

(beta v.1.0)





## performance notes

### general indication

in this piece the player is required to do extreme physical movements which make it impossible to follow the score, therefore the whole work must be memorized.


### tempo


the general tempo can be treated with flexibility in order to make noticeable the detail of the work but always attempting to fit to the suggested mm. value ( $\downarrow = \sim 40$ ).

### rhythm

both metric and proportional notation have been used consistently.

### sound quality

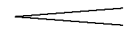
 aeolian sound. it is produced by exaggerating the residual noise (breathing sound). blow it through the mouthpiece.

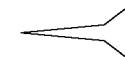
 sing and play. sing the indicated note using a nose emission while imitating the trombone's timbre.

### dynamics


**m** (mezzo) between piano and forte.


**o** (niente) as soft as possible.


 linear regulator.


 non linear regulator.


### miscellaneous

 glissando. play it as smoothly as possible.

 fluttertongue. it is strictly played with tongue movement.

 play the lowest possible sound

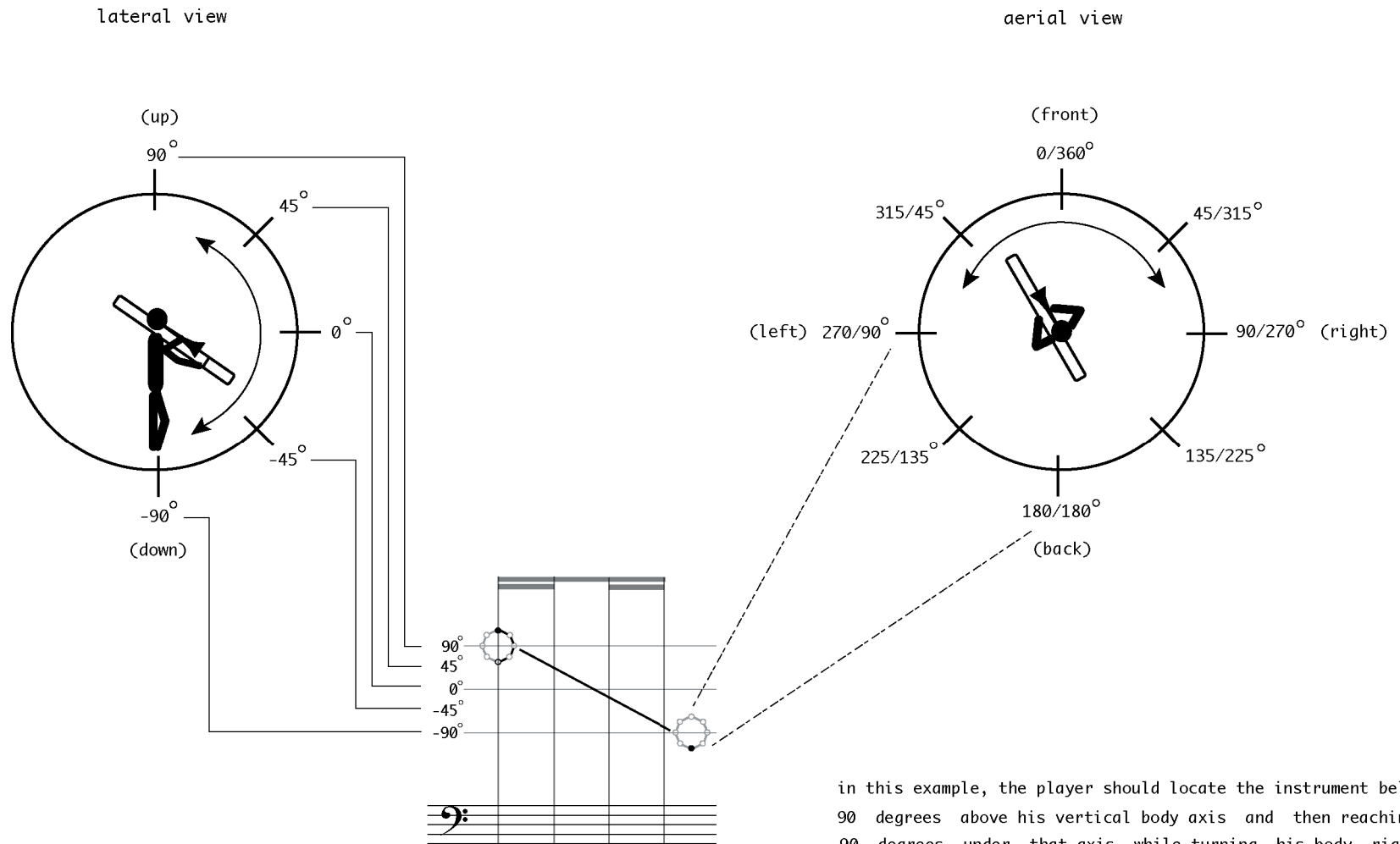
breathing strictly happens in places indicated with  or in rests.

 grace notes are played as fast as possible.

### player's movement

the three-line staff above the standard staff indicates the player's position, both on stage and throughout his own body axis:

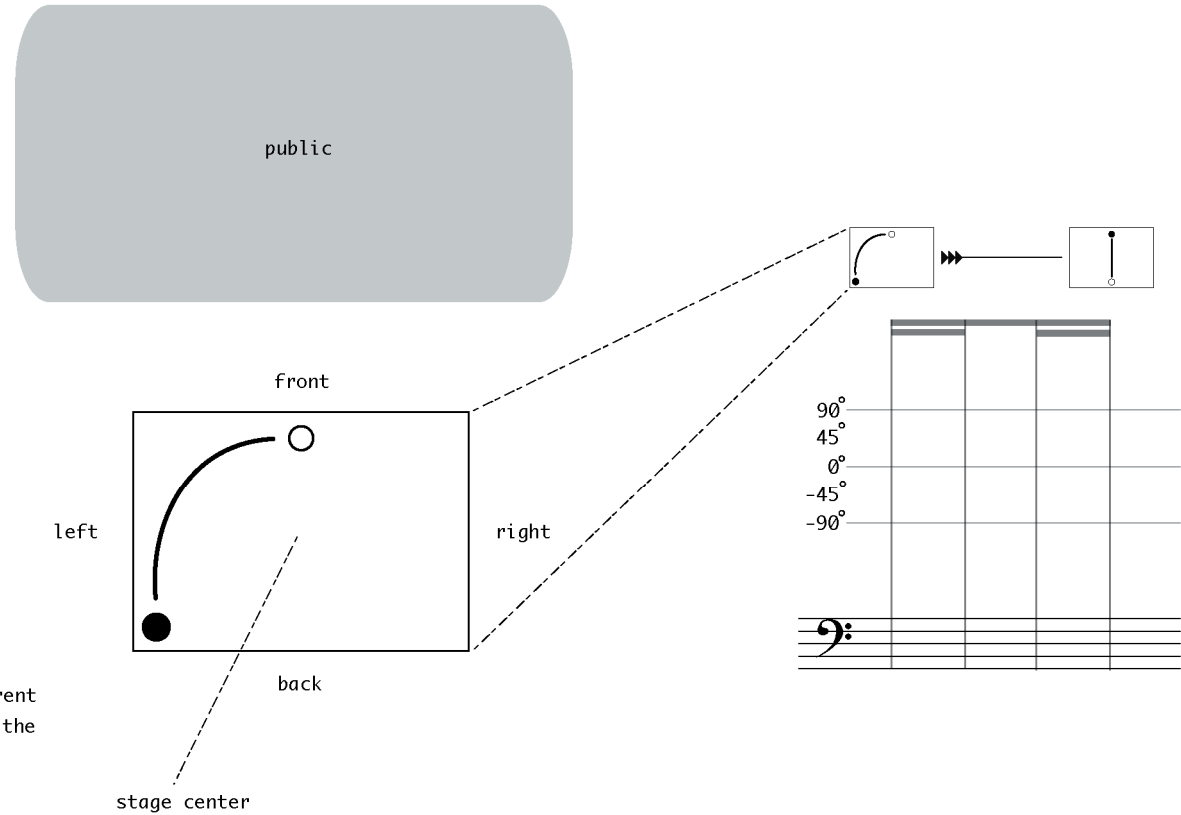
movements on player's axis



in this example, the player should locate the instrument bell 90 degrees above his vertical body axis and then reaching 90 degrees under that axis while turning his body right side ( following the bold lines inside the circle ) until reaching his back side ( 180 degrees on the horizontal axis ), all this happens approximately in  $\frac{1}{2}$  of the beat.

## movements on stage

diagram refers to the player's perspective:



the black point indicates the player's current position on stage; empty circle indicates the next player's position on stage.

in this example, the player should reach the empty circle position from the first scheme following the described trajectory; all this happens approximately in  $\frac{1}{4}$  of the current beat. once the first empty circle is reached it is converted black (the current position) and then a further position appears.

there are three different velocities for doing the transitions between stage locations:

- ▶ walking
- ▶▶ jog-trotting
- ▶▶▶ running

technical requirements

use a tenor trombone with F trigger.

the hall in which the piece is performed must be in complete darkness; in those circumstances the player must wear infrared glasses in order to guide himself or herself on stage . if possible it is recommended to have a carpet on the stage surface in order to avoid the noise produced by the player's feet during displacement.

duration

approximately 12 minutes.





(beta v.1.0)



A

♩ = ~ 40

Tbn.

$f < fff$        $m < ff$        $f < fff$

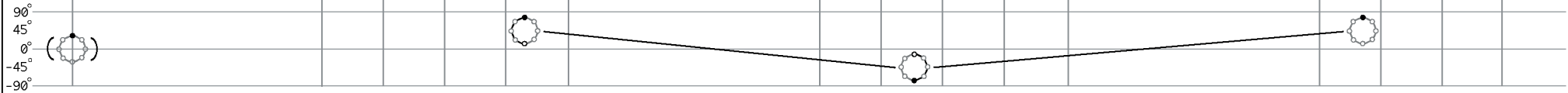
2

Tbn.

$m < ff$        $f < fff$        $m < ff$        $m < ff$

\*) repeat the movement throughout the bold line as fast as possible

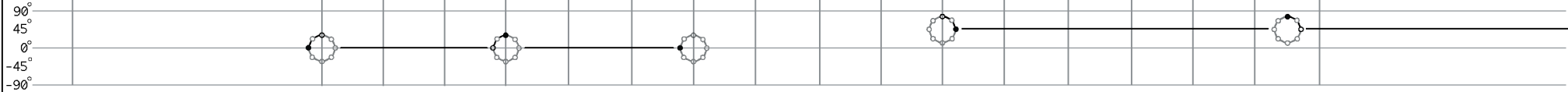
3



Tbn.

4

**B**

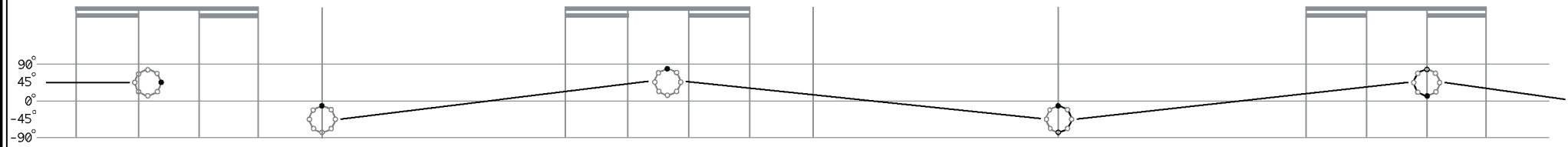


Tbn.

\*) sing and play the indicated pitch

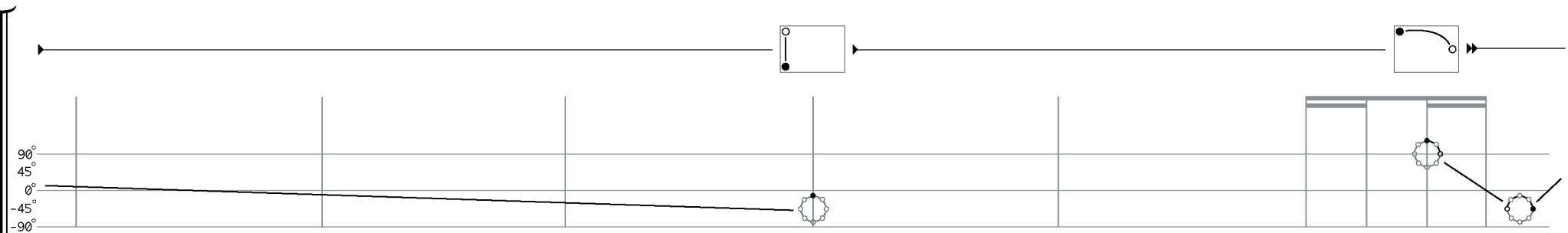


5



Tbn.

6



Tbn.

\*) play the lowest possible sound

\*\*) aeolian sound (breathing noise)

7

Exercise 7 consists of a graphic notation staff and a musical staff for Tbn. The graphic staff features a line graph with a vertical axis ranging from -90° to 90° in 45° increments. The line starts at -45°, rises to a peak at 45°, falls to a trough at -90°, rises to a peak at 45° (marked with a circled asterisk \*), falls to a trough at -45°, and then continues with several more peaks and troughs. A box containing a curved arrow pointing up and right is positioned above the graph. The musical staff for Tbn. includes dynamics such as *m*, *f*, and *ff*, and features slurs with numbers 5, 3, and 9, and various articulations like accents and slurs.

8

Exercise 8 consists of a graphic notation staff and a musical staff for Tbn. The graphic staff features a line graph with a vertical axis ranging from -90° to 90° in 45° increments. The line starts at -90°, rises to a peak at 45°, falls to a trough at -45°, rises to a peak at 45°, falls to a trough at -45°, and continues with several more peaks and troughs. A box containing a curved arrow pointing up and right is positioned above the graph. The musical staff for Tbn. includes dynamics such as *f*, *m*, and *ff*, and features slurs with numbers 7, 5, 6, and 9, and various articulations like accents and slurs.

\*) improvise movements on the horizontal body axis and follow the described tendency for the vertical one