Richard Barrett



2013-16 six instrumentalists and electronics

performing score

instrumentation

recorders (soprano, alto, tenor, bass) trumpet (trumpet in Bb, slide trumpet in Bb) accordion (B-Griff) harp cello electronics (fixed media plus live performance)

All performers are free (and, in the case of the wind instruments, encouraged!) to use additional instruments of any kind during the improvisatory parts of *close-up*.

close-up consists of six parts played without a break, which can also be performed as separate compositions:

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<i>tendril</i> for harp and electronics (12')	1
<i>codex Ia</i> for ensemble (10')	10
<i>pauk</i> for trumpet in Bb and accordion (8')	14
<i>codex XIIa</i> for ensemble (14')	28
<i>nachtfalter</i> for alto recorder, harp, cello and electronics (6')	30
<i>šuma</i> for ensemble (16')	42

Close-up may be performed with more performers than the six indicated in the score, adding up to 6 performers on any instruments and/or voices. This would require replacing *codex Ia* and *codex XIIa* with their original versions *codex I* and *codex XII*, whose instrumentation is open, and the allocation of materials to instruments reconfigured according to those scores. The additional performers would also take part in *šuma*, using the indications described below in the introductory text for that part.



2013-16 for six instrumentalists and electronics duration 66 minutes approximately

for Ensemble Studio6

staging and amplification

The performers are placed in a semicircle on stage in this order from left to right (viewed from the audience): electronics – trumpet – accordion – recorders – cello – harp. One or more screens (laptops and/or tablets) should be used for the timing indications in *codex XIIa* (see below) so that every performer can see one while playing. The timing indications consist of a display of the "bar" and "beat" numbers, and a large white horizontal bar which fills up in black during the course of each bar. Amplification uses a stereo PA system (or preferably a 4-channel system so that the ensemble and electronic sounds may be spread further through the performing space rather than being concentrated at one end of it) with the following 9 inputs: electronics (stereo), trumpet (one microphone), accordion (two microphones, placed to pick up the two sides of the instrument and panned somewhat left-right in the PA), harp (ideally two air microphones and one contact microphone) and cello (one microphone). The electronics player should have a pair of close-field monitor speakers on stands behind him/her, which amplify only the electronic sounds (and could be sourced from onstage if necessary) and the whole ensemble at least two floor monitor speakers. A sound projectionist is also required to control overall balance throughout the performance.

electronics

The electronic part consists of two elements which are the responsibility of a single performer. The first comprises nine stereo soundfiles, **closeup01** for *tendril*, **02** for *nachtfalter* and **03-09** for *šuma*, which are played back at the indicated points in the score. **01, 03, 05, 07** and **09** are used analogously to the instrumental parts in the respective sections, as fixed elements which may be freely paused, interpolated with silence and/or improvisation, and restarted. **06** is paused and restarted as shown in the score. The others are played back simply from beginning to end. The dynamics notated in the electronic part are not built into the sounds, and must be realised in performance using mixer faders and in coordination with the other players. The second element of the electronic part is a performance instrument for the improvisatory activity in *tendril, codex Ia, codex XIIa* and *šuma*, where it plays alongside the acoustic instruments as an equal participant. The nature of this instrument is not specified: any appropriately fluent and flexible system may be used to combine with the acoustic instruments as an equal participant and to complement the sounds of the fixed-media materials.

notations

Trills, tremoli and gracenotes always as fast as possible, unless otherwise indicated. All transitions including glissandi should be as smooth as possible.

recorders

Where a gradual transition between fingerings is indicated, this should be executed so as to expose the transitional sounds between the endpoints to the greatest possible extent. Some "glissandi" in *šuma* don't slide linearly from one pitch to another but have a more complex profile, which should also be emphasised. Notated fingerings and their implications for the possible complexity of the resultant sound should be emphasised over the (approximately) notated pitches. Techniques used in this composition have been extrapolated by a microtonal fingering table provided by Katja Blischke, *Les sons multiples aux flûtes à bec* by Martine Kientzy, and my own explorations (using a Moeck Rottenburgh instrument). In general the implicit complexity of the resulting sounds and transitions should be explored thoroughly in preparation and projected in performance.

L2, R34 etc. = trill with the indicated finger(s) from the notated fingering – when two or more fingers are indicated they should move *together* unless otherwise indicated. (LT=thumb)

(*) = trill to multiple unstable pitches produced by the notated fingering (maximise and emphasise the multiplicity!)

] = tongue-stop

trumpets

The scores of *pauk* and *šuma* are transposed and sound a major second lower. Deviations from equal temperament should not be corrected. Eleventh and thirteenth partials are notated as inflected by quartertones relative to their fundamental, seventh and fourteenth partials (usually) by arrowed accidentals.

Notated dyads are intended to be realised as multiphonics (without voice!)

In *pauk*, diamond-headed notes indicate a distinctly "breathy" sound-colour (with the notated pitch just retaining its focus). The numbers occasionally found above the trumpet part indicate which valves are to be used, especially for trills, including Ø which indicates that no valves are depressed.

In *šuma*, a seven-line stave for the seven slide positions on the slide trumpet is added as necessary (with the spaces between the lines standing for half-positions), as well as numbers which indicate the harmonic partial to be played (arrowed and dotted lines between these numbers indicate a "glissando" of harmonics). As a result of the counterpoint between these two elements of playing activity, the notated gllissandi between the resultant pitches as straight lines are actually more complex movements in pitch. Section S2 consists of two repeating non-coincident patterns: slide-positions [: 5-3-4-2-6-4-5-2-4-3-6-1-5-3-7-4 :] and partials [: 8-7-5-9-11-6-11-13-5-4-7-9-12-13-10-13 :] – while the slide (and therefore the pitch) is in constant motion throughout this section, even in the *staccato* sounds where no glissandi are notated, the indicated partials should always be used in order to preserve the intervals between them. In section S4, however, most of the slide movements should be as rapid as possible so that the narrow ones are almost imperceptible, although there should also be a subtly audible difference between *legato* position changes and *legato* harmonic changes (in the fourth section these follow regular but independent durations in the proportion 25:28, although this regularity is set against irregular perturbations in both "layers" as well as irregularly-spaced pauses).

] = tongue-stop at end of a sound

accordion

The accordion part is notated at 8' pitch, ie. at the fingered pitch, which might be transposed up and/or down by octaves depending on the registration (shown by "8va", "8vb", "+8va" etc.)

All clusters are chromatic. (Depending on fingering possibilities some clusters might also contain duplicated pitches.)

harp

The lowest two strings are tuned to C# and D#, and the top string to G natural, throughout.

] = damp all sound, or, where indicated, damp selected sounds. This symbol is not used for sounds indicated as staccato. In general, staccato points inficate "étouffé" of only that sound, unless otherwisw indicated, so that for example in bar 4 of tendril, the first two notes in the left hand should sound through the damping of the third note. A "staccato-glissando" (as in bar 3 of *tendril*) is intended to be played with a second finger following the plucking finger, touching the strings lightly and damping them as soon as they are played.

A dotted slur (as in bar 1 of *tendril*) indicates a pedal-legato in which the second note (with a small notehead in brackets) is not plucked.

Harmonics are notated using both the string to be plucked (with a diamond-shaped notehead) and the resultant pitch (small notehead in brackets), in other words exactly as for bowed string instruments.

In bars 41-45 of tendril, extra staves are used for rhythmically-precise pedal activity - where two staves are used, the upper one is for the right foot and the lower for the left; each consists of three lines indicating the flat, natural and sharp positions of whichever pedal is specified.

In *nachtfalter*, the harp requires one or more "bottlenecks", for example small plastic rods, which fit between a pair of strings so as to be able to play smooth glissandi on either or both simultaneously. The triangle-headed notes in the lower stave indicate the pitch to be produced by plucking below the bottleneck when the latter is in the correct position, while the normalheaded notes indicate the string to be played.

cello

psp, msp = poco and molto sul ponticello respectively, the former already being noticeably different in timbre from nat., the latter being as extreme as possible consistent with the fundamental pitch remaining audible. *pst*, mst = poco and *molto sul tasto* (similarly).

 $\stackrel{!}{\vee}$ $\stackrel{!}{\vee}$ $\stackrel{!}{\vee}$ = ascending degrees of bow pressure: *flautando*; "normal"; exaggerated and distorted (pitch only just discernible); completely pitchless scraping. $---- \Rightarrow$ = a smooth gradual transition between two states

• = normal left-hand fingerpressure, \diamond = "harmonic" fingerpressure, + = left-hand pizzicato

12343432123... = rapid exchange of fingers on a single pitch or glissando

] =stop bow on string (or damp any resonating sound); [= (re)start bow movement with bow already on string.

 $clb = col \ legno \ battuto; \ clt = col \ legno \ tratto$

 Δ = highest possible pitch on the indicated string

a legato slur before a notehead indicates that the sound is to be played with no discernible attack

Each of the four solo sections (S1-S4) of *suma* centres on one of the four strings, in ascending order, with the first and fourth sections *exclusively* played on the fourth and first string respectively. Differences in timbre between the four strings should not be minimised, even or especially when moving between them.

1 tendril for harp and electronics

Time signatures throughout are intended principally to indicate structural **durations** (though not separated by pauses!) in the music, and have no **metrical** implication. An additional rhythmical system (as in bar 4) is added to some bars in order to clarify their internal durations when the player's hands are rhythmically independent of one another.

Both the harp and electronic parts contain both "fixed" and "free" material. The score of the solo version is used as the "fixed" element of the harp part in the duo version. The "fixed" electronic part consists of a recording of the solo version, reordered and transformed in pitch, time and timbre, in the form of a stereo soundfile **closeup_01**.

In performance, the harpist alternates the "fixed" material with "free" material, ie. improvisation. At any moment the progress of playing through the score may be interrupted for a shorter or longer period and the resulting "lacuna" occupied either by silence or by improvisation which might or might not be audibly related to the notated material on one or other side or both. If the materials on either side are denoted by A and B and freely invented material by C, the lacunae might take the following forms:

(i) A (silence) B

- (ii) $\mathbf{A} > \mathbf{B}$ (transition between A and B)
- (iii) **A C B** (interpolation of unrelated material)
- (iv) $\mathbf{A} > \mathbf{C} \mathbf{B}$ (transition from A to new material, then returning abruptly to B)
- (v) $\mathbf{A} \mathbf{C} > \mathbf{B}$ (abrupt switch from A to C then transition to B)
- (vi) AaaaaB (using "looped" material from A), also AbbbbB

... or any combination of these, or any other way of answering the "question" of what happens in the lacuna. (It might be apparent that the notated score of *tendril* is composed according to similar principles.) "Extended" techniques and/or auxiliary sound-sources which don't feature in the notated part may also be used, and the "free" material should of course also relate to whatever is happening in the electronic part (whether the latter consists of "free" or "fixed" material itself at that moment). Sometimes both parts will consist of "fixed" material (sometimes even the *same* "fixed" material), sometimes both of "free" material, sometimes one part will be "fixed" and the other "free", and so on. It is preferable for this not to be decided in advance of a performance, so that each performance discovers new combinations and possibilities.

The electronics performer also alternates between "fixed" and "free" material in the same way, making "cuts" in the fixed material exactly as the harpist does in the score. The "free" material should also be based on the recording of *tendril* but may also incorporate other harp-derived materials. The hard- and software combination used by the electronics performer is not specified - what is important is that the electronic "instrument" should be capable both of playing back the "fixed" material and of responding fluently in the "free" material, so that the harp/electronics combination functions as a true "duo".

Each performer should think of giving approximately the same overall duration to the "free" material as to the "fixed" material. It may be found desirable for both performers to indicate when they have reached particular points in their respective "fixed" material so that one doesn't get too far ahead of or behind the other.

tendril was first performed on 24 May 2014 at KC Rex, Belgrade, by Milana Zarić and Richard Barrett.

2 codex Ia for ensemble

Codex Ia begins at the indicated point in the concluding passage of tendril.

The numbered markers along the top of each score system should in general be about 5" apart, but it is not intended that this should be metronomically precise.

Each rectangular box specifies, with a greater or lesser degree of exactitude, a sound-event of greater or lesser complexity. The number in the top left-hand corner indicates the *number of musicians taking part* in the event. T means "*tutti*", or all those not taking part in other events simultaneously. While the instrumentation of each event is fixed in this version, it could if desired be substituted by the original *codex I*, and the instrumentation changed (or augmented) *ad lib.* =1. -1 etc. indicate that a player joins or leaves an ongoing event respectively.

Arrows pointing from a box to the time-markers or to another box indicate that a cue will probably be required here.

Many events specify one or more "sustained" pitches. These should never be transposed by octaves! Where no further indications occur, these may be sustained or otherwise continued in varying ways according to improvisational factors and/or the nature of the instrument(s) in question: sustained sound with or without small (microtonal) undulations, regular and/or irregular iterations, and/or tremoli, and/or gradual transitions between any or all of these possibilities... a simple *sostenuto* is not out of the question but the approach should leave sufficient space for improvisational reactivity to occur.

Dynamics should be treated as *average* values for a given event; nevertheless, extreme deviations should be comparatively rare.

Indications preceded by \odot are *optional*, for example " \odot multiphonics" means that instruments taking part in this event may (or may not) use multiphonics (if they are wind instruments). The presence of some type of material or behaviour as an option somewhere in the score in no way precludes its appearance elsewhere (at points where it is not mentioned).

One possible approach to interpretation would be to regard the score as a fragmentary relic of some unknown music, distant in history or geography, and on the basis of these fragments to make an intelligent and expressive "reconstruction" of what the "living tradition" in question might have been, analogously to contemporary approaches to troubadour songs, instrumentation and realisation of early baroque continuo parts, and so on. This doesn't imply that prformers should be self-consciously "archaic" or "ethnic" of course, but that the attempt to adhere precisely to the score should not get in the way of imaginative spontaneity. An important aspect of [erformance technique should be the attention paid by each player (during the performance) to imagining and creating interrelationships between the sound-structures implied by the skeletal notated materials, and between the activities of the other players.

codex I was commissioned by the Bangor New Music Festival with funds from the Welsh Arts Council and first performed on 6 April 2001 at the University of Wales, Bangor, by Chris Burn's Ensemble (Chris Burn, piano; Mark Wastell, cello; John Butcher, tenor saxophone; John Russell, guitar; Matthew Hutchinson, electronics; Rhodri Davies, harp).

3 pauk for trumpet and accordion

Pauk begins immediately after codex Ia, its opening attack "in tempo" with the concluding chords of the previous piece.

It consists of five numbered sections played without a break. Sections 2, 4 and 5 involve improvisation as well as notated music. More detailed instructions for the realisation of these sections is to be found at the appropriate places in the score.

The sign ∞ is used to indicate free improvisation. The horizontal extent of a ∞ segment is not intended to reflect its relative duration. In sections 2 and 4 this is completely open, subject to the suggestion that the total duration of improvised and notated material should be approximately equal for each instrument (section 2) or for the duo (section 4). In section 5, the improvisation takes place within the framework of the notated music's metrical structure. What happens in the improvisations is completely unspecified. It is intended that the surrounding notated music should "influence" the improvised music without in any way attempting to determine it, causing the improvisations to be different from what might happen in the absence of notated elements but without defining in advance what those differences might be. This, the presence or absence of particular materials or techniques (or processes, for example in the dynamics of section 5) in the notated part of an improvisation are not intended to determine those used in the improvisations. No material or interrelationship should be thought of *a priori* as necessarily inappropriate for the improvisations, although performers may wish to consider how (in) coherent they intend the result to be.

pauk was first performed on 4 December 2014 at SKC Kragujevac, by Nenad Marković and Vladimir Blagojević.

4 codex XIIa for ensemble

Codex XIIa begins immediately after the end of *pauk*.

The black triangles indicate approximately equal divisions of time. In this version for fixed instrumentation and duration of *codex XII*, a value of 7 seconds is used to give an overall duration of 14 minutes for the 120 divisions. Time-divisions and bars are indicated by a visual metronome on one or more screens to be visible to all performers (a long rectangle which fills the horizontal dimension of the screen and fills with black from left to right, with indications of which bar and division has been reached). The metronome is initiated by a MIDI signal from the electronics performer.

The overall evolution of the composition should involve a gradual reduction in pitch-range, - the notated pitches are intended to be **points of reference** or **options** rather than obligatory (and should by no means be the only pitches played!), but some suggestions are given in the score below the timeline. The entry-point of each new pitch on each of the five numbered "parts" (each of which is defined by register and range) is indicated approximately relative to the aforementioned time-divisions. The reduction in the number of pitches in each bar doesn't imply that the music slows down but that the pitches used by the different players gradually converge on a smaller repertoire. The last bar is not intended to be literally "pitchless", although it could be, but rather a sudden dissolution of the increasingly concentrated pitch centres.

Beneath the timeline are four "tracks" labelled A, B, C and D, one or more of which (when simultaneous) may be used as guidance by performers. For example, at the beginning a player could choose to interpret track C or track D or both, or alternating between them, etc.; while at the end of the first bar the "loop" possibility is removed but the "free" possibility and the "solo" are added, and so on.

Track A: "Solo" isn't intended to mean "play in a particular way" but instead to indicate a particular kind of relationship between players, namely where the "soloist" plays freely without necessarily thinking about relating to the musical environment, while the "accompanists" relate more to the soloist than to each other by means of supportive or imitative, (or perhaps even disruptive) activity.

Track B: the " ∞ " blocks indicate "free improvisation", that is to say most of the time one of the options (while retaining the shape of the composition!) is to disregard any or all of the other indications applying at any time. In bar 1, therefore, tracks C and/or D should not be ignored, and in bar 6 after the first three divisions the "solo" part and the pitch materials shoule be the only points of reference.

Track C contains three blocks which should trace a three-stage process between individual phrases, individual point-like sounds and synchronised bursts.

Track D contains brief indications of particular areas that might be concentrated on at the specified times. These are not intended to be part of a process like track C but instead to be "islands" of greater focus on the specified types of sound-material, which may of course be combined with indications from any of the other tracks and the notated pitches.

Codex XII is intended as an improvisatory piece, that is to say all of its indications should be reinterpreted during each performance, rather than fixed during rehearsals. The impression of a performance should be of a composition which is constantly varying in visibility, on many levels: between individual and collective, in terms of pitches and register (especially when the changes of "orchestration" occur at the beginning of each bar), solo/accompaniment relationships, coordination and textural focus.

Codex XII was first performed on 28 April 2013 at KC Rex, Belgrade, by Ensemble Studio6 (Karolina Bäter, recorders; Nenad Marković, trumpets; Vladimir Blagojević, accordion; Milana Zarić, harp; Ivana Grahovac, cello; Richard Barrett, electronics).

5 nachtfalter for alto recorder, harp, cello and electronics

Nachtfalter begins after codex XIIa, after a brief "breath-pause".

The electronic part takes the form of a single stereo soundfile **closeup_02**, consisting (except for the final section) of a single melodic line, which is notated below the instrumental parts and to which events in the three instruments are coordinated. The dynamics notated in the electronic part are not built into the sounds, and must be realised in performance using mixer faders and in coordination with the players.

The score of *nachtfalter* consists of three sections. The first is fully notated. The second consists of a series of events for each instrument whose beginnings and endings are (always!) synchronised with notes or rests in the electronic melody. The durational extent of each event is indicated by a rectangle whose contents might involve (a) following the electronic melody with a single staccato sound in unison with each of its pitches, (b) precise notation not directly connected to the melody, (c) a sustained sound based on the pitch of the melody which begins simultaneously with the event, and which might be modulated in diverse ways, (d) a departure point for free improvisation (indicated by ∞) based on the pitch of the melody which begins simultaneously with the event, (e) various kinds of short bursts of sound, without specified pitches, or (f) free improvisation. Each event also has a dynamic profile, and some in categories (e) and (f) also specify a pitch-range within which they should remain. The third section of the score is freely improvised, with some general textural and dynamic indications, alongside a dense granular electronic texture, and stops abruptly along with it.

Nachtfalter was first performed on 13 March 2016 at Spectrum East, Belgrade, by Karolina Bäter, Milana Zarić and Ivana Grahovac.

6 *šuma* for ensemble

Šuma begins after *nachtfalter*, after a relatively long pause so that its first sounds emerge from silence.

It consists of seven sections: S1-4 (for "solo"), each of which is about 3 minutes long, interpolated by T1-3 (for "tutti"), each of which is about 80 seconds long. The sections S1-S4 for each instrument are also playable as solo compositions (with slight alterations to the scores): *instar* for soprano recorder, *calyx* for slide trumpet, *cyme* for harp, *spore* for accordion, *tegmen* for cello and the fixed-media electronic piece *epiphyte*.

Seven soundfiles are used in the electronic part, numbered **closeup_03** to **closeup_09**, deployed as indicated in the score.

In S1-4 each instrument has a separate unsynchronised part (S1-4 for each instrument may, like the harp part of *tendril*, be played as a four-minute solo piece: *instar* for soprano recorder, *calyx* for slide trumpet in Bb, *tegmen* for cello, *cyme* for harp, *spore* for accordion and *mould* for electronic sounds). While sections S1-4 are each 3 minutes long, the individual notated parts are between 24 and 96 seconds long according to the metronome indications. The notated material may be interrupted at any moment (at the barlines is recommended but not obligatory, since they signify structural durations in the music) by (a) *silence*, (b) *free improvisation* (perhaps bearing in mind the kinds of considerations mentioned in the preface to *tendril*) or (c) *directed improvisation* according to the brief indications in each instrumental part for each section. The proportion of notated to non-notated music therefore varies from one instrument to another within each section.

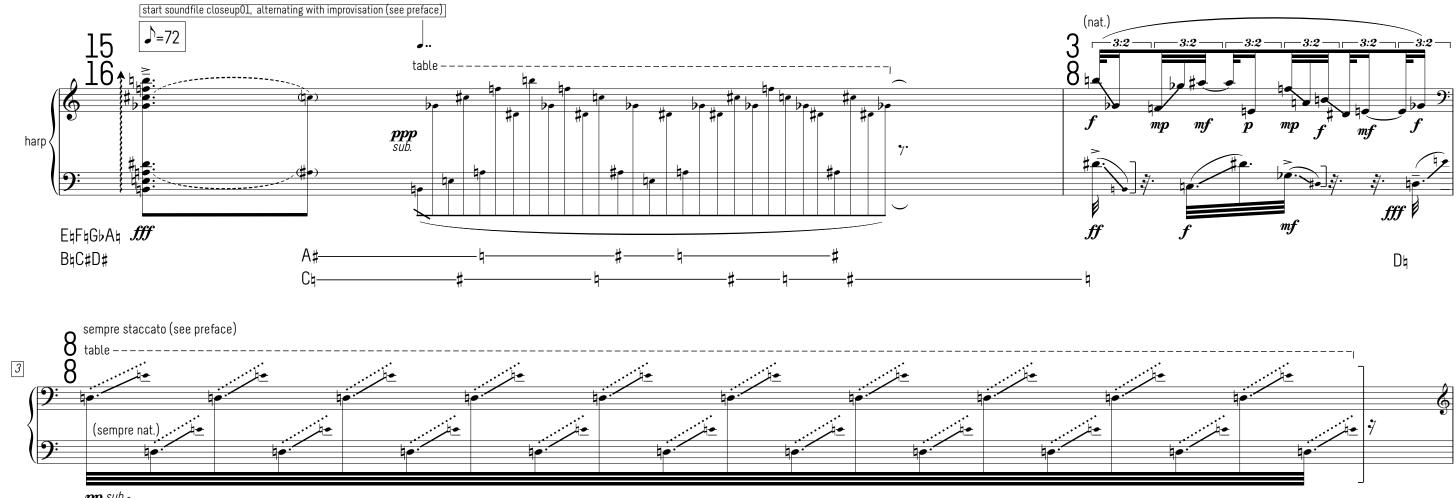
T1-3 are more traditionally notated for the ensemble, although each also involves improvisatory activity in different ways so that the boundaries between S and T sections are not always clearly defined. In T1 and T3 the instruments synchronise to the fixed-media electronic part (**closeup_04** and **08**) respectively, while in T2 the electronic part (**closeup_06**) is paused and restarted in response to the ensemble playing.

If additional performers take part in *close-up*, they participate in sections S1-S4 of *šuma* with the following indications: S1: freely alternating between (a) silence (b) free improvisation (c) pick up and sustain a sound (ppp - p) heard from one of the other players S2: (a) silence (b) free improvisation (c) brief events (p - f) synchronised between players – each time find one or more players to synchronise with S3: (a) silence (b) free improvisation (c) listen for the improvised "disturbances" from the sextet and create spontaneous aftershocks/echoes/resonances (etc.) to these ((f - fff) > ppp) S4: (a) silence (b) free improvisation (c) brief unpitched noises (ppp - p), sometimes longer

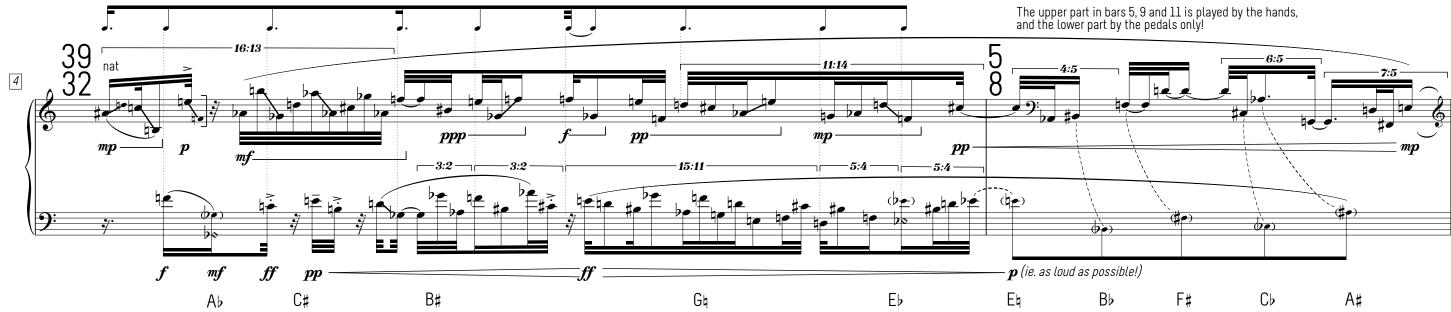
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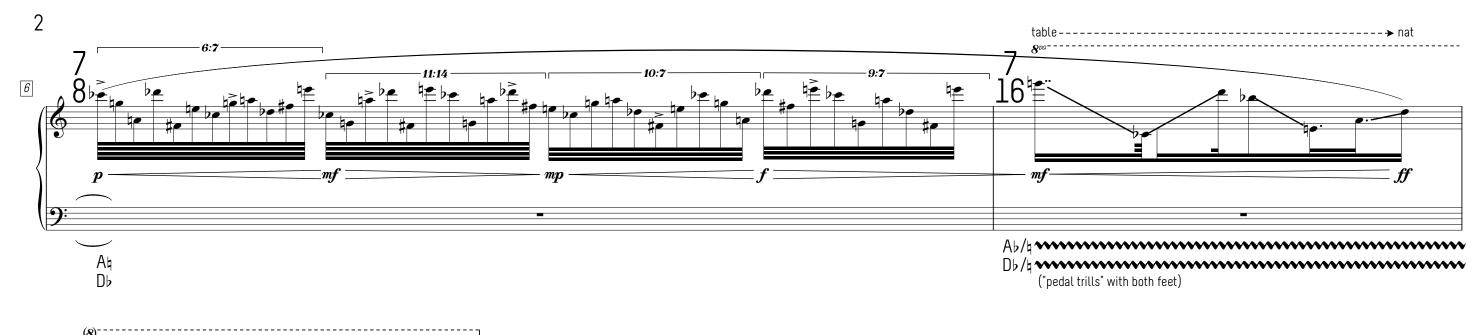
This composition is in many senses a collaboration with Ensemble Studio6, whose creative contributions to its development over the course of three years were essential to its final (although indeed permanently evolving) shape. Each of its six parts involves a different kind of interaction between precomposed and spontaneously improvised music and thus requires particular skills and sensitivities on the part of its performers, although this feature is intended to serve structural and poetic purposes rather than acting as a demonstration of principles. Listening from the viewpoint of unravelling the provenance of one or other sound or combination is probably going to be a less enlightening way to experience the music than focusing on the evolution and expression of its sound-forms over the course of more than an hour. This might be imagined (as one of myriad possibilities) as an itinerary through some kind of imaginary garden: some of its areas are precisely conceived and intimately tended, others somewhat less so, while still others are left to proliferate without intervention, none of these being inherently more or less "organised" (or on the other hand "chaotic") than others. Close-up might also be thought of as exploring fields of possibility between a syntactic ("logical") approach to sound-form and other, non-syntactic, approaches, and thus encouraging a mode of listening which might also shift freely between "following" and "inhabiting" the music. As many of its internal titles imply, *close-up* is concerned with drawing parallels between musical and biological phenomena: the intertwining of instrumental and electronic sounds in *tendril*, the spider-like movements and network-constructions of *pauk*, instruments/sounds gathering and fluttering around a central melody as around a source of light in *nachtfalter*, and finally a "forest" of sounds in perspectives shifting between micro- and macroscopic in *šuma*.

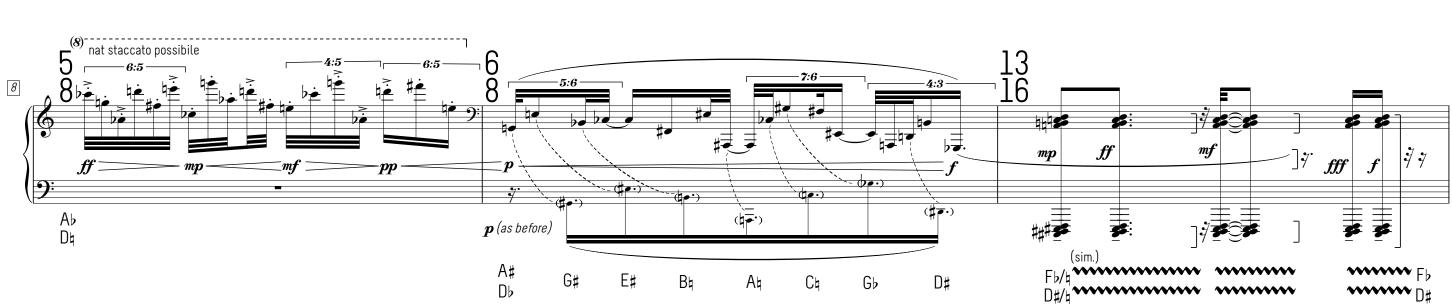
1 tendril

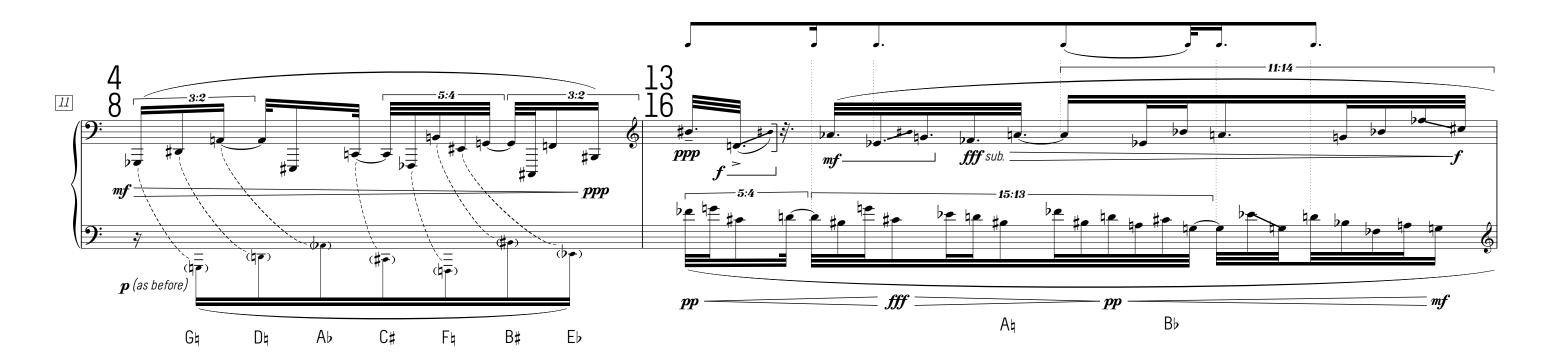


pp sub -equalise perceived loudness between RH (table) and LH (nat)

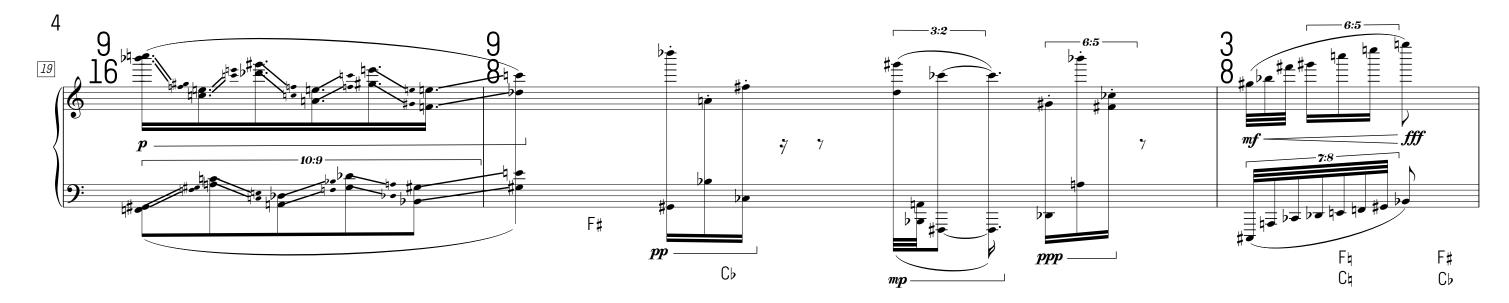


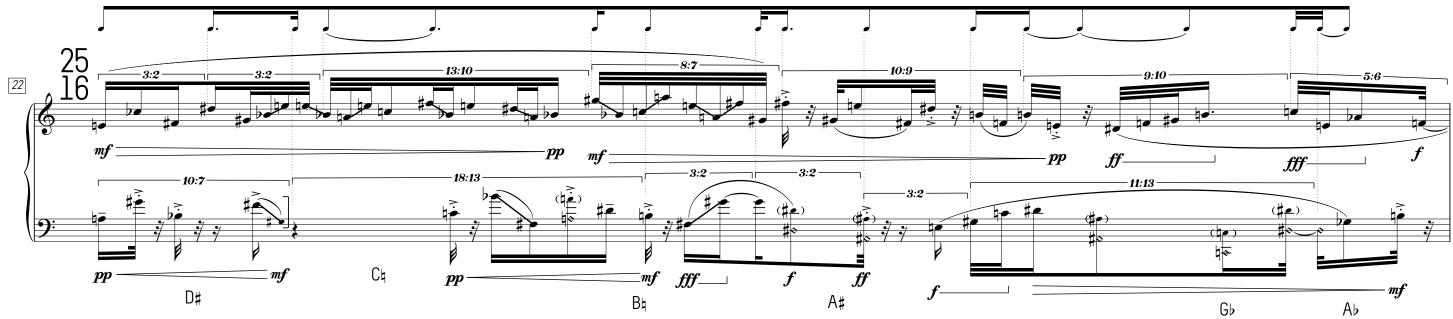


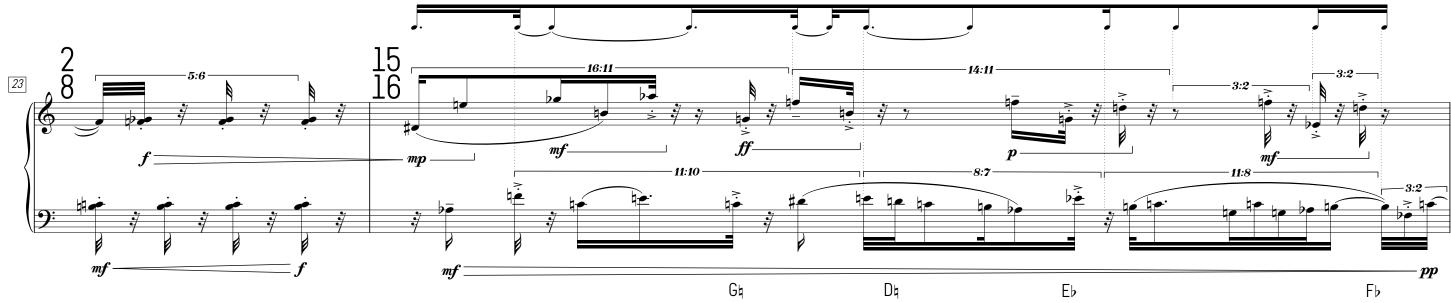


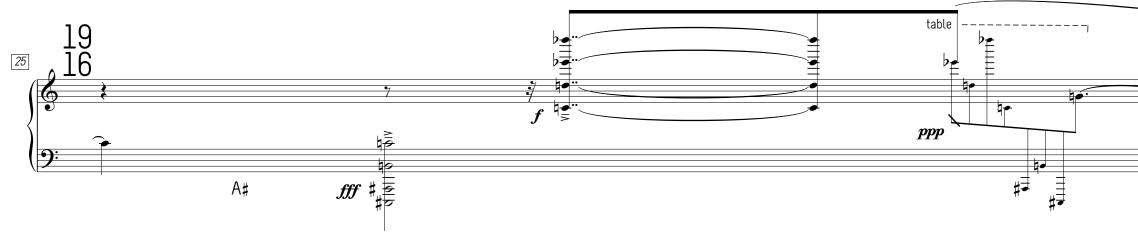


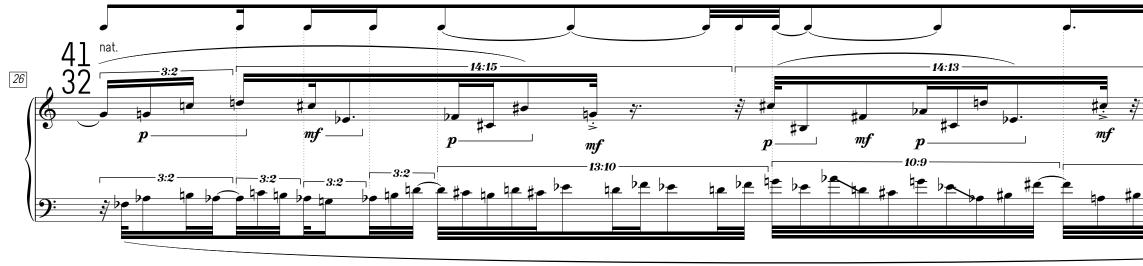


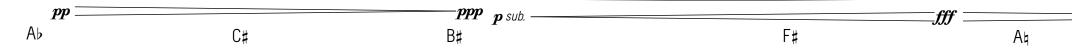


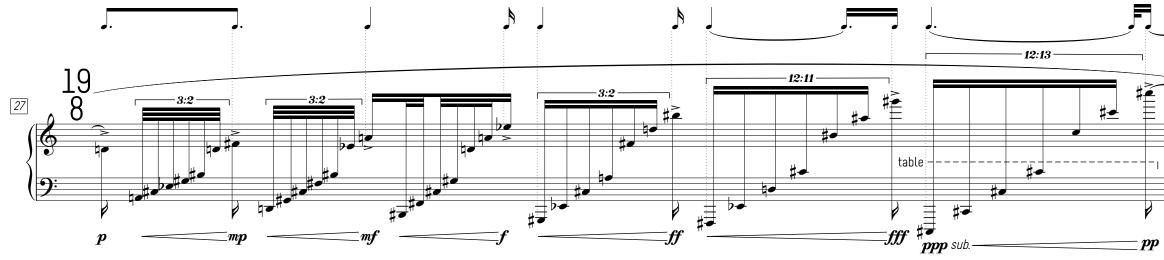




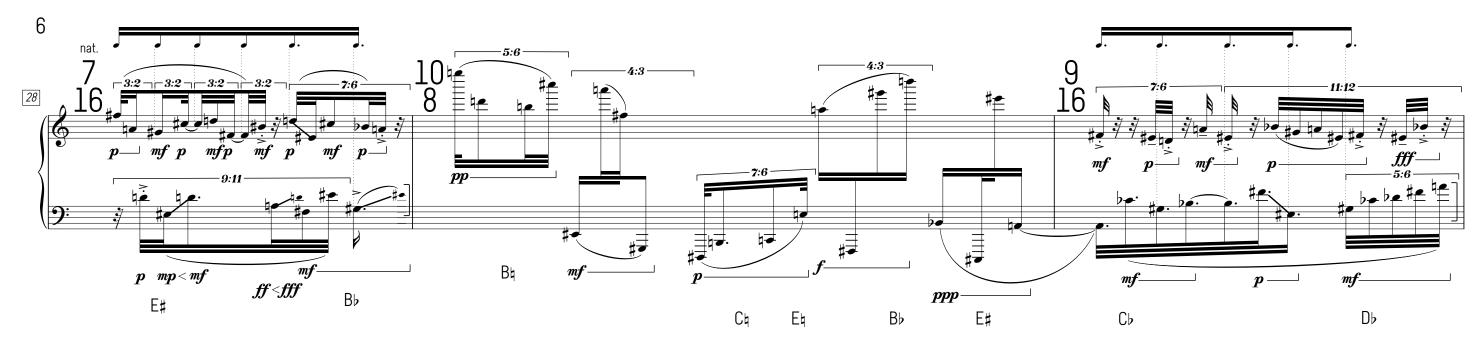


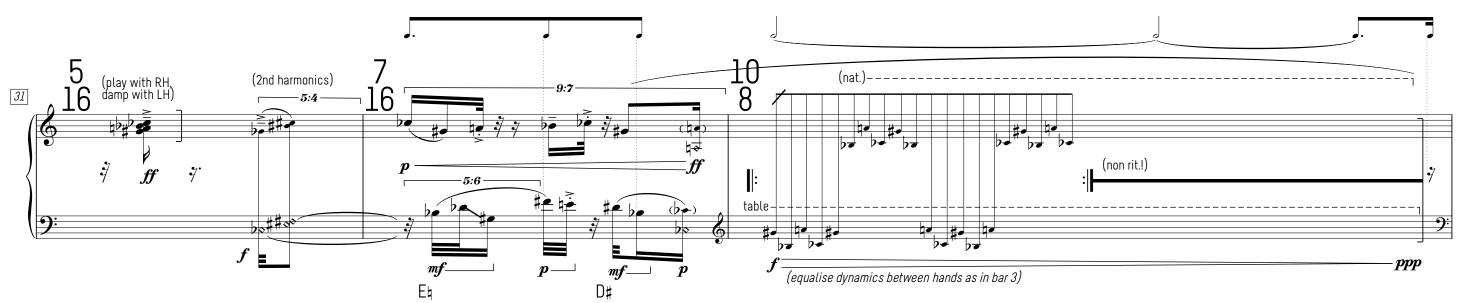


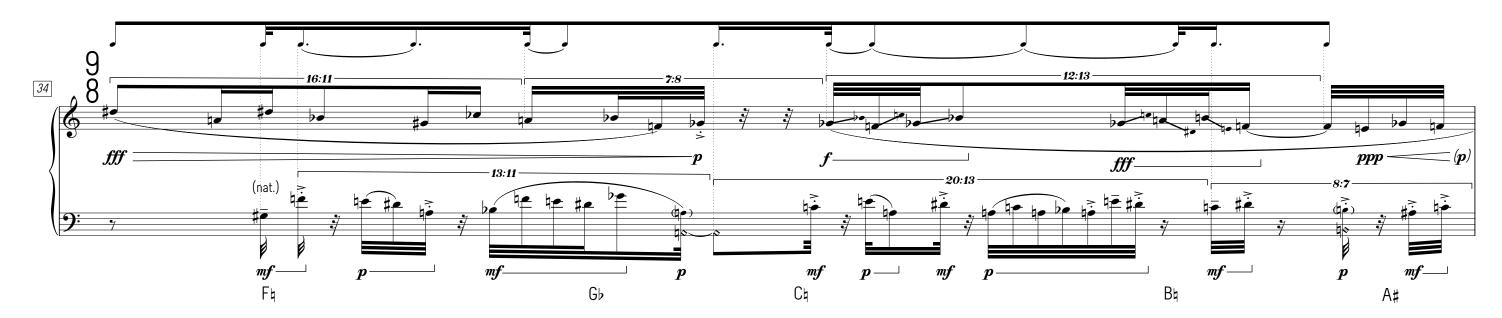


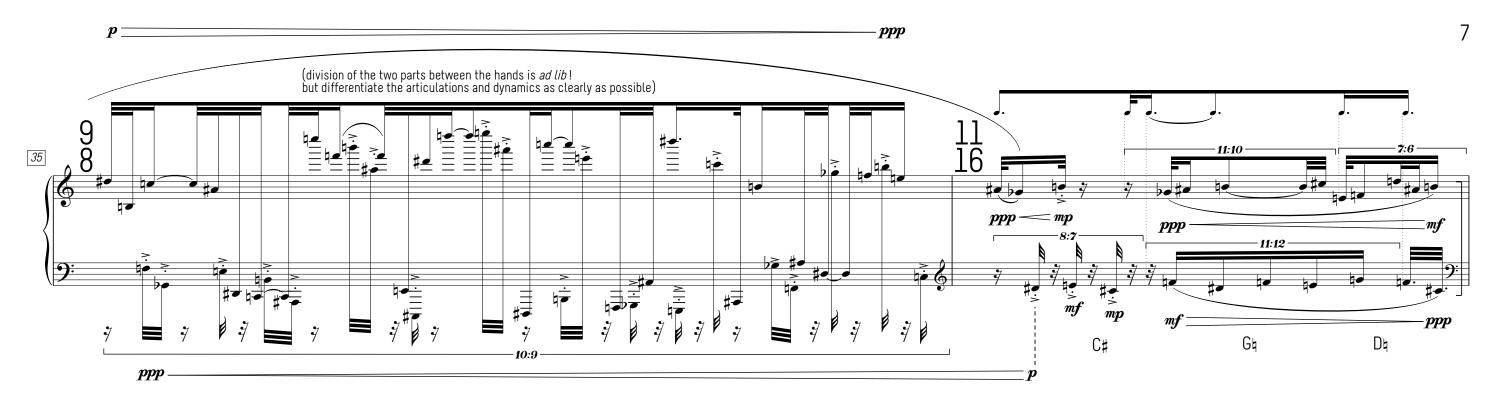


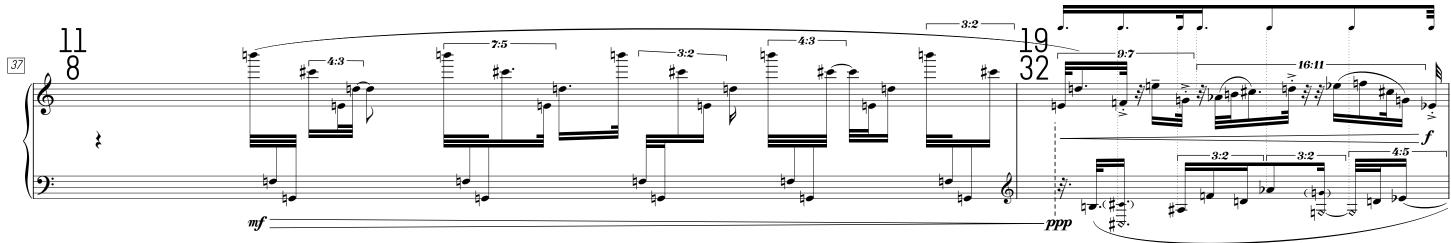


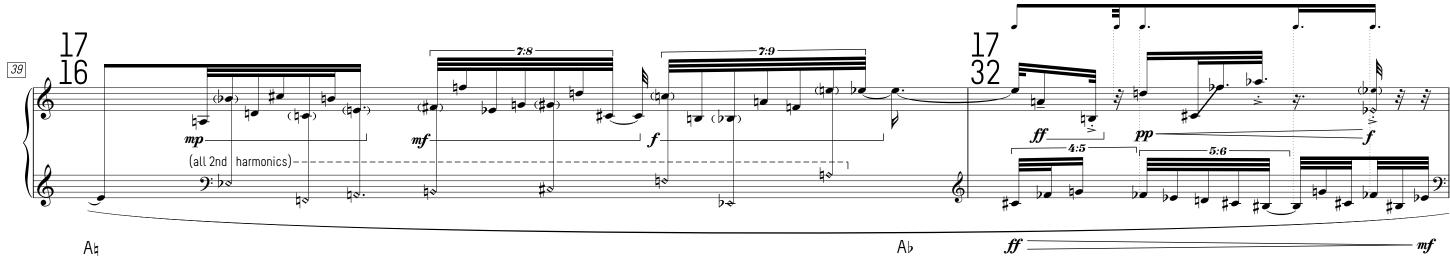












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F۶



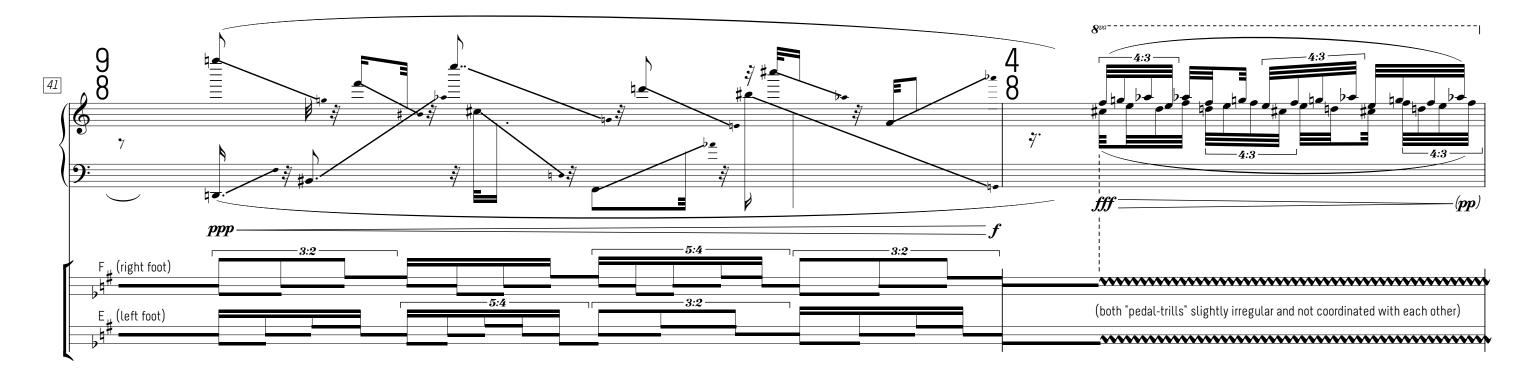
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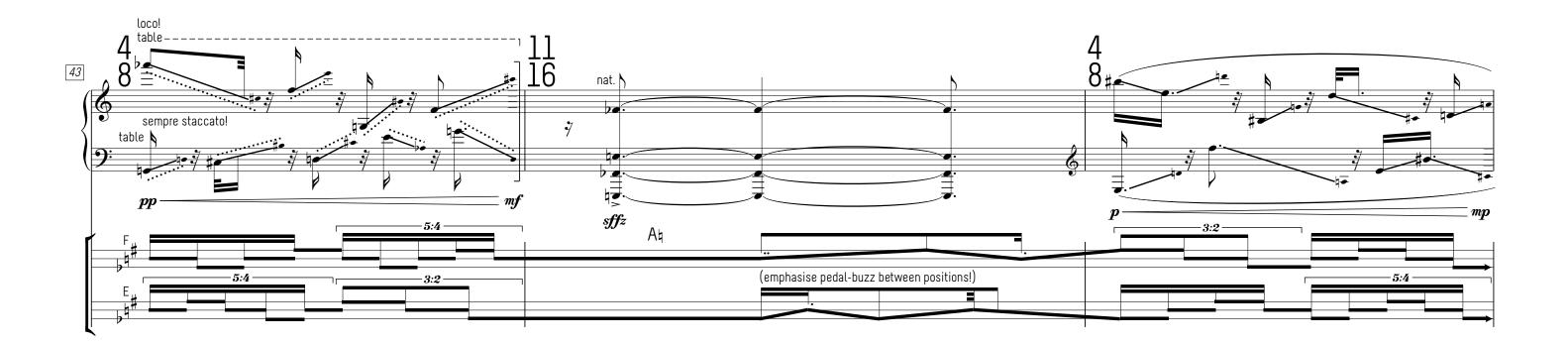


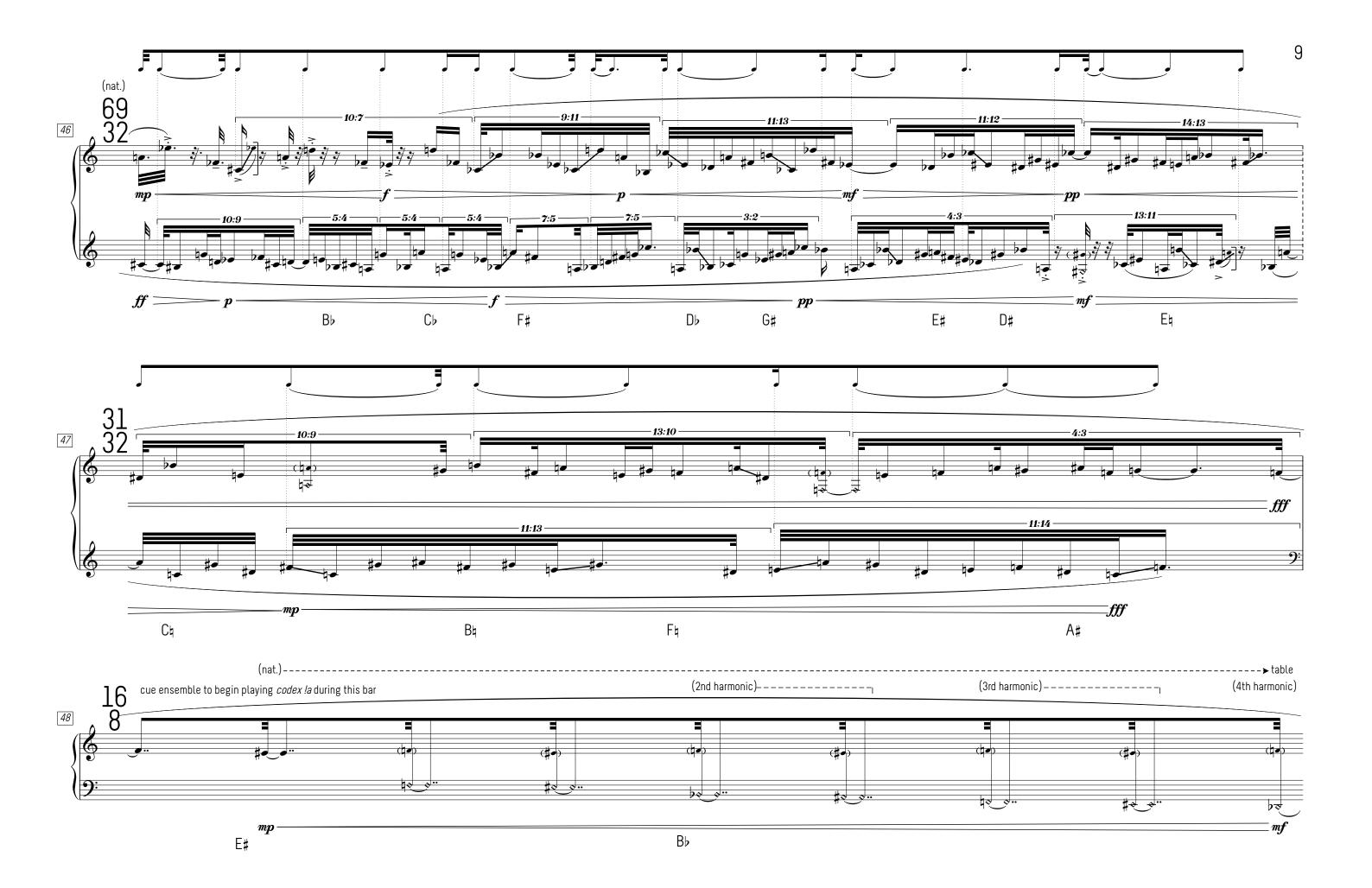


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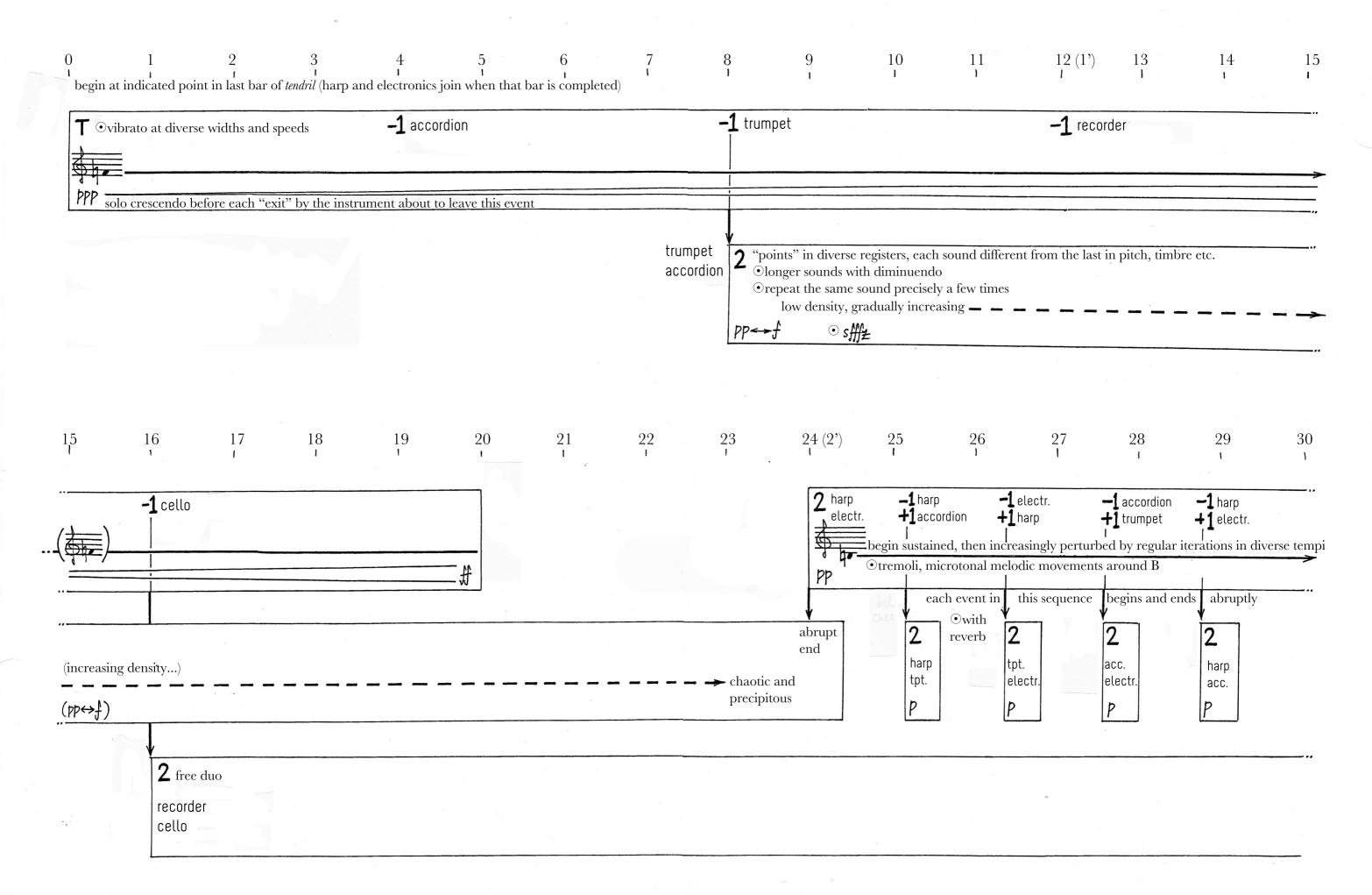
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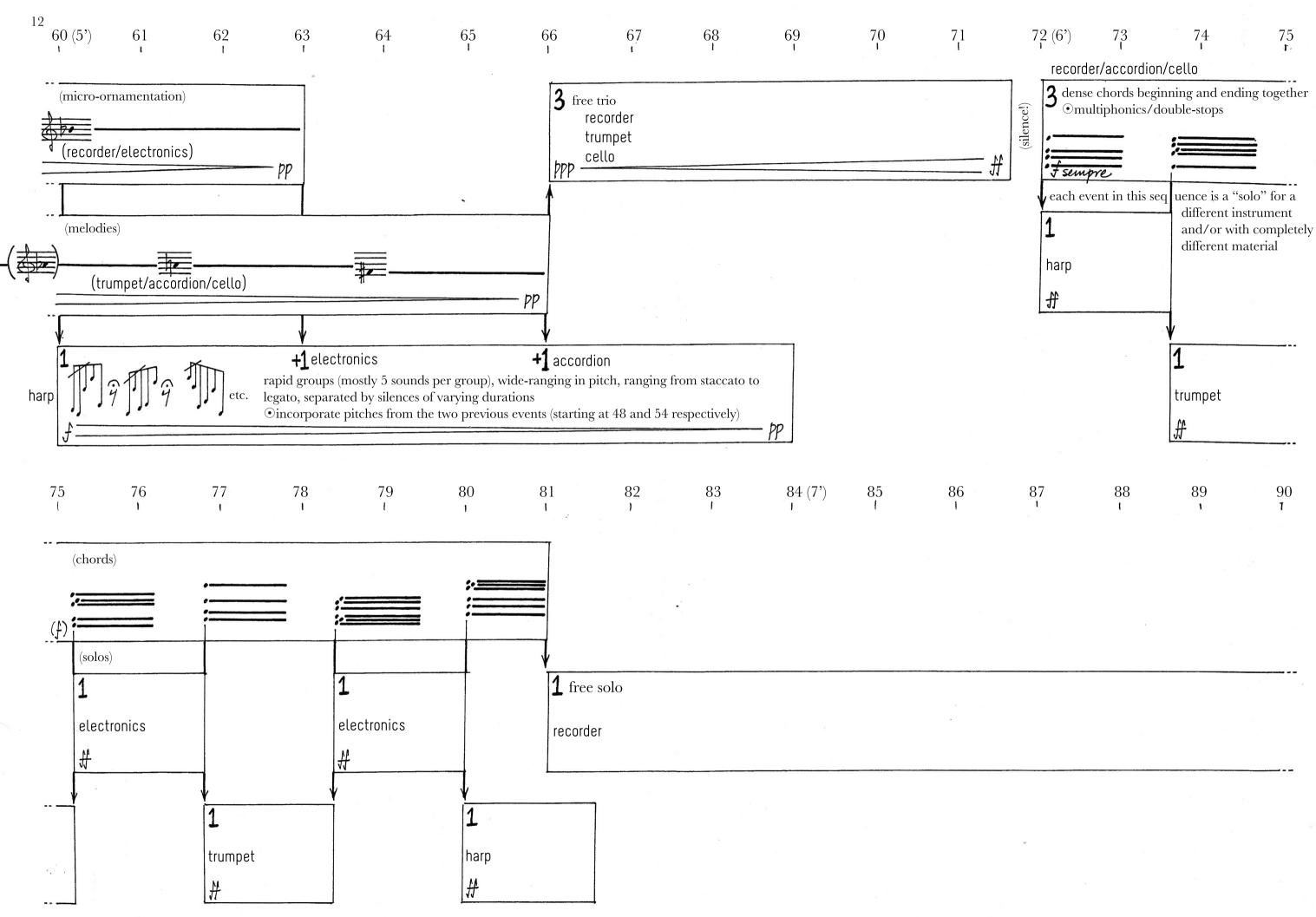
2 codex Ia



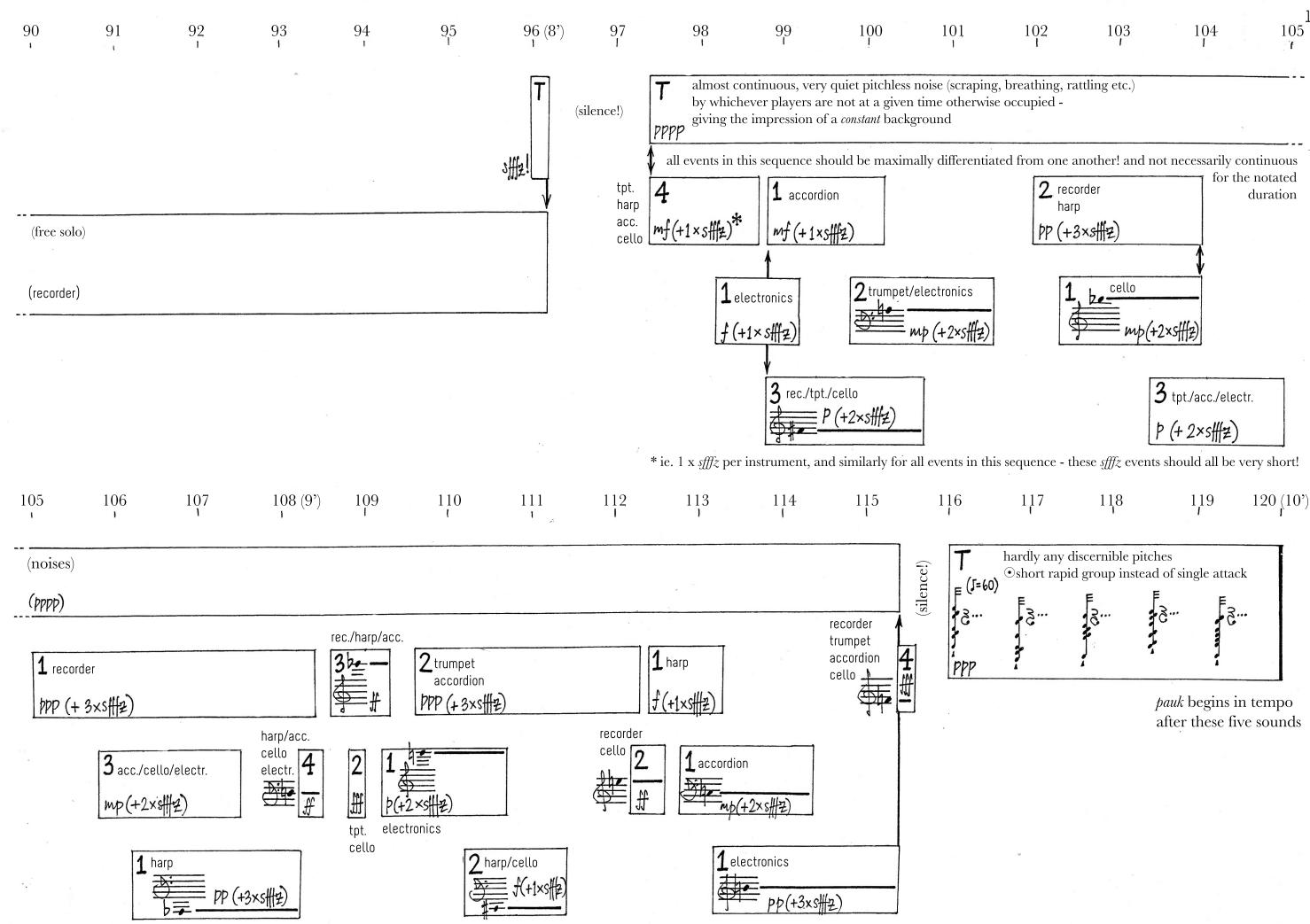
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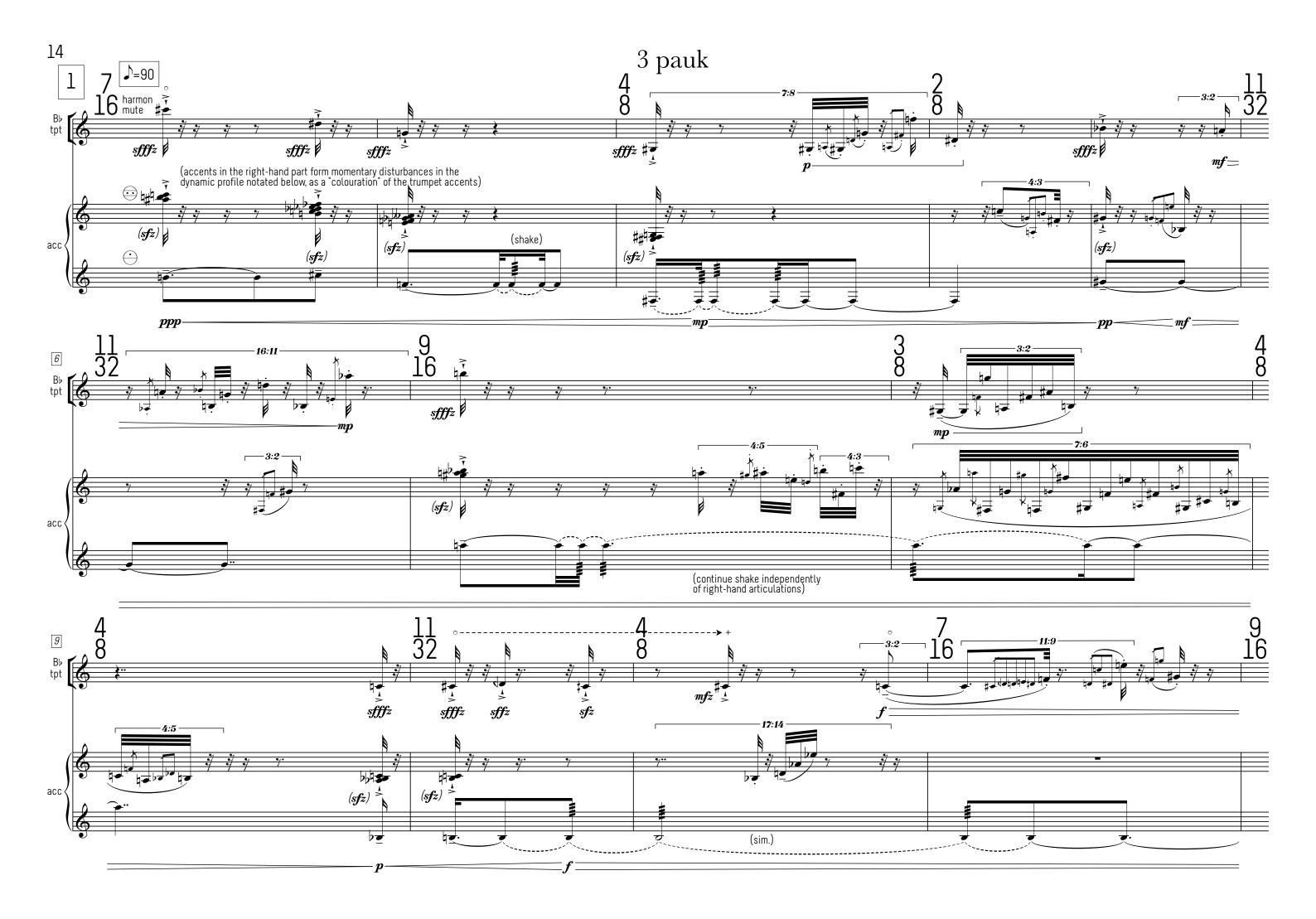
-1 electr. +1 accordion	-1 trumpet +1 harp g perturbations)	-1 accordion +1 electronics	-1 harp +1 trumpet	-1 electronics +1 accordion	-1 trumpet +1 recorder (moving towards rhythmic unisc	(recorder/accordion) (<i>5=60</i>)
2 harp elec.	2 tpt. elec.	2 tpt. acc.	2 harp acc.	2 harp elec.	T single disconnected staccato sounds <i>in rhythm</i> all sounds to have little or no discernible pit © continue a sound until the next one	
(free duo)	p	p	p	p	•occasional incongruent dynamic (<i>mp - ff</i>) ppp (trumpet, harp, cello, electronics)	
(recorder/cello		40 (42)	40	50		
	re	48 (4') ecorder lectronics	trills and me •pure susta		51 52 53 54 onal "ornamentation" around the pitch-sequence	55 56
(tutti staccato)	last	sound -2			trumpet accordion cello	short melodies, each beginn \odot emphasise the notated pit \odot <i>sfz</i> staccato

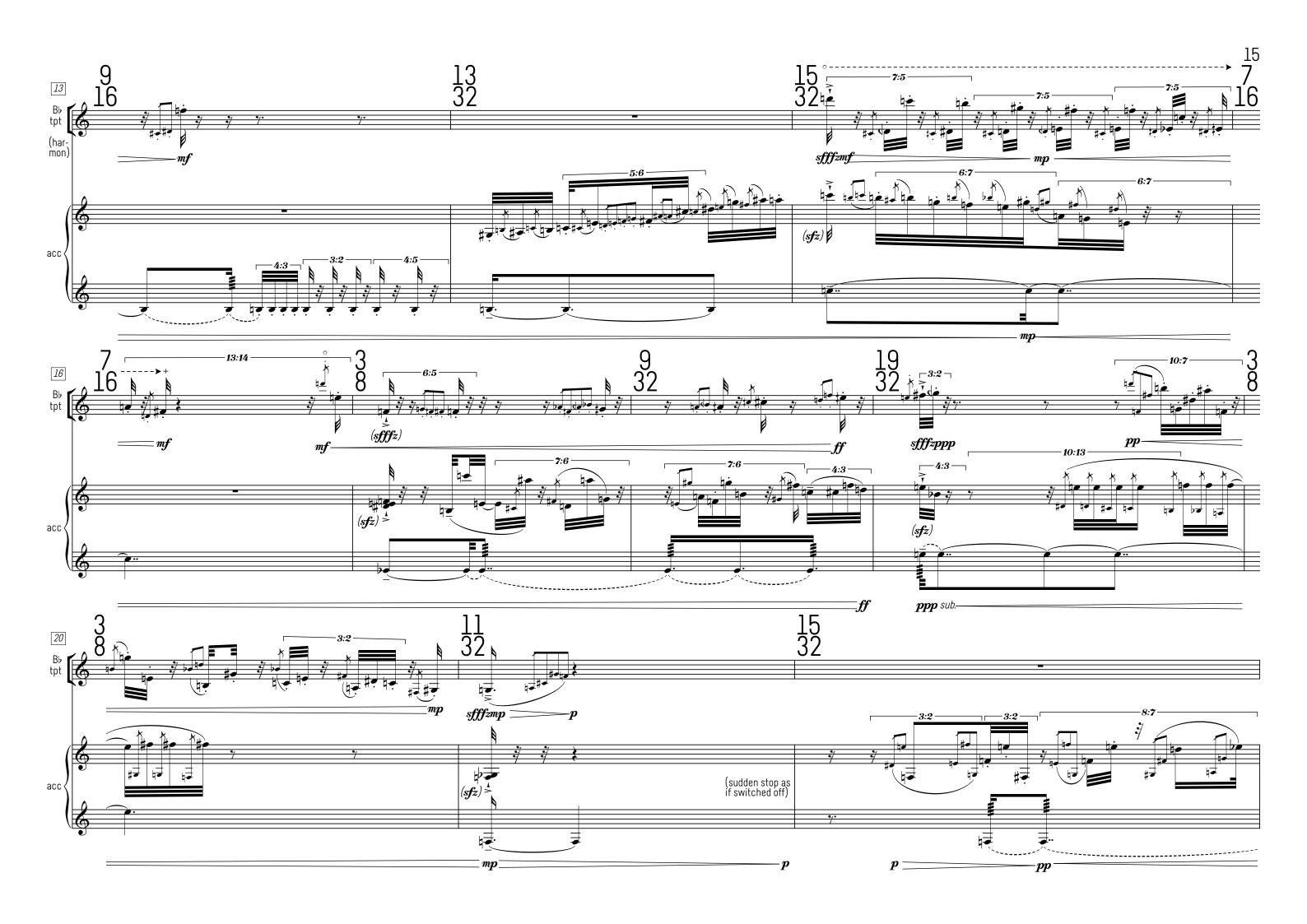
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gular du	rations		
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7	58 1	59 ,	60 (5') 1
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n the ind by durati	licated pitch ion and/or ac	ccentuations	
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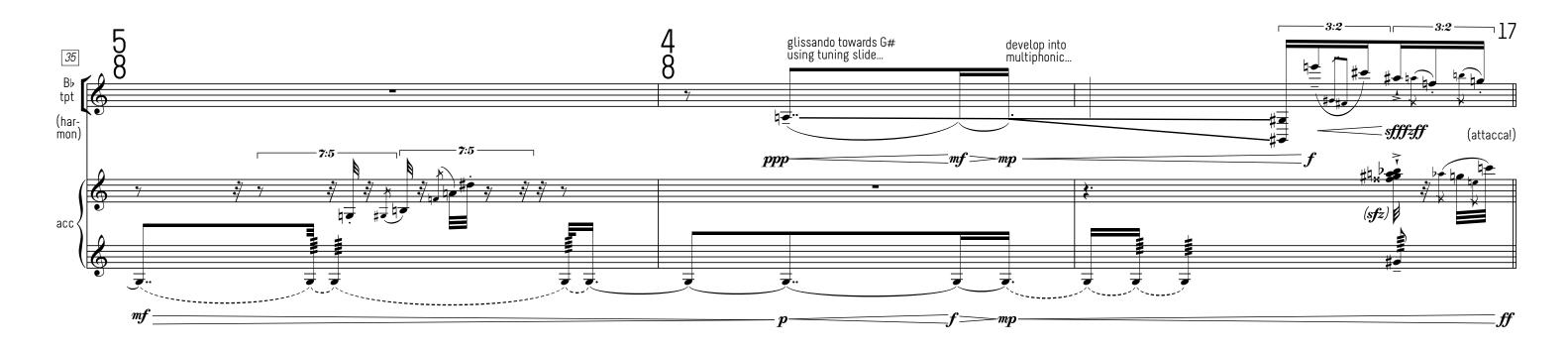
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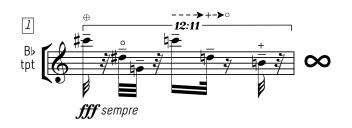




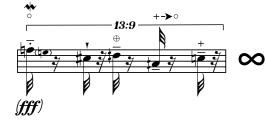


2 (trumpet)

Play the notated fragments in order, interpolated with improvisation, so that the overall proportion of notated material to improvisation is approximately 1:1, giving a duration for the whole section of around 96". The notated material should be played strictly in tempo, with particular attention paid to the endings of sounds as well as their beginnings, so that the variations in articulation and duration are clearly audible. There are no restrictions on the improvised material, which may continue or develop or contrast with these fragments in any or all parameters. The section ends with both performers improvising.

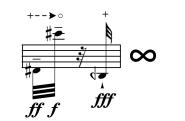


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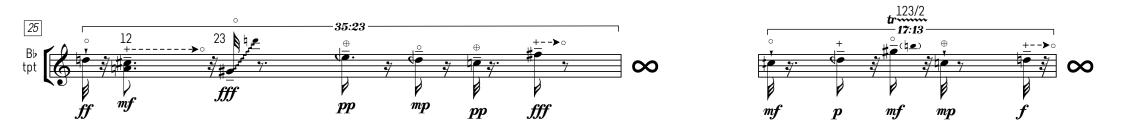


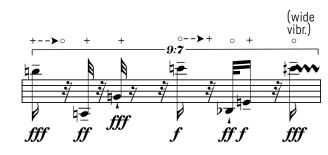




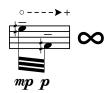


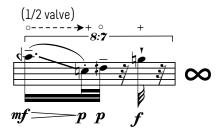


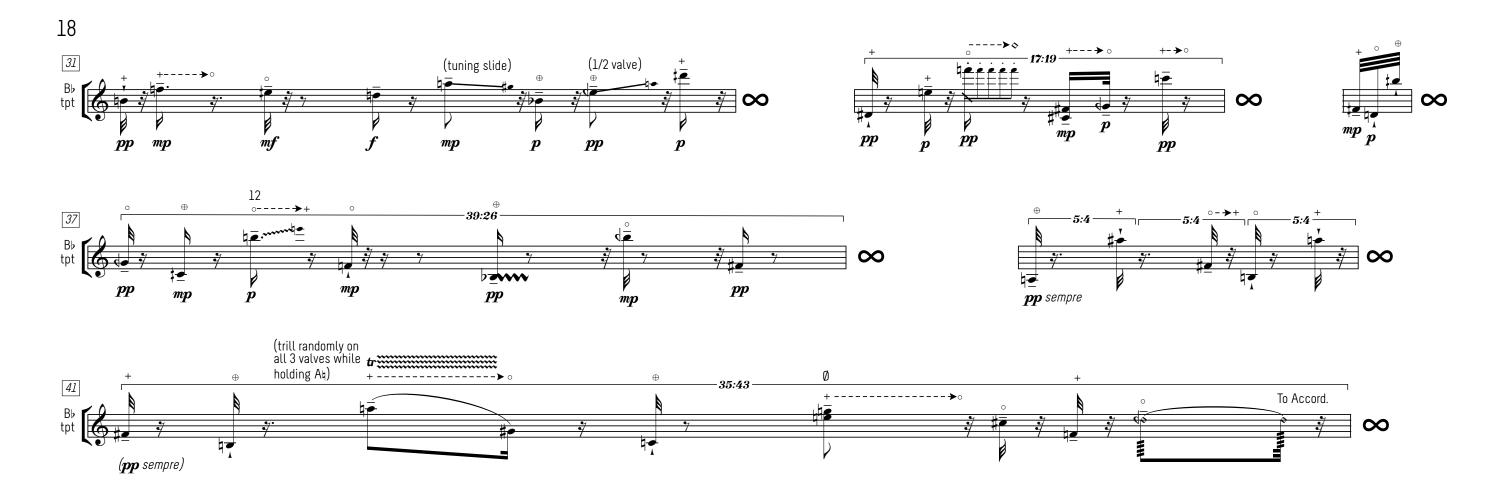






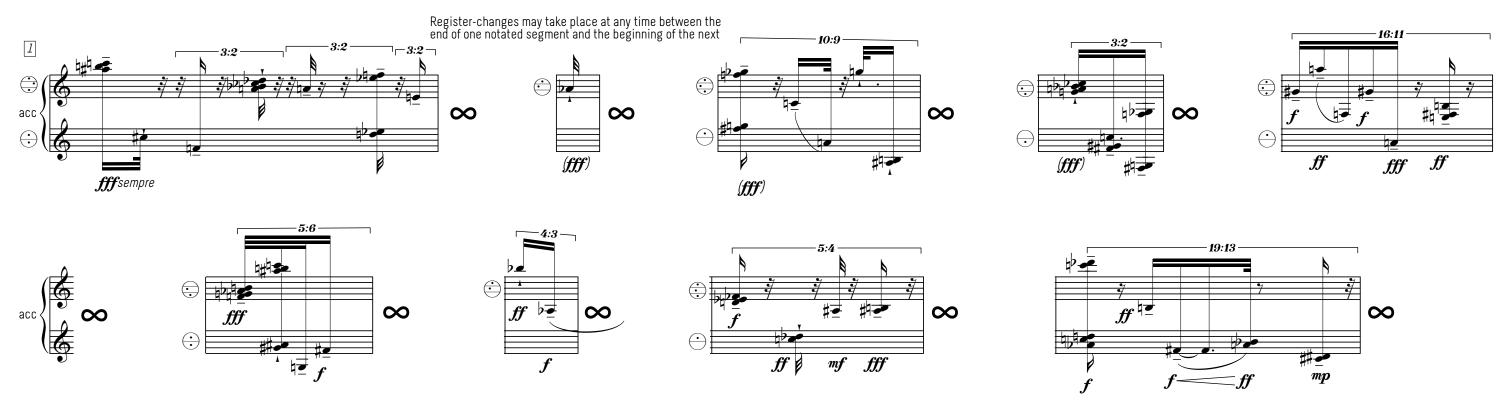


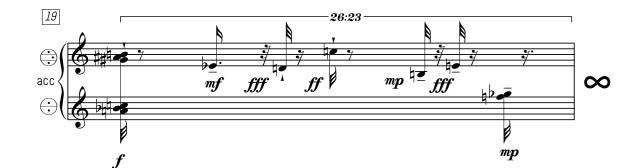


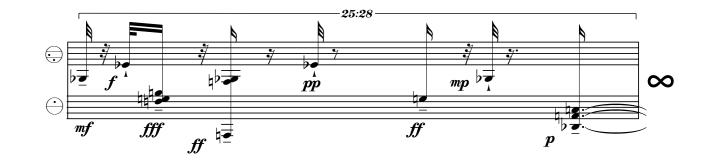


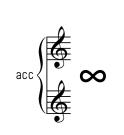


Play the notated fragments in order, interpolated with improvisation, so that the overall proportion of notated material to improvisation is approximately 1:1, giving a duration for the whole section of around 96". The notated material should be played strictly in tempo, with particular attention paid to the endings of sounds as well as their beginnings, so that the variations in articulation and duration are clearly audible. There are no restrictions on the improvised material, which may continue or develop or contrast with these fragments in any or all parameters. The section ends with both performers improvising.

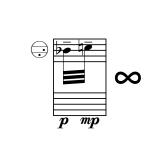








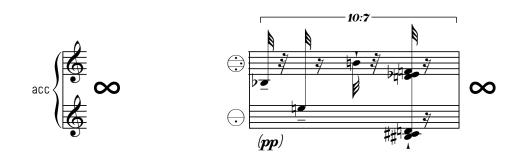






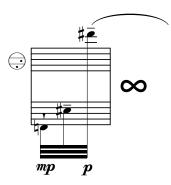


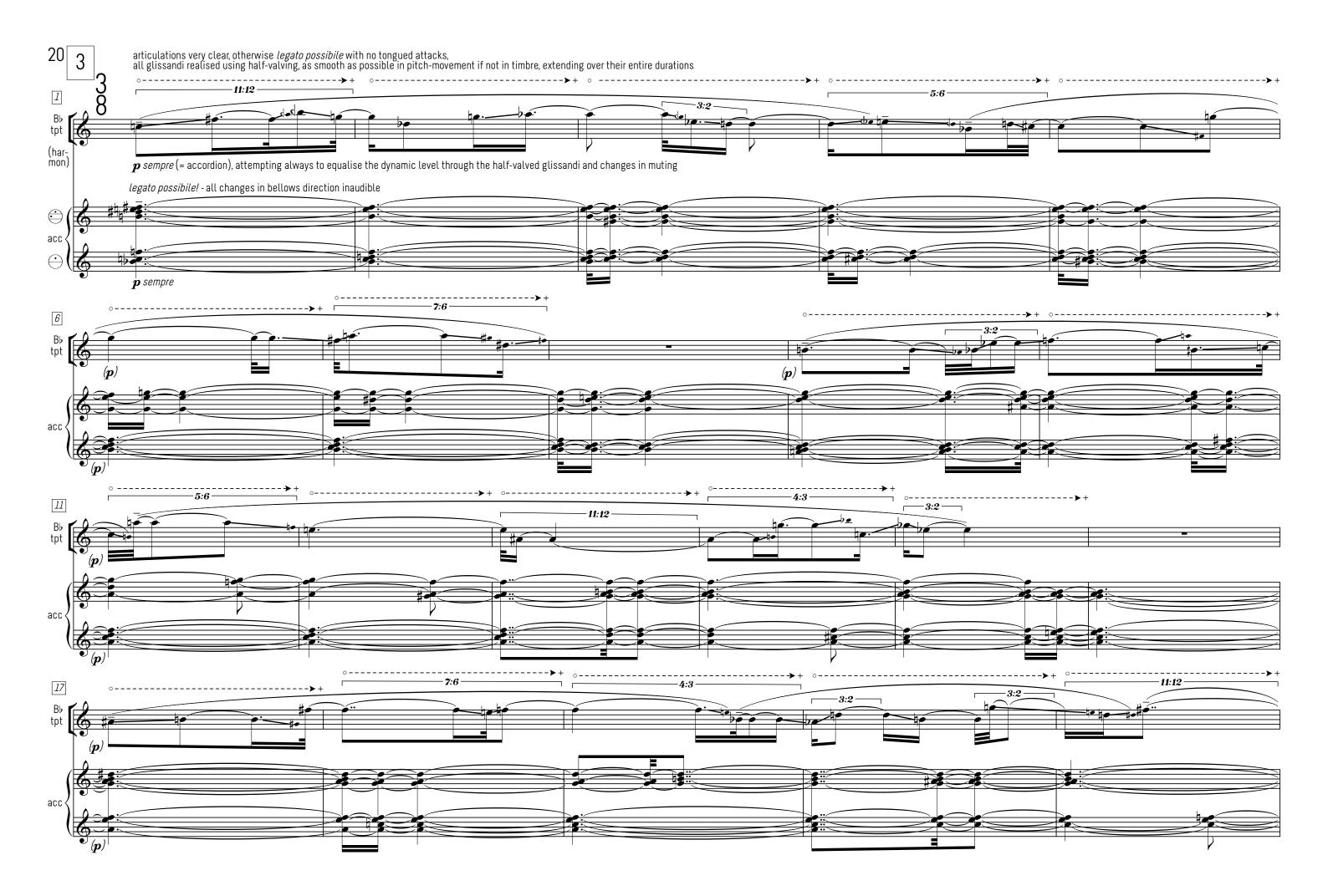


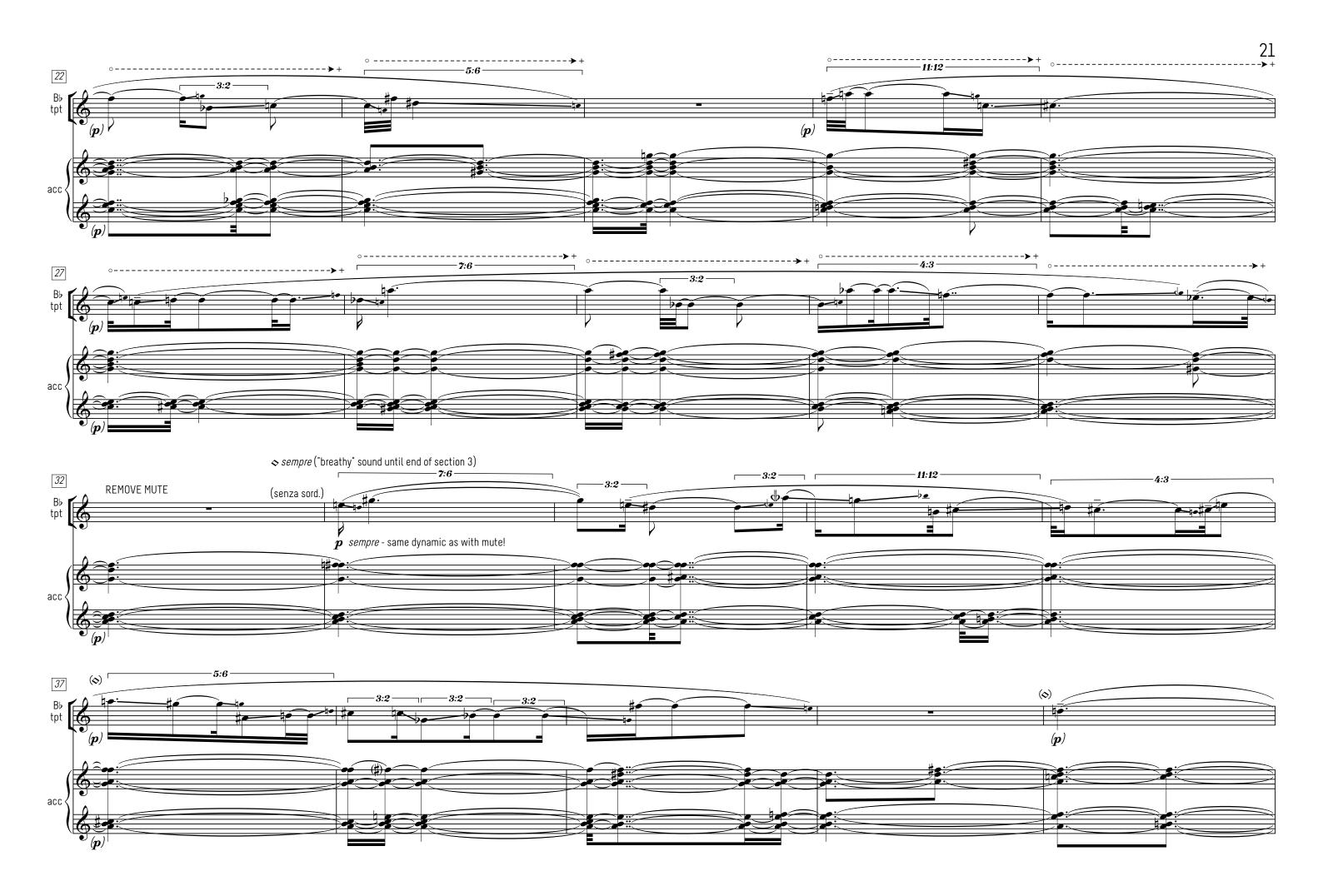


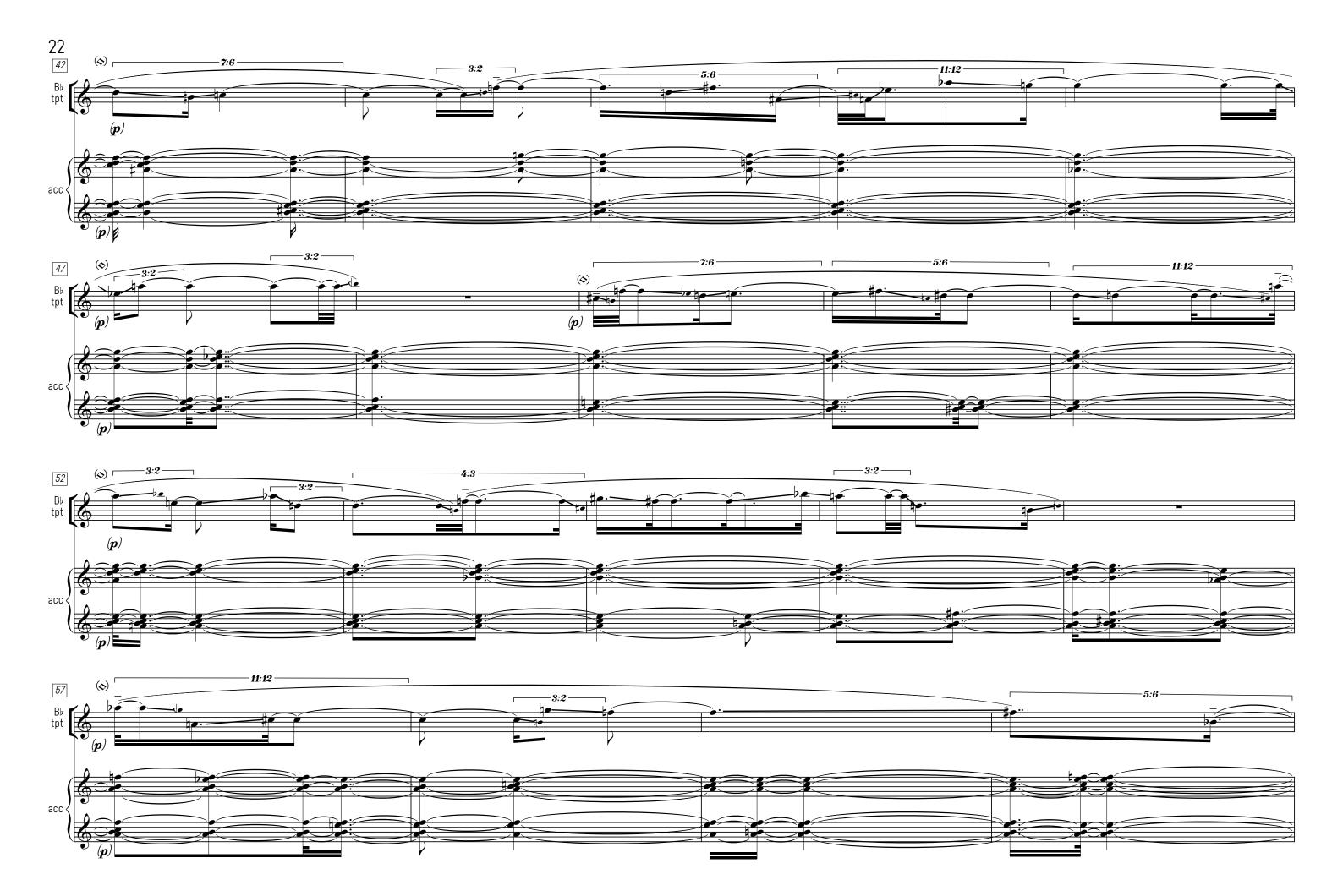


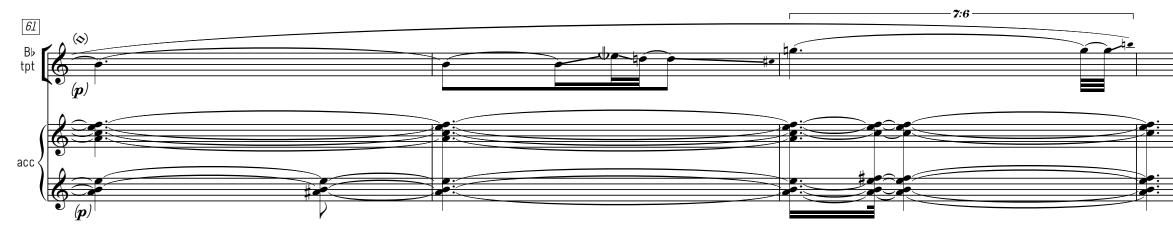




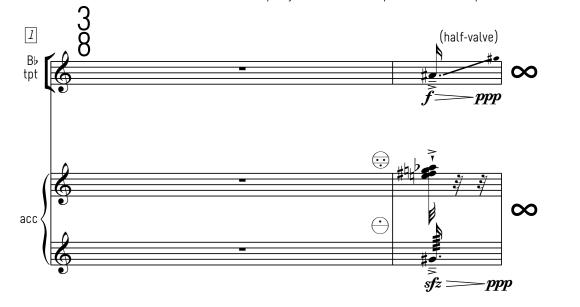






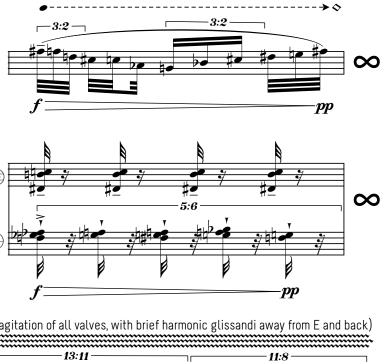


As in section 2, play the notated fragments in order, interpolated with improvisation, so that the overall proportion of notated material to improvisation is approximately 1:1, giving a duration for the whole section of around 112", with the difference that in section 4 the notated fragments (and silences) are played together. Performers should therefore employ a cueing system to indicate when a notated fragment or a silence is about to begin. These cues should be shared equally between the two performers, and, if possible, not distributed in advance.



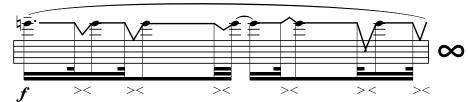
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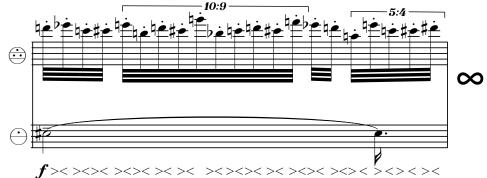


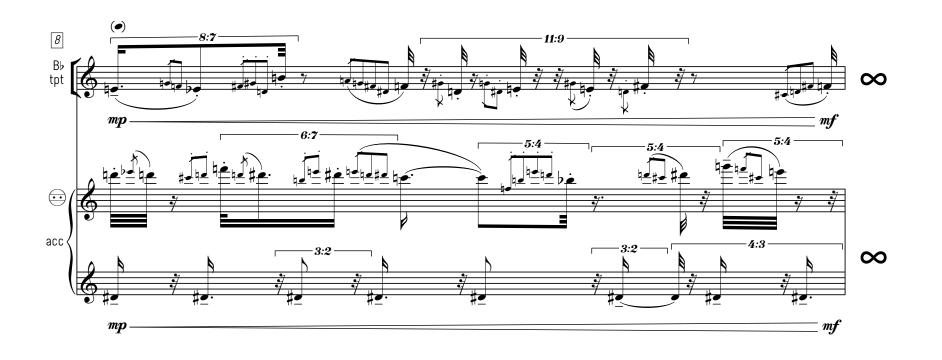


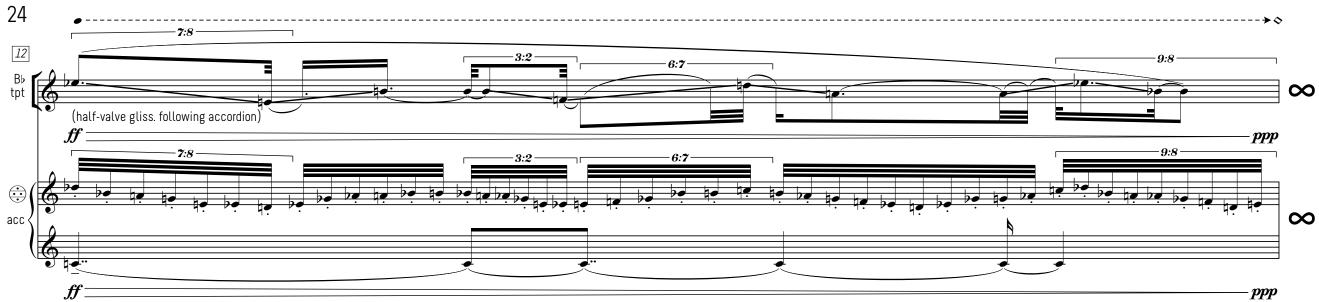


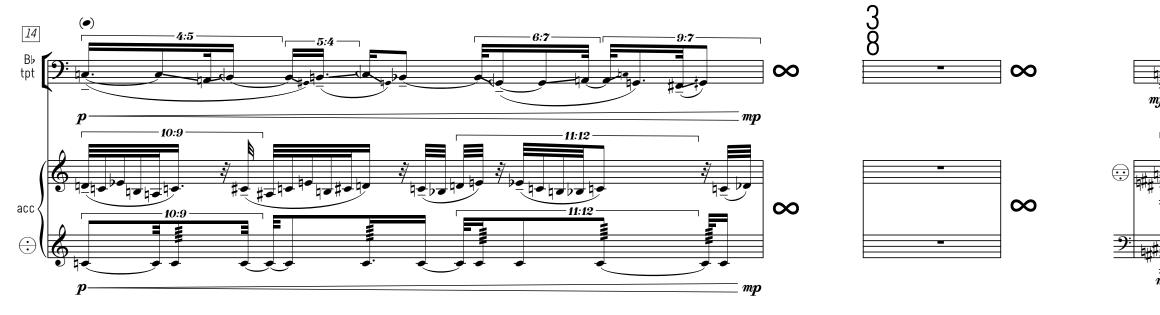
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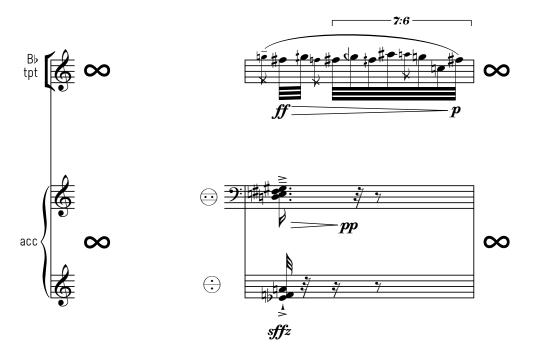


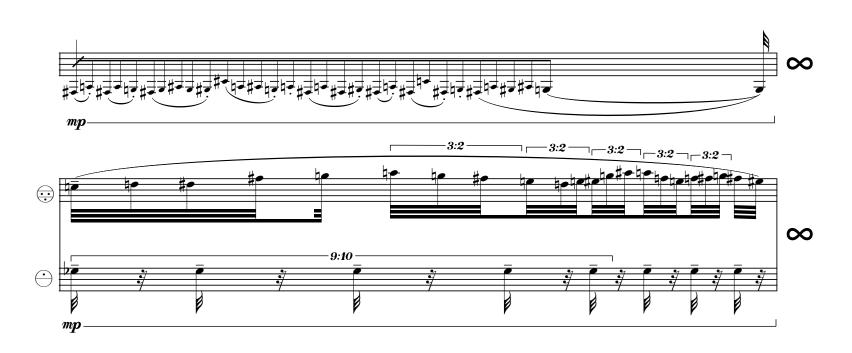
















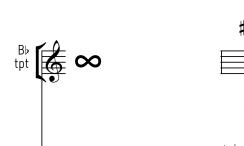
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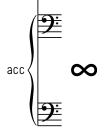






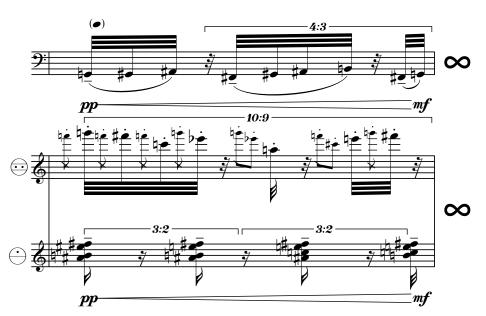












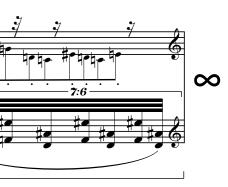


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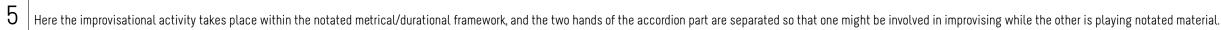
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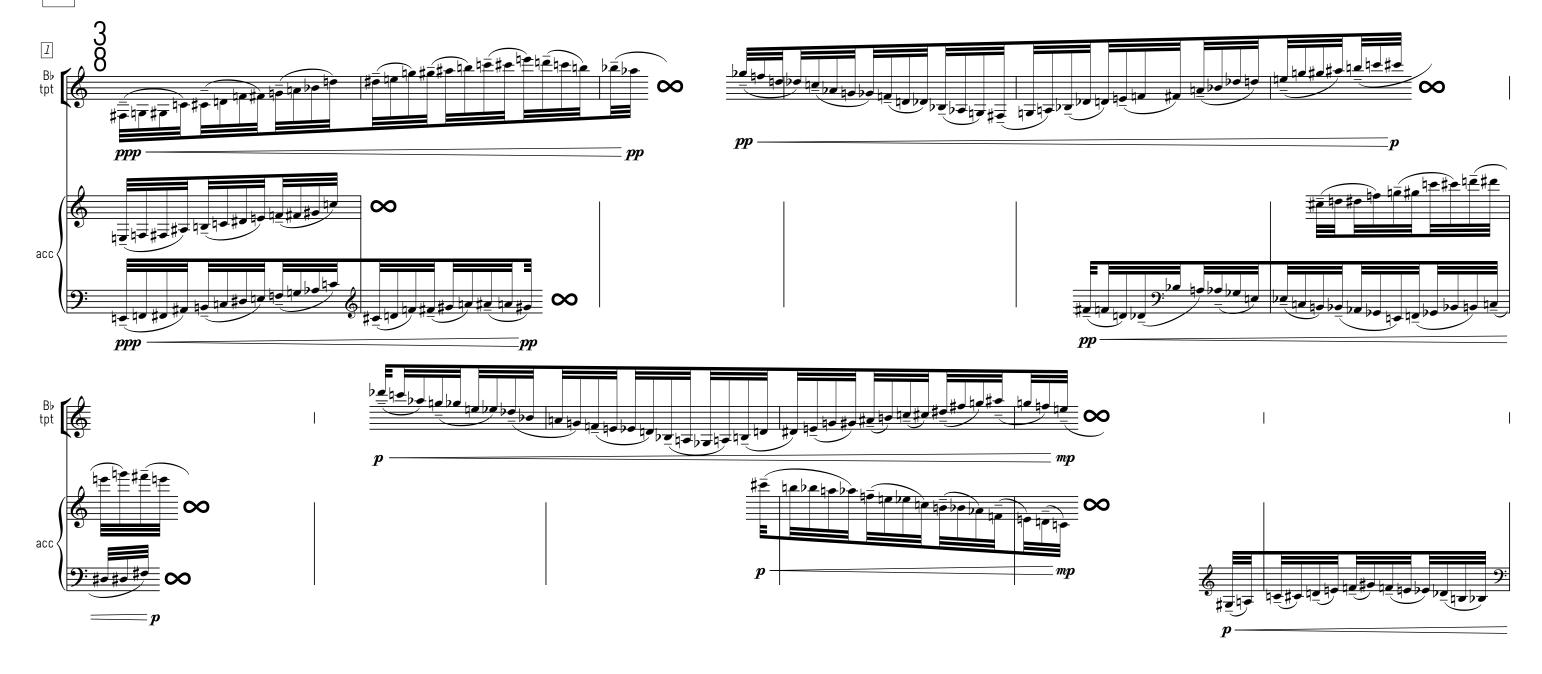
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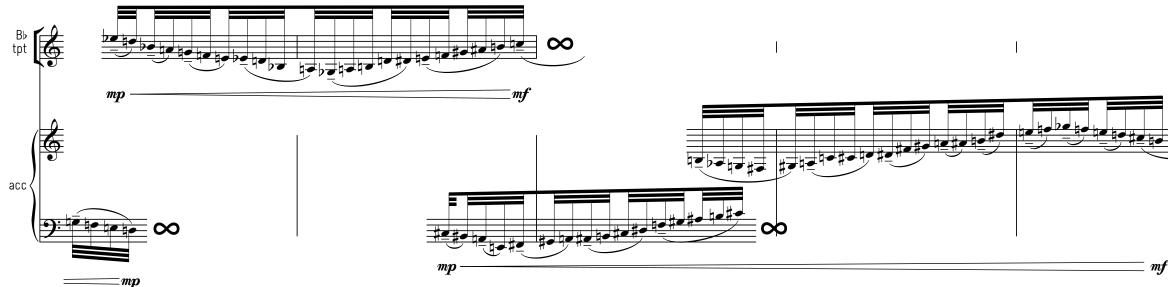
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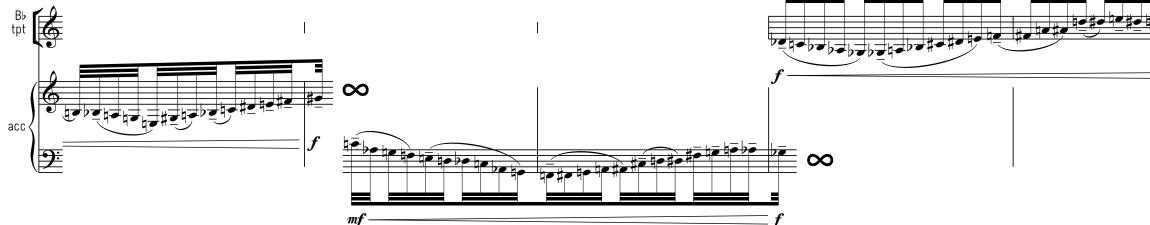


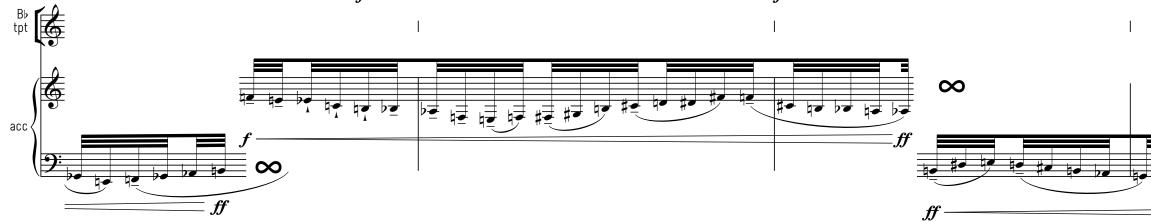


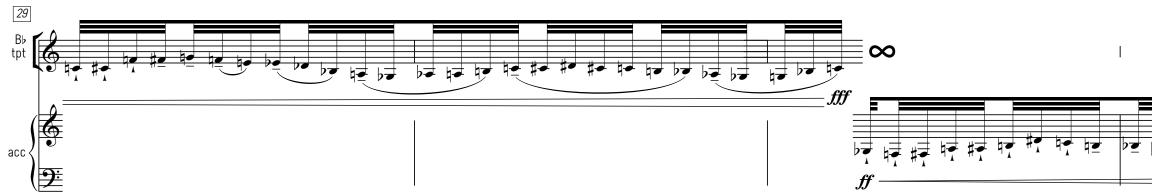


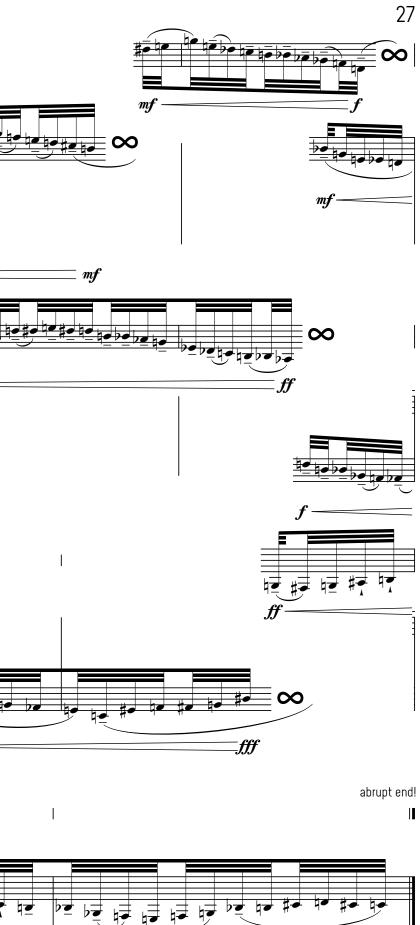








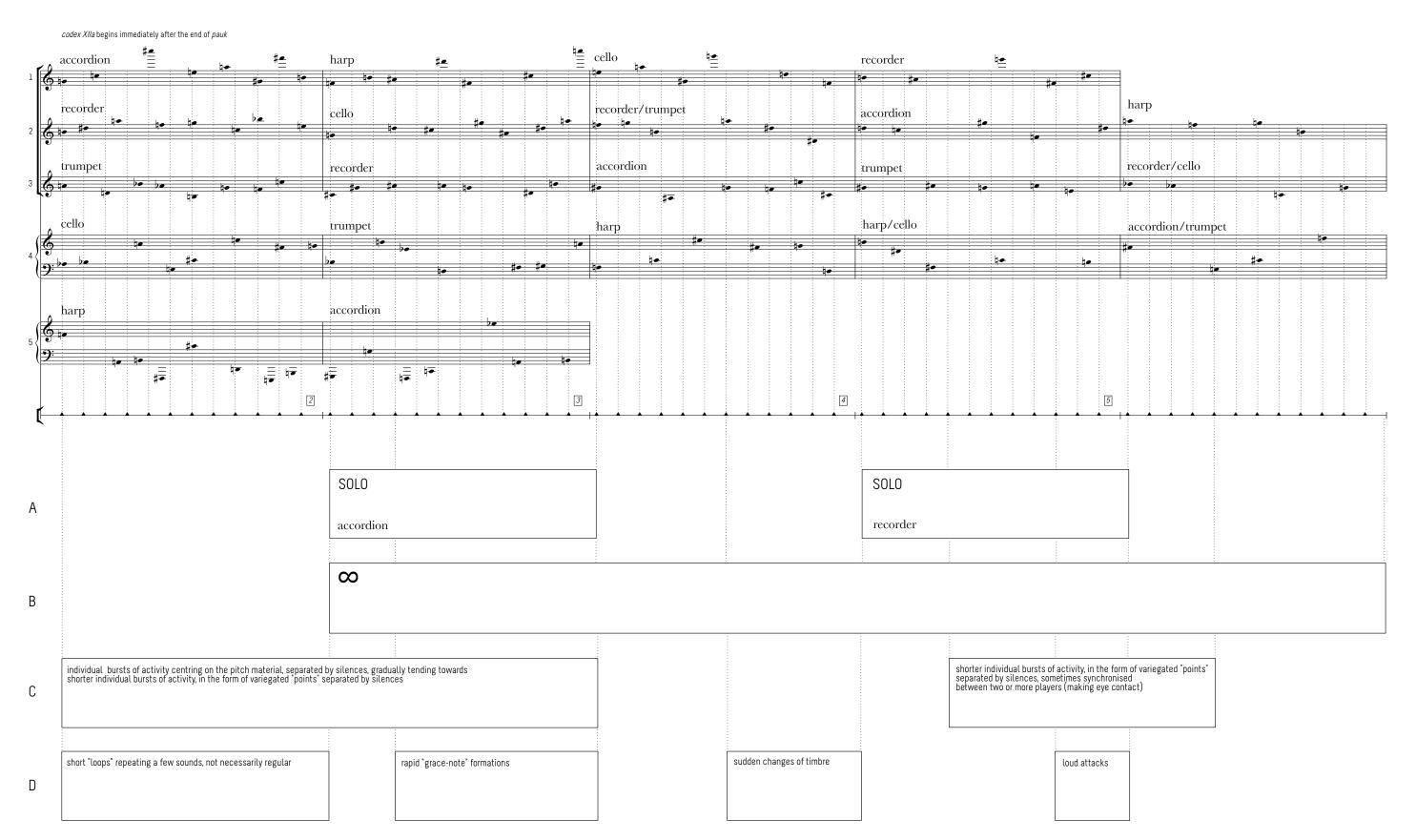


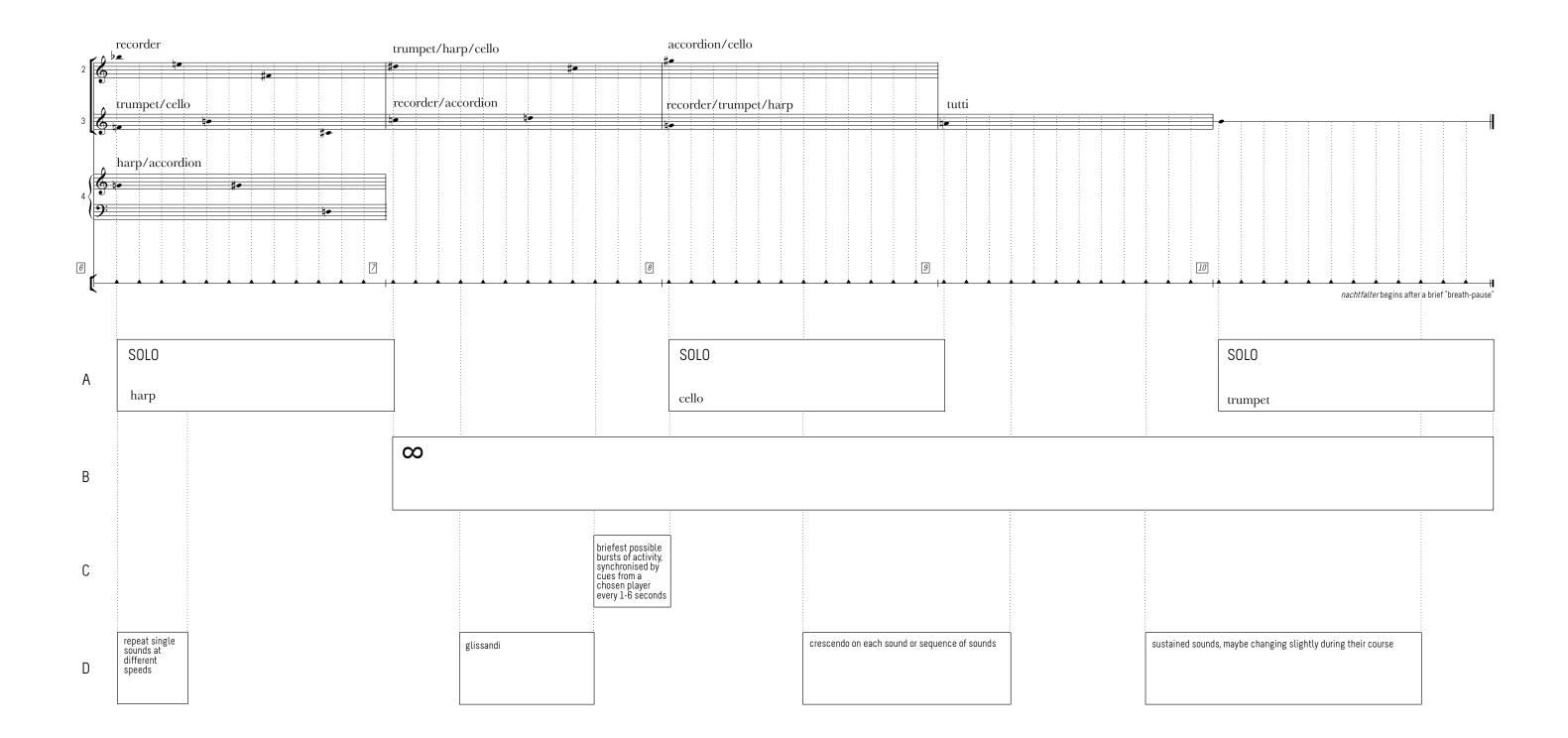


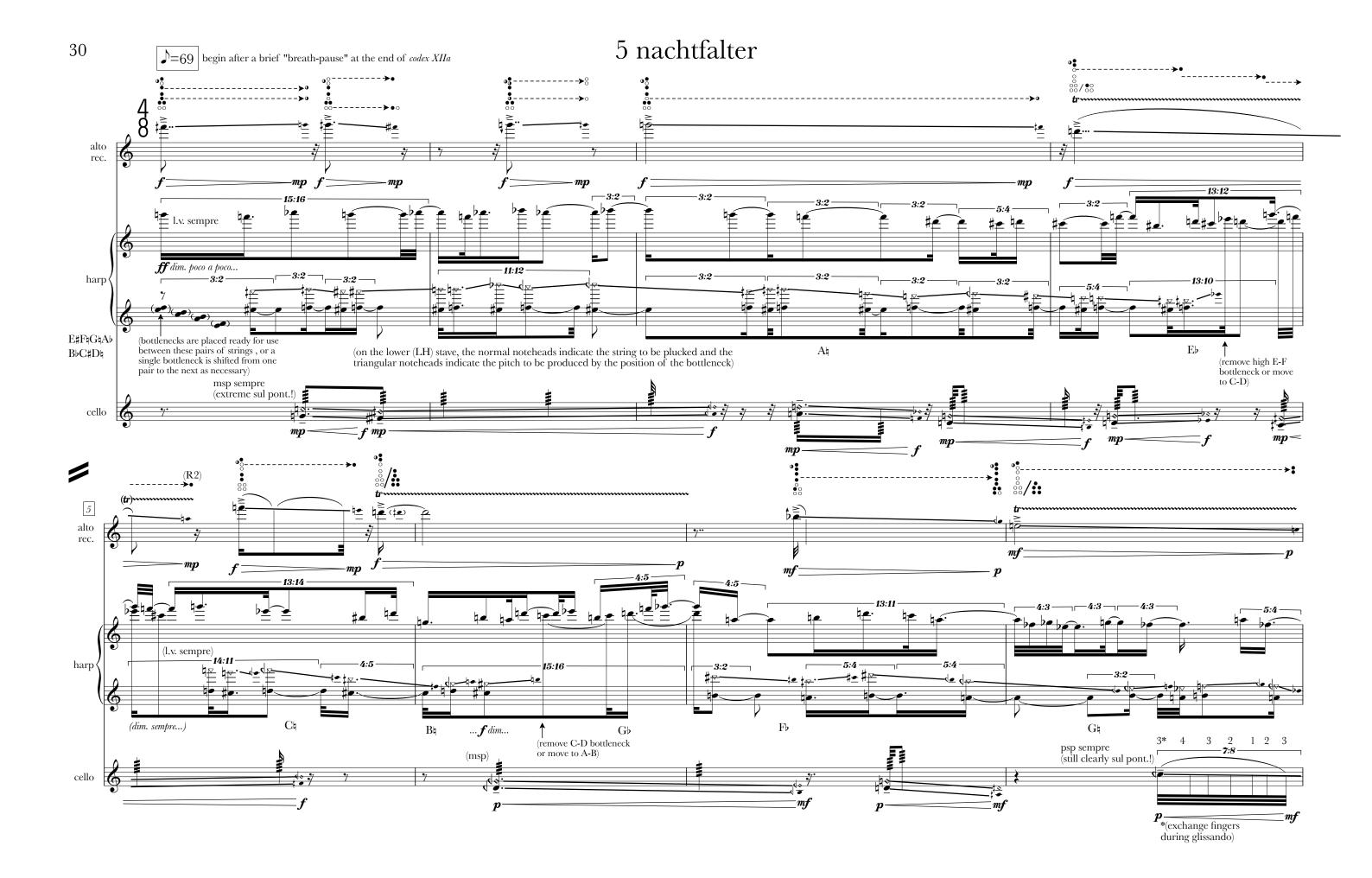
codex XIIa begins immediately!

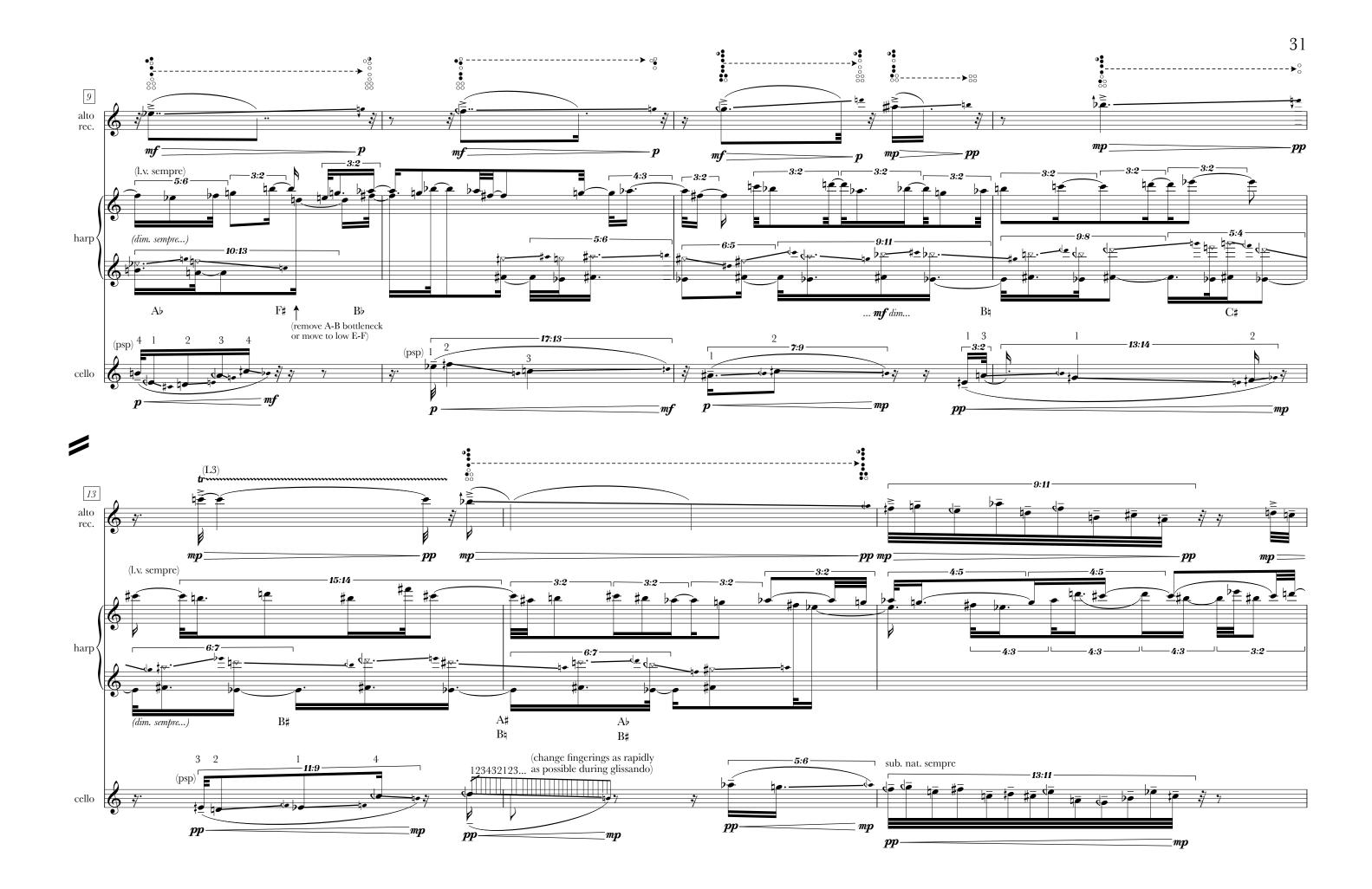
-*fff*

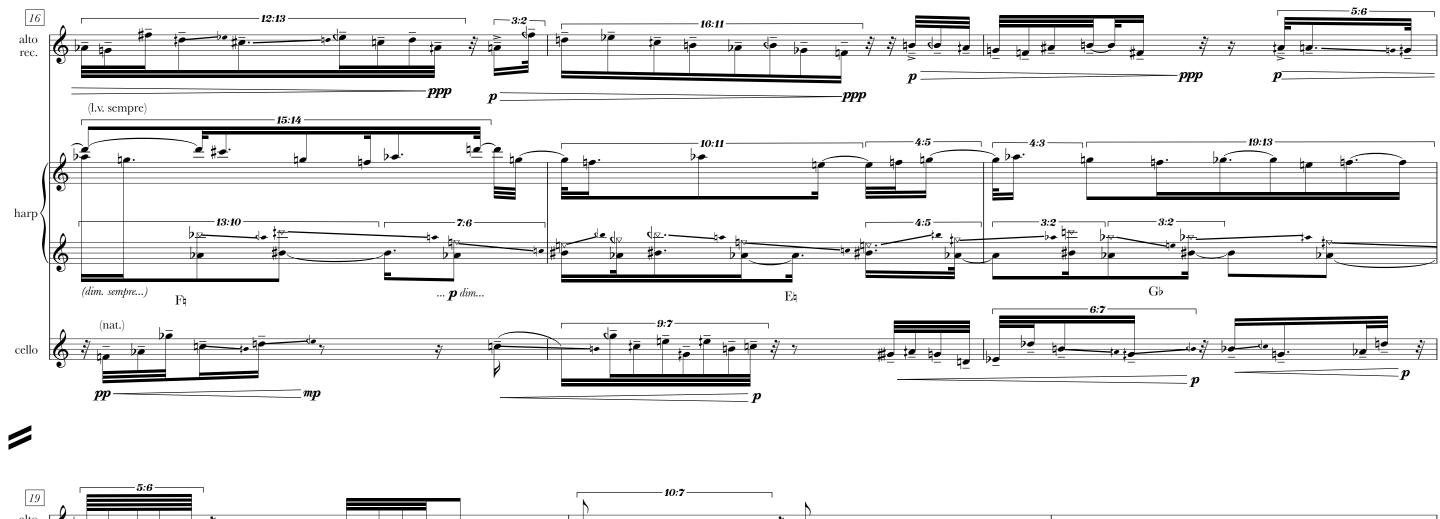
5 codex XIIa

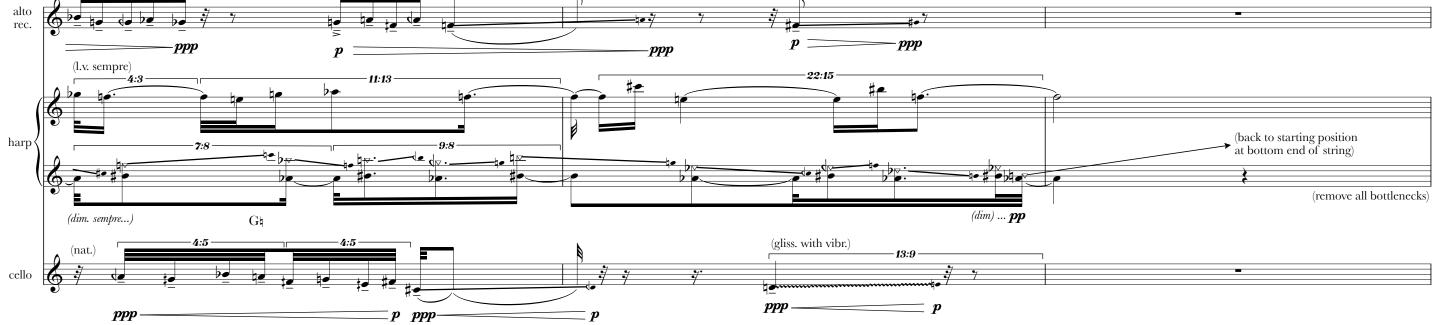


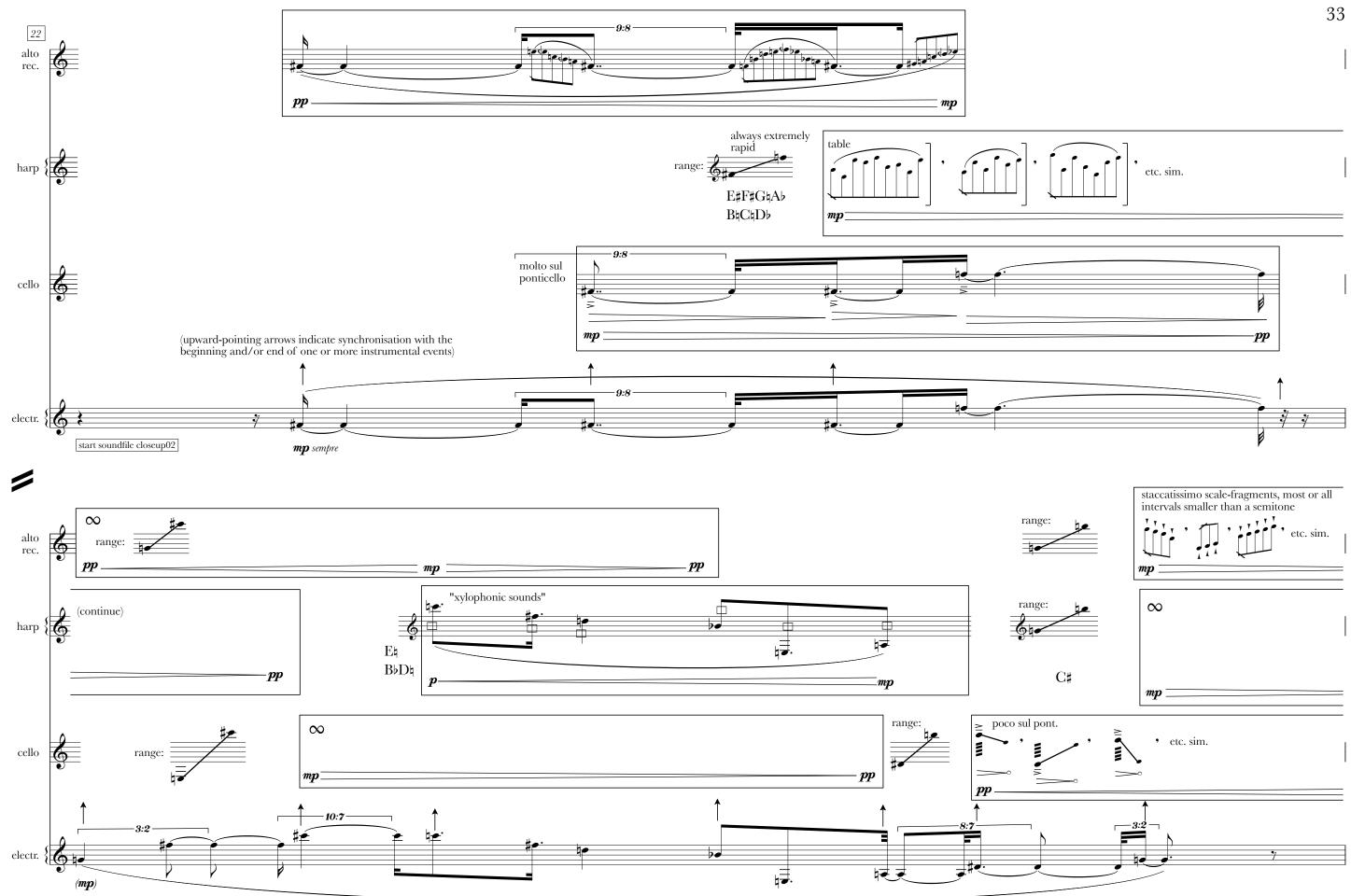


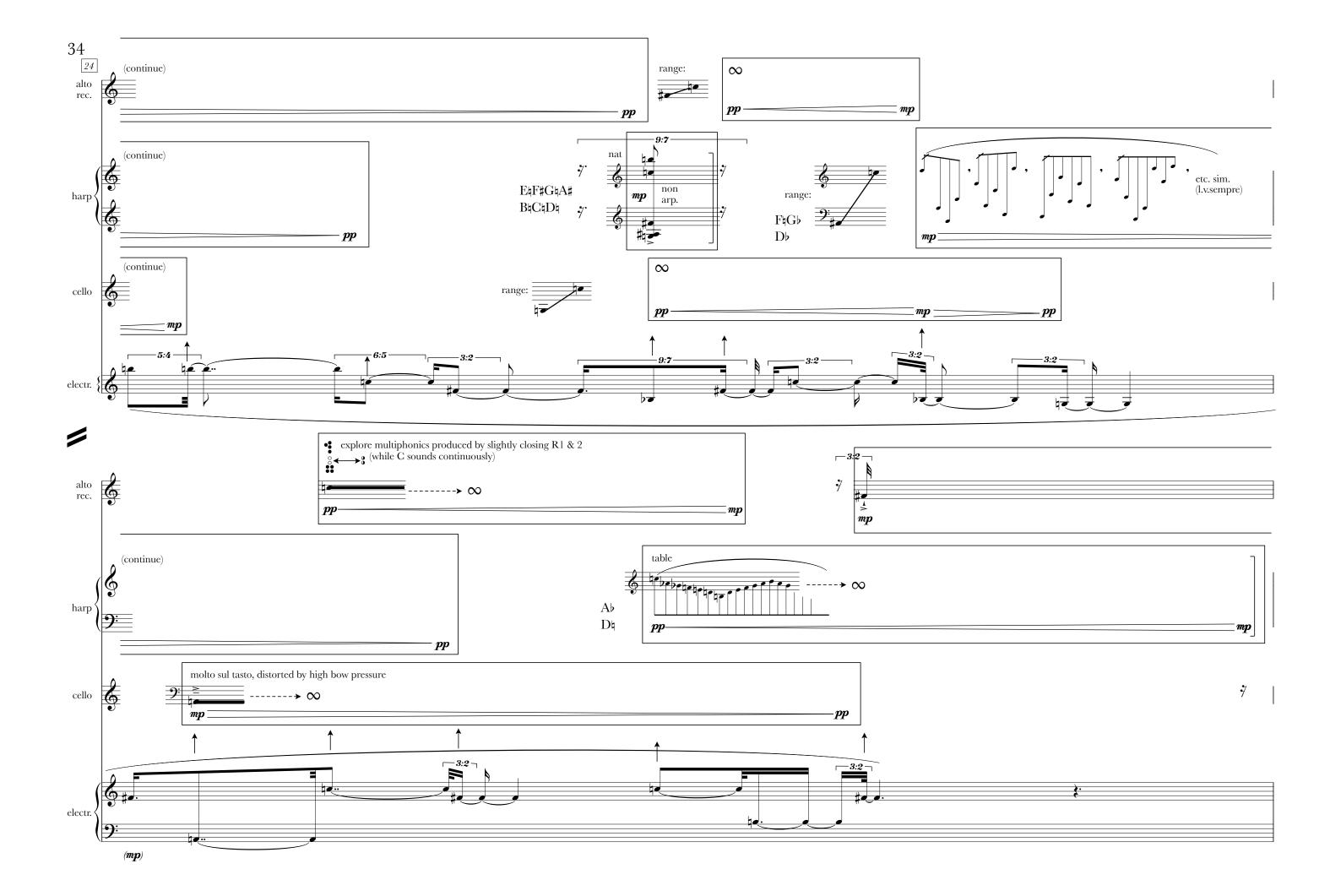


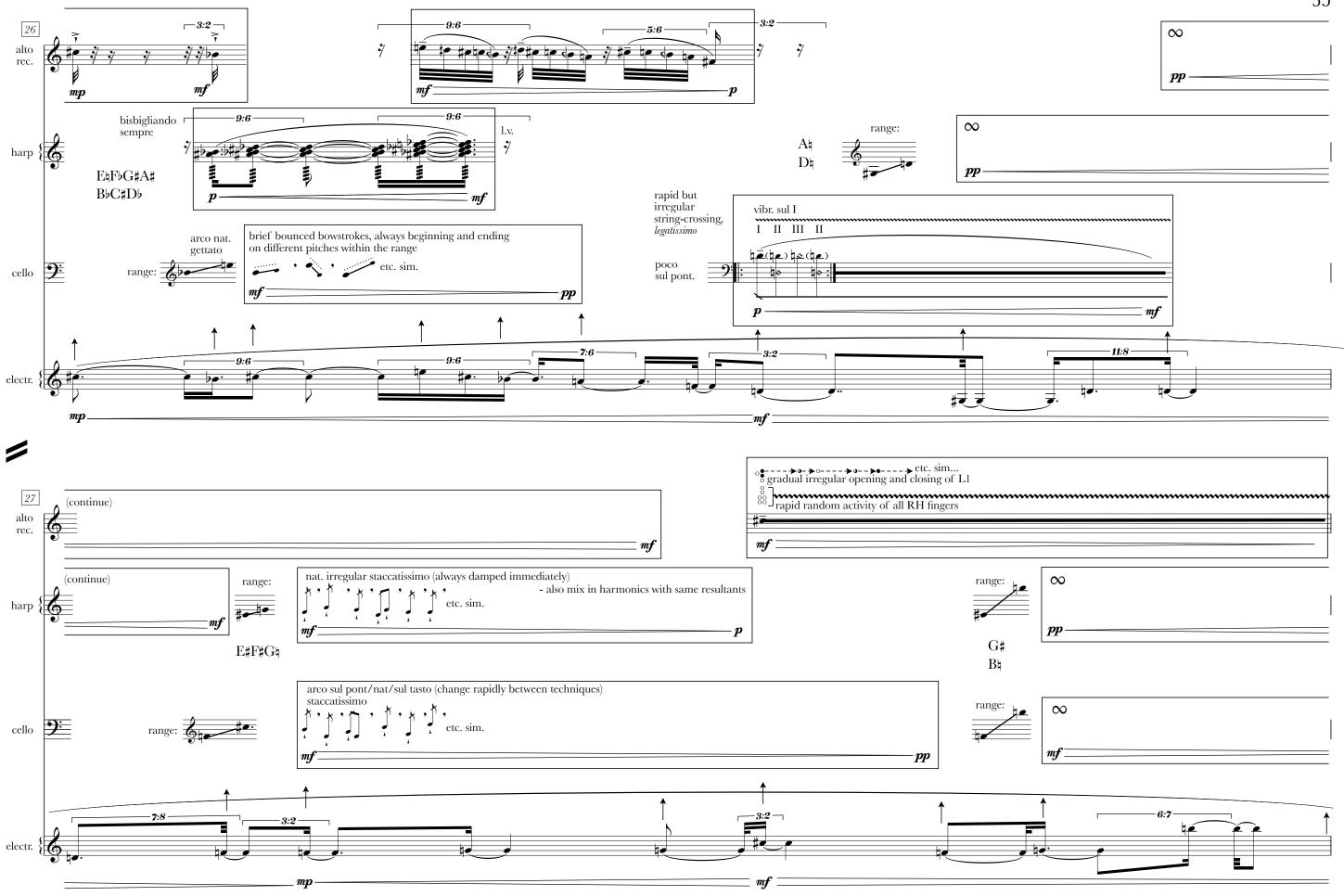


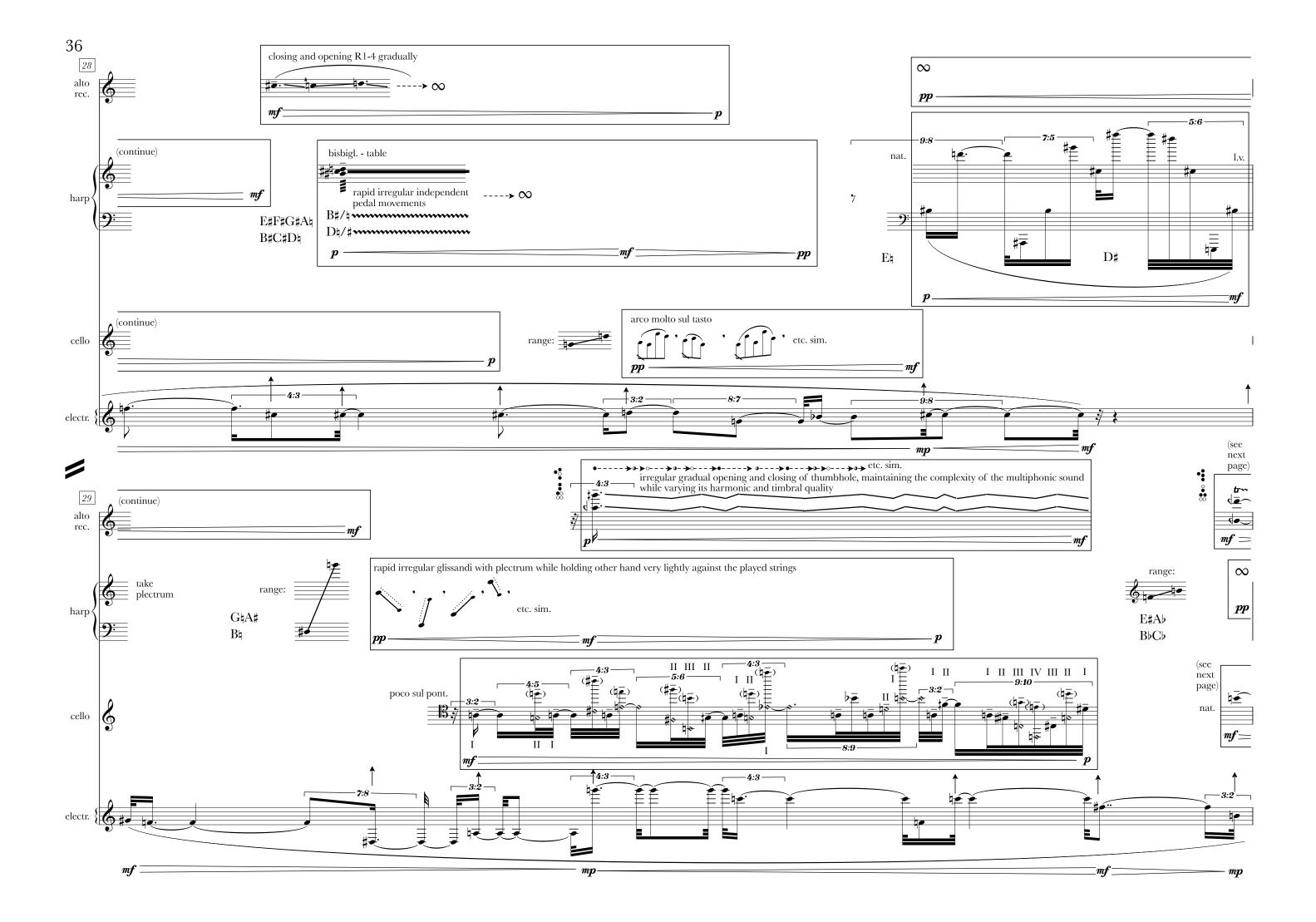


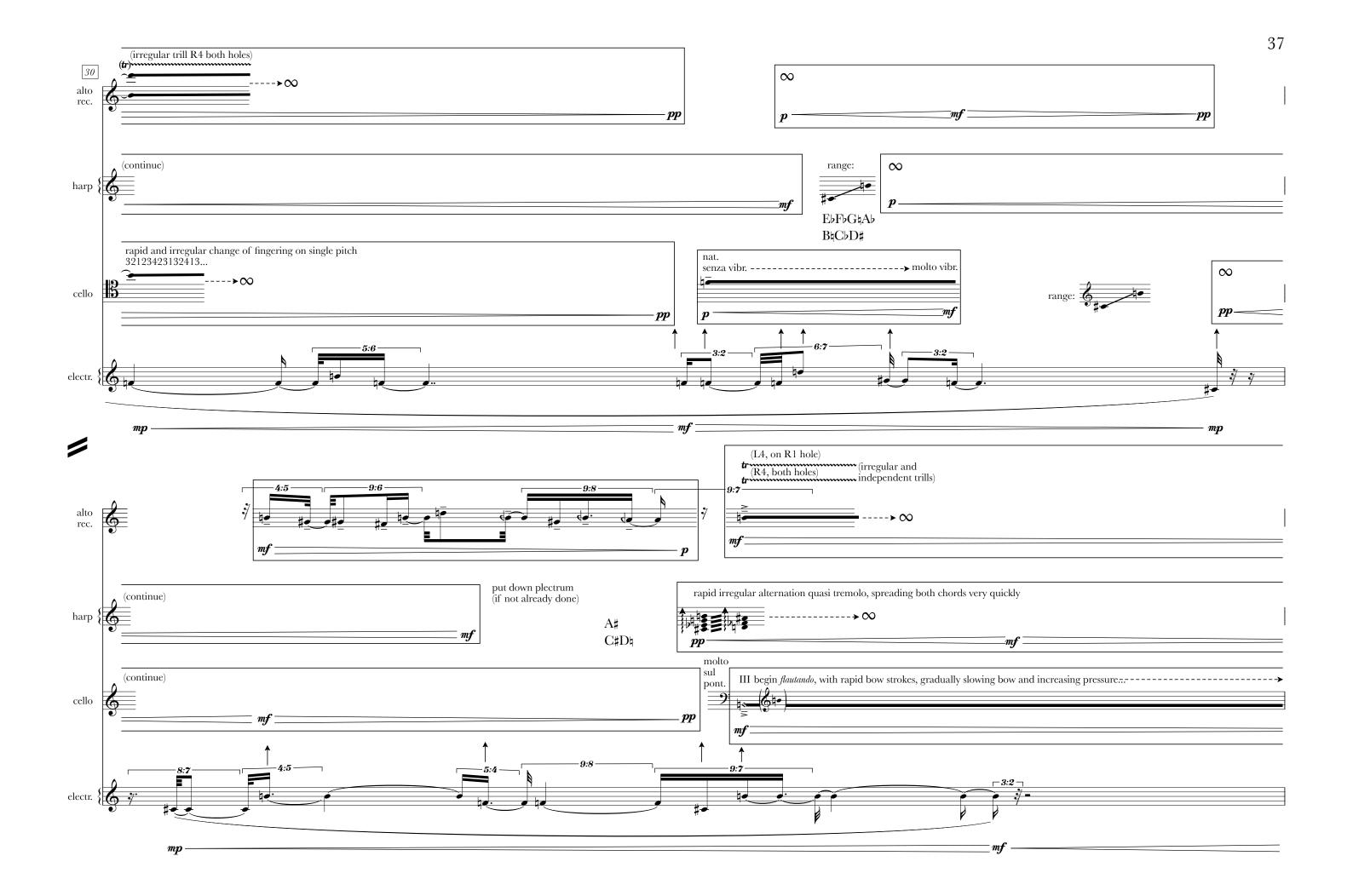


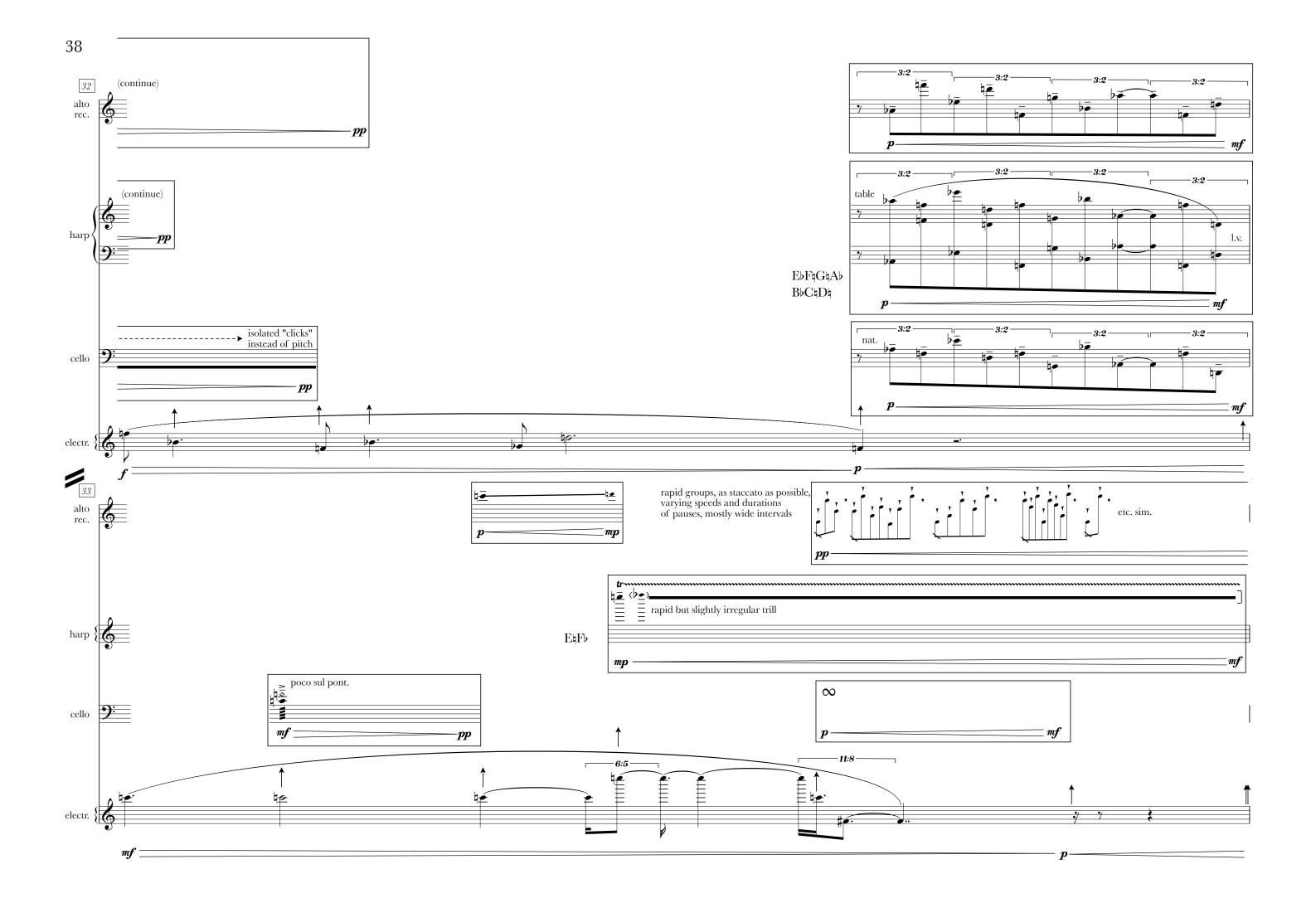


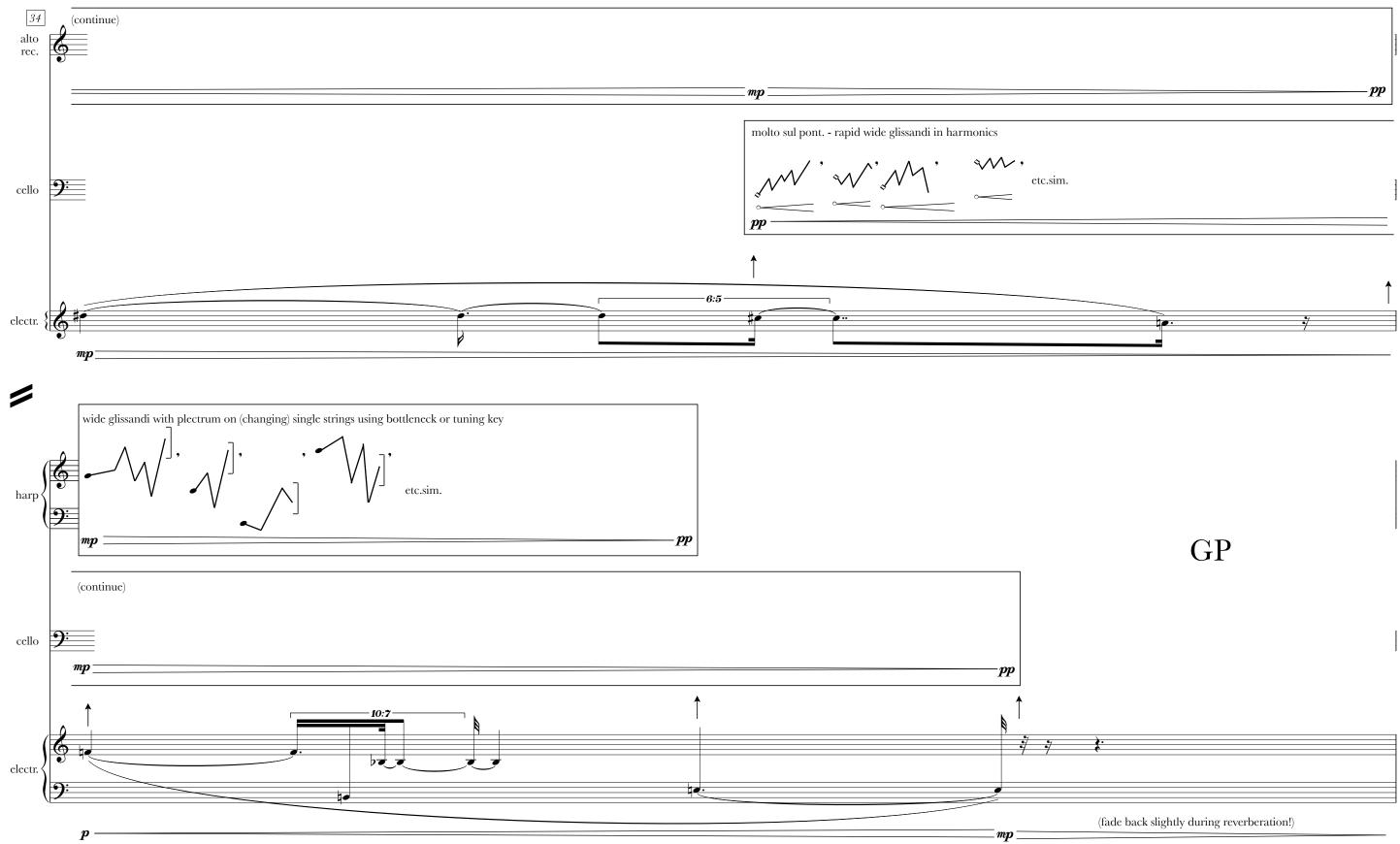






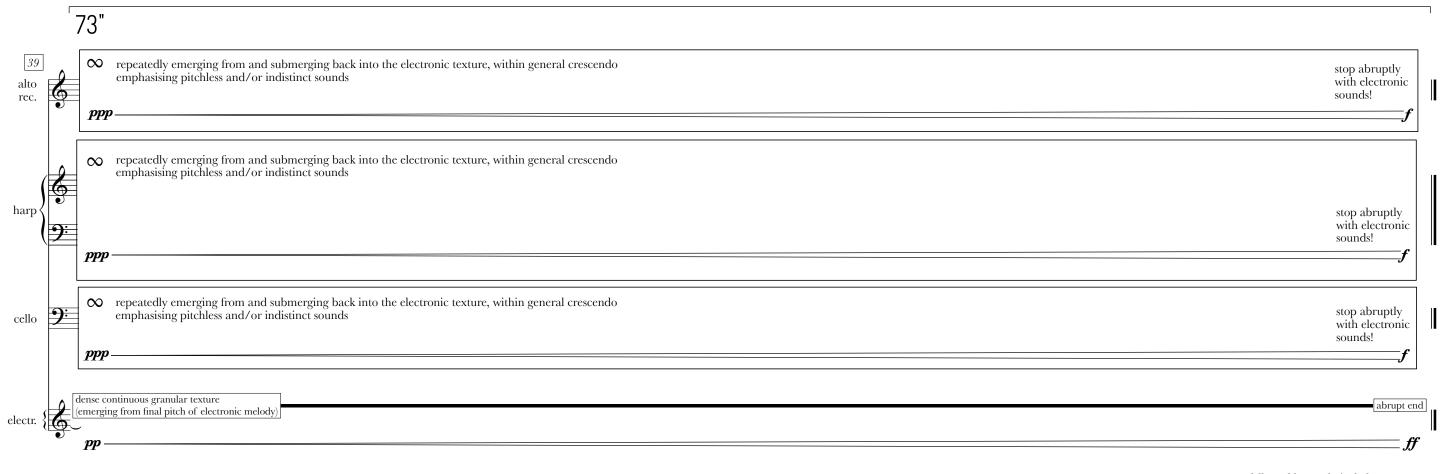




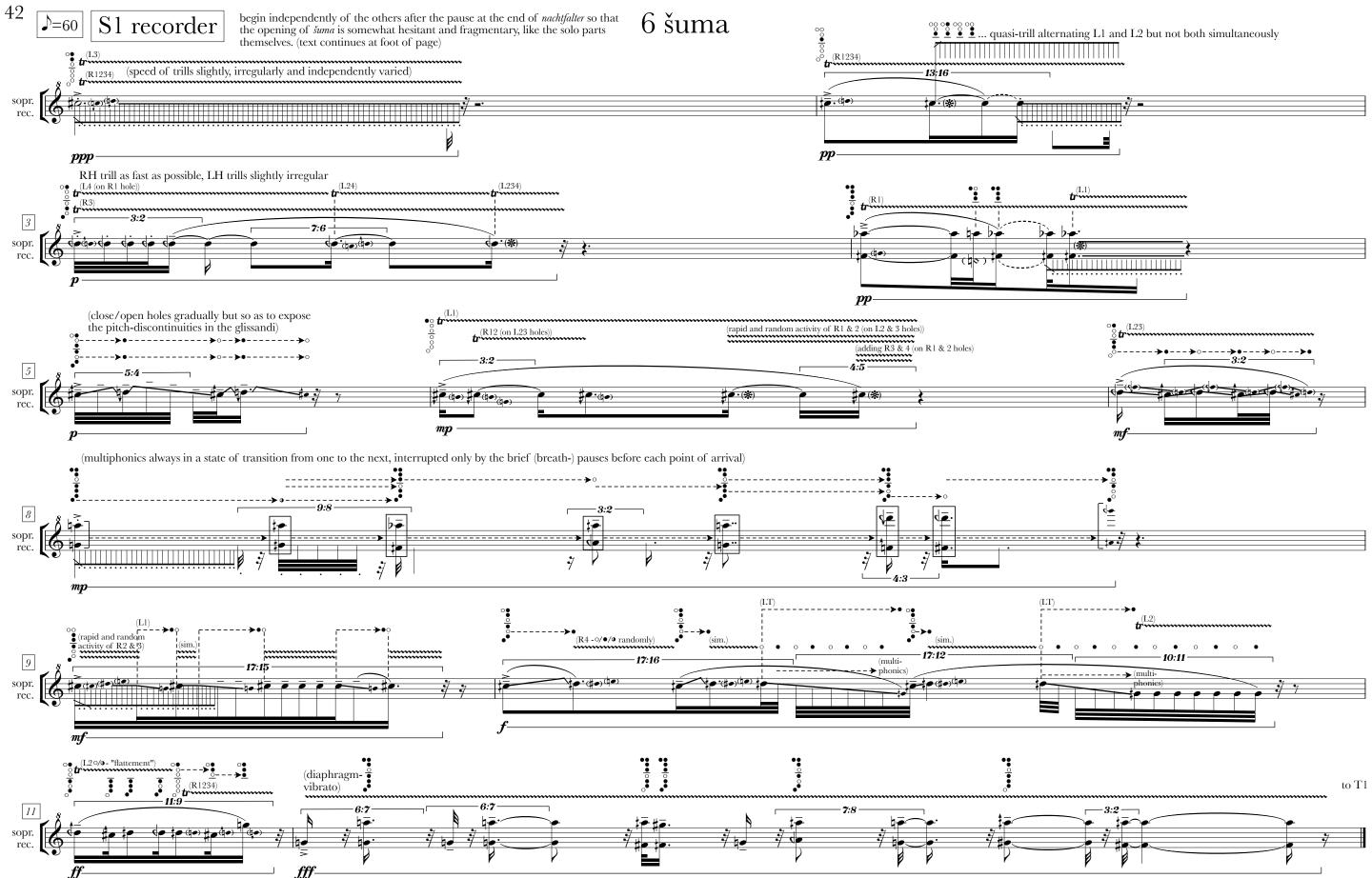




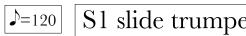




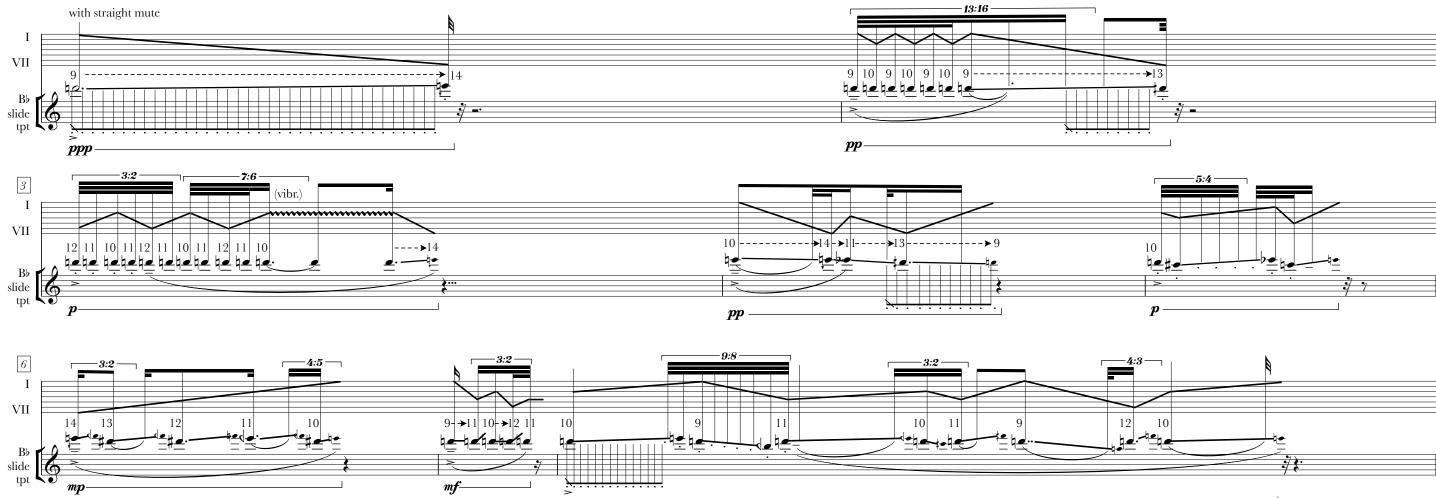
... followed by a relatively long pause (6 seconds or more) so that a stillness is established before players one by one begin section S1 of *šuma*

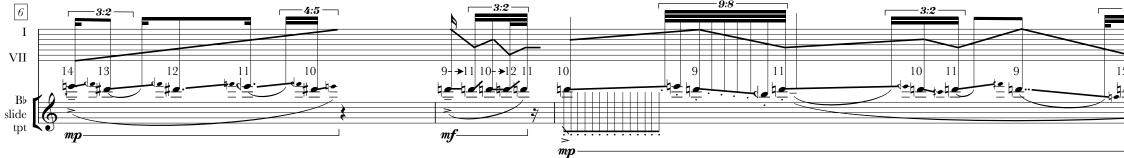


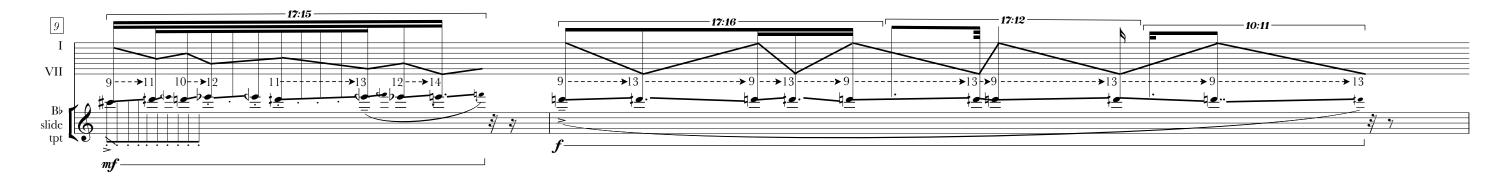
(continued from top of page) S1 is to have a duration of approximately 3 minutes before T1 begins. In this time, alternate freely between (a) notated material (approximately 96 seconds in the recorder part), (b) silence, (c) free improvisation, (d) pick up and sustain a sound (ppp-p) heard from one of the other players

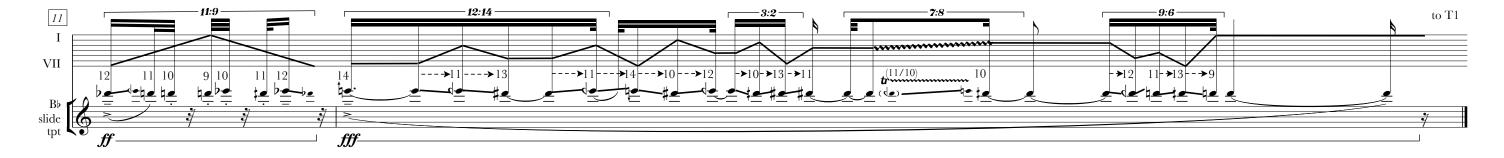


S1 slide trumpet begin independently of the others after the pause at the end of *nachtfalter* so that the opening of *šuma* is somewhat hesitant and fragmentary, like the solo parts themselves. S1 is to have a duration of approximately 3 minutes before T1 begins. In this time, alternate freely between (a) notated material (approximately 48 seconds in the slide trumpet part), (b) silence, (c) free improvisation, (d) pick up and sustain a sound (*ppp-p*) heard from one of the other players

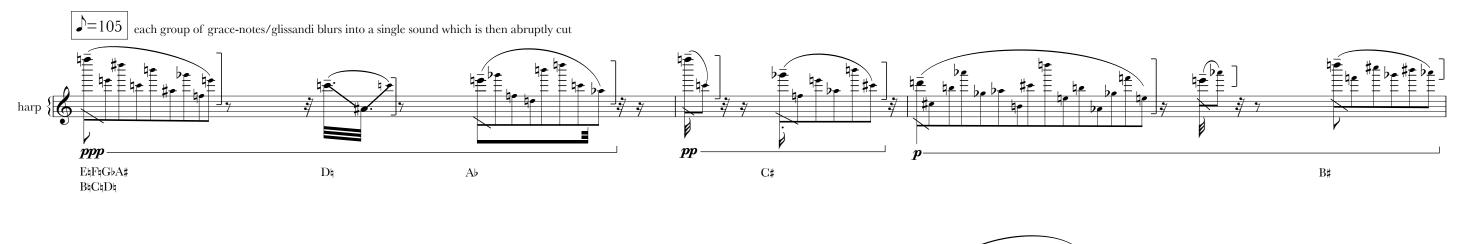


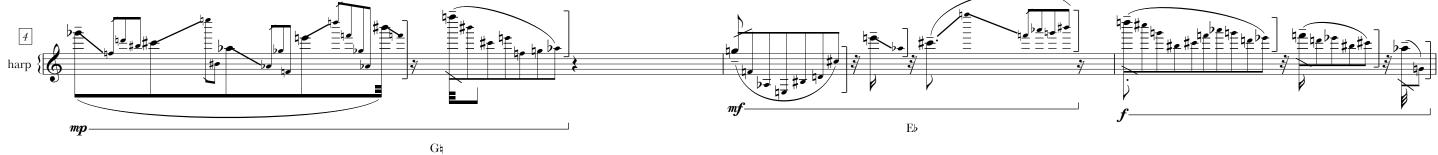




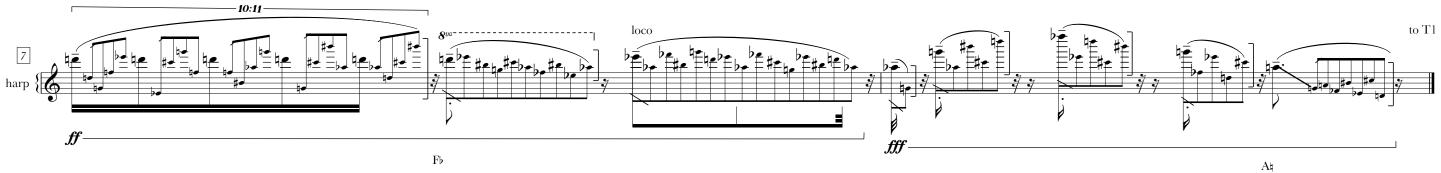


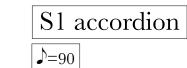
S1 harp begin independently of the others after the pause at the end of *nachtfalter* so that the opening of *šuma* is somewhat hesitant and fragmentary, like the solo parts themselves. S1 is to have a duration of approximately 3 minutes before T1 begins. In this time, alternate freely between (a) notated material (approximately 24 seconds in the harp part), (b) silence, (c) free improvisation, (d) pick up and sustain a sound (*ppp-p*) heard from one of the other players



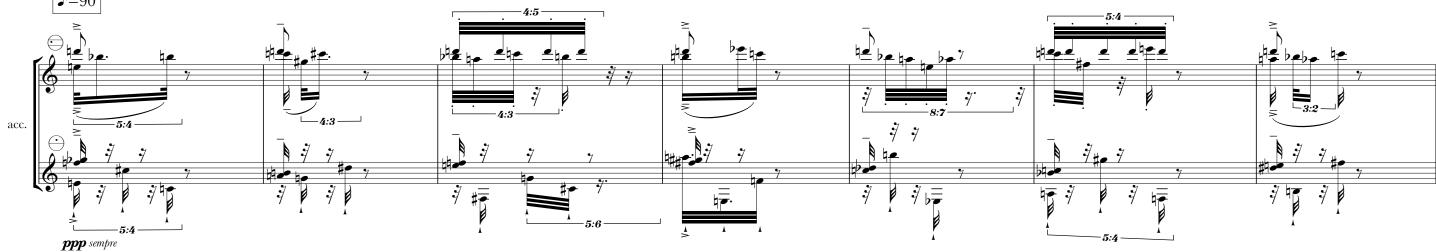


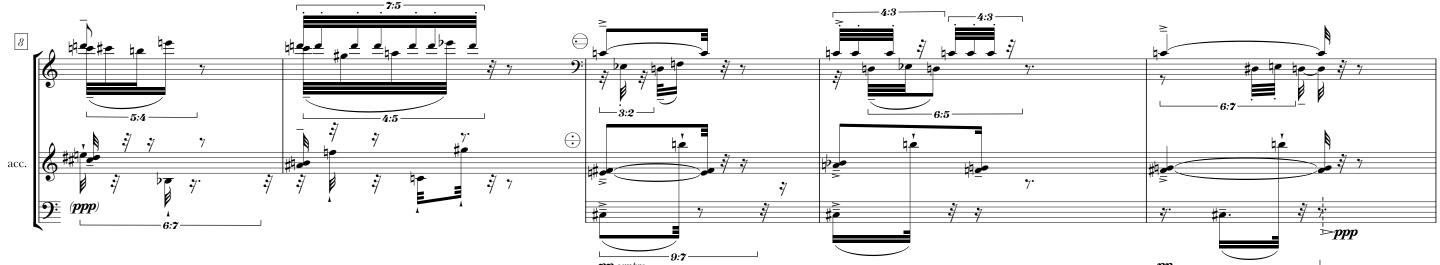




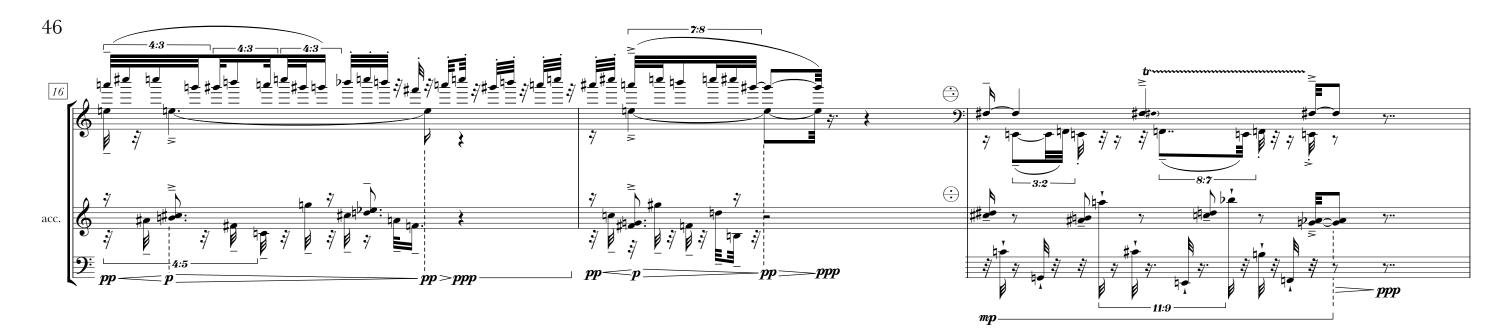


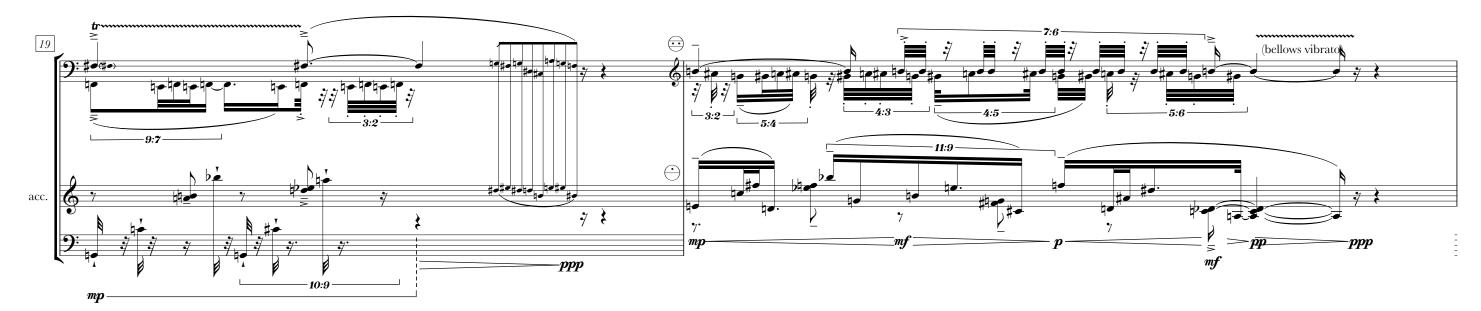
begin independently of the others after the pause at the end of *nachtfalter* so that the opening of *šuma* is somewhat hesitant and fragmentary, like the solo parts themselves. S1 is to have a duration of approximately 3 minutes before T1 begins. In this time, alternate freely between (a) notated material (approximately 96 seconds in the accordion part), (b) silence, (c) free improvisation, (d) pick up and sustain a sound (*ppp-p*) heard from one of the other players

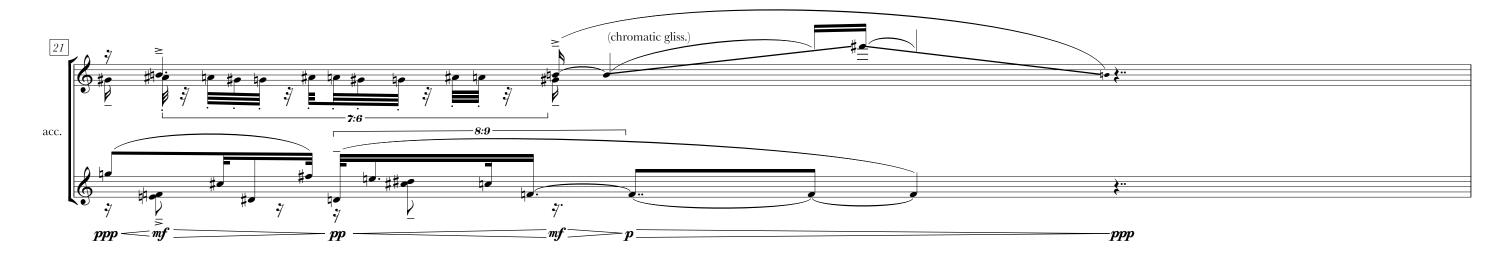












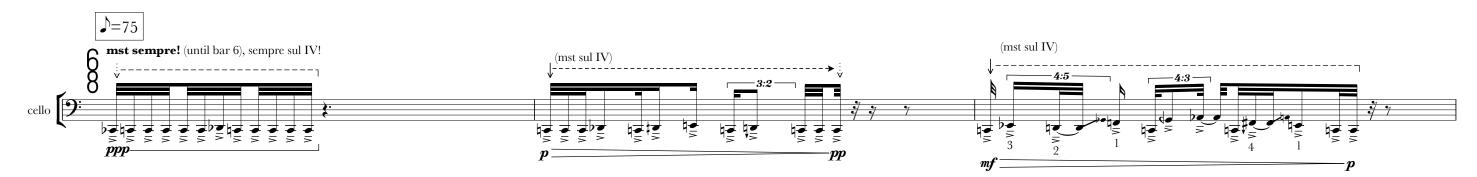


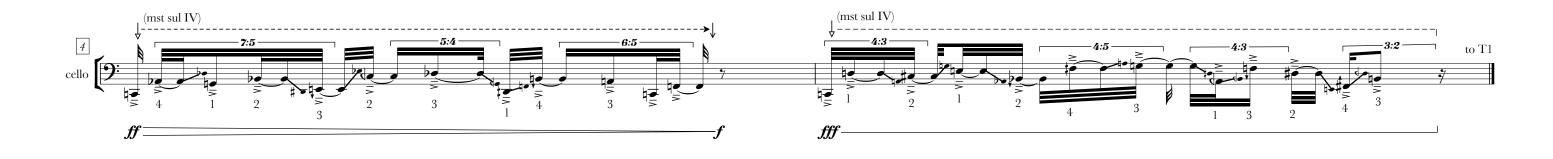
fff sempre



begin independently of the others after the pause at the end of *nachtfalter* so that the opening of *šuma* is somewhat hesitant and fragmentary, like the solo parts themselves. S1 is to have a duration of approximately 3 minutes before T1 begins. In this time, alternate freely between (a) notated material (approximately 24 seconds in the cello part), (b) silence, (c) free improvisation, (d) pick up and sustain a sound (*ppp-p*) heard from one of the other players







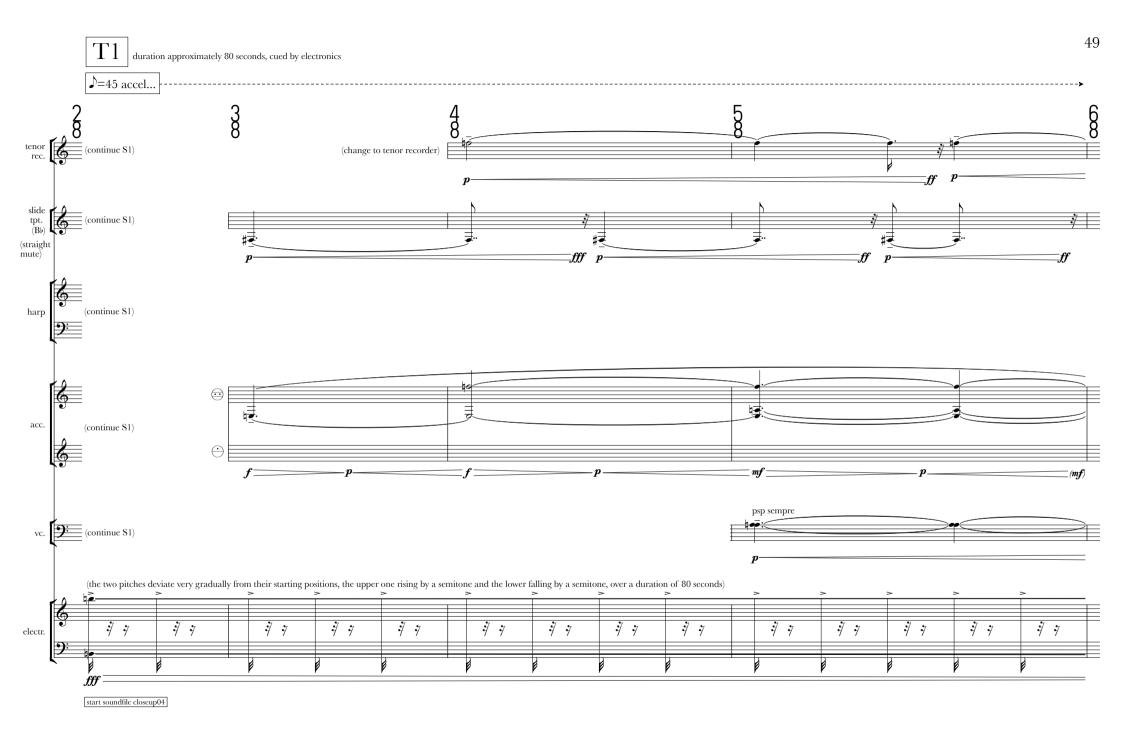
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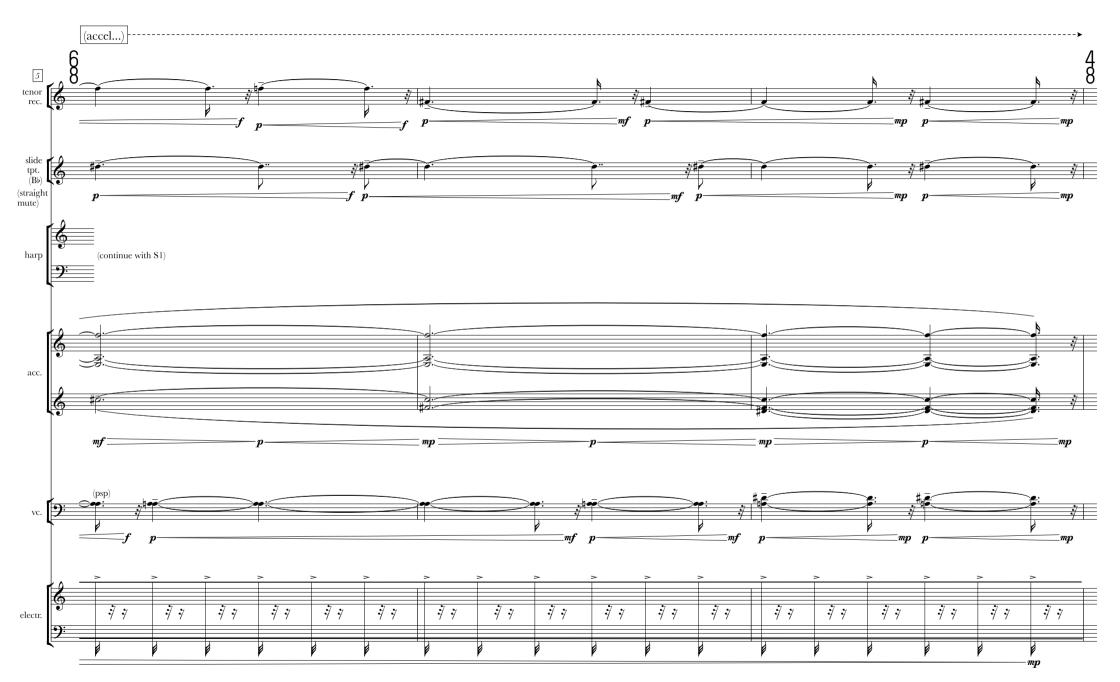
S1 electronics

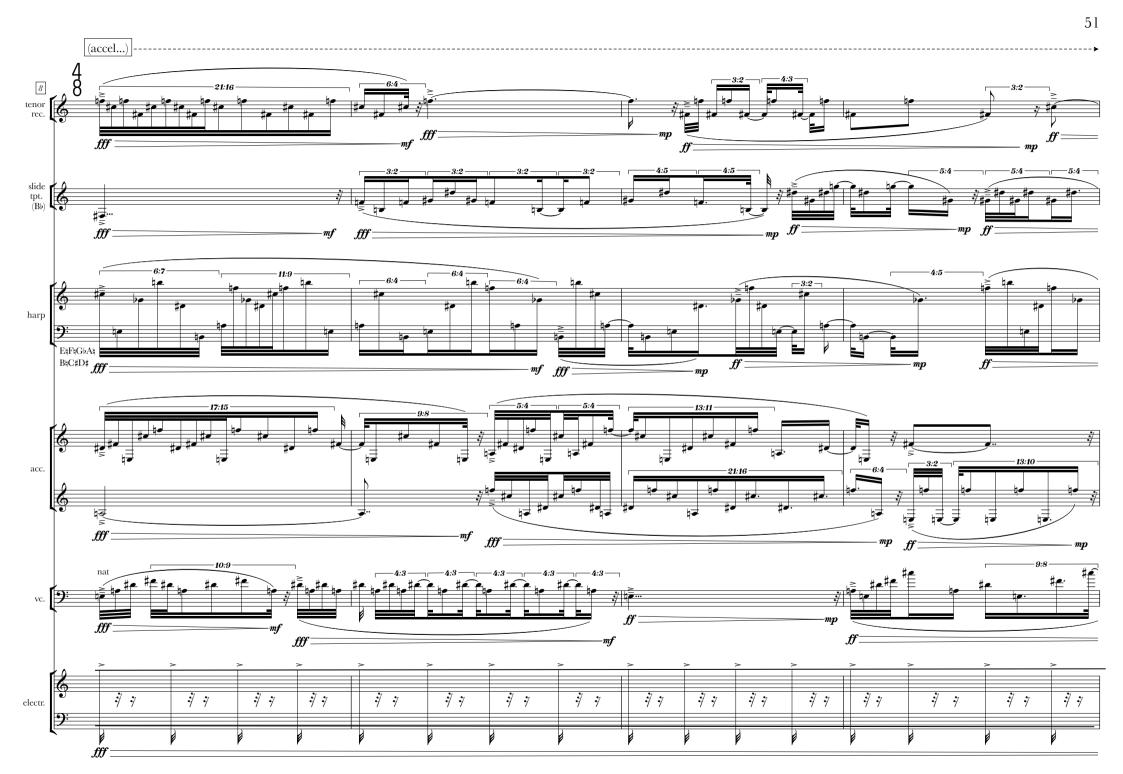
start soundfile closeup03

begin independently of the others after the pause at the end of *nachtfalter* so that the opening of *šuma* is somewhat hesitant and fragmentary, like the solo parts themselves. S1 is to have a duration of approximately 3 minutes before T1 begins. In this time, alternate freely between (a) notated material (approximately 72 seconds in the cello part), (b) silence, (c) free improvisation, (d) pick up and sustain a sound (*ppp-p*) heard from one of the other players

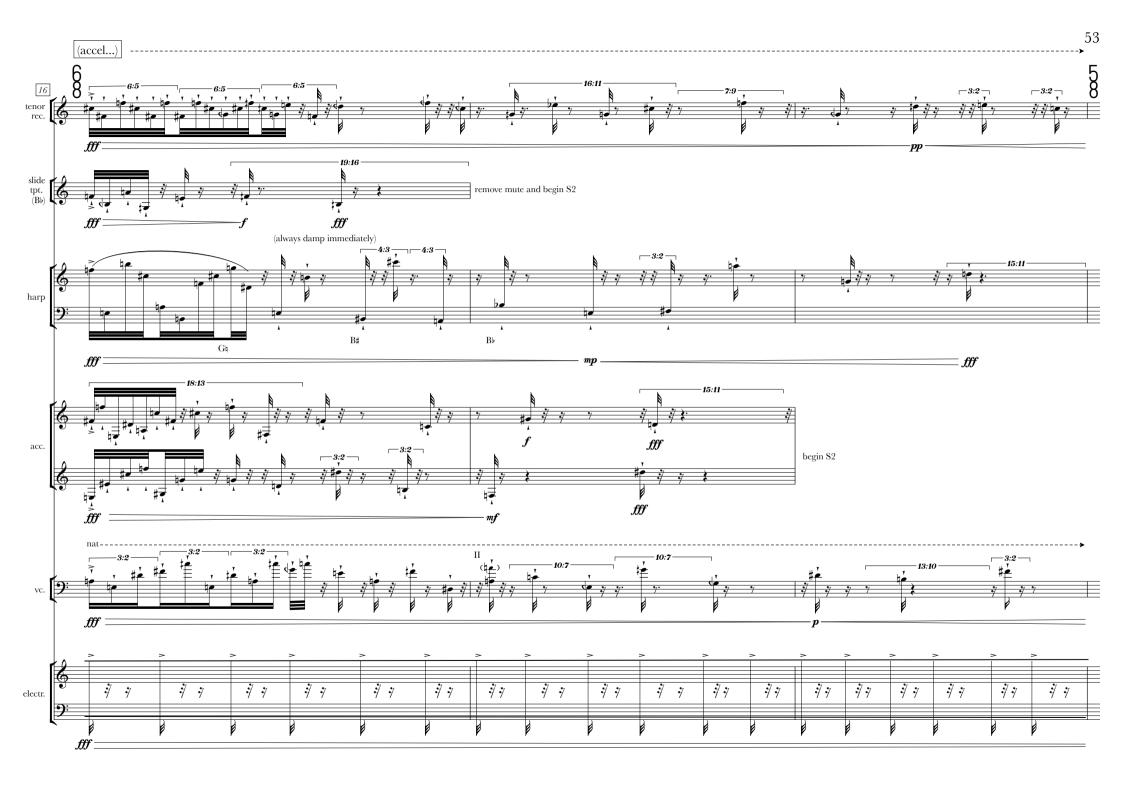
After approximately 3 minutes begin T1

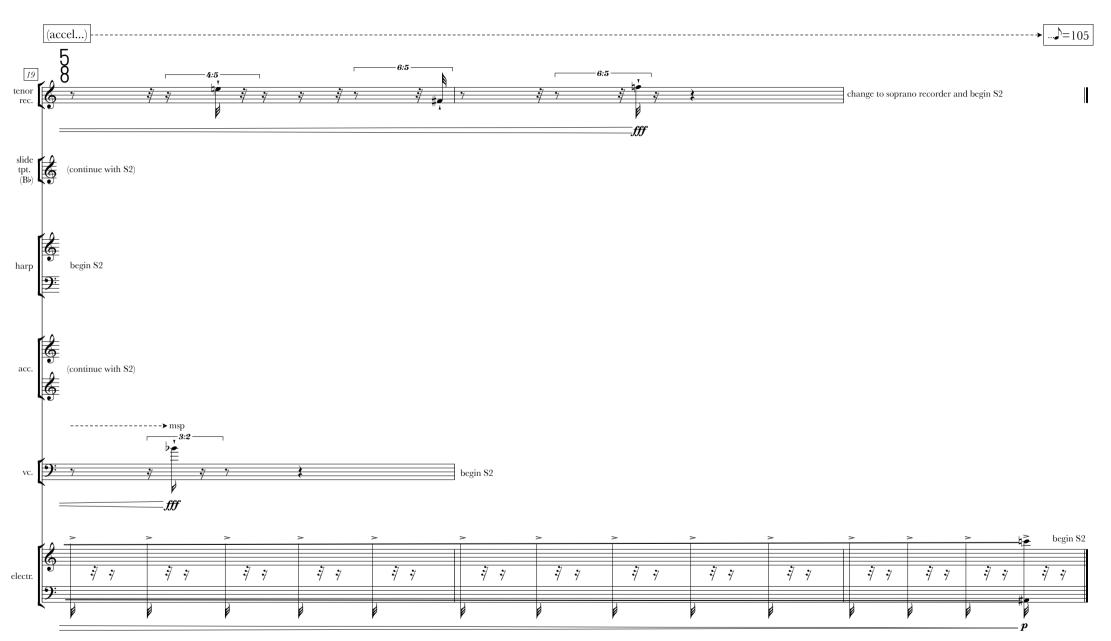


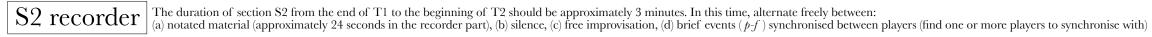


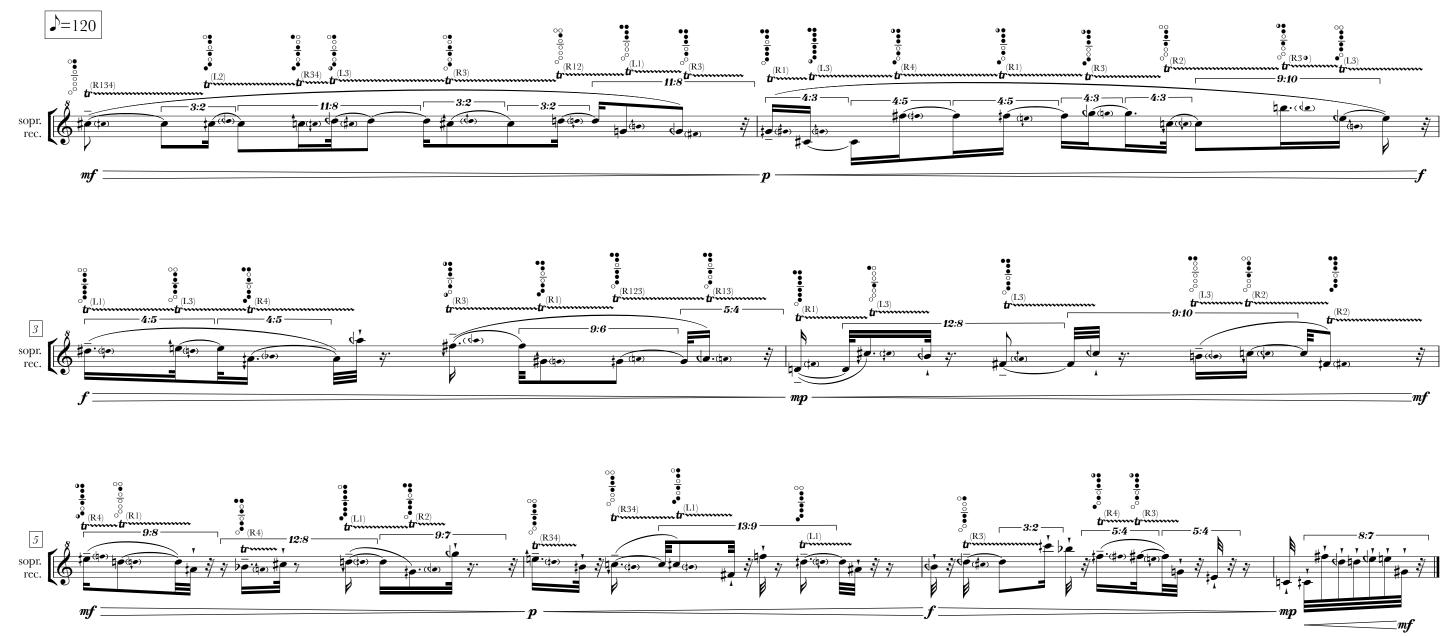




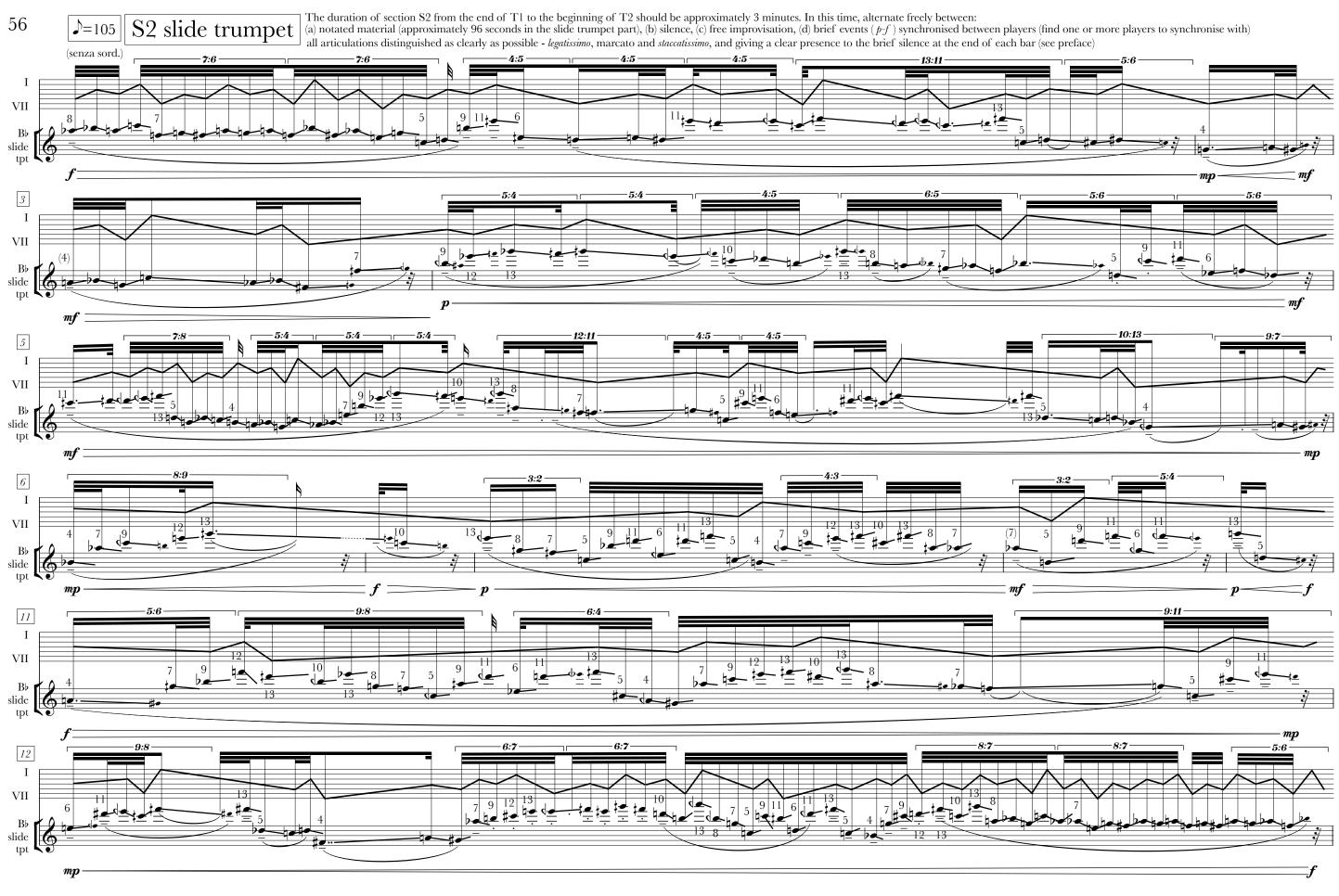


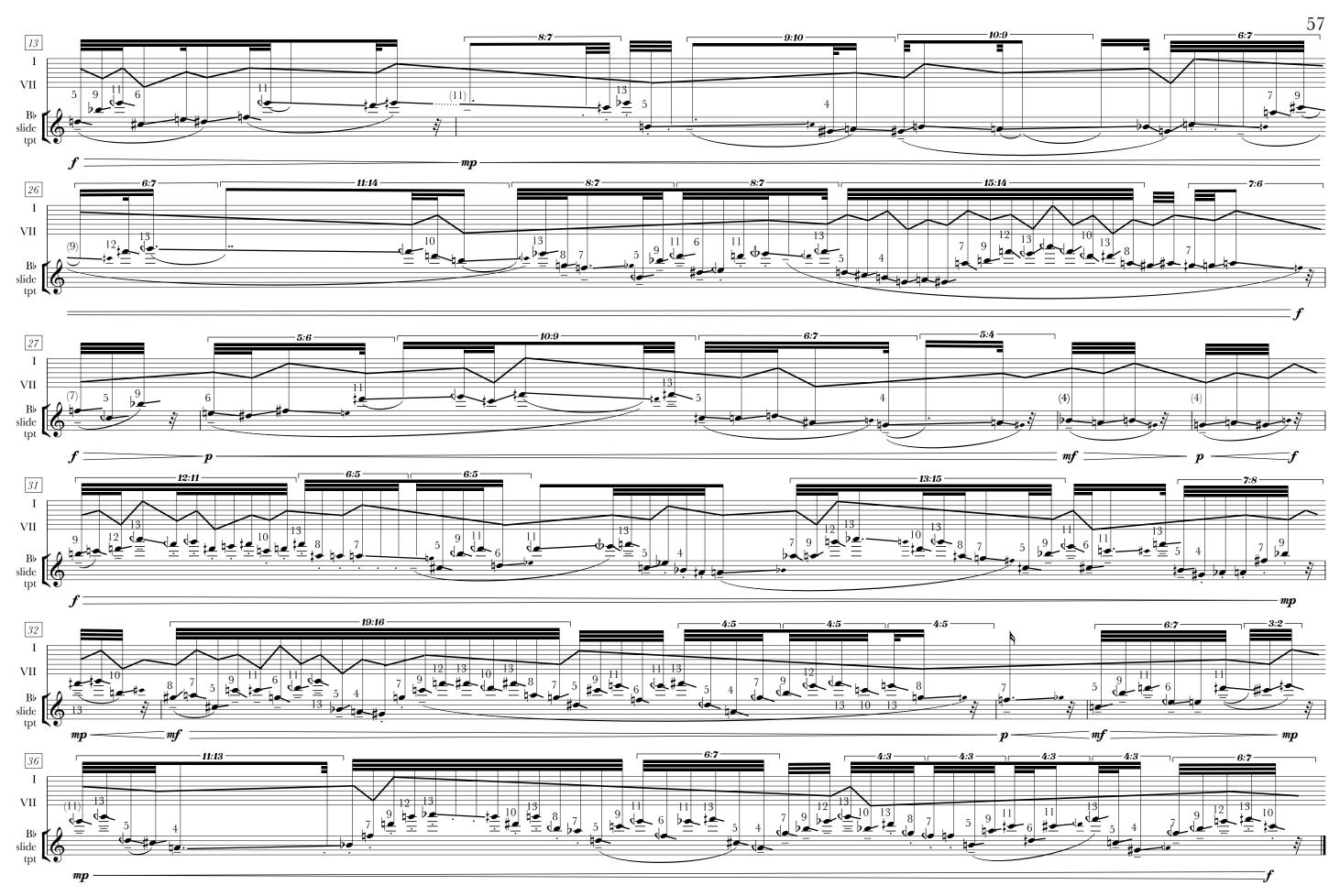






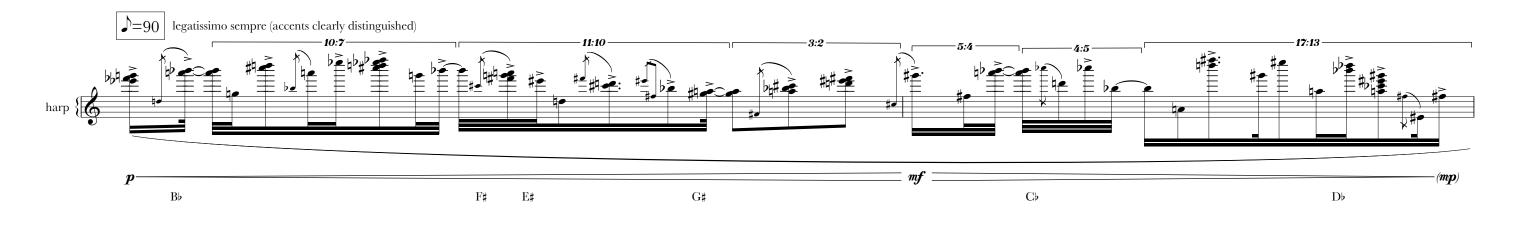
change to sopranino recorder and begin T2 on cue from trumpet

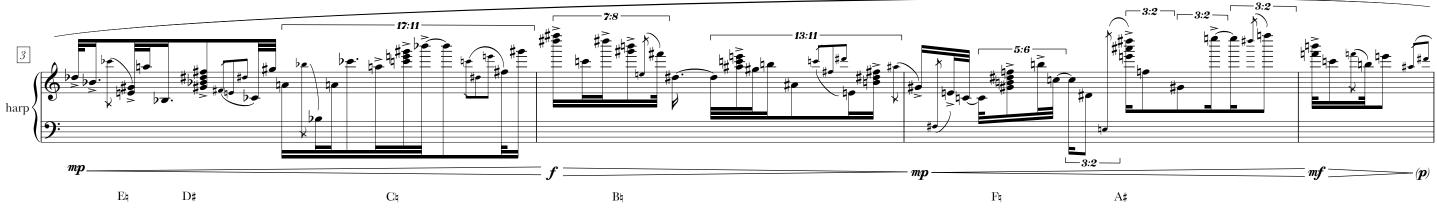


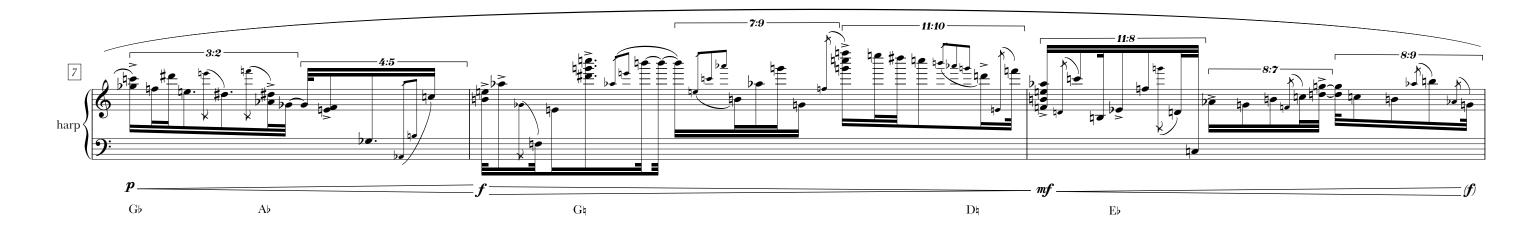


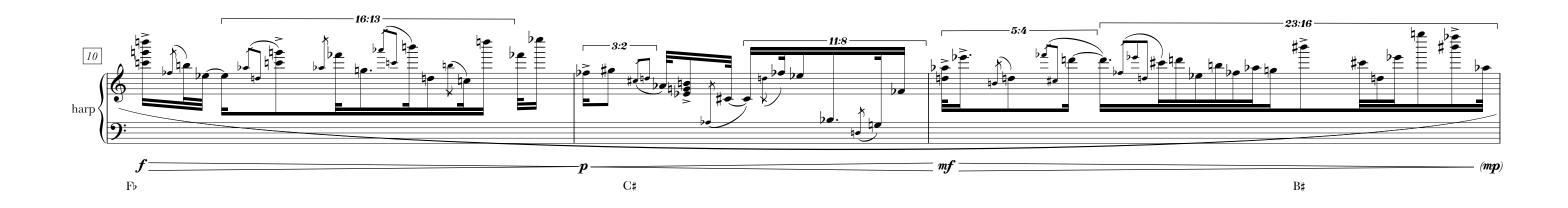
after approximately 3 minutes (ensuring that all players have completed their notated material for S2) cue beginning of T2

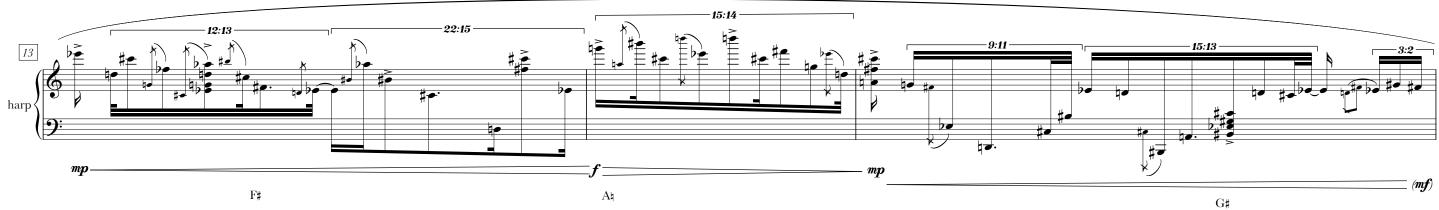
The duration of section S2 from the end of T1 to the beginning of T2 should be approximately 3 minutes. In this time, alternate freely between: (a) notated material (approximately 72 seconds in the harp part), (b) silence, (c) free improvisation, (d) brief events (p-f) synchronised between players (find one or more players to synchronise with) S2 harp

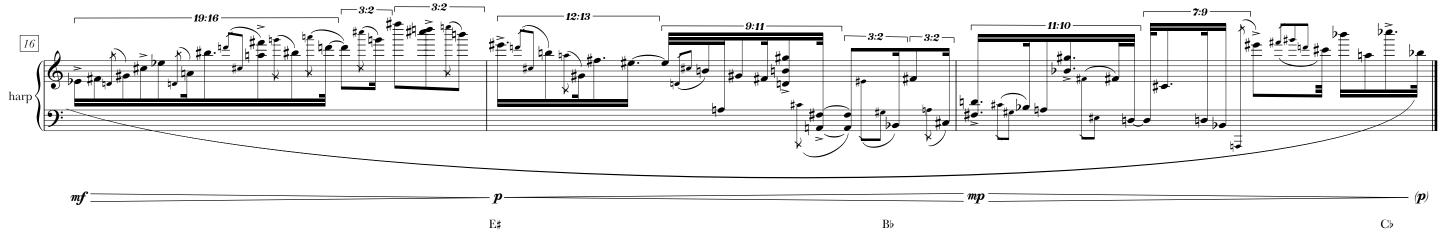








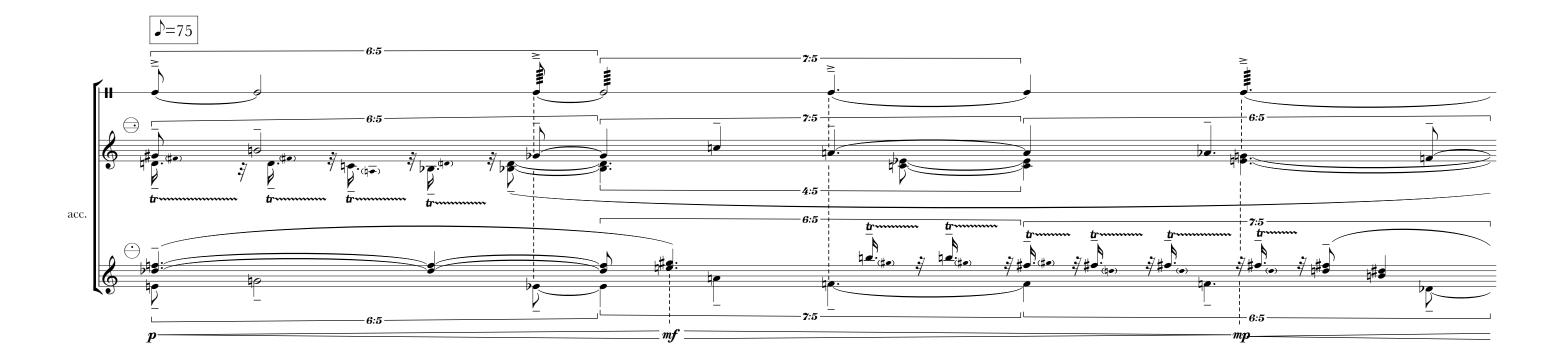


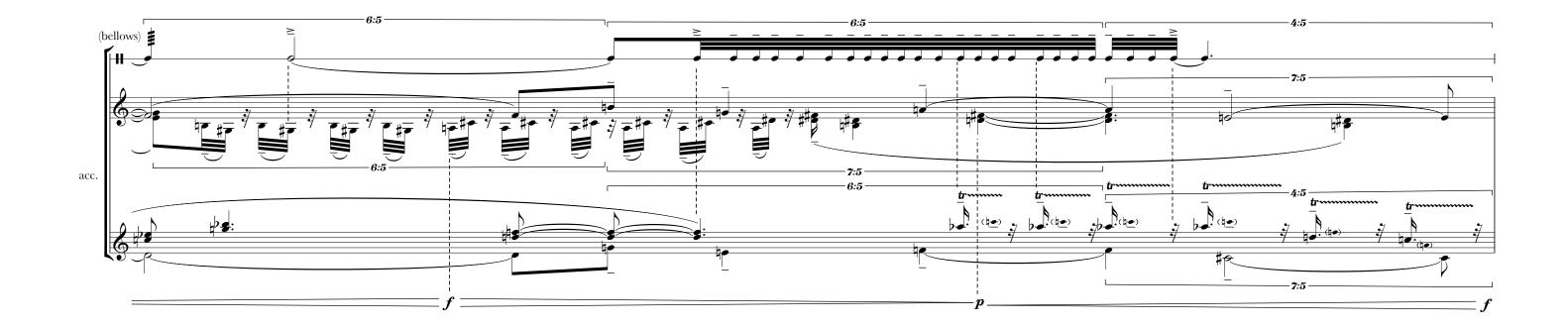


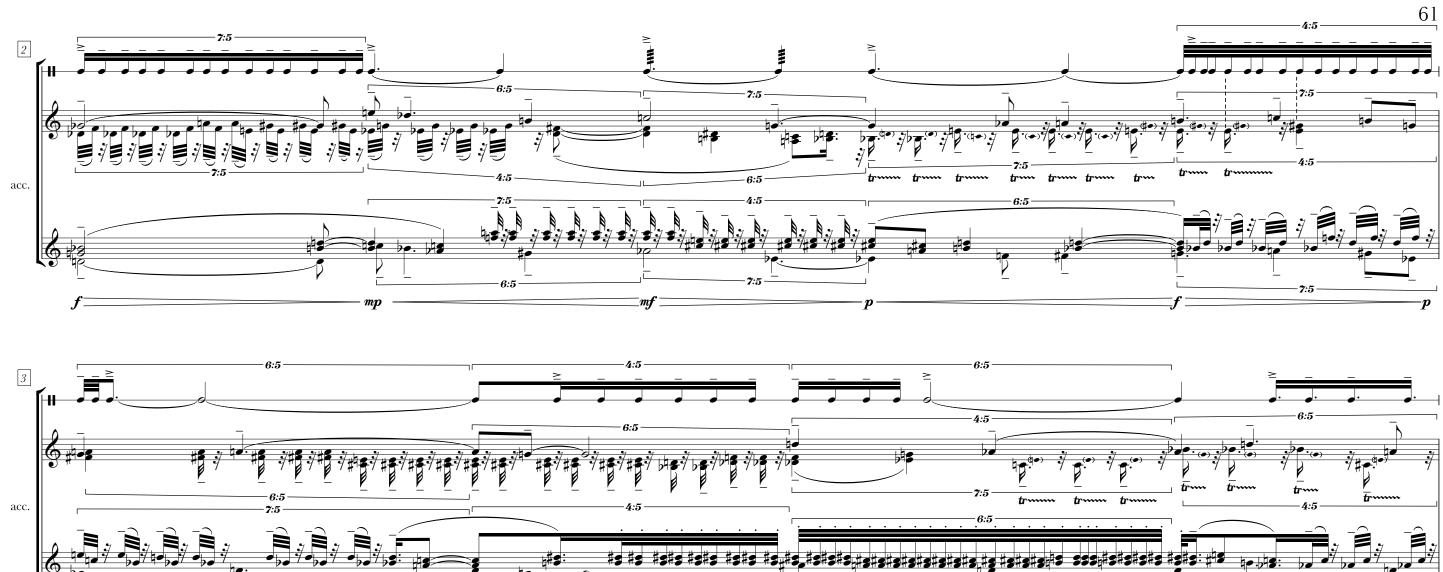
begin T2 on cue from trumpet

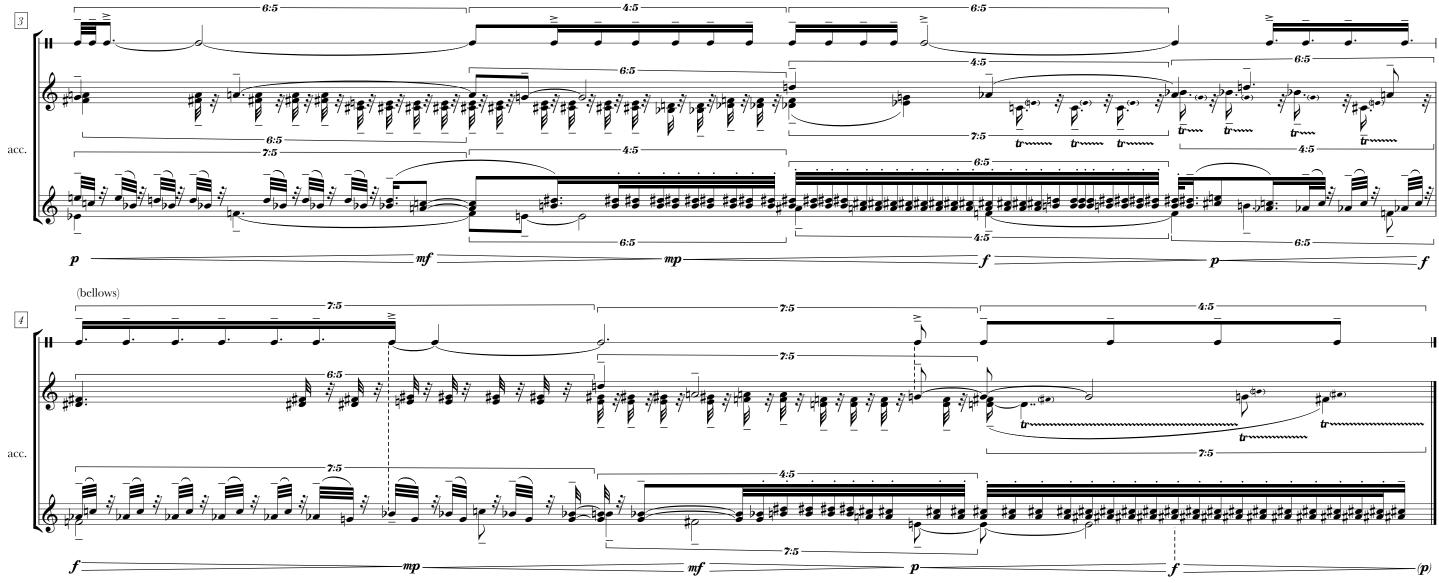
S2 accordion

The duration of section S2 from the end of T1 to the beginning of T2 should be approximately 3 minutes. In this time, alternate freely between: (a) notated material (approximately 72 seconds in the accordion part), (b) silence, (c) free improvisation, (d) brief events (p-f) synchronised between players (find one or more players to synchronise with)





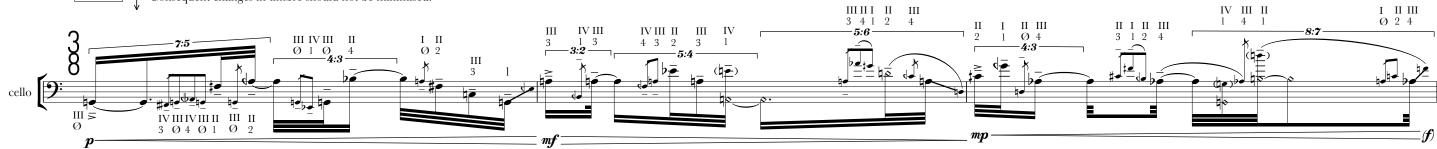


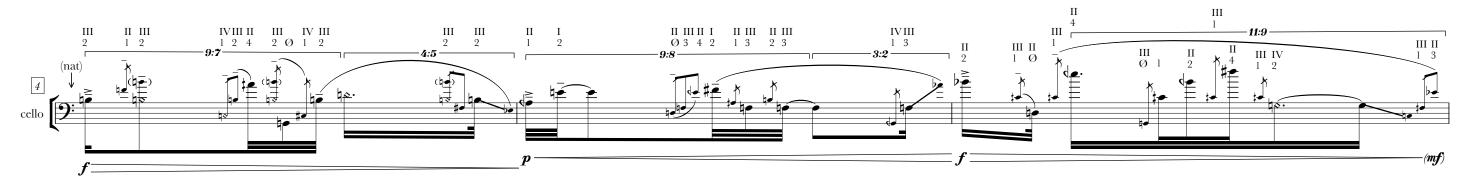


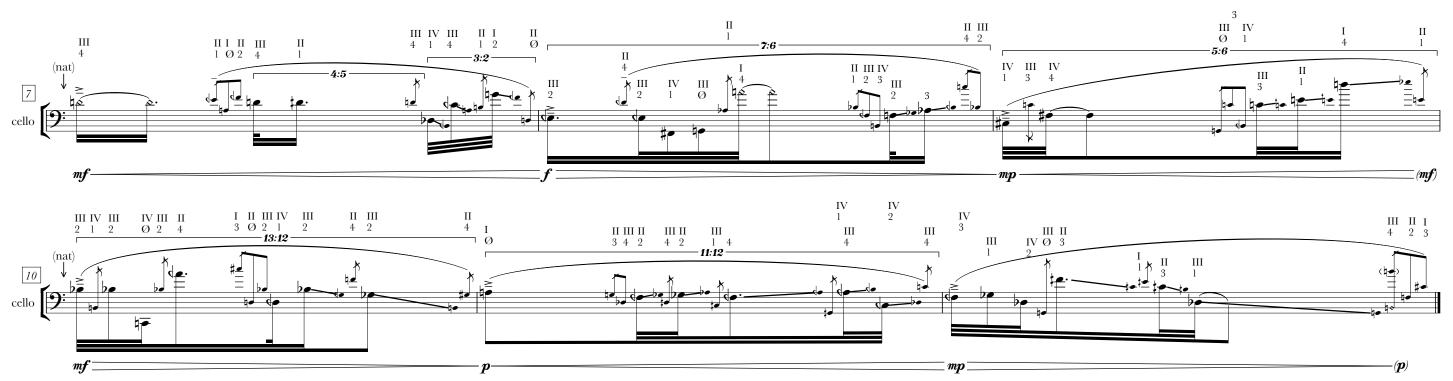
begin T2 on cue from trumpet

The duration of section S2 from the end of T1 to the beginning of T2 should be approximately 3 minutes. In this time, alternate freely between: S2 cello (a) notated material (approximately 48 seconds in the cello part), (b) silence, (c) free improvisation, (d) brief events (*p*-*f*) synchronised between players (find one or more players to synchronise with)

nat sempre - note that in bars 6-17 almost all sounds involve a change of string from the previous one. Consequent changes in timbre should not be minimised! ▶=45









start soundfile closeup05

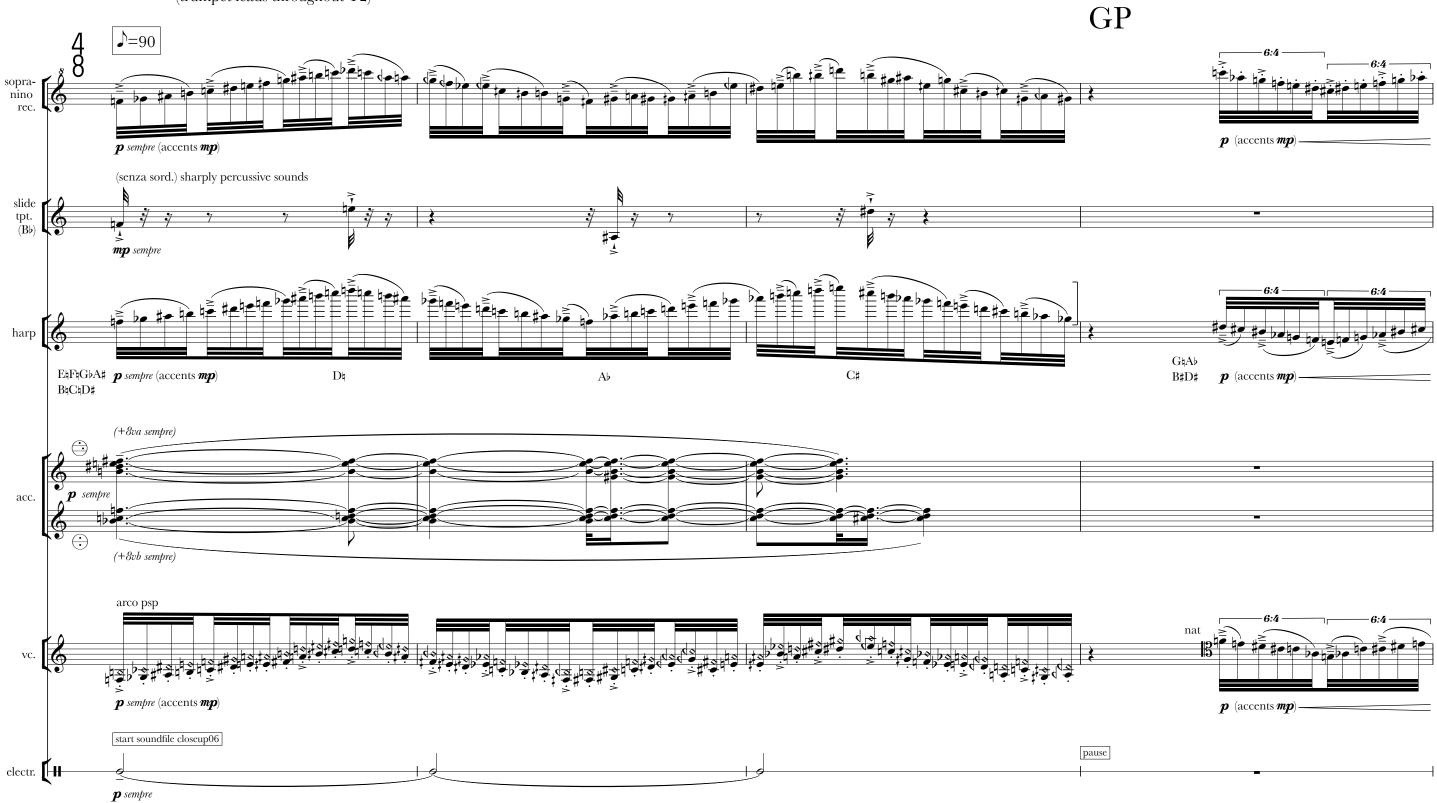
The duration of section S2 from the end of T1 to the beginning of T2 should be approximately 3 minutes. In this time, alternate freely between:

(a) notated material (approximately 24 seconds in the electronic part), (b) silence, (c) free improvisation, (d) brief events (*p-f*) synchronised between players (find one or more players to synchronise with)

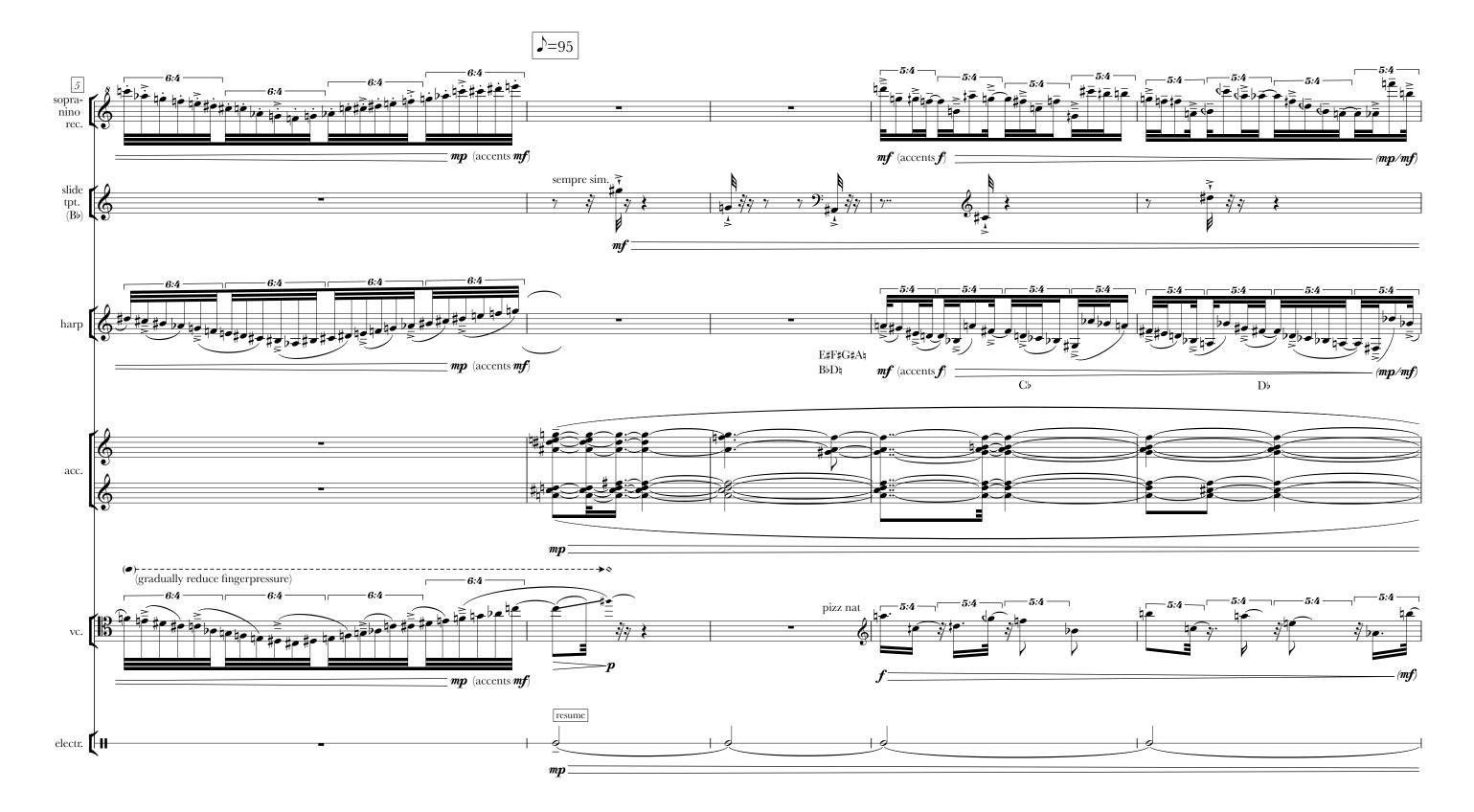
begin T2 on cue from trumpet

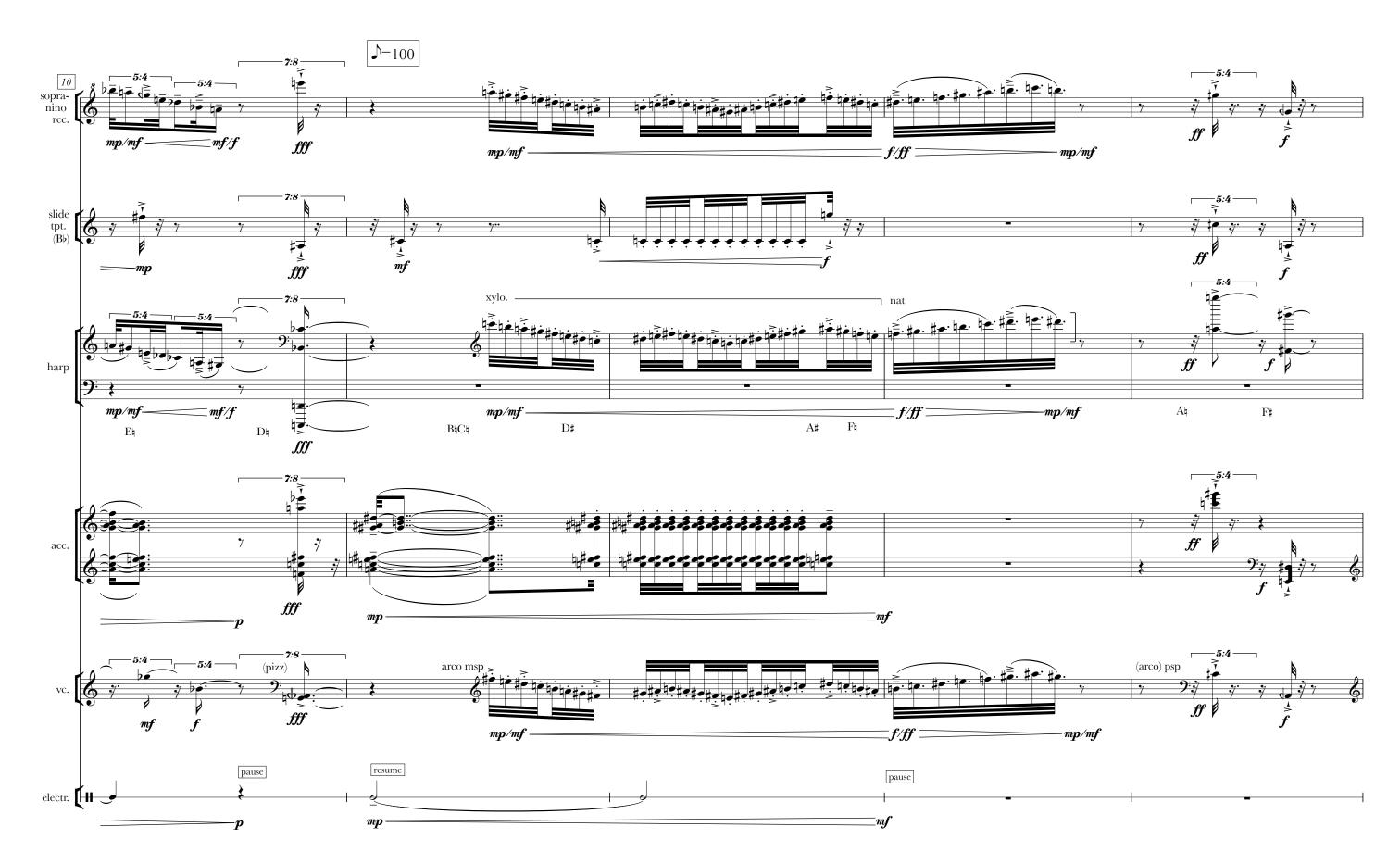


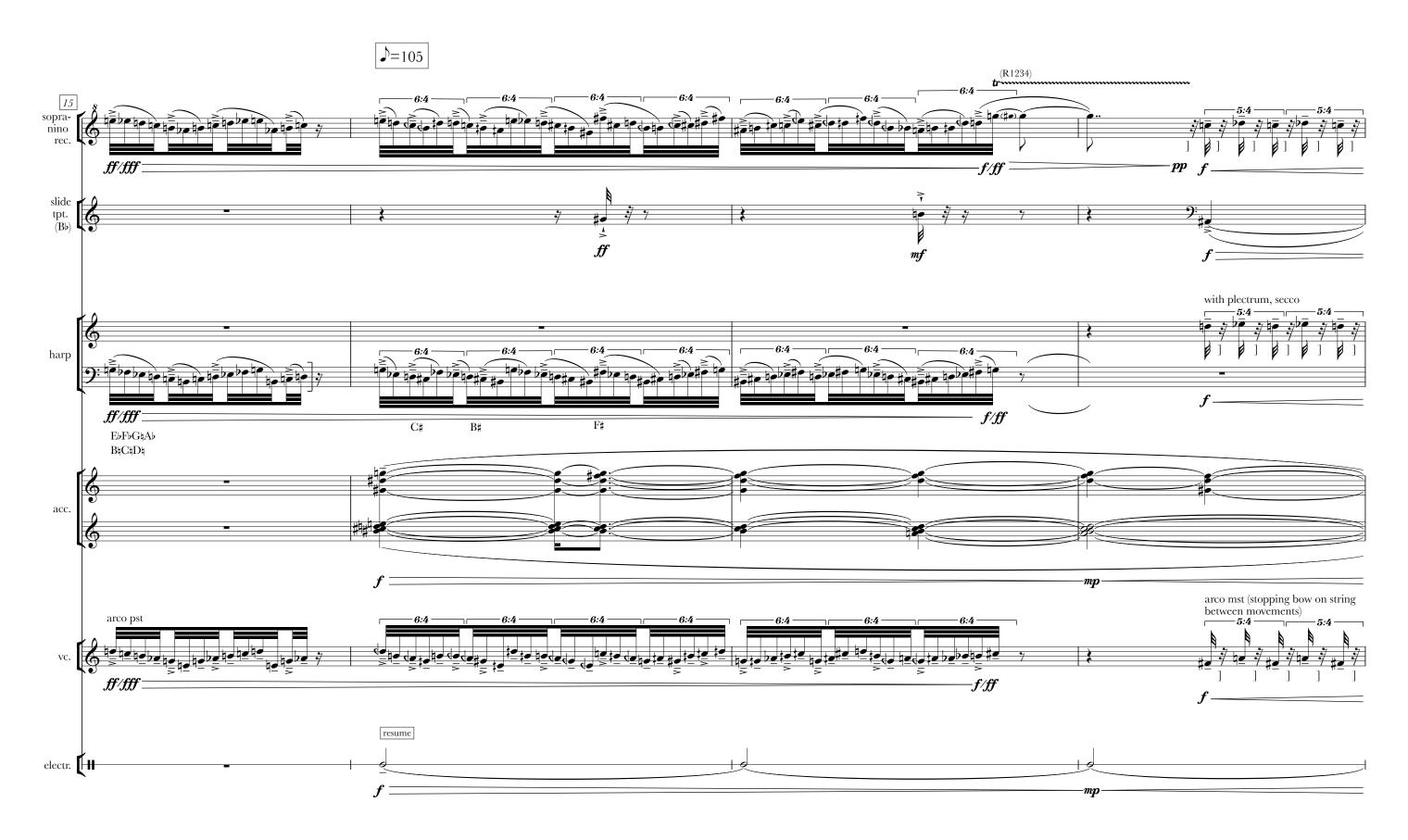
 $\frac{T2}{(\text{trumpet leads throughout T2})}^{\text{duration approximately 80 seconds}}_{\text{begin together on cue from trumpet after all have completed the notated material of S2}}$











-5:4 -5:4 19 sopra-nino -5.4 -5:4 10. 6 rec. mp < fmf · - 7:6 slide tpt. (Bb) ***** 0 10 ff mp<f f 'nf .ff -*mp* na 100 (still with plectrum) harp 14 EqFqGqA♭ BqCqDq E4F#G#A4 **mf** -BbCbD# ff Fŧ mp < f(cluster-gliss.) (#) 1100 **‡**¶ F (acc. 5 (₼ mf — ppp тf **f**_ pst ↓---→ -5:4 — -5:4 msp > 9:∄ vc. mp < fmf ff

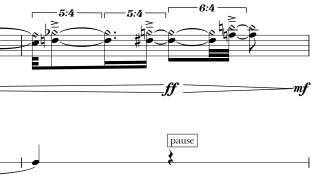
electr.

♪=110



G۶





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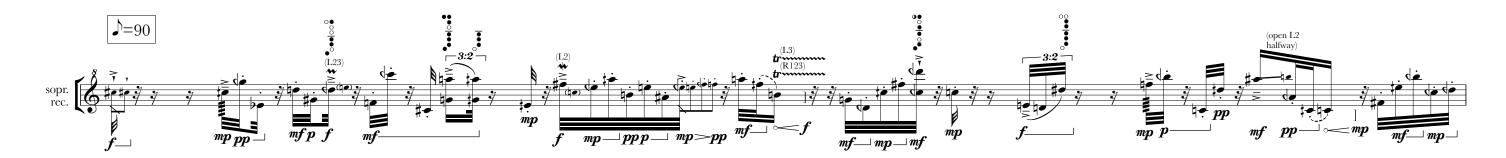


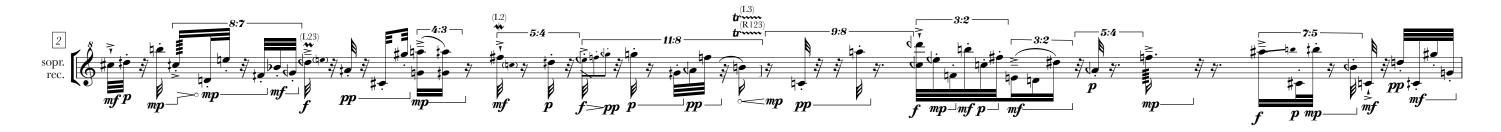


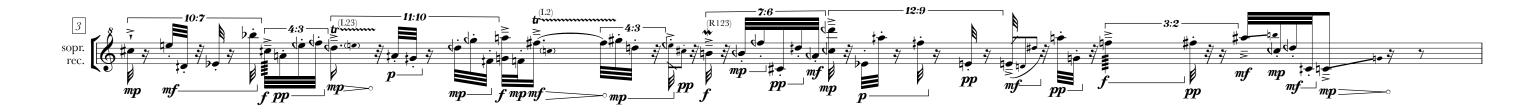


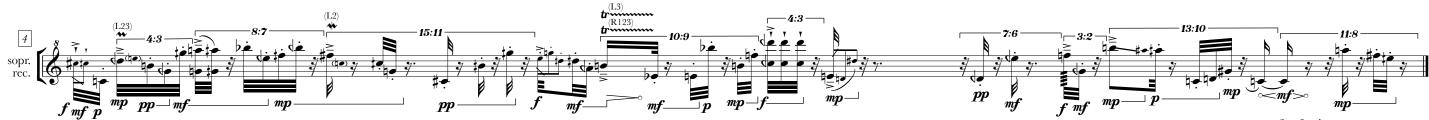


All players begin S3 together at the end of the general pause which concludes T2, although players might decide to begin with the notated material or one of the other possibilities listed. The duration of section S3 from the end of T2 to the beginning of T3 should be approximately 3 minutes. In this time, alternate freely between: (a) notated material (approximately 48 seconds in the recorder part), (b) silence, (c) free improvisation, (d) brief "soloistic" disturbances (*f-fff*)



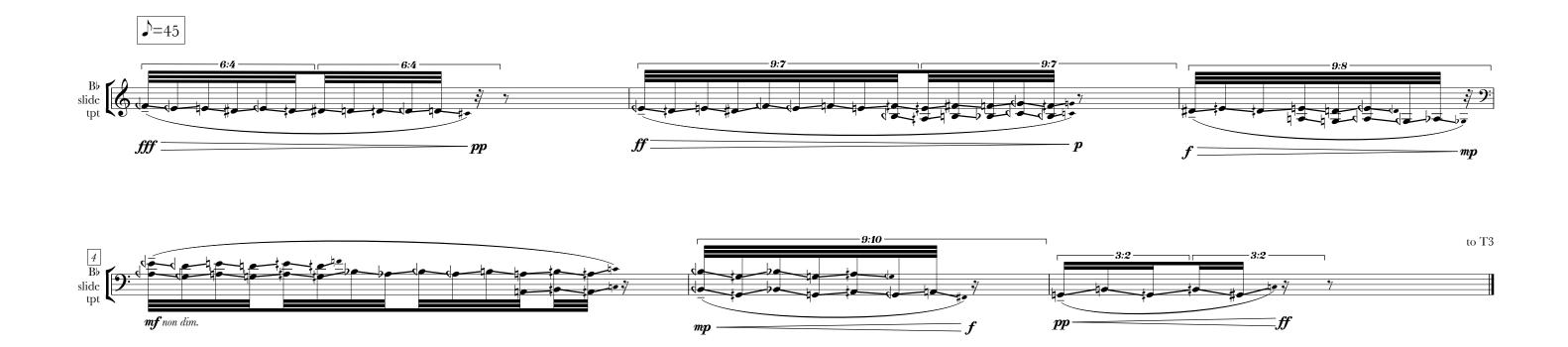


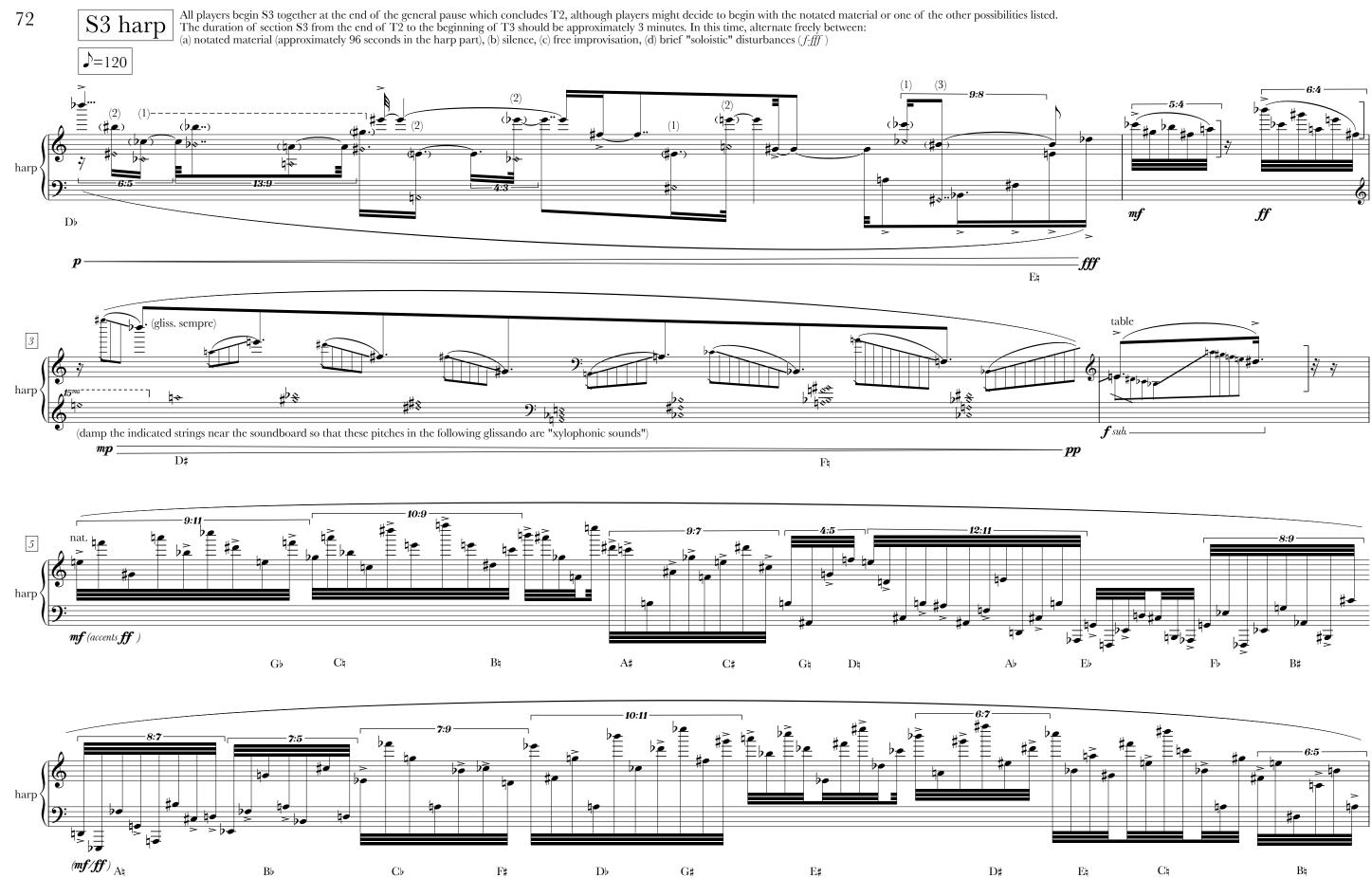


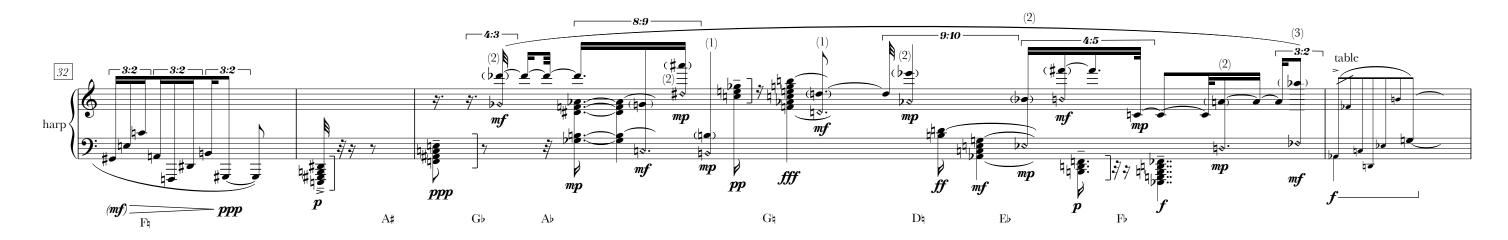


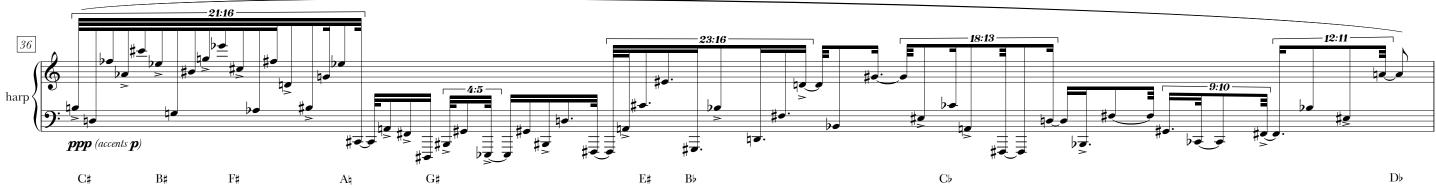
after 3 minutes change to bass recorder and cue electronics to begin T3

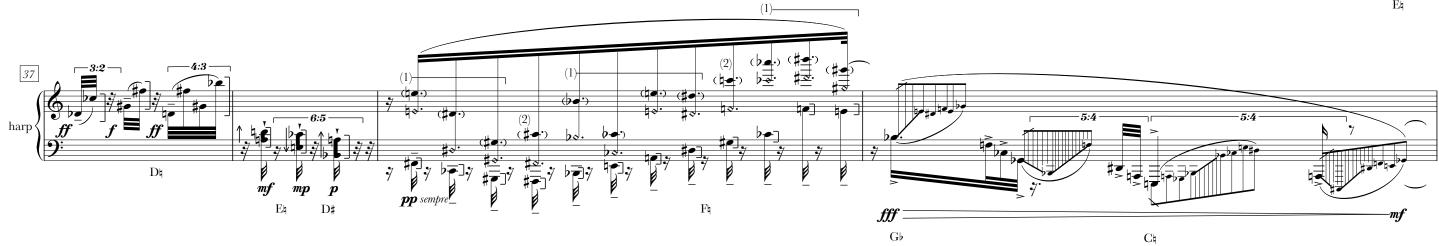
S3 slide trumpet All players begin S3 together at the end of the general pause which concludes T2, although players might decide to begin with the notated material or one of the other possibilities listed. The duration of section S3 from the end of T2 to the beginning of T3 should be approximately 3 minutes. In this time, alternate freely between: (a) notated material (approximately 24 seconds in the slide trumpet part), (b) silence, (c) free improvisation, (d) brief "soloistic" disturbances (*f-fff*)

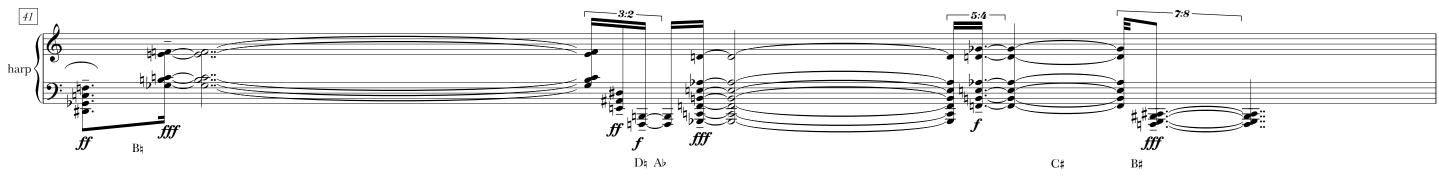






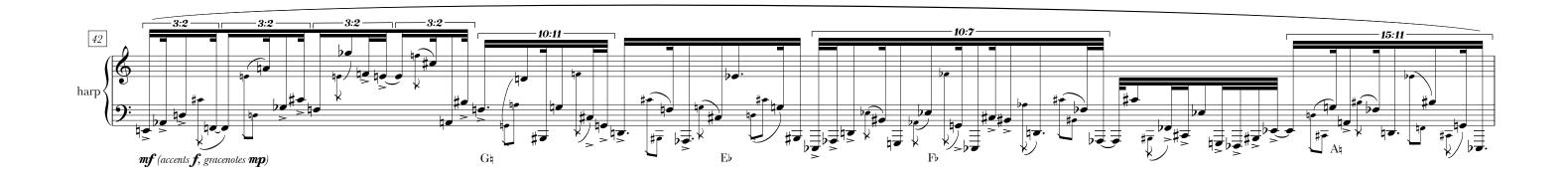


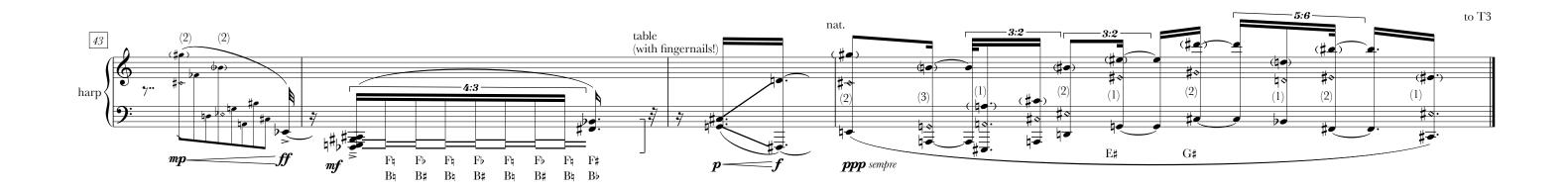






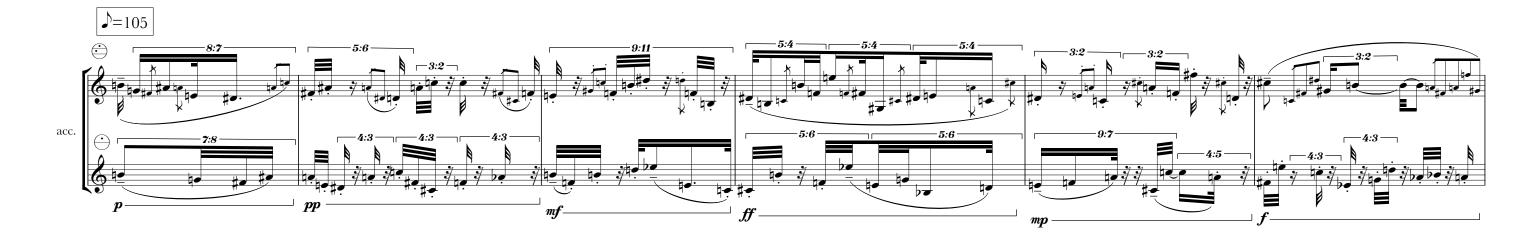


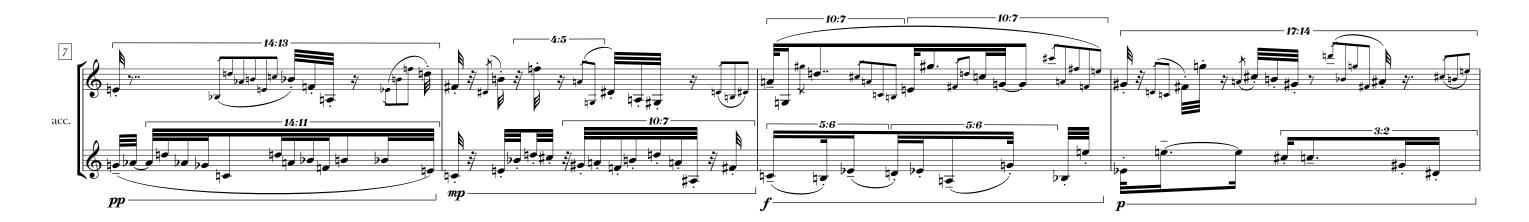




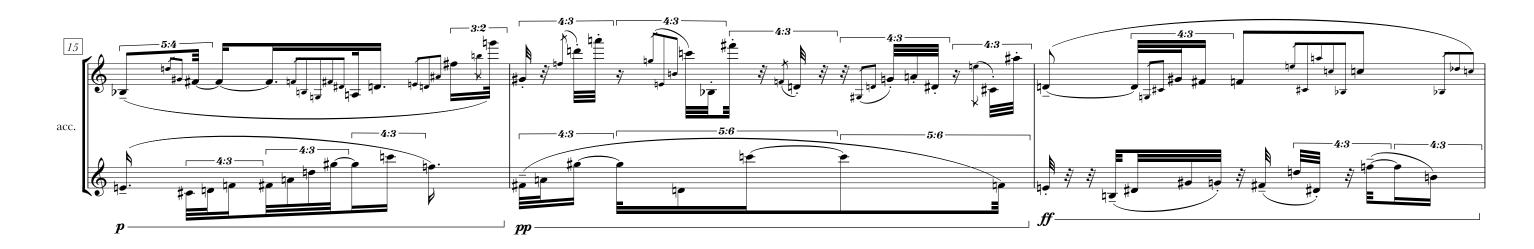


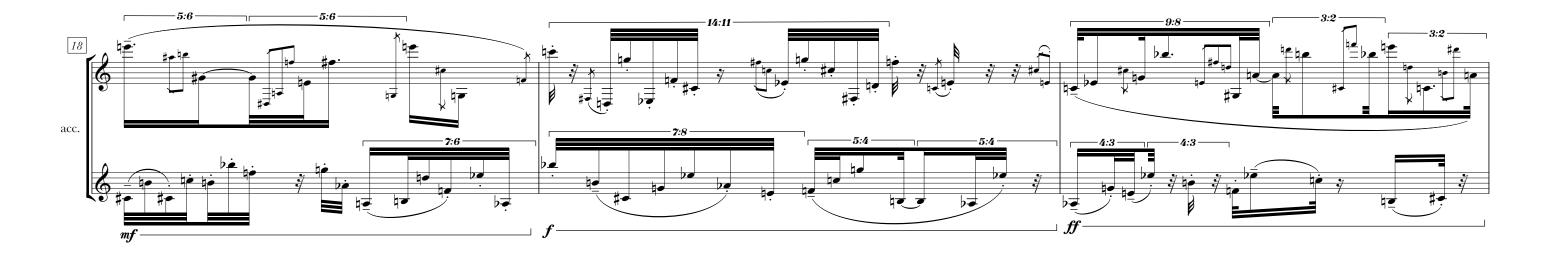
All players begin S3 together at the end of the general pause which concludes T2, although players might decide to begin with the notated material or one of the other possibilities listed. The duration of section S3 from the end of T2 to the beginning of T3 should be approximately 3 minutes. In this time, alternate freely between: (a) notated material (approximately 48 seconds in the accordion part), (b) silence, (c) free improvisation, (d) brief "soloistic" disturbances (f-fff)

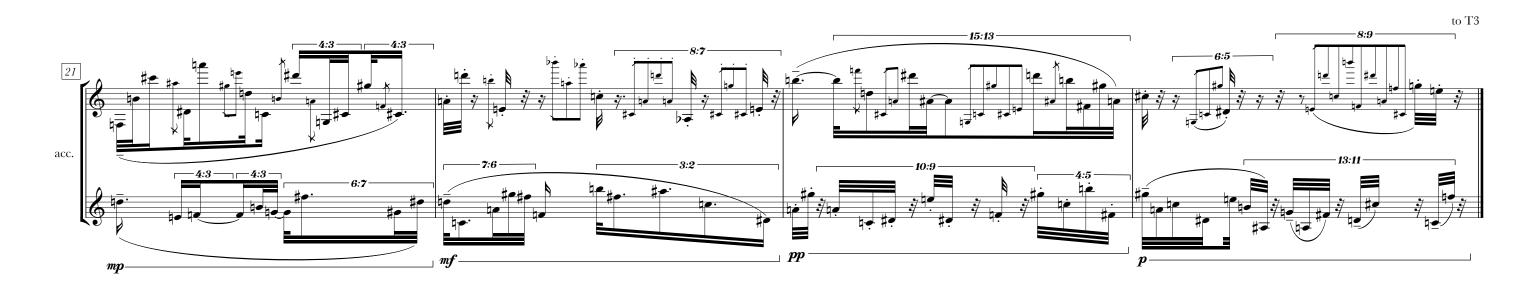


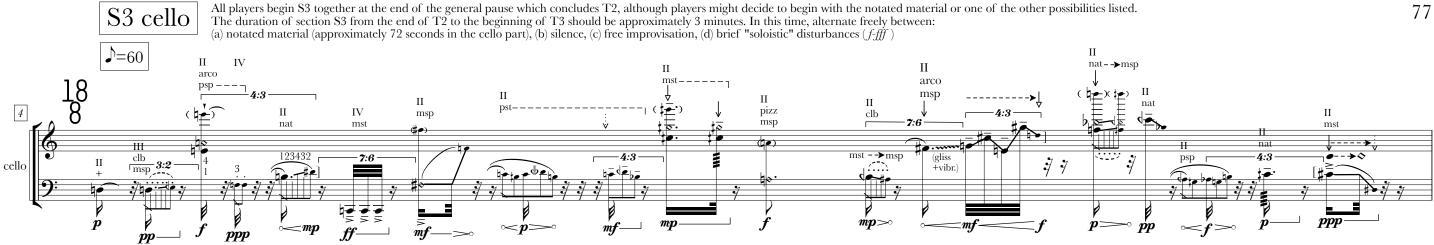


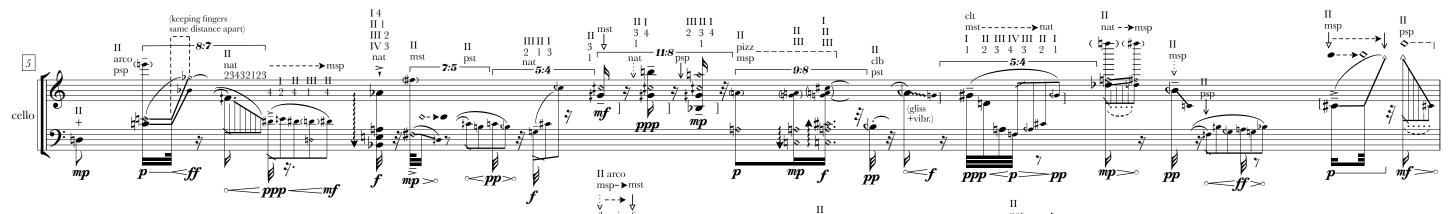


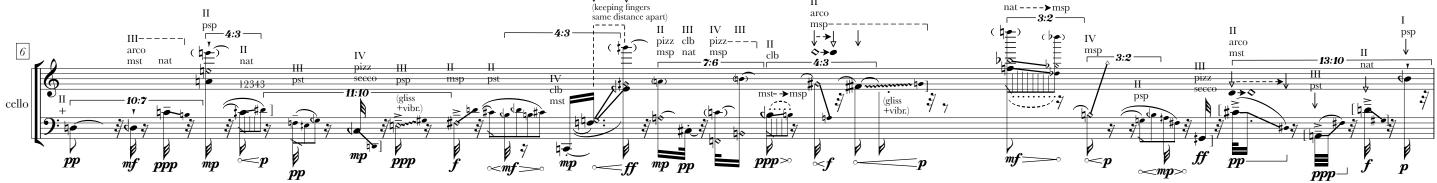


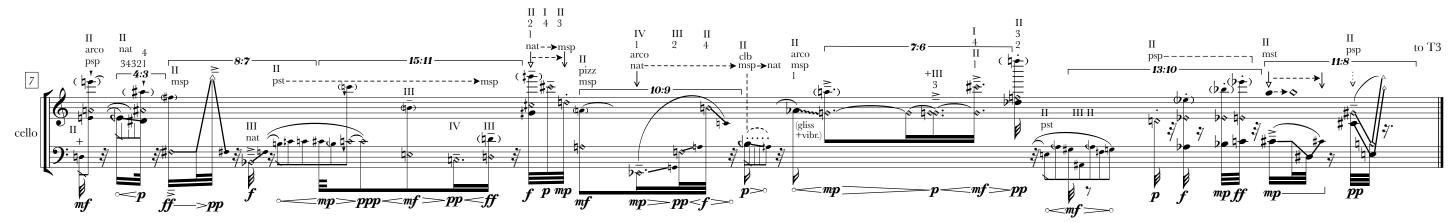


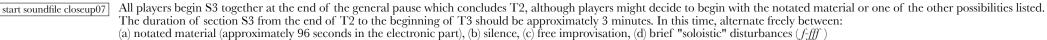






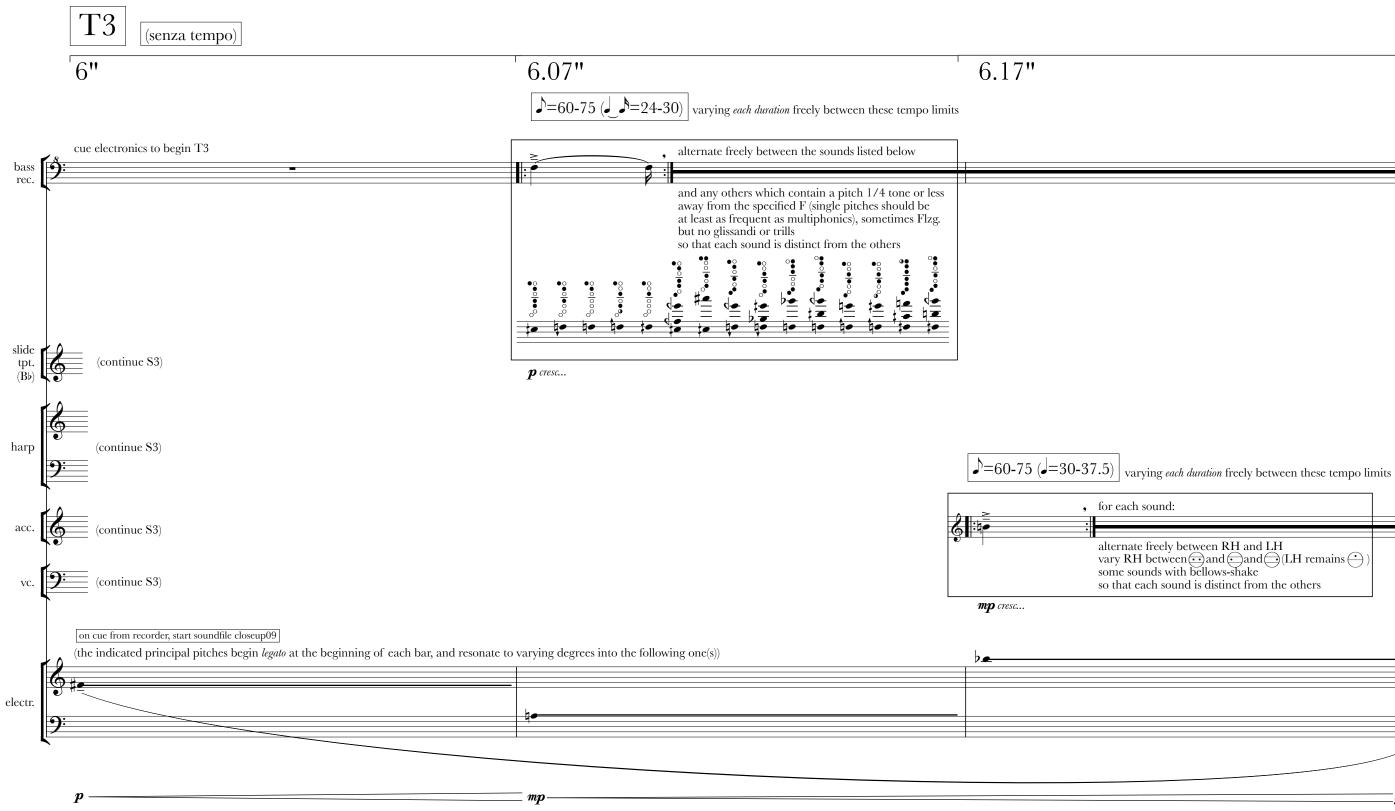






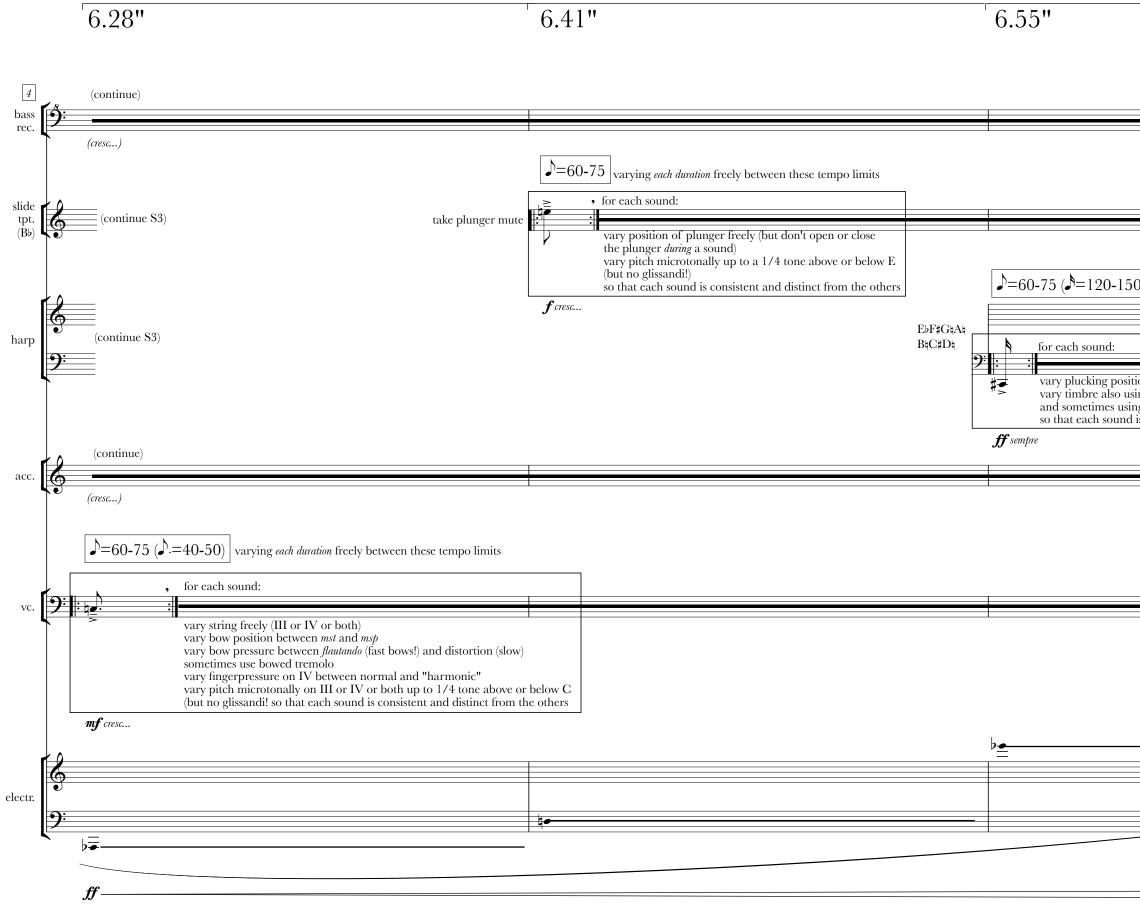
begin T3 on cue from recorder

S3 electronics



, for each sound: alternate freely between RH and LH vary RH between i and and (LH remains is some sounds with bellows-shake so that each sound is distinct from the others

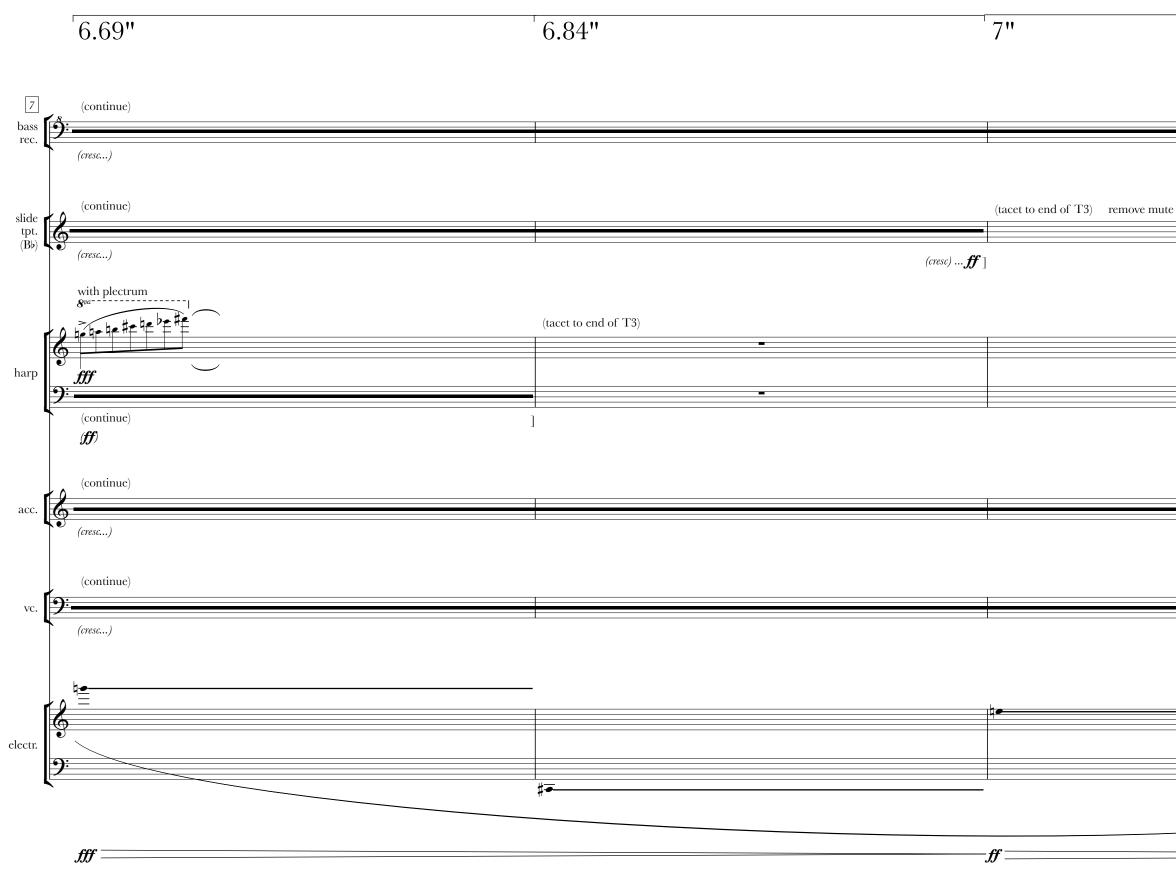




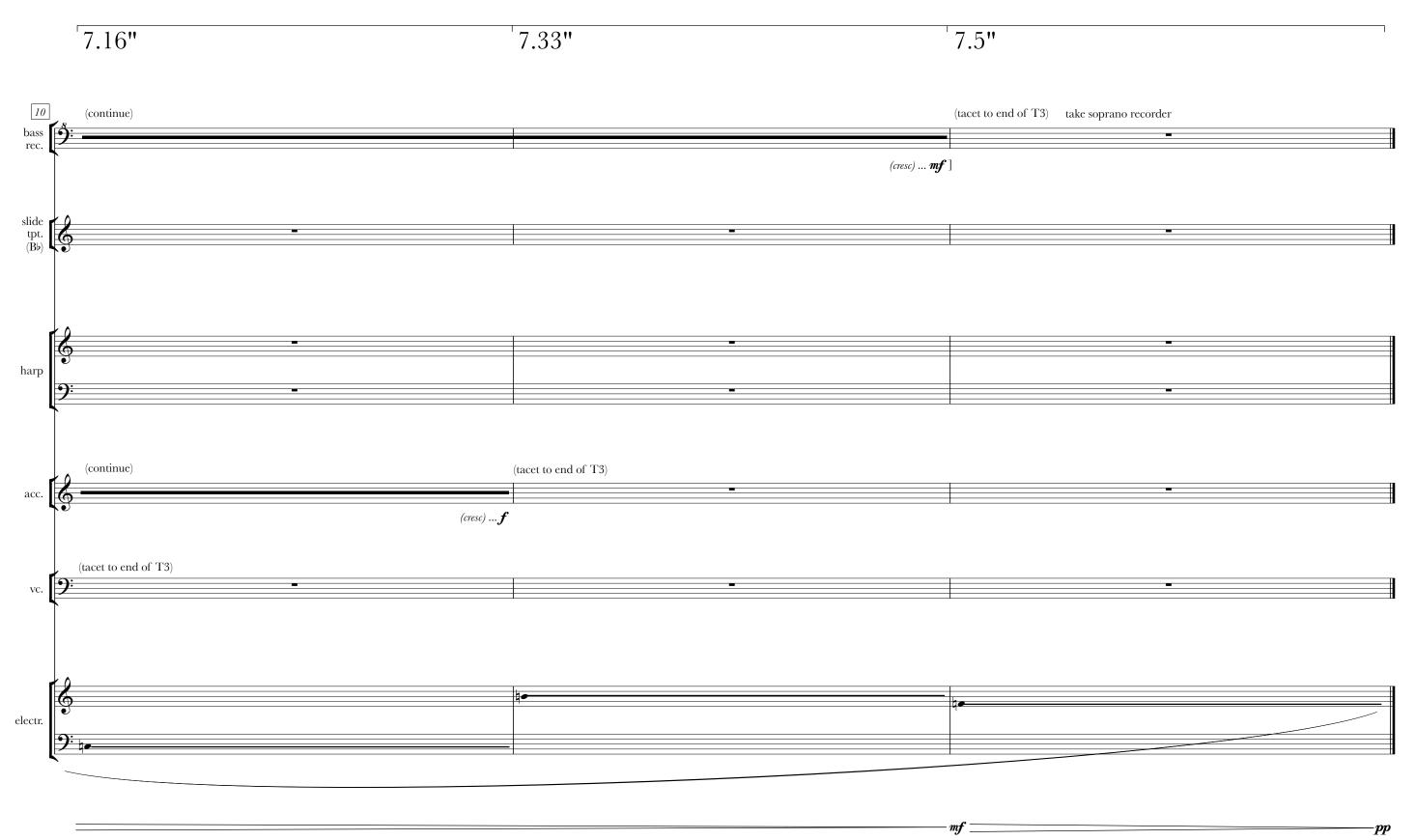
50) varying <i>each duration</i> freely between	these tempo limits
sition freely between <i>table</i> and <i>nat</i> , using different degrees of pedal-buzzing sing plectrum ad is distinct from the others	

	/

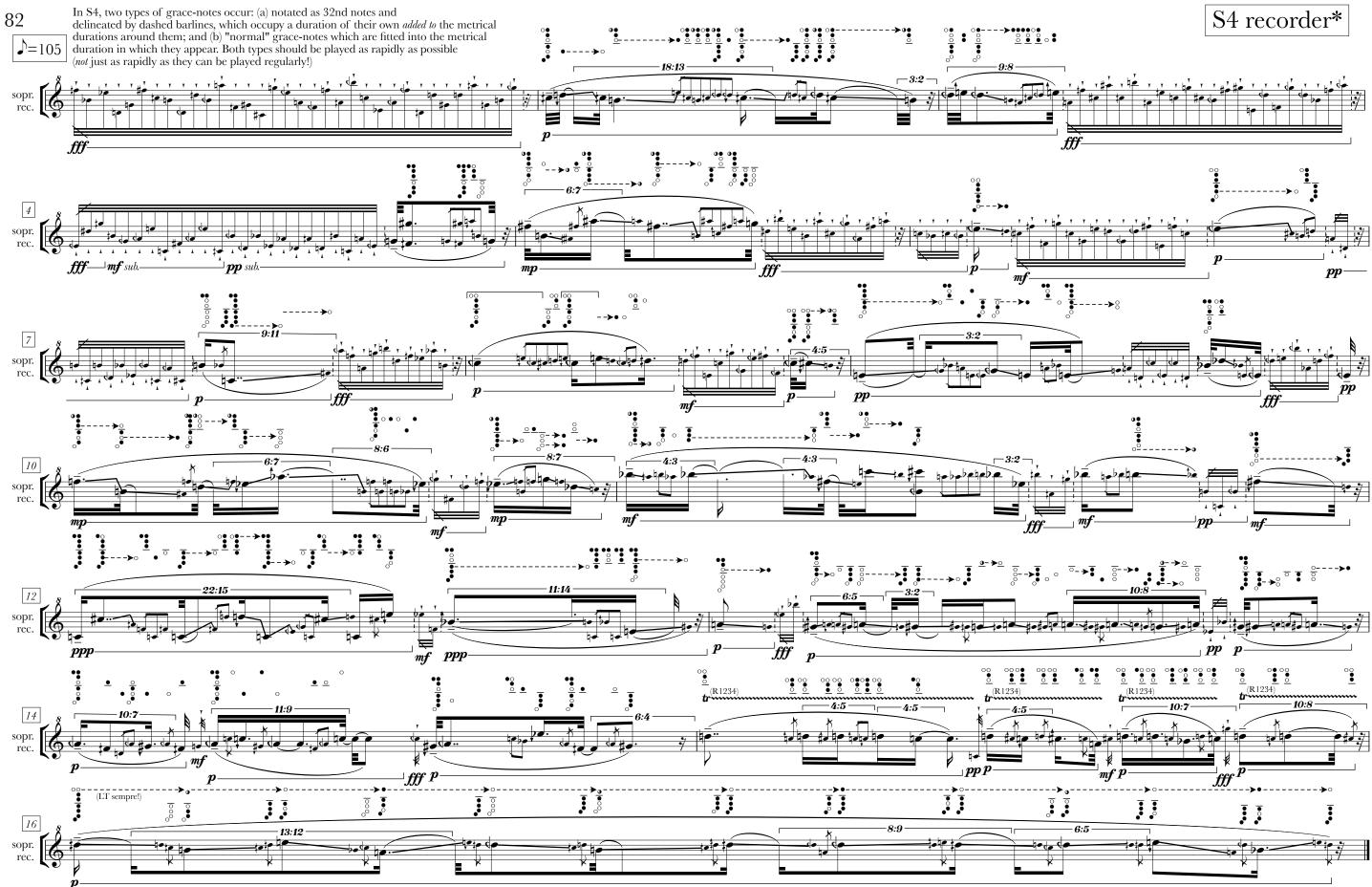




(cresc) ... $oldsymbol{f}$]



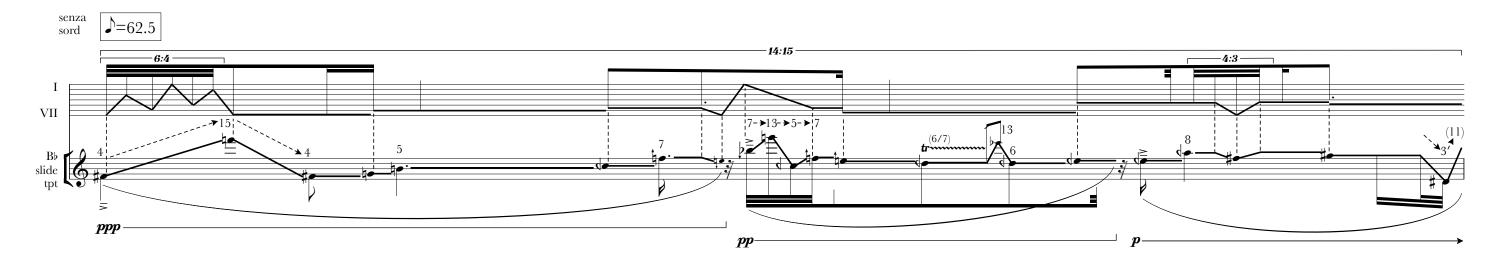


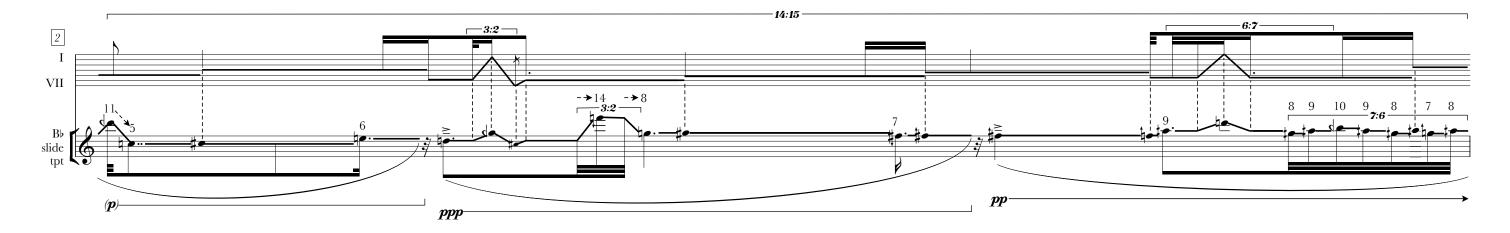


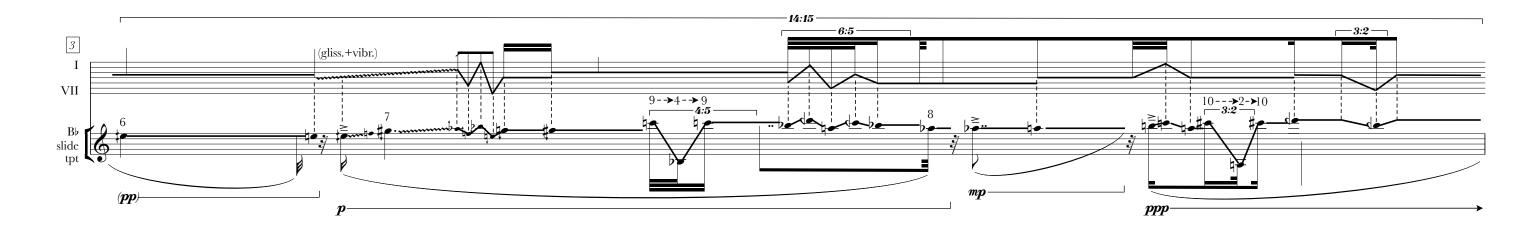
*All begin S4 together at the end of T3, although players might decide to begin with the notated material or one of the other possibilities listed. The duration of section S3 from the end of T3 should be approximately 3 minutes. In this time, alternate freely between: (a) notated material (approximately 72 seconds in the recorder part), (b) silence, (c) free improvisation, (d) brief unpitched noises (ppp-p), sometimes longer

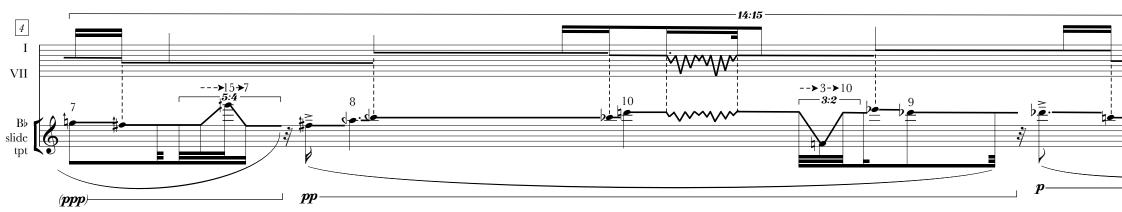
When all notated material has been played and approximately 3 minutes after the end of T3 the ending of each performance of *close-up* should be *discovered* rather than planned...

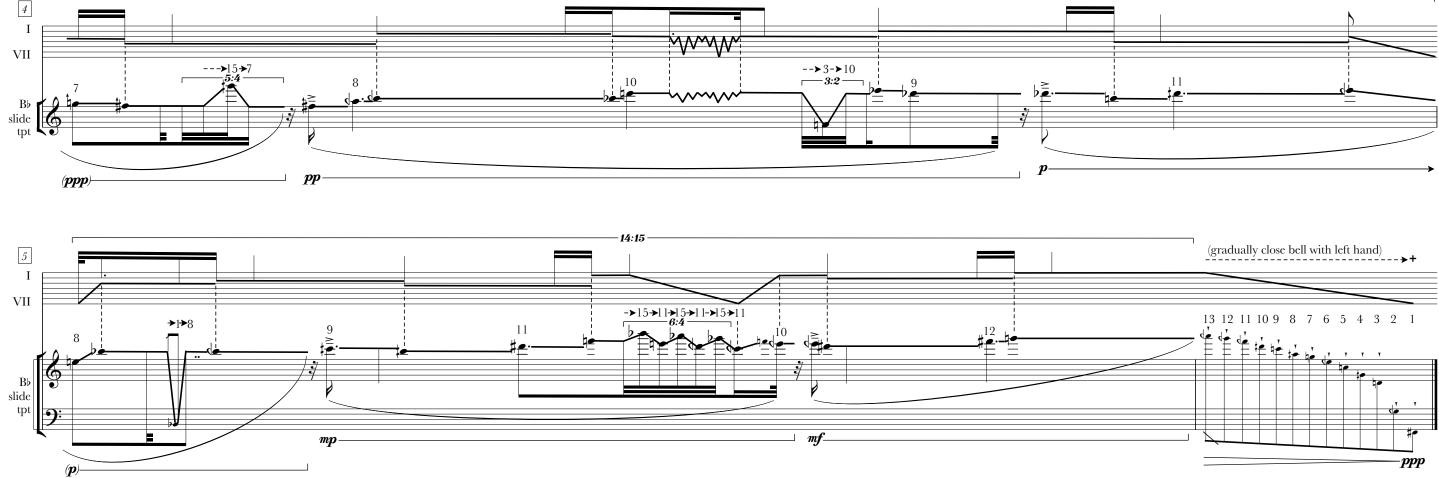
S4 slide trumpet All begin S4 together at the end of T3, although players might decide to begin with the notated material or one of the other possibilities listed. The duration of section S3 from the end of T3 should be approximately 3 minutes. In this time, alternate freely between: (a) notated material (approximately 72 seconds in the slide trumpet part), (b) silence, (c) free improvisation, (d) brief unpitched noises (*ppp-p*), sometimes longer



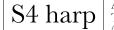




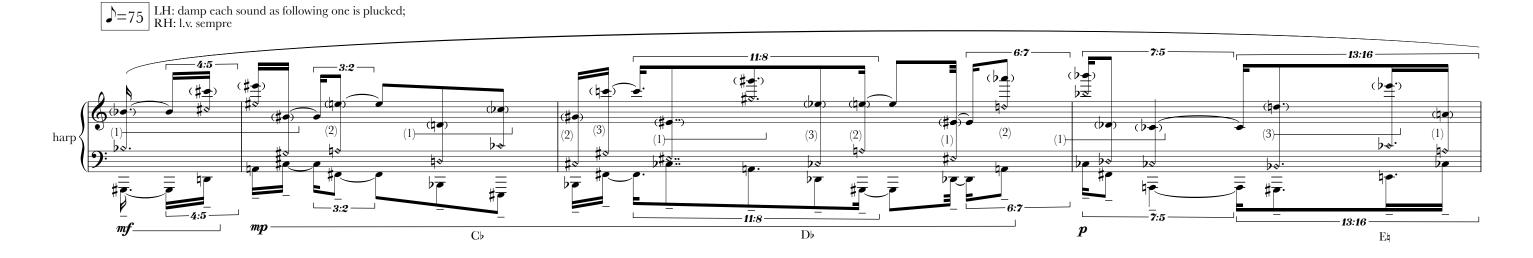


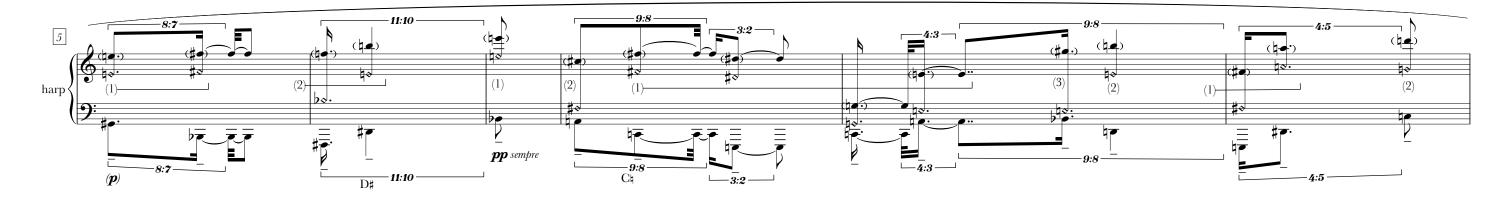


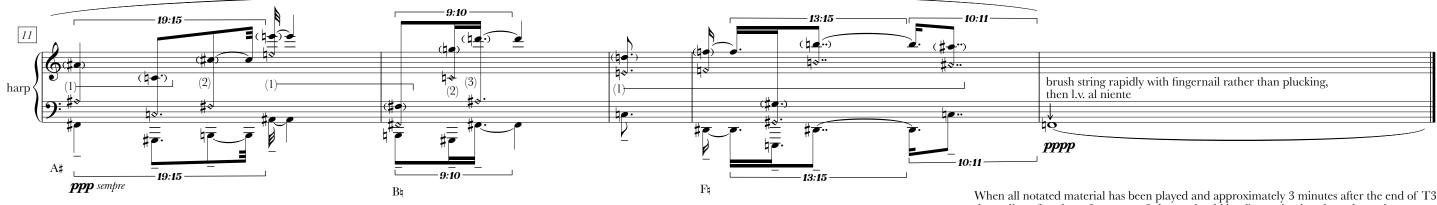
When all notated material has been played and approximately 3 minutes after the end of T3 the ending of each performance of *close-up* should be *discovered* rather than planned...



All begin S4 together at the end of T3, although players might decide to begin with the notated material or one of the other possibilities listed. The duration of section S3 from the end of T3 should be approximately 3 minutes. In this time, alternate freely between: (a) notated material (approximately 48 seconds in the harp part), (b) silence, (c) free improvisation, (d) brief unpitched noises (*ppp-p*), sometimes longer

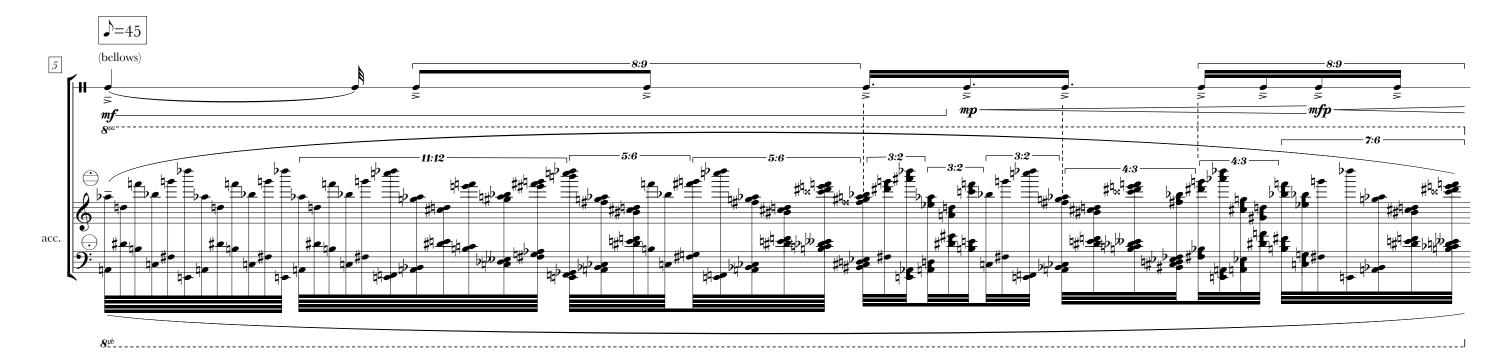


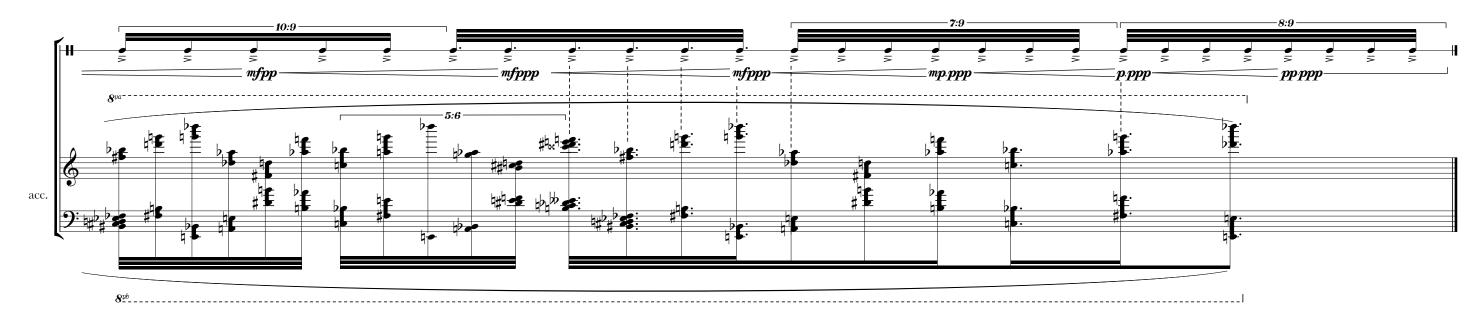




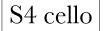
When all notated material has been played and approximately 3 minutes after the end of T3 the ending of each performance of *close-up* should be *discovered* rather than planned...

S4 accordion All begin S4 together at the end of T3, although players might decide to begin with the notated material or one of the other possibilities listed. The duration of section S3 from the end of T3 should be approximately 3 minutes. In this time, alternate freely between: (a) notated material (approximately 24 seconds in the accordion part, which should be played as a single event), (b) silence, (c) free improvisation, (d) brief unpitched noises (*ppp-p*), sometimes longer

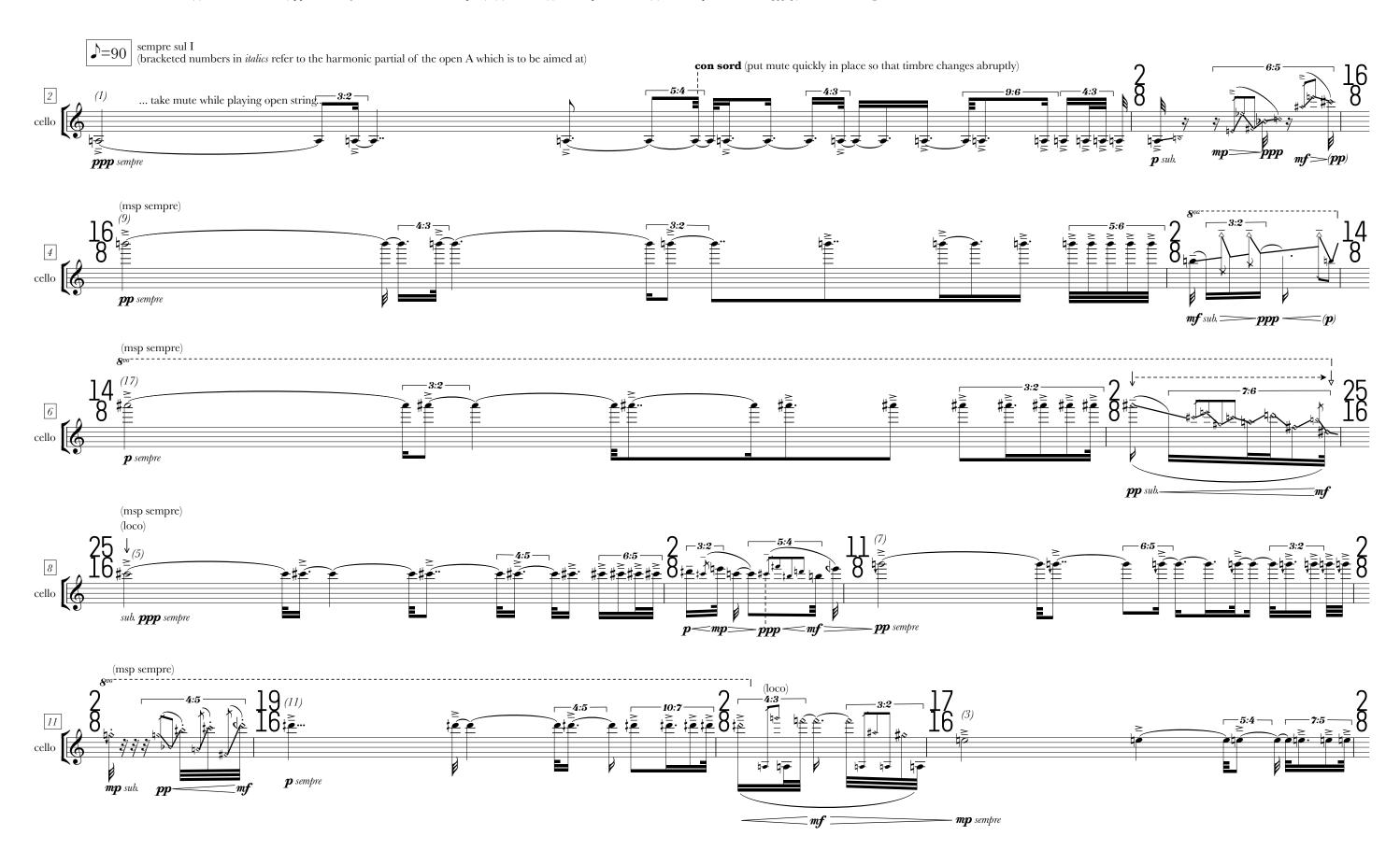


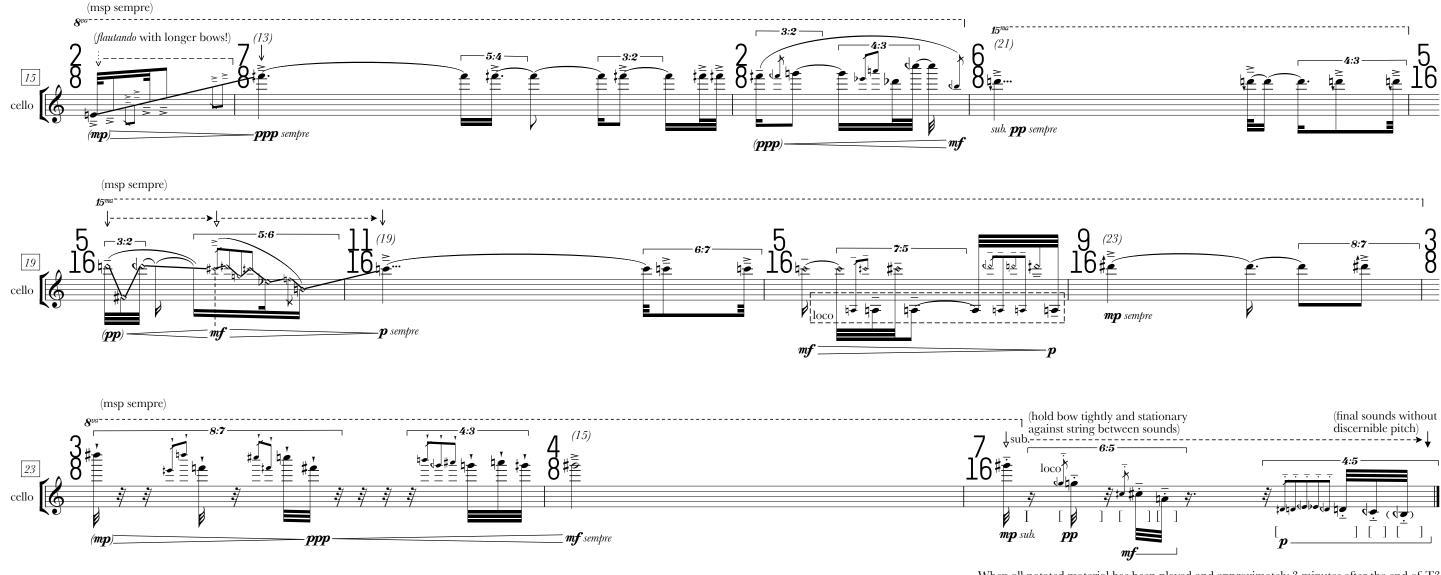


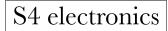
When all notated material has been played and approximately 3 minutes after the end of T3 the ending of each performance of *close-up* should be *discovered* rather than planned...



All begin S4 together at the end of T3, although players might decide to begin with the notated material or one of the other possibilities listed. The duration of section S3 from the end of T3 should be approximately 3 minutes. In this time, alternate freely between: (a) notated material (approximately 96 seconds in the cello part), (b) silence, (c) free improvisation, (d) brief unpitched noises (*ppp-p*), sometimes longer







start soundfile closeup09

All begin S4 together at the end of T3, although players might decide to begin with the notated material or one of the other possibilities listed. The duration of section S3 from the end of T3 should be approximately 3 minutes. In this time, alternate freely between: (a) notated material (approximately 48 seconds in the electronic part), (b) silence, (c) free improvisation, (d) brief unpitched noises (*ppp-p*), sometimes longer

When all notated material has been played and approximately 3 minutes after the end of T3 the ending of each performance of *close-up* should be *discovered* rather than planned...

When all notated material has been played and approximately 3 minutes after the end of T3 the ending of each performance of *close-up* should be *discovered* rather than planned...