

96

Perc. 1. Mar. *hard mallet* STOP

Perc. 2. Sizzle  
Susp. Cymb.  
Chin. Cymb.

wooden stick

*mf*

Perc. 3. Vibr. *wooden headed mallet* STOP

G. C. *sponge stick*

T-basco *wooden stick*

Vibr. *soft mallet on a resonator tube*

G. C. *wooden stick tuning ring: gliss. gliss.*

Tr. sola *da suon.*

96 con sord. wawa

*mf p mf p*

ord. sim.

*mp f*

tuning ring: gliss. gliss.

con sord. wawa

*f*

Perc. 1., 2., 3.: IMPROVISATION with the elements used earlier (no metric synchronisation with the trumpet or the other percussions)

103

Perc. 1.

Perc. 2.

Perc. 3.

Tr. sola

103

ord.

con sord. wawa

*mp p f mf p f*

con sord. wawa

*mf f*

110

Perc. 1.

Perc. 2.

Perc. 3.

Tr. sola

110

frull.

ord.

con sord. wawa

*p mf p mf f*

con sord. wawa

*mf f p f*

116

Tempo flessibile, ma presto

20-40 sec.

ca. 10 sec.

Perc. 1. Keep going with IMPROVISATION. Fade away (less and less materials with softer and softer dynamic level)

Perc. 2. Keep going with IMPROVISATION. Fade away (less and less materials with softer and softer dynamic level)

Perc. 3. Keep going with IMPROVISATION. Fade away (less and less materials with softer and softer dynamic level)

Tr. sola

tuning ring:

116 con sord. wawa

*mp p*

IMPROVISATION with new and the earlier used elements.  
Use mostly fragments of the earlier ideas.  
The character should be fast, sparkling, with lots of contrasting solutions.  
Use noises (e.g. air blowing in, shaking the water out, "bzzz"-ing with lips, rolling of the lips, metallic noises, etc.) and musical gestures (e.g. gliss., scales, stacc., legato, etc.) as well.  
The materials should be divided into three groups (just like in the previous section):

	1	2	3
dynamics	<i>p</i>	<i>mf</i>	<i>ff</i>
mutes	○	●	⊗
timbre	ord.	frull.	⊕
turning	←	↑	→
character	legato	staccato	longer tenuto sounds

There is no connections between the columns.

Fade away (less and less materials with softer and softer dynamic level and play even shorter fragments of the gestures).  
Play more and more rests between the elements.  
Connect smoothly to the following measure.