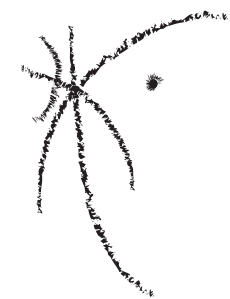


// ligero //

[for recorder, percussion and piano]



Performance notes

Ensemble

Recorder

Sopranino & tenor

Percussion

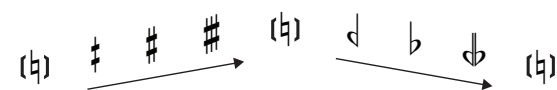
Kettledrum / timpano (25 - 26")
 Medium / large (from 14 up to 22") wind gong with rape holder
 High-octave chromatic crotales set
 Medium wooden temple-block
 Bamboo chimes
 Cabaza
 Bird caller

Piano

General note

Tempo (♩ ~ 44 M.M.) can be treated with flexibility in order to make it noticeable the detail of the work

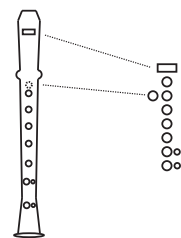
Tuning and accidentals



Accidentals at same octave are retained for entire measure unless explicitly annulled

Recorder

Fingering and lips-positions



Normal lips-position



Lips barely touch the mouthpiece letting residual noise passing through both lip-sides



Lips stand away of the mouthpiece (1 - 1.1/2")



Lips articulate *breath sound* with no mouthpiece contact

Sound quality and articulation

- Harmonics* Over-blow to produce a harmonic sound to the given fingering. Sometimes the pitches indicated will not be heard: the notation specifies fingering rather than result
- Normal sound
- Hold the recorder as a traverse flute and over-blow on the labium
- Block the end hole of the foot joint and inhale through the mouthpiece to get different harmonic sounds
- Sing the given pitch
- Sputato*
- Glottal-stop (voiceless) articulation
- Key sounds



Flutter-throat



Flutter-tongue



Shake the instrument in order to produce a "shivering" sound

Breathing strictly happens in places indicated with or in rests.

Percussion

Mallets



Ball mallet



Soft mallet



Hard mallet



Soft drum brushes



Fingertip



Hand palm

Tremolo, rolling and vibrato

Tremolo, rolling and vibrato are irregular. Play tremolo and rolling as fast as possible. To do vibrato with crotales, move the hand-palm next to the body of the instrument after the stroking. Vibrato with gong is produced by shaking the instrument on the air. The velocity of vibrato can vary according to the drawing:



Slow (between 4 and 8 modulations per second)



Medium (between 8 and 12 modulations per second)



Fast (between 12 and 16 modulations per second)

Sound quality and articulation



Play at the center of the kettledrum-head



Play at the edge (almost the ring) of the kettledrum-head



Gettato



Move the mallet up or down on the given surface to get a *glissando* effect.

Piano

Sound quality and articulation



Slightly damp the piano string with the fingertip while playing the given key



Damp the piano string with the hand-palm to get a totally muffled and percussive sound



Scrape the piano string with the nail and fingertip in a long-side manner in order to get a rough and distorted sound



Move a hard mallet along a wide range of the keyboard to get a *guiro-effect* sound



When *percussive-tremolo* on keyboard is required use a hard mallet "to roll" within the space of two black keys.



Gettato



Move the mallet up or down on the given surface to get a *glissando* effect.

Miscellaneous



Keep an action until a new state-change



Gradual transition between two states



Sudden transition between two states



Moderate Pause (between 1 and 4 seconds)



Long Pause (between 4 and 6 seconds)



Damp any resonance

