

0'00" 30" 1'00"

contrabass

drum kit

(gliss)

a.

XXIV norm

O.P.

norm.

a.

arco

sub. *p*

DEVICE
FOR EN-
COUR-
AGEMENT
OF AP-
PLAUSE

1'30" 2'00"

O.P.

a.

XXII pizz.

arco

choked

up tempo

(L.V.)

norm.

SCORE B

2'30" 3'00"

O.P.

(gliss)

a.

XXIV norm

a.

pizz.

n

choked

med-up

(non decresc.)

3'00

3'30

4'00

contrabass	
drum kit	

4'30

(5'00)

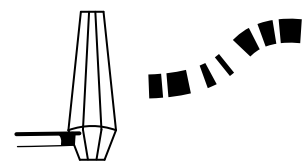
Symbol Key

The general rules of play are these:


- * As expected, time is on X-axis and pitch is on Y-axis.
- * In the case of drums, instruments are arranged on the Y-axis in terms of average spectral content.
- * In general, the width of a stroke indicates the recommended dynamic. Of course if a figure appears within brackets, the dynamic is subject to change.

- * If a figure is outside of brackets, try to reproduce it faithfully.
- * If a figure is inside brackets, play “in this manner” for the given duration.
- * If empty brackets are shown, improvise freely.
- * Dotted lines within or between staves indicate points of synchrony.


Contrabass:




Frog of bow striking below bridge, between strings. Follow this contour. (Use this technique whenever indicated by the “a.”)




Legato phrasing (normale) using any tones from the 24-ET collection. (a XII would indicate the chromatic collection.)




Improvise for this duration using overpressure.




Harmonic.



Long tone.

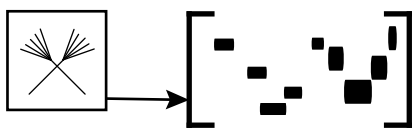


Quasi-metronomic.

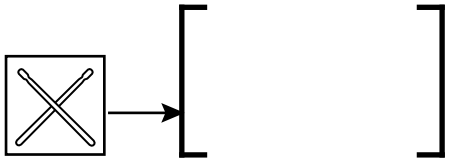


Broken phrasing, not played precisely but “in this manner.”

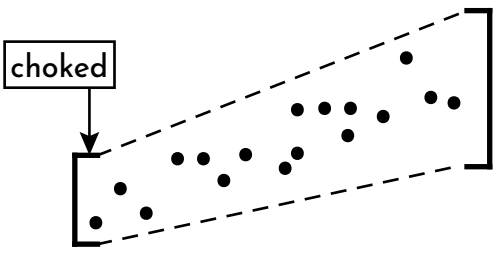
Drums:




Use brushes to improvise “in this manner,” that is, following the approximate duration and contour of the box’s contents.



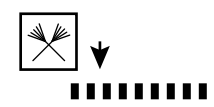
Open improvisation using sticks for this duration.




Choked or muted hits gradually rising in frequency domain.



Quasi-metronomic.



Use brushes to play even hits for this duration.



Continuous sound with brushes using a rapidly oscillating motion.