

INSTRUMENTAL DIRECTIONS

All

repeat something repeat contents (usu. rhythmic) sustain something random fluctuation a single note a noise w/ description trigger event simultaneous events

Bass Clarinet

ts = tongue slap voice + tone voice only (through instrument) up and down through harmonic series

Strings

pr 1 = molto flaut; lightest fastest pressure
 pr 2 = slightly lighter/faster than normal
 pr 3 = normal pressure
 pr 4 = heavier/slower than normal; 50% noise
 pr 5 = heaviest/slowest; 80% noise

mst = molto sul tasto
 msp = molto sul pont

ord LH pressure harmonic pr any very high note LD circular circular bowing = mostly longitudinal (msp-mst)

half harmonic pr

Percussion

bass drum (med bd sticks)
 bongo 2 (butts of bd sticks or use snare sticks)
 bongo 1
 claves
 low wood block (hard rubber beater)
 maraca
 sandblocks
 sus cymbal (med wool; use both ends)
 splash cymbal
 glockenspiel (bright mallet)

Piano

tone cluster muted/alterd note (see score) tool required: small plastic ruler

hit lowest strings inside w/ flat palm of hand

A NOTE ON THE VOCAL PART

The vocal part is not intended to line up precisely with the instrumental music; the text is more a script than a musical line.

A vox sanguinaria

c. 12" **c. 6"** **sim.** **c. 12"** **c. 6"** **sim.**

random flourishes of key clicks "ff" 1 key

IV deadened (air sound) *mf*

Glottal fry start Dream Text 1

Bass Clarinet
Violin
Cello
Percussion
Piano
Voice

Bass Clarinet (1 key) "ff" (random flourishes of key clicks) imitate bcl

Violin on string (still dampened) *mp* pick up perc tempo but do not slow down becoming faster... *mf*

Percussion *mp* *f* *mp* *f* slowing down...

start English Text 1

Bass Clarinet
Violin
Cello
Percussion
Piano
Voice

2

Bass Clarinet *exh*

Violin

Cello

Percussion *slower and slower...* *pp*

Piano

Voice *10*

IV "circular" not dampened

mf

III "circular"

mf

clb jeté

...becoming random...

clb/ as fast as possible

B

Bass Clarinet

Violin

Cello

Percussion

Piano

Voice *15*

falsetto into instrument; faint and pale sound *p*

gliss.

C

low tongue slap; not much pitch *ff* *sim.*

IV deadened (air sound)

drumming fiercely w/ all 10 fingers on body of instrument *f*

...randomly...

becoming steady

heavily dampen drum with opposite hand; dull sound *mf*

hit inside on lowest strings *f*

start Dream Text 2

** **

3

Bass Clarinet inh/exh through instrument; at first slow but becoming much faster and wilder *ff* exh inh *ff* ts

Violin

Cello ...randomly... end on bd hit rub hands over cello body "ff" hit *f* rub *ff*

Percussion rub bd in circles with flat hand and/or fingernails "ff" *f* (rub) *mf*

Piano *mp* *mf* *mf*

Voice start English Text 2

21

Bass Clarinet ts sim. inh exh

Violin (IV clb /drop random)

Cello "drum roll" *f* ...becoming random... slower and slower... *pp* (III clb random)

Percussion *ff* (mf) *mp* let ring

Piano *mp* strum inside w/finger *gliss.* *ff* Ped.

Voice

26

4 **D**

Bass Clarinet

Violin

Cello

Percussion

Piano

Voice

any low note
ff

slow... fast... slow
mf

scratch on keys w/ fingernails
"f"

start Dream Text 3
31

ts

f

gliss.

low note pr 5;
v. slow bow
ff

pr 5
f

low tone + high voice
ff (do...)

Bass Clarinet

Violin

Cello

Percussion

Piano

Voice

pr 5
v slow bow
ff

(do...)

(do...)

(do...)

(do...)

random whimpering sounds (tone + voice)
p

...faster, more anxious..

calming

fff

random short shocks
faster

slower

ordinary playing manner
f

ppp

start English Text 3
36