# **Duality**

### For Saxophone Quartet

#### **Performance Notes**

Duality must be played with all players standing, one foot in front of the other. Physical movement plays a key role throughout the piece.

All movement described in the score is meant to feel intuitive to the performer and the music. When in doubt, move in way that feels natural to the music.

#### Movement details:

"Leaning" - shift weight from one foot to the other. This is generally done in accordance with changes in dynamics, shifting weight to the front foot during a crescendo and the back foot during a decrescendo. No vertical displacement of the saxophone or bending at the waist is necessary.

"Jerky Movements" - any short, small, and sudden movement, preferably from the head/shoulders. The louder the dynamic, the more 'violent' the motion.

"Dips" - involves bending over while shifting weight to the front foot. The saxophone is displaced vertically.

#### Additional instructions for rehearsal letter "A"

Use of a stopwatch is recommended but not necessary - timestamps are only recommendations. Order of entrances must be respected however.

Modules written with the same pitch repeated with 1s and 2s are to be played with alternating fingerings. Fingerings are left to the discrepancy of the performer but should result in a noticeable change in sound.

The first dynamic in any dynamic pair is the dynamic with which the performer begins that module.

With each crescendo, lean forward - with each decrescendo, lean backwards. All weight should be on the back foot when the quieter dynamic of the pair is reached. All weight should be on the front foot when the louder dynamic is reached.

Watch other performers carefully - avoid reaching the apex of the cresendo (the point at which performers re-articulate and have all weight on their front foot) at the same moment as the other performers.

The number of 8th notes provided in a module represents suggested phrase lengths before re-articulating;

- 8 notes suggests very long phrases 8 to 40 notes before a cresc./decresc. completes and there is a re-articulation.
- 6 notes suggests long phrases 6 to 30 notes before a cresc./decresc. completes and there is a re-articulation.
- 4 notes suggests medium phrases 4 to 20 notes before a cresc./decresc. completes and there is a re-articulation.
- 2 notes suggests short phrases 2 to 10 notes before a cresc./decresc. completes and there is a re-articulation.

Upon re-articulation, performers have the option to repeat their previous pitch/fingering, thus displacing their oscillation by an 8th note. This is to avoid extended "locking" of intervals between players.

Air is added and subtracted to the sound in accordance to dynamics in a natural fashion, gradually changing with cresc./decresc.;

```
ppp = \sim100% air
pp = \sim75% air
p = \sim50% air
mp = \sim25% air
mf and above = 0% air
```

## Legend



Indicates a throaty growl sound, not flutter-tongue.



X noteheads indicate key-clicks.



Square noteheads indicate indeterminate pitch.



Triangle noteheads denote slap-tongue articulation. Specific slap-tongue technique is given individually.



Numbering indicates alternating fingerings, as in bisbigliando.

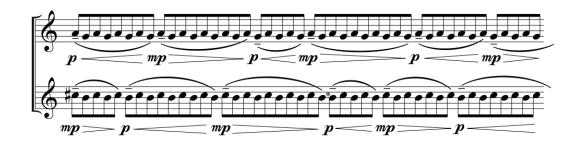


Indicates improvisation. More specific instructions are given in the score and parts.

Below is a transcribed example of what material from letter A to E may look like when performed - for the sake of simplicity, only two players are used for this example passage.

Phrase length is varied, and excluding the beginning, tenutos/re-articulations never line up between the two players.

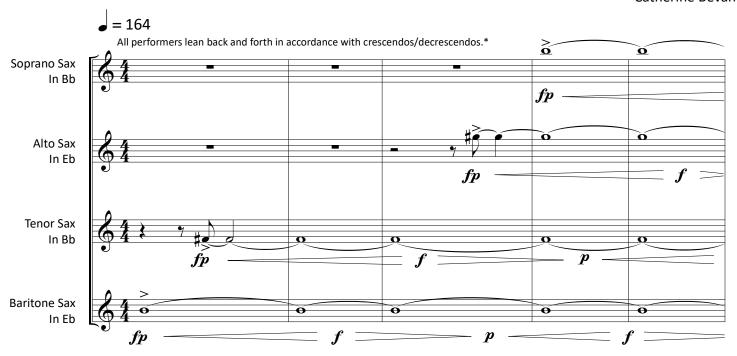
Noted with an asterisk, the second player in this example chooses around the halfway point to repeat the B natural upon re-articulation, as discussed in the performance notes. This changes the intervallic oscillation between the two players from parallel motion to contrary motion.

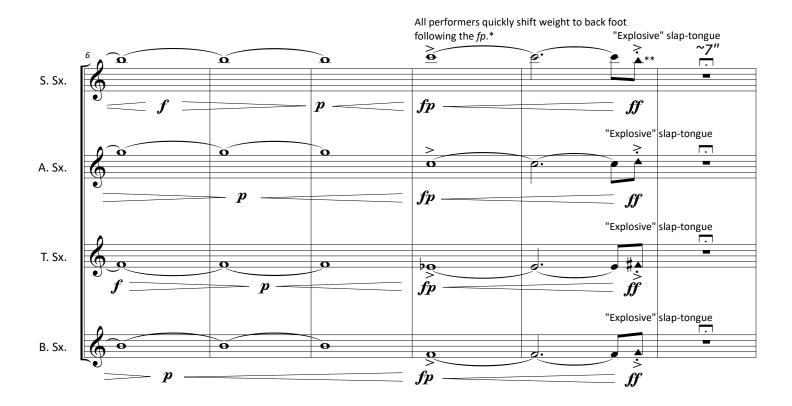


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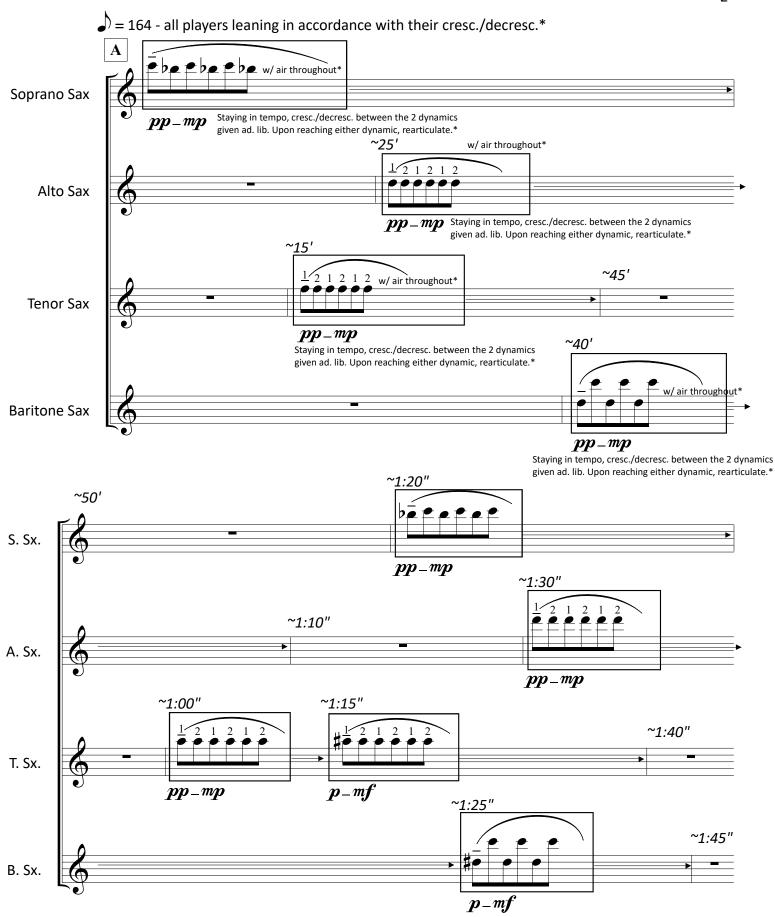
#### Catherine Bevan



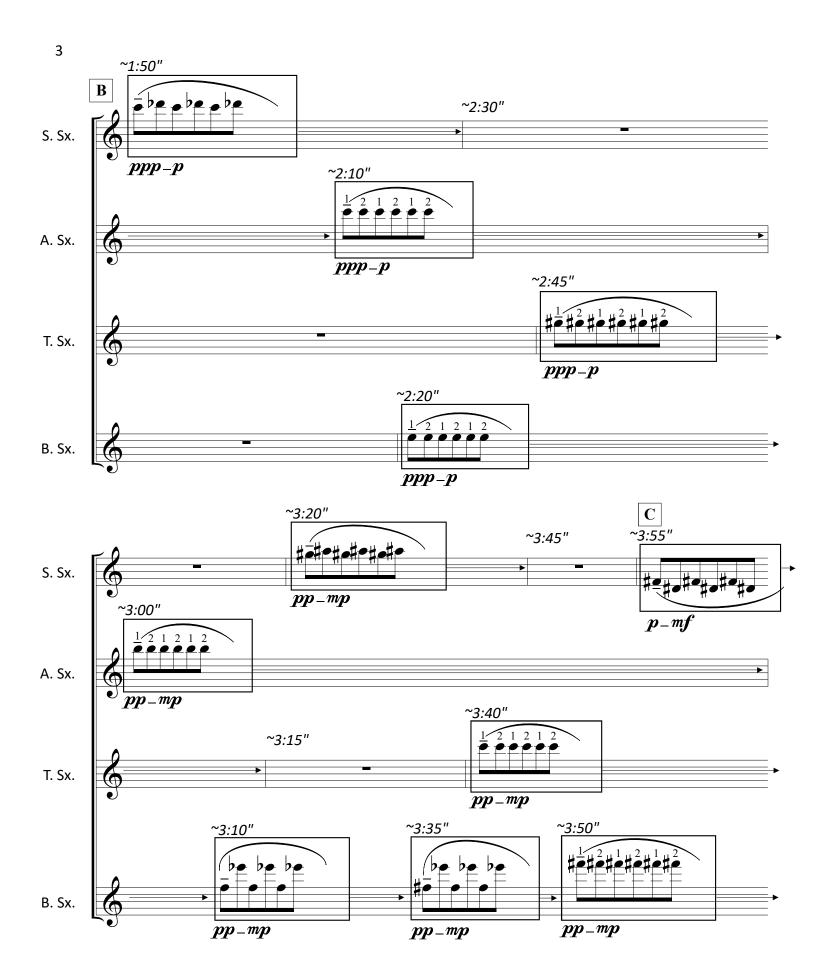


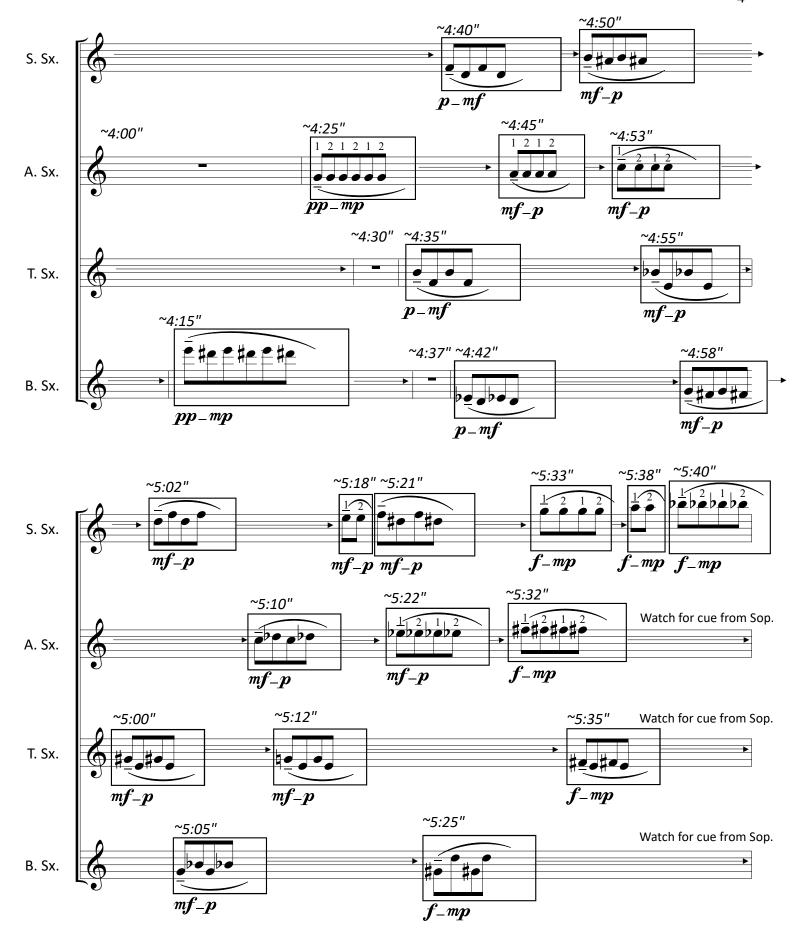
<sup>\*</sup>See Performance Notes for more details.

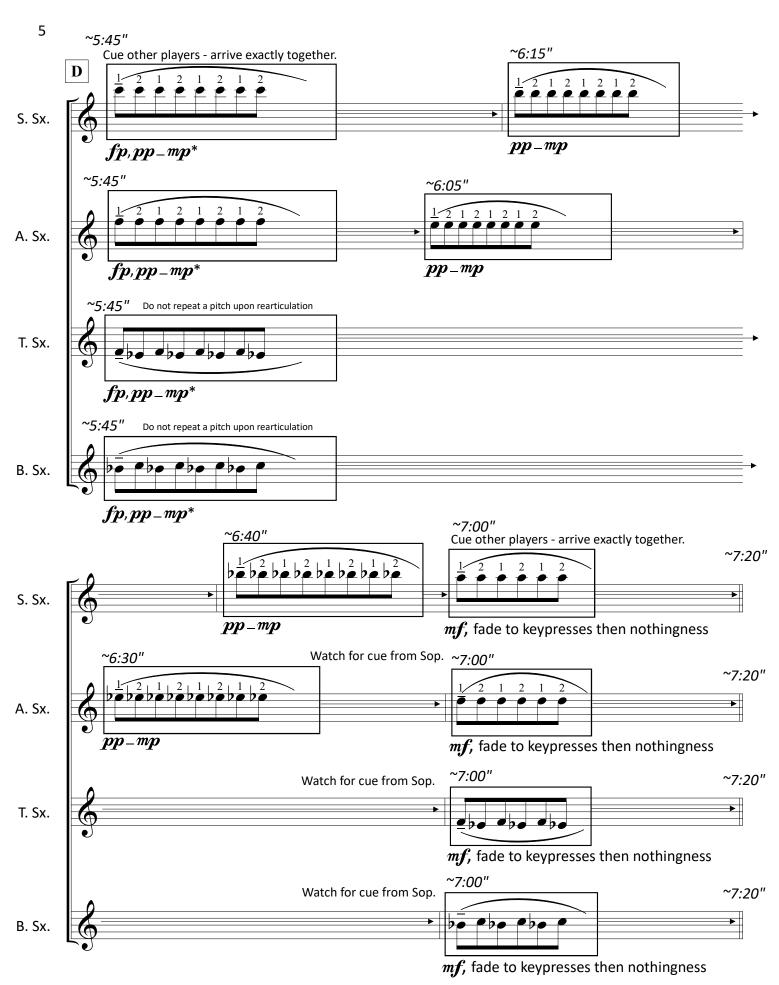
<sup>\*\*</sup> Triangle noteheads denote a slap-tongue articulation



<sup>\*</sup>See Performance Notes for more details.







<sup>\*</sup>All players arrive w/ all weight on front foot at the forte-piano simultaneously. Immediately shift weight to back foot, and resume the regular, out-of-sync rocking-back-and-forth between pp and mp.















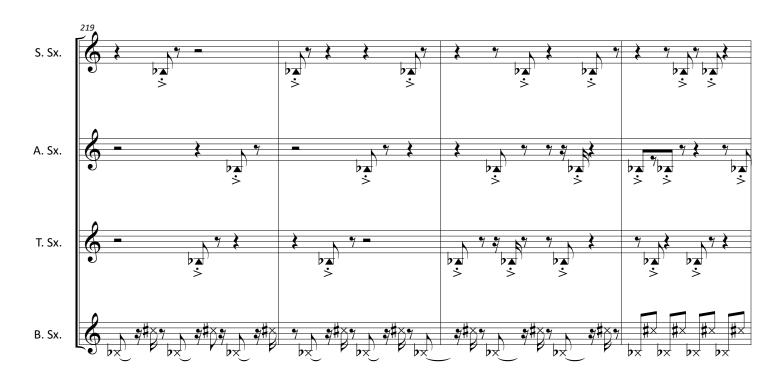


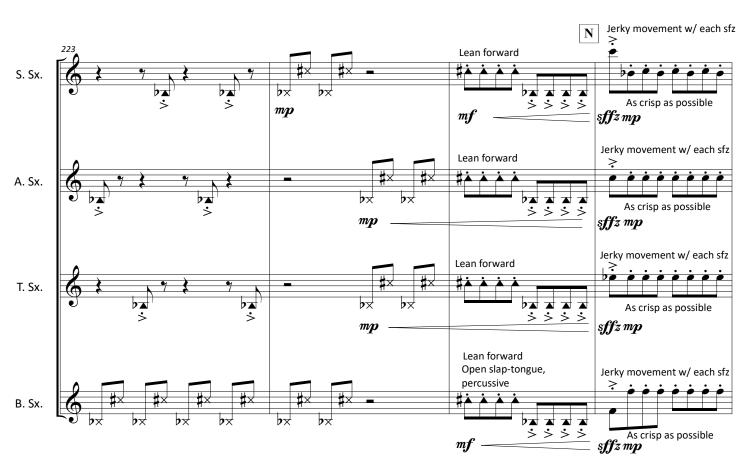


















mp

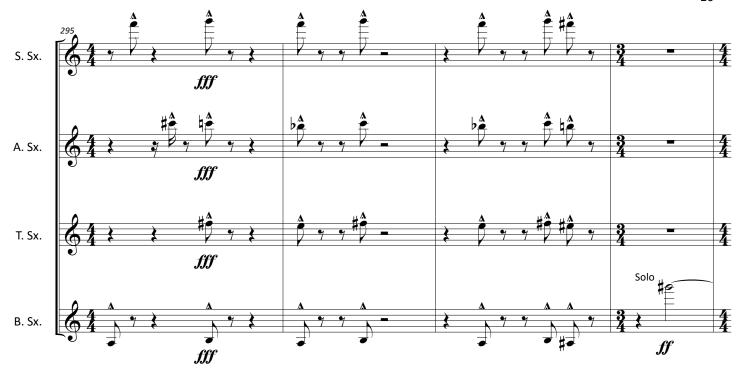






f

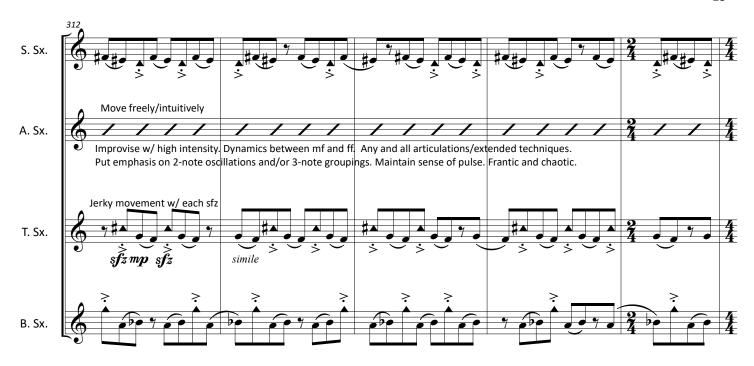


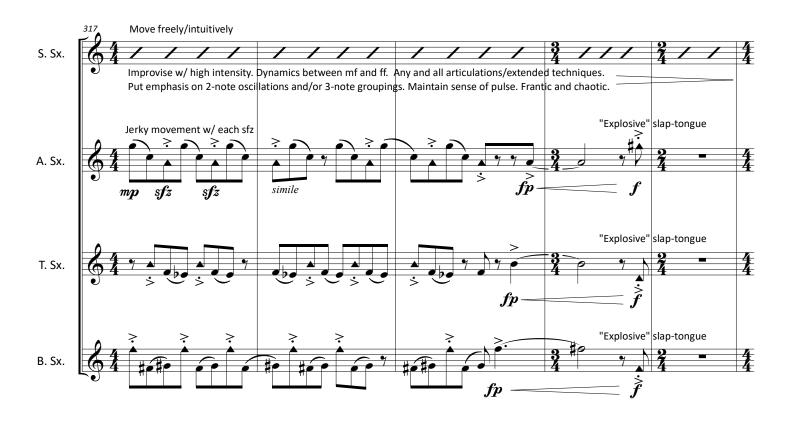




Improvise w/ high intensity. Dynamics between mf and ff. Any and all articulations/extended techniques. Put emphasis on 2-note oscillations and/or 3-note groupings. Maintain sense of pulse. Frantic and chaotic.

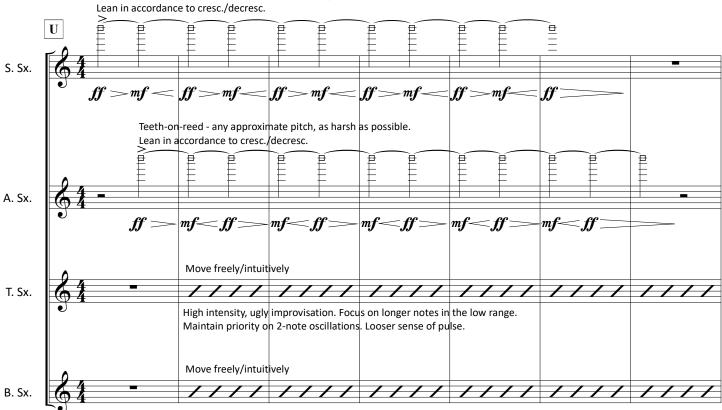












Teeth-on-reed - any approximate pitch, as harsh as possible.

High intensity, ugly improvisation. Focus on longer notes in the low range. Maintain priority on 2-note oscillations. Looser sense of pulse.



