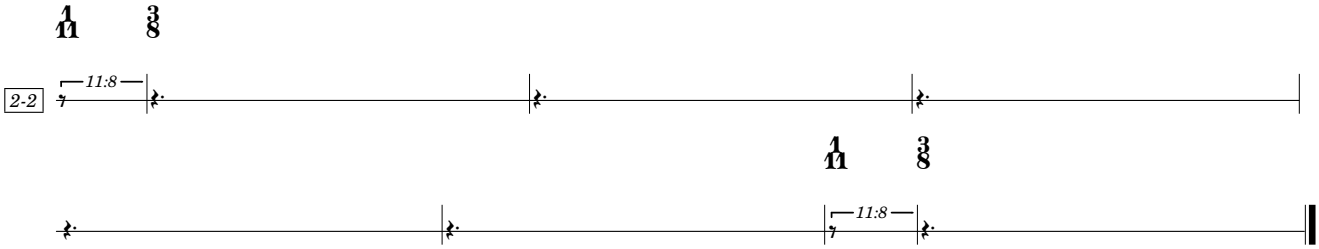
Rest rhythm-maker

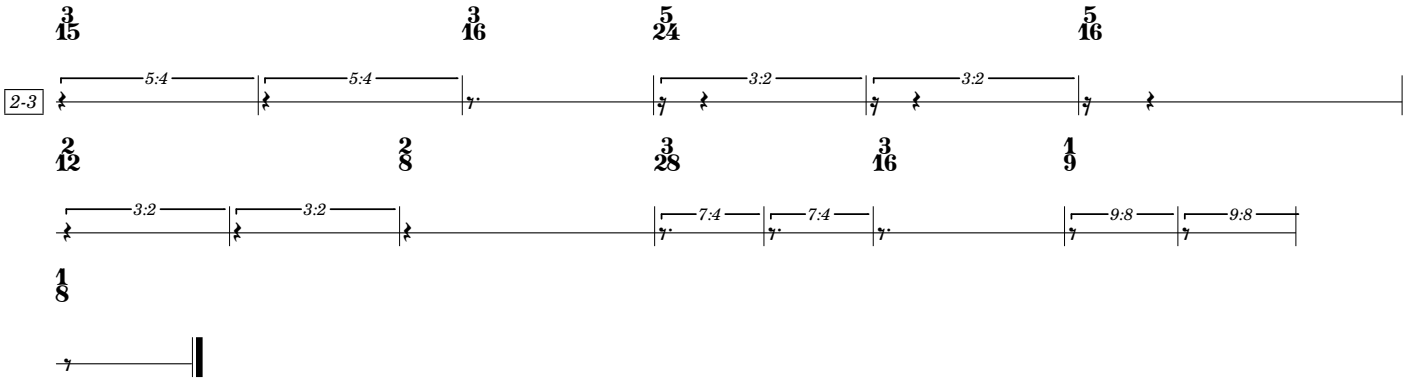
RestRhythmMaker()

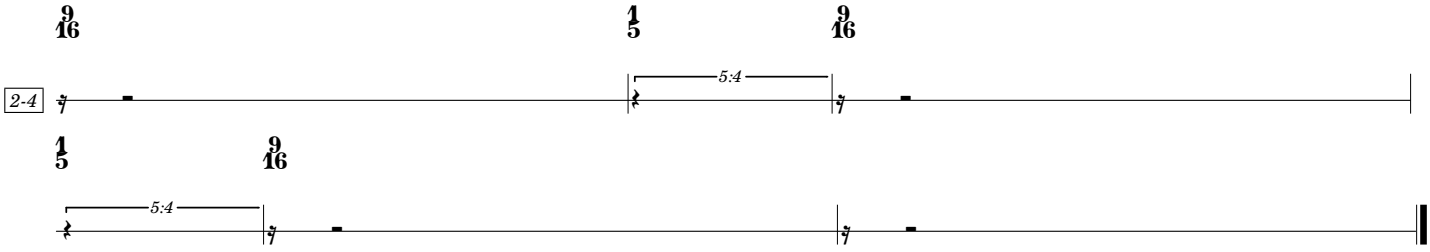


```
RestRhythmMaker(
    duration_spelling_specifier=DurationSpellingSpecifier(
        decrease_durations_monotonically=False,
        ),
    )
```

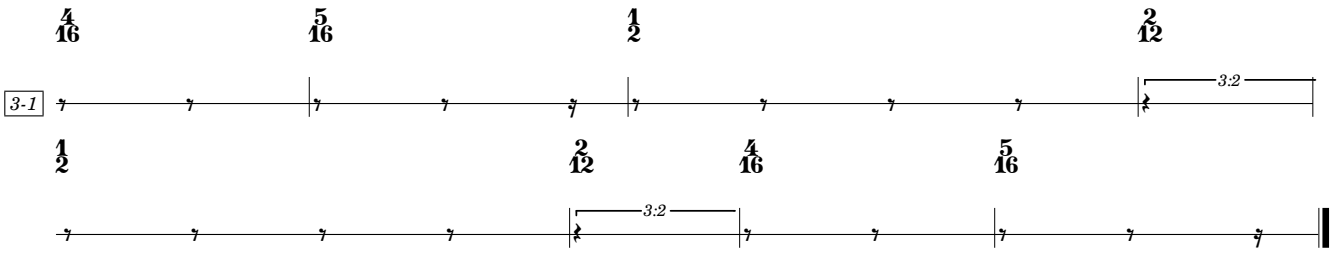


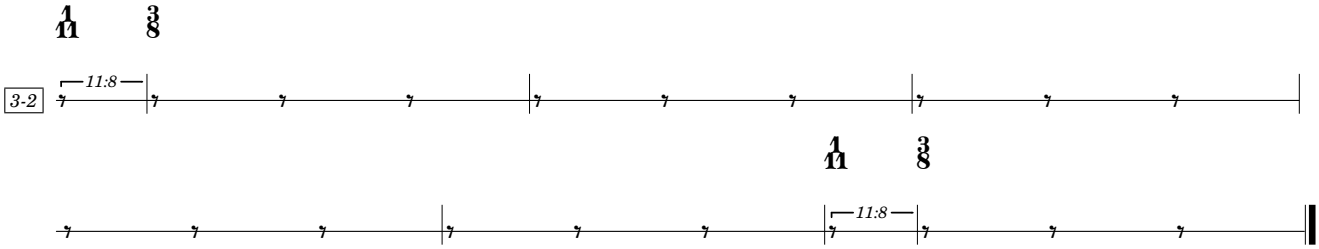


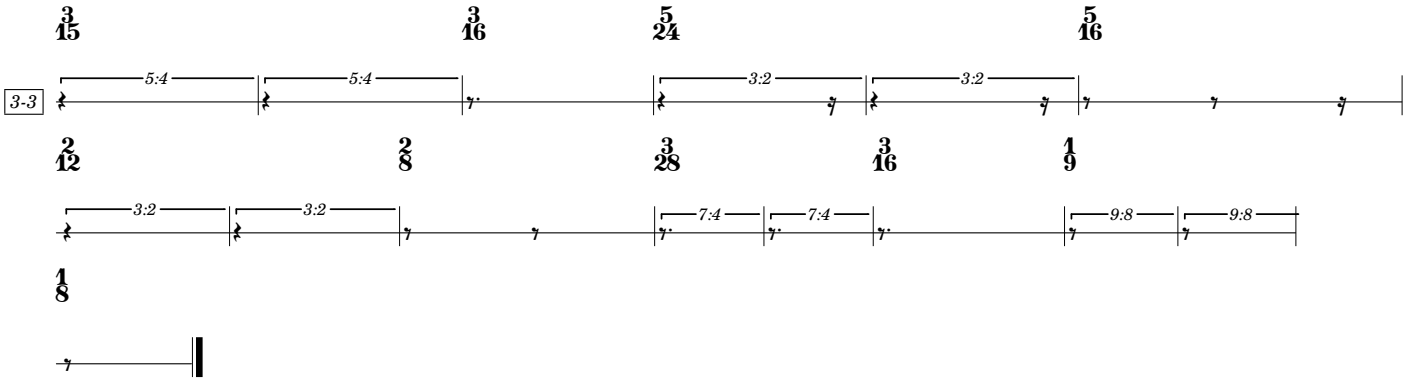


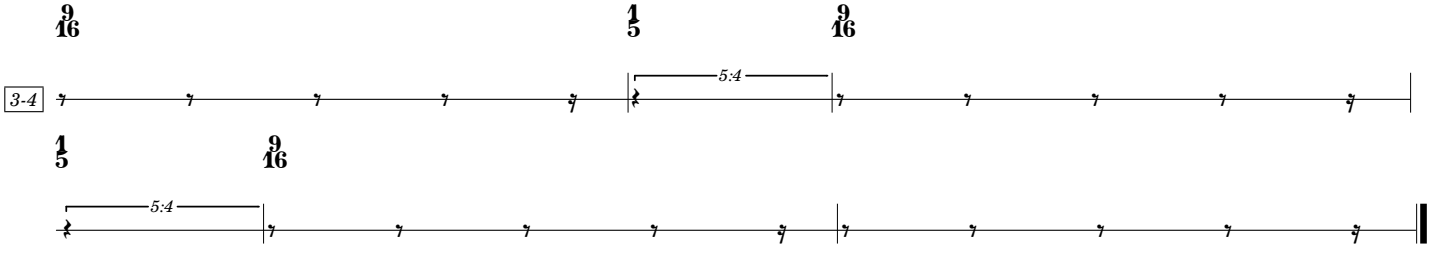


```
RestRhythmMaker(
    duration_spelling_specifier=DurationSpellingSpecifier(
        decrease_durations_monotonically=True,
        forbidden_written_duration=durationtools.Duration(1, 4),
        ),
    )
```

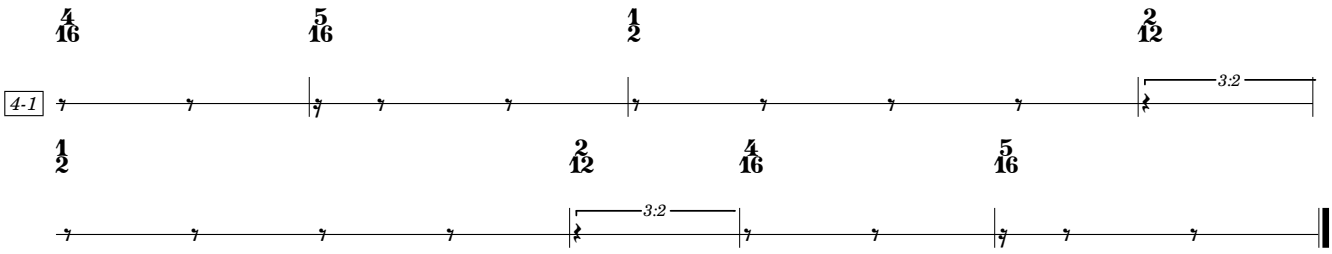


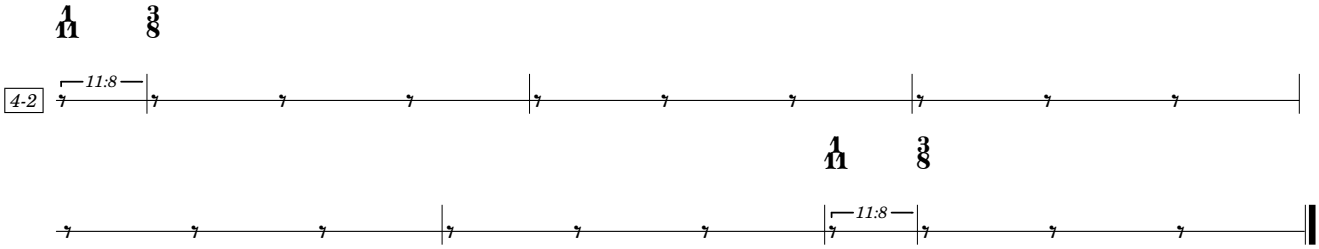


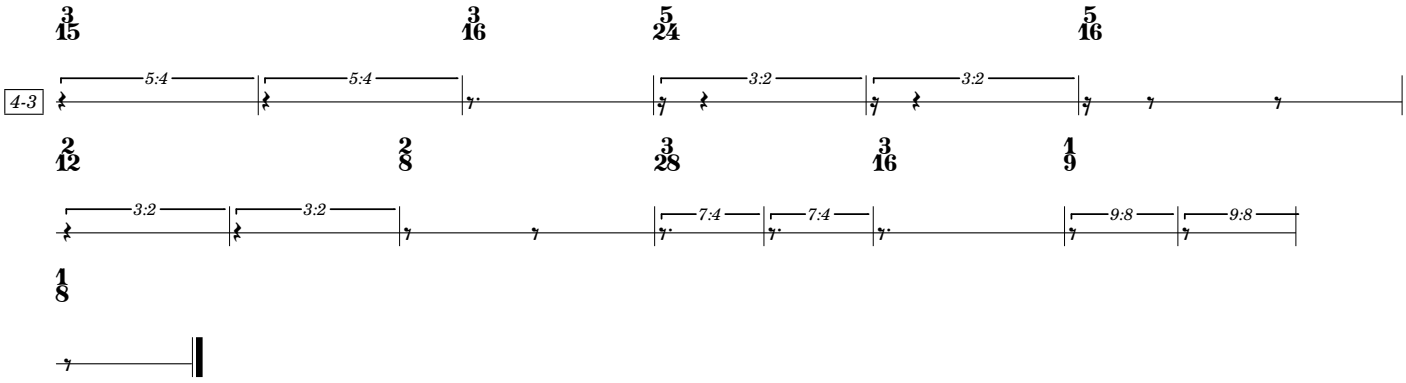


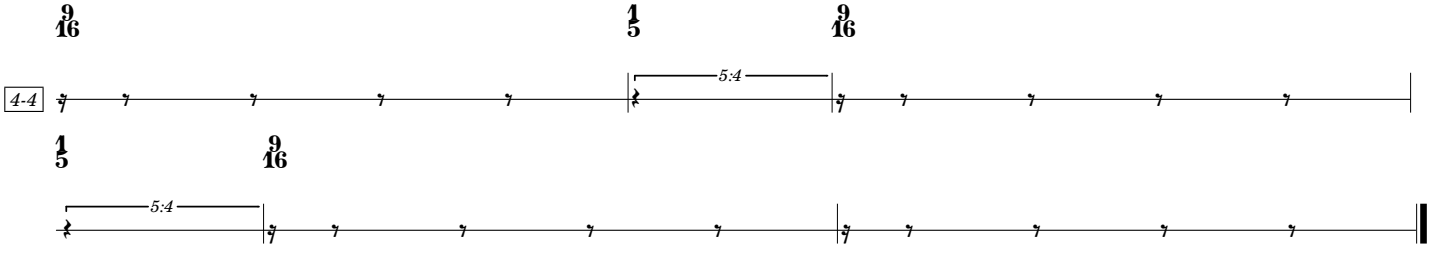


```
RestRhythmMaker(
    duration_spelling_specifier=DurationSpellingSpecifier(
        decrease_durations_monotonically=False,
        forbidden_written_duration=durationtools.Duration(1, 4),
        ),
    )
```



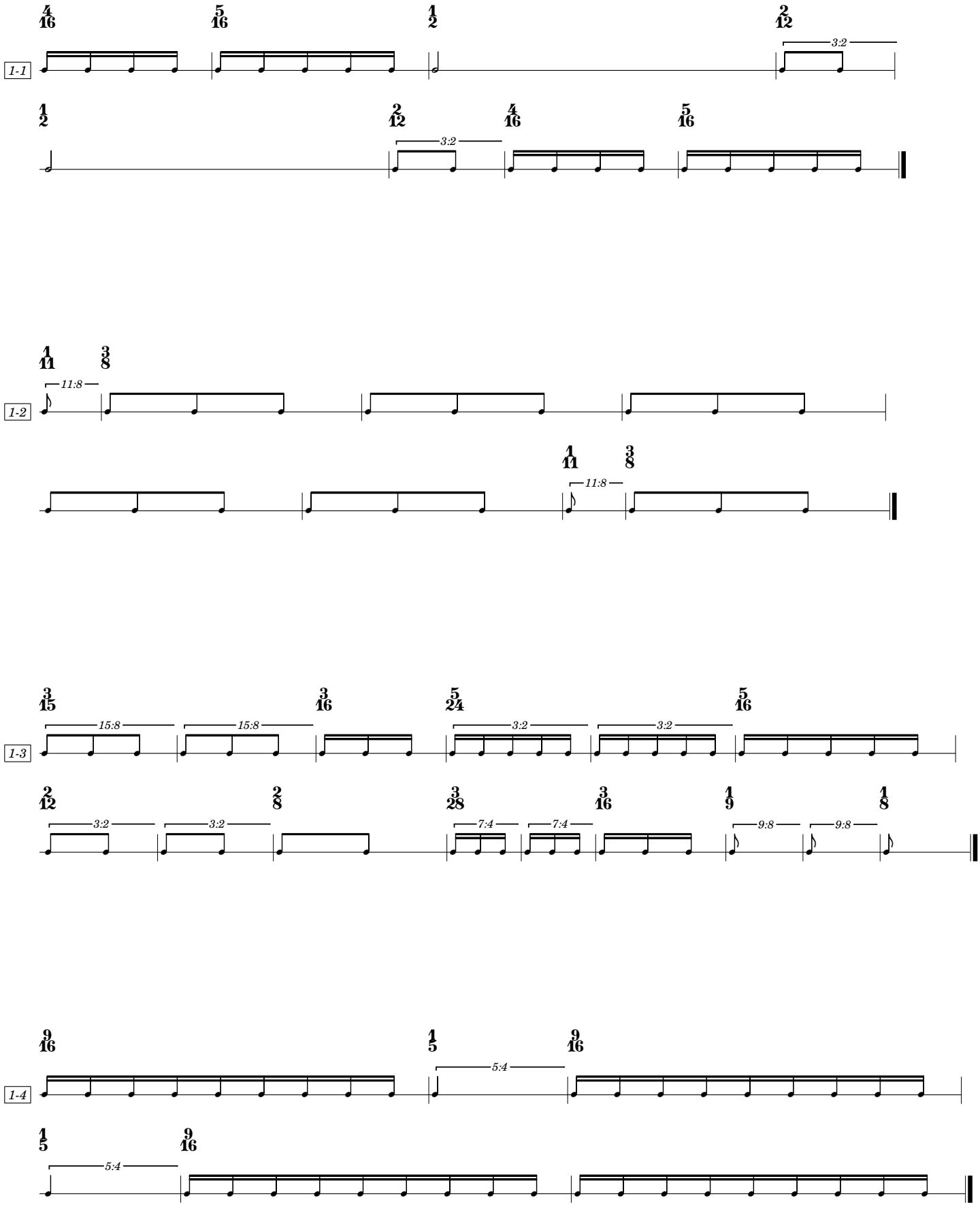




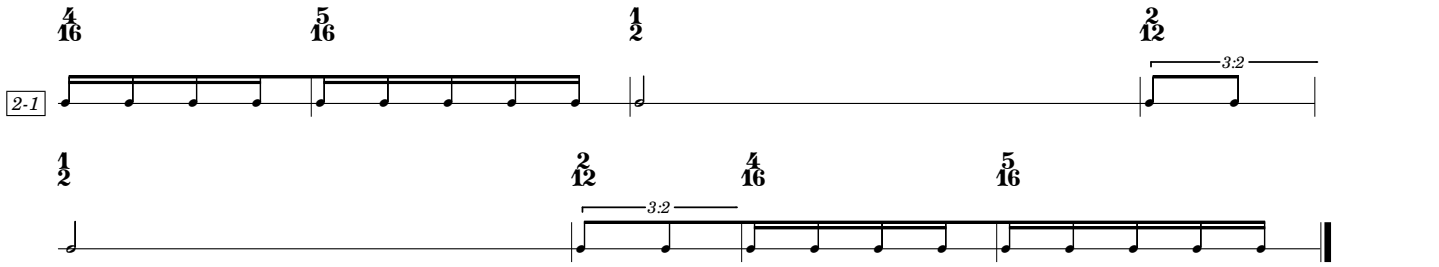


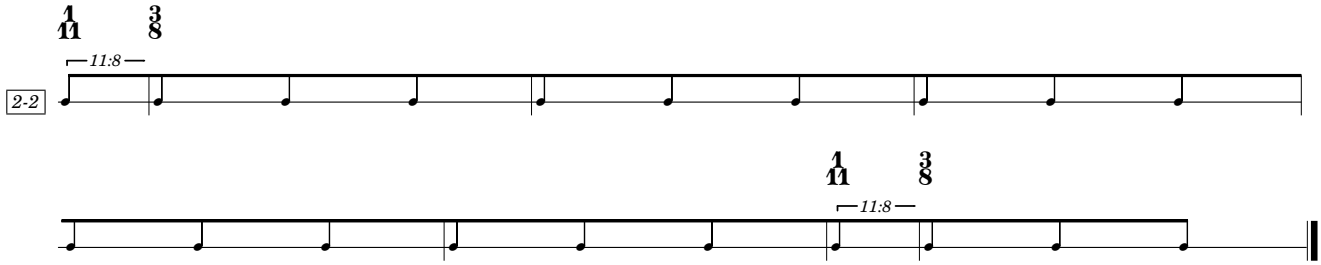
Even-run rhythm-maker

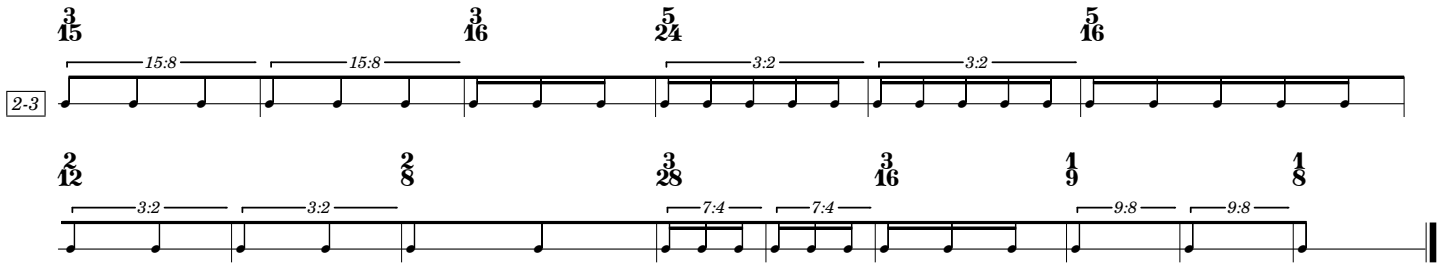
EvenRunRhythmMaker()

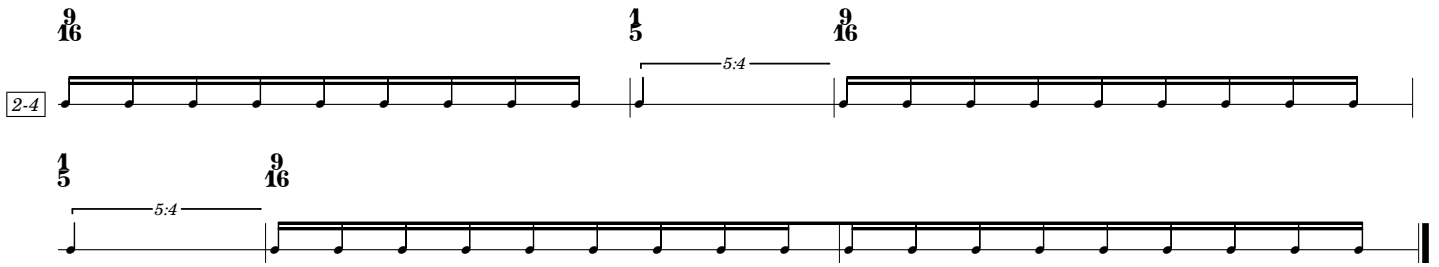


```
EvenRunRhythmMaker(
    beam_specifier=BeamSpecifier(
        beam_each_division=True,
        beam_divisions_together=True,
        ),
    )
```

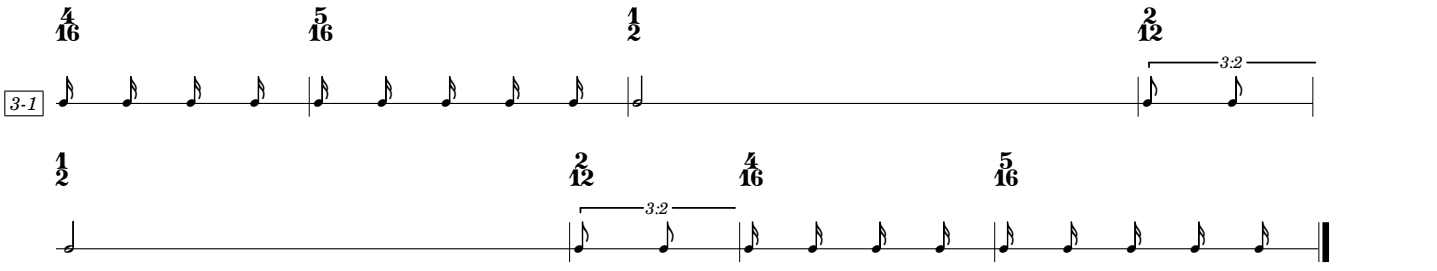


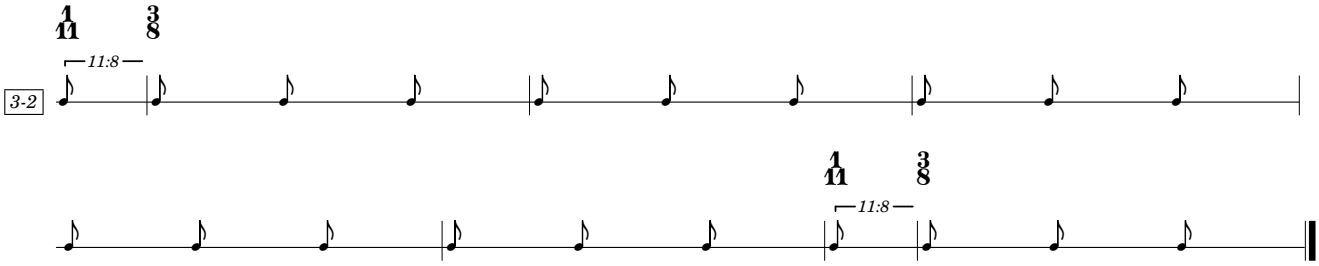


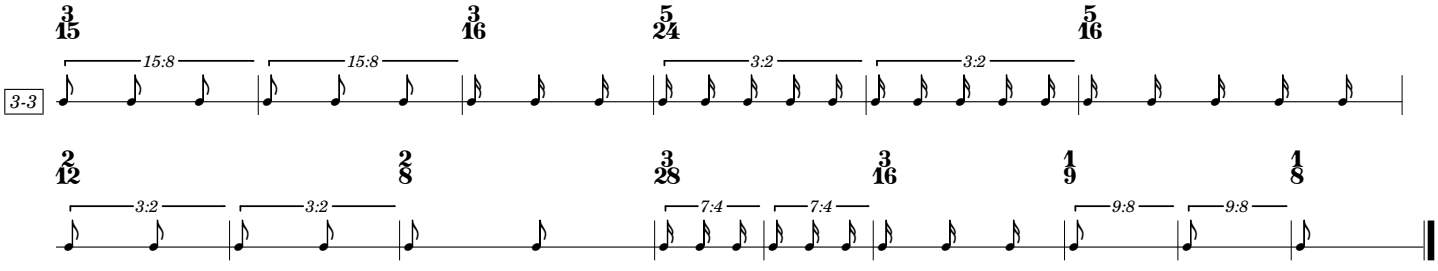


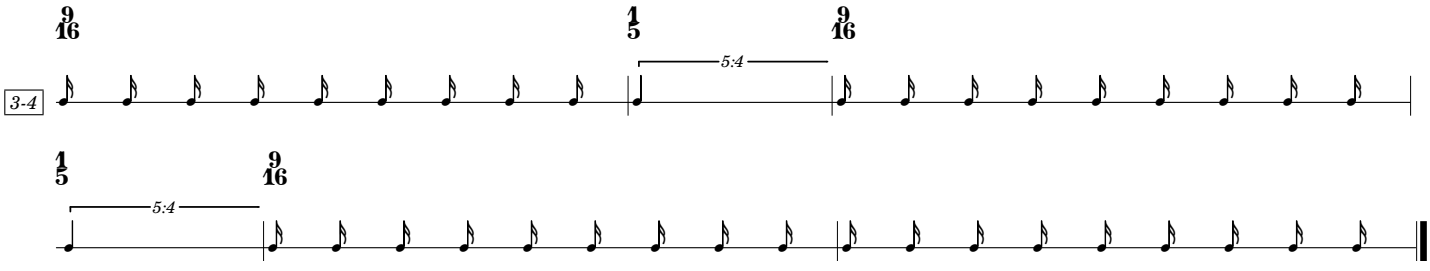


```
EvenRunRhythmMaker(
    beam_specifier=BeamSpecifier(
        beam_each_division=False,
        beam_divisions_together=False,
        ),
    )
```

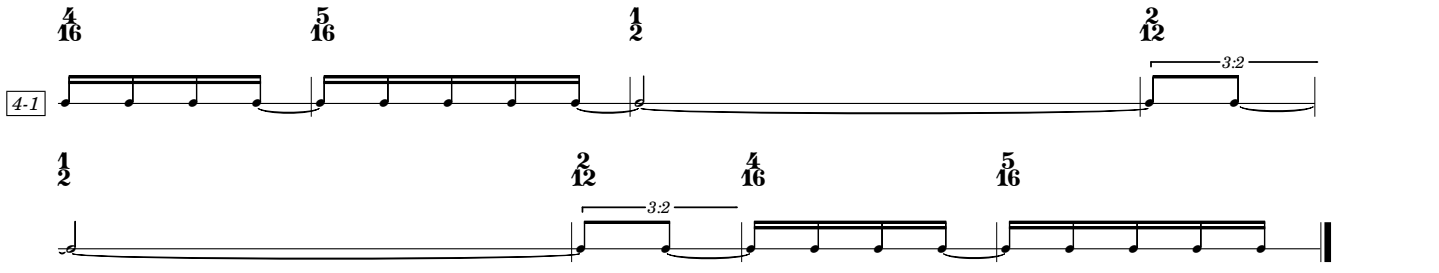


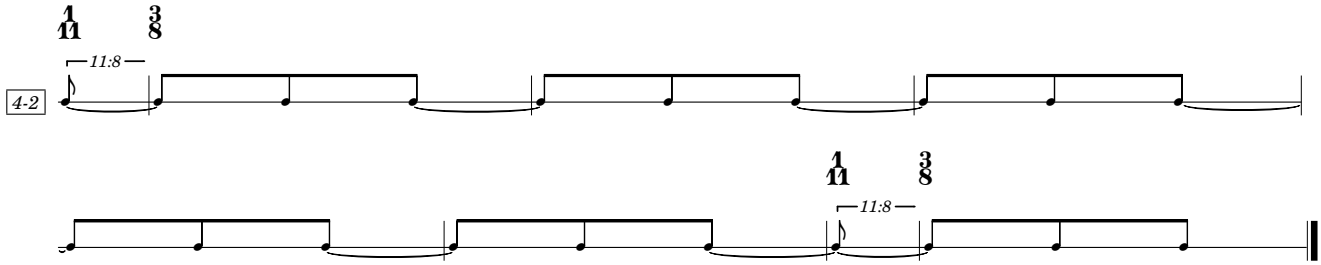


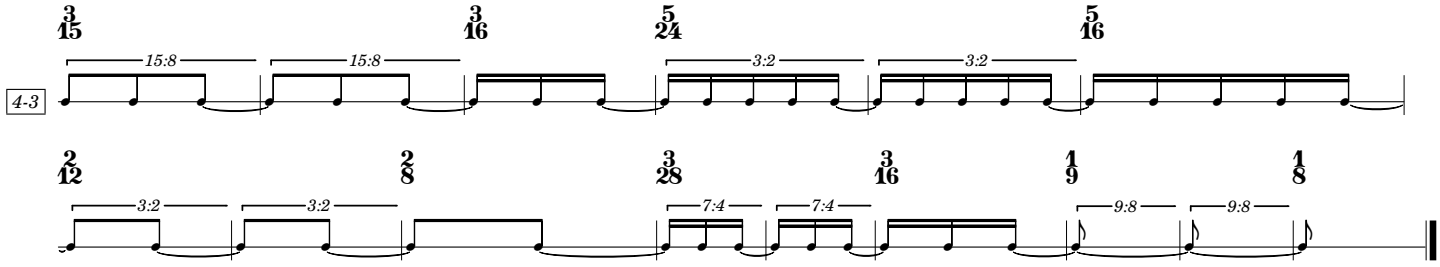


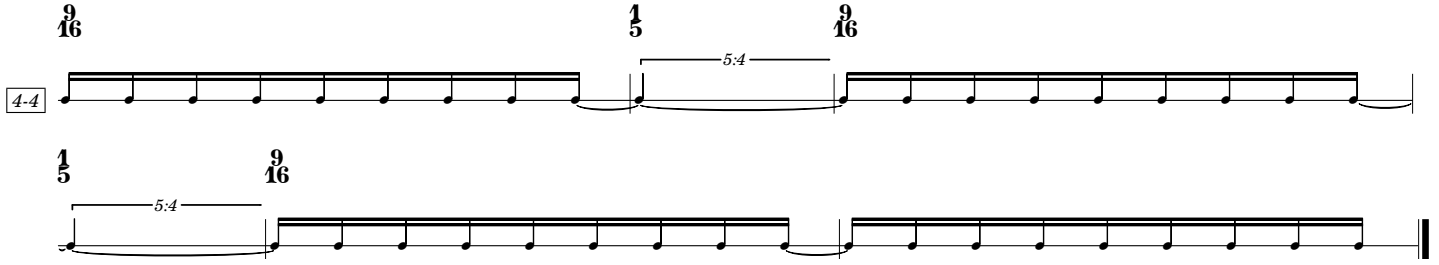


```
EvenRunRhythmMaker(
    tie_specifier=TieSpecifier(
        tie_across_divisions=True,
        tie_split_notes=True,
        ),
    )
```

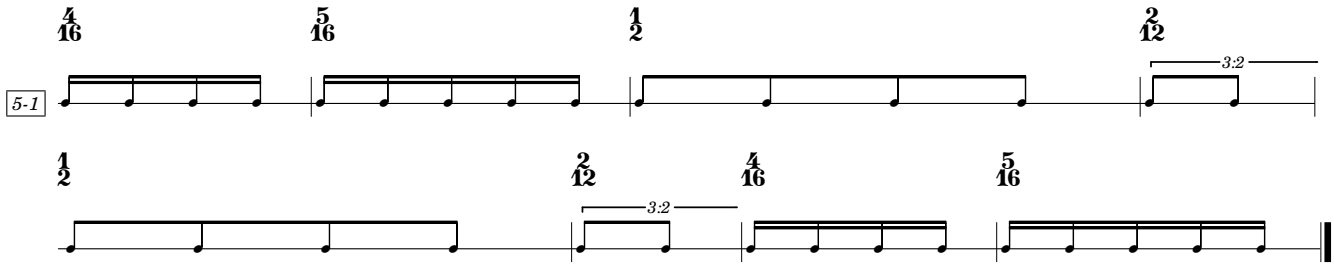


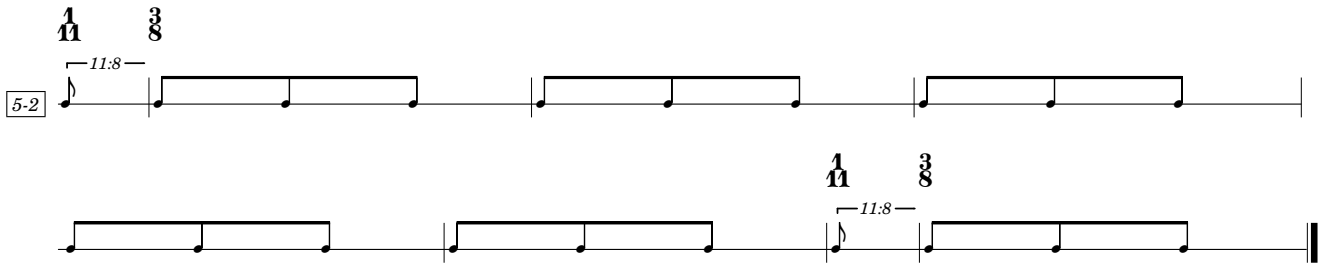


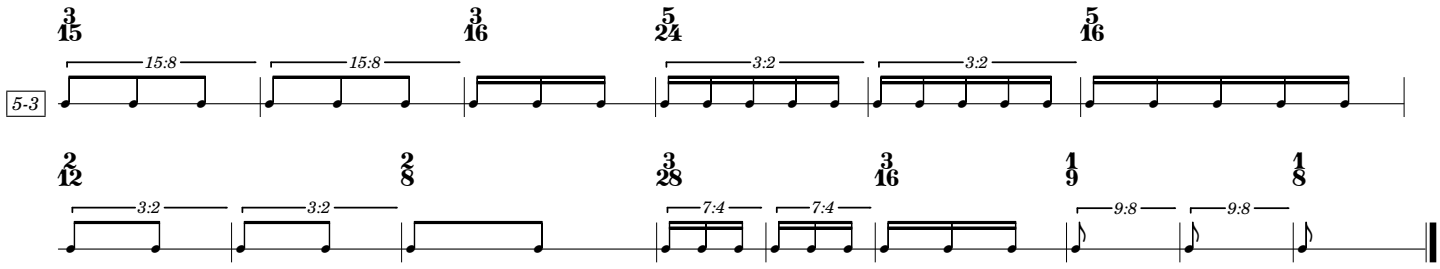


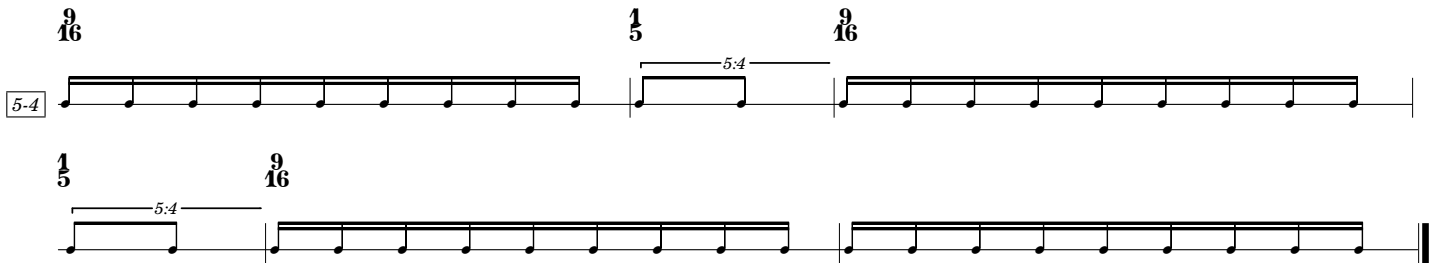
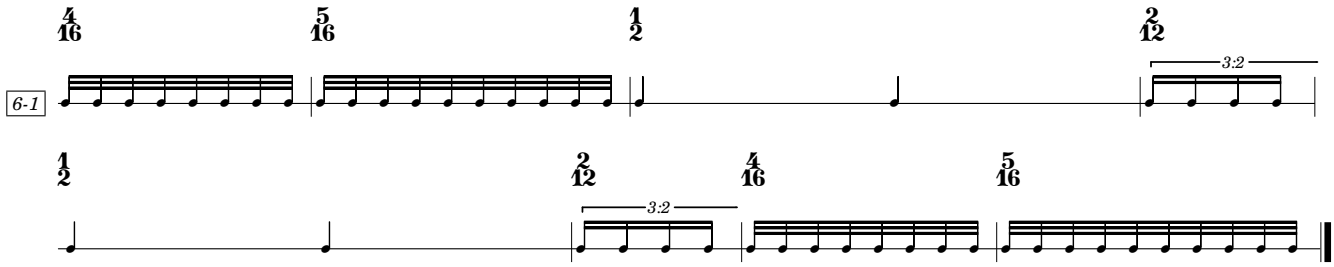
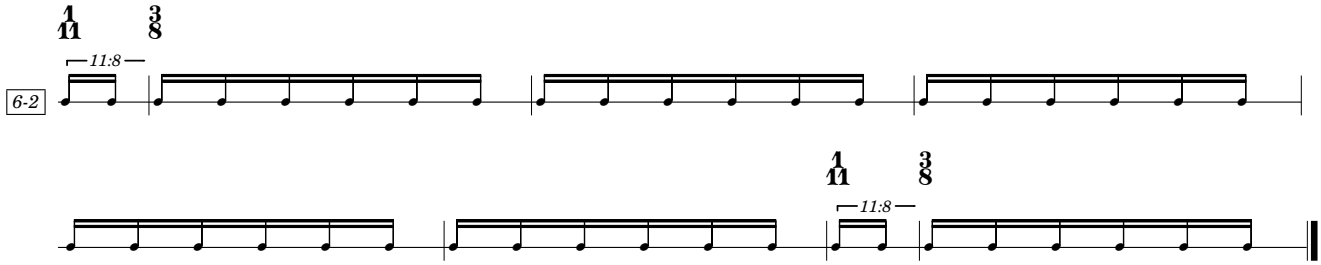
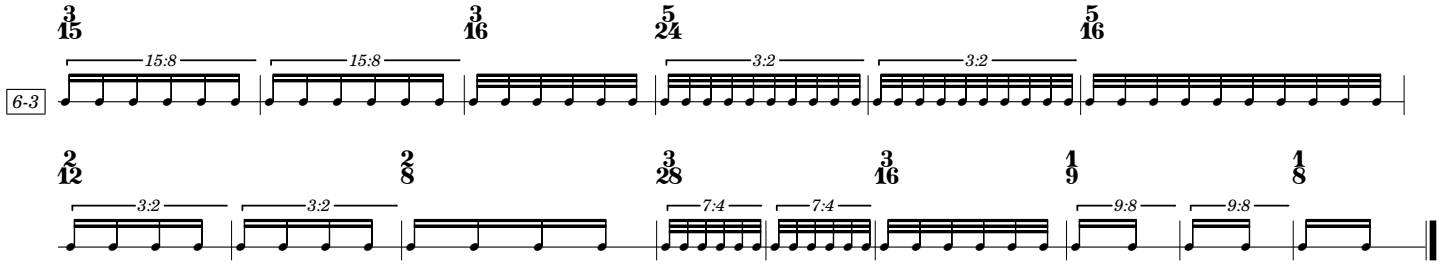
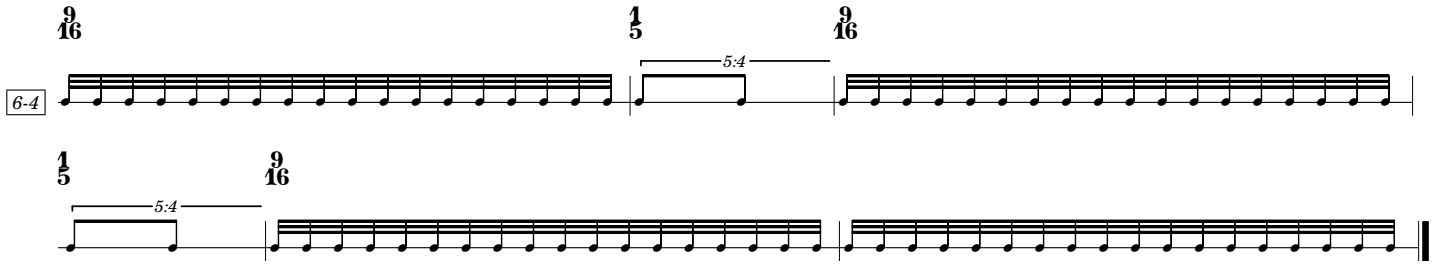


```
EvenRunRhythmMaker(
    duration_spelling_specifier=DurationSpellingSpecifier(
        decrease_durations_monotonically=True,
        forbidden_written_duration=durationtools.Duration(1, 4),
        ),
    )
```









```
EvenRunRhythmMaker(
    exponent=1,
    )
```