

PERFORMANCE NOTES

General Notation

- * Sections without meter: ticks above staff indicate seconds. Timing may be approximate.
- * Incomplete tuplets are marked with the tuplet value, followed by train tracks to denote interruption.
- * Horizontal line after a notehead indicates sustain of that note.
- * Microtones are approximate

 Glissando

Piano notation:

Piano requires one e bow

Diamond notehead: depress keys silently. In m. 36, diamond notehead denotes touch point (node) on string.



palm cluster. flat or sharp sign above indicates black keys only, natural sign indicates white keys only. Location on staff indicates approximate register.



five-finger cluster, more expressive. Accidentals indicate black or white keys as above.

Saxophone and clarinet notation:

Clarinet doubles bass clarinet, required saxophones are baritone and soprano

♭ Slap tongue

▲ Teeth on reed (high pitch)

* Smorzato: a kind of sforzato of a sustained tone. It can be produced with movements in the jaw or with diaphragm accents.

Electric bass:

Bass requires acan sound sustainer. Alternatively, create a distorted scatter of noise/pitch in m. 61.

Effect labels pertain to Boss MB50B pedal. If using different pedals, look for similar effects.



upper pitch denotes sounding pitch, lower pitch (diamond) denotes touch point (node)

The image shows a musical score for a drum set, consisting of two staves. The top staff contains the following parts: bass drum (represented by a double bar line), floor tom (represented by a half note), snare (represented by a half note), ride cymbal (represented by a half note with an 'x' and a diamond), and sizzle cymbal (represented by a half note with an 'x' and a diamond). The bottom staff contains the following parts: hi-hat (represented by a half note with a '+' and an 'x'), metal grate (represented by a half note with a '+' and an 'x'), metal pipes (represented by a half note with an 'x'), pedal (closed/open) (represented by a half note with a '+' and an 'x'), bell (represented by a half note with a '+' and an 'x'), and tremolo between grates (represented by a half note with a '+' and an 'x').

floor tom

ride cymbal

sizzle cymbal

rim shot

bell

metal grate

scrape

bell

tremolo
between grates

Consume by...

Osnat Netzer

Flute

over blow, then recede

vowel shifts (embouchure distortion)

sfz p *mf*

Bass Clarinet

f

Baritone Sax

Trombone

fpp

Cello

mf

Piano

pizz.

f

Electric Bass

hollow filter

(finger vibrato)

mf

Percussion

place on resonating body (i.e. tom)

scrape

p *f*

8

Fl.

B. Cl.

B. Sx.

Tbn.

Vc.

Pno.

E.B.

Perc.

8

mf

random sucking noises, may change fingerings at random

p

random sucking noises, may play w/ slide

p

silently depress mid-range cluster w/ elbow

8va

very fast

very gradual slowing down

The musical score is arranged in a system of staves. The Flute (Fl.) staff has a wavy line indicating a sustained, oscillating tone, marked *mf*. The Bassoon (B. Sx.) staff contains a series of 'x' marks, with the instruction 'random sucking noises, may change fingerings at random' and a *p* dynamic marking. The Trombone (Tbn.) staff also features 'x' marks, with the instruction 'random sucking noises, may play w/ slide' and a *p* dynamic marking. The Piano (Pno.) part consists of a diamond-shaped cluster in the right hand and a series of horizontal lines in the left hand, with the instruction 'silently depress mid-range cluster w/ elbow'. The Percussion (Perc.) staff begins with a double bar line, followed by a series of 'x' marks and a long horizontal line, with instructions for 'very fast' and 'very gradual slowing down'. The Bassoon (B. Cl.) and Violoncello (Vc.) staves are empty. The Euphonium (E.B.) staff is also empty. A '8' is written at the beginning of the Percussion staff.