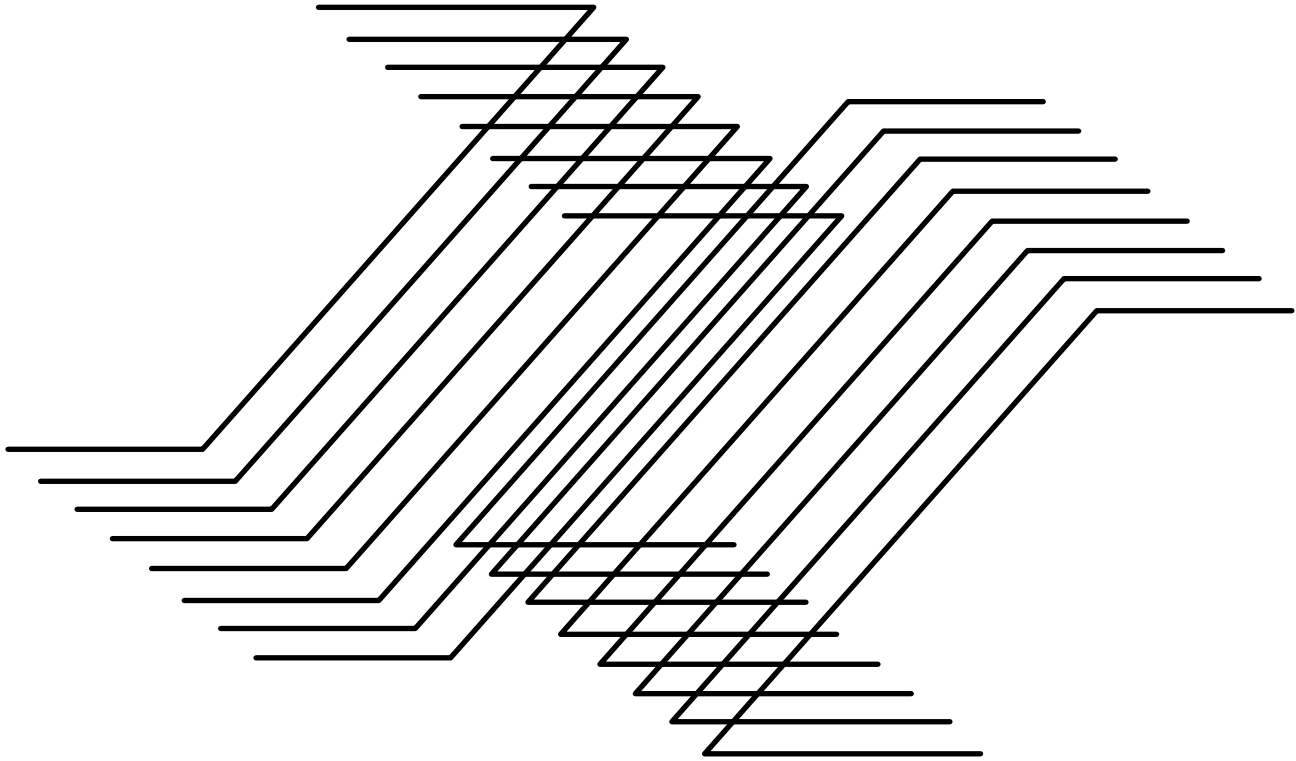


TECTONICS

Sam Pluta



Written for
[Switch~ Ensemble]

*This commission has been made possible by the Chamber Music America
Classical Commissioning Program, with generous funding provided by
The Andrew W. Mellon Foundation.*

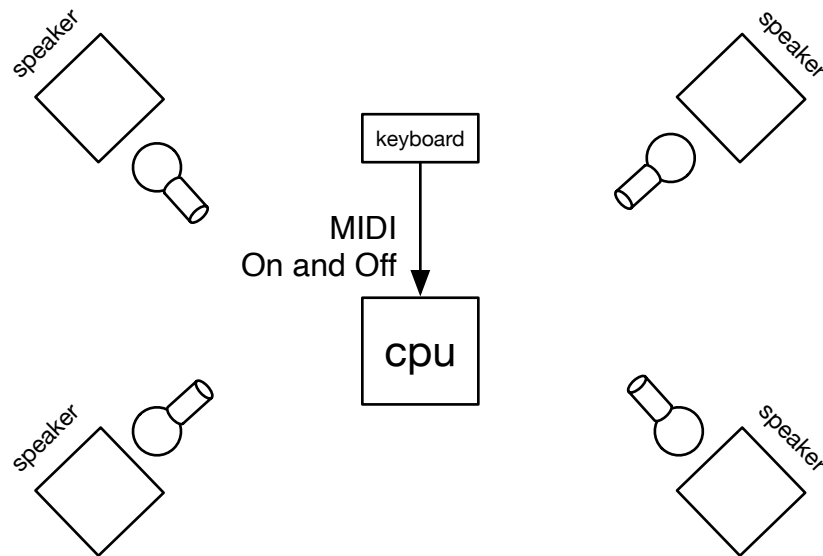
Note

Tectonics is a multi-movement work where each movement is a study on different approaches to using feedback in a compositional framework. In Movement 1, a complex and chaotic digital feedback network is triggered intermittently, adjusting 50+ parameters to random values, resulting in a new sound on each trigger. In Movement 2, feedback is used as a non-realtime device for ensemble composition. Algorithmic text scores create cybernetic acoustic composition machines that guide the ensemble to build vertical structures one element at a time. Each layer of the sound is the result of feedback from each previously constructed layer, and each movement is built through a process of listening and creating. In Movements 3 and 4, a SuperCollider UGen which detects and rejects feedback buildup in an audio network, controls the feedback going through A) a saxophone and B) two teapots. Performers gently interact with the feedback network by A) changing the fingerings on the saxophone or B) opening and closing the lids of the teapots and subtly adjusting an eq.

Setup

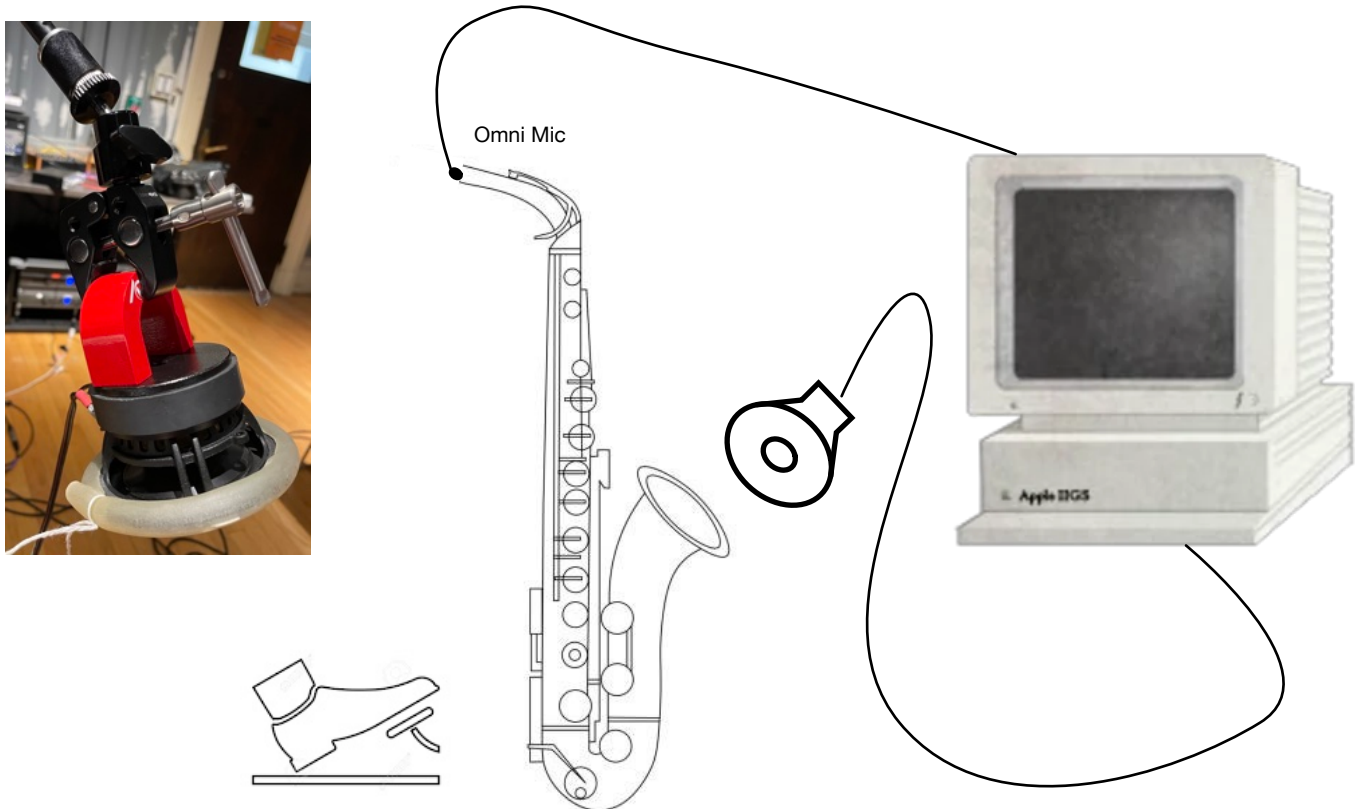
Movement 1 - Digital Feedback

Keyboard player sends on and off midi triggers to the computer. Each on trigger turns the audio on and sets each of the 50+ parameters of the feedback network to a random value. The speakers can also have microphones placed in front of them, sending the mic signal back into the digital feedback network as an additional input to the system.



Movement 3 - Tectonics

The saxophone player in the ensemble places an omni lav microphone in the neck of an alto saxophone (no mouthpiece) . I found that placing a windscreen over the lav mic allows it to sit comfortably in the opening of the saxophone neck. A small speaker driver points directly into the bell of the saxophone. I have used a Dayton Audio RS100-4, 4" driver. To protect the saxophone I wrapped the metal casing of the speaker using latex rubber tubing. The speaker should be firmly mounted. For this, I used a 5/8" crab clamp with mic stand attachment, clamping onto a U shaped magnet that attaches to the speaker magnetically. Cheap stereo amplifiers can be used to drive the speaker.



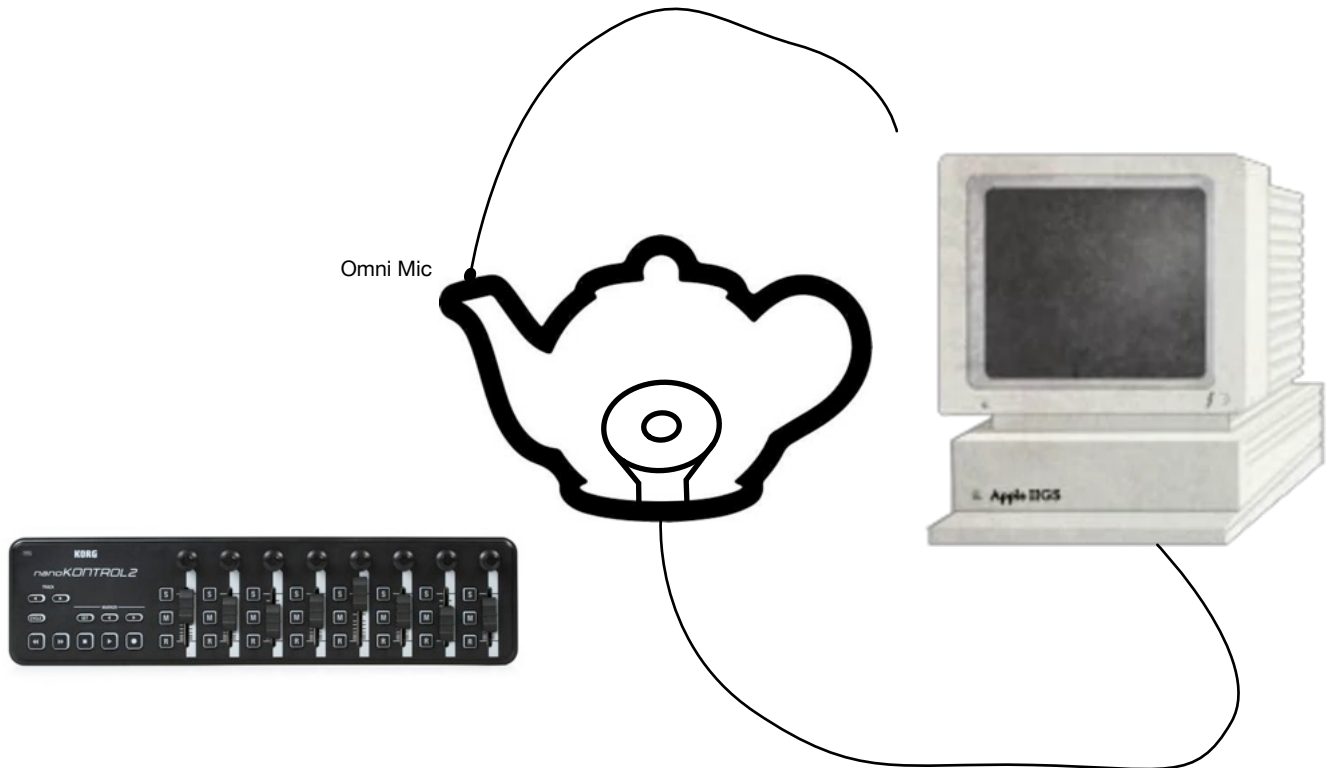
The signal chain inside the computer is:

INPUT → COMPRESSOR → FEEDBACK CONTROL UGEN → DISTORTION → BIT CRUSHER → TUBE DISTORTION → MUFF DRIVE DISTORTION → OUTPUT

The saxophonist puts the bell of the saxophone right up to the speaker. They use a foot pedal to turn the system on and off and gradual changes in fingerings to adjust the feedback in the system.

Movement 4 - Two for Tea (for Alvin Lucier)

Two for Tea has a similar setup to *Tectonics*. In this movement, omni microphones are placed in the tip of the neck of two teapots. Wind screens can be used so that the omni mics rest at the tip of the teapot. Small speakers are mounted with sticky tack inside the teapots. Each teapot has a performer, and a single controller, which provides 6 faders, is shared between the two performers. The performer controls the feedback system by opening and closing the lid of the teapot, adjusting the volume of the speaker with a single fader, and adjusting the EQ over the system with one fader for the low frequencies and one for the high frequencies.



The signal chain inside the computer is:

INPUT → FEEDBACK CONTROL UGEN → VOLUME CONTROL → PARAMETRIC EQ → EARLY REFLECTION REVERB → 4 SECOND REVERB → 200 MS FEEDBACK DELAY → P5TH PITCH SHIFTING DELAY → DISTORTION → MUFF TONE DISTORTION → WAVESHAPER DISTORTION → LIMITER → MULTIBAND COMPRESSOR → OUTPUT

1 - Digital Feedback

on each $\forall$ indication, change to a new sound
all sounds should be short and percussive

$\bullet = 110$

Ensemble

(first time) 5-10

2-3

7-10

7-10

7-10

5/4

Electronics

5-10

2-3

7-10

7-10

7-10

5/4

each note indicates a trigger.

upper triggers create a new setting in the feedback software, resulting in a new sound.

lower triggers mute the software.

on the upper triggers, the sound will sustain whether the key is held or not.

The musical score is for the song "The Sound of Silence" by Simon & Garfunkel. It is written for acoustic guitar (Ens.) and electric guitar (Elec.). The tempo is marked as ♩ = 104. The key signature is one flat (B-flat major or D minor). The score is divided into two systems, each with a 9-measure first ending and a 5-measure second ending. The acoustic guitar part features a mix of eighth and sixteenth notes, often beamed together, with some triplets. The electric guitar part provides a rhythmic accompaniment with eighth notes, often beamed together, and includes some triplets. The score is written on a grand staff with two staves per system.

14

Ens.

Elec.

5-10

3

3

3

3

18

Ens.

Elec.

3-5

5-10

4-6

3-5

22

Ens.

Elec.

4-6

3-5

5-10

3-5

3-5

3-5

3-5

3-5

7-10

3-5

3-5

7-10

quarter = 92

The image shows a musical score for the song "The Sound of Silence" by Simon & Garfunkel. The score is written for two parts: "Ens." (Ensemble) and "Elec." (Electric Guitar). The time signature is 4/4. The score begins with a measure number of 26. The "Ens." part features a melody with various rhythmic values, including eighth and sixteenth notes, and rests. The "Elec." part provides a harmonic accompaniment, often using triplets and slurs. The score includes several musical notations such as triplets (marked with a '3' and a bracket), slurs, and dynamic markings like 'V' (forte) and '3-5' (tritone). The score is presented in a clear, black-and-white format, typical of a musical manuscript.

The image shows a musical score for the song "The Sound of Silence" by Simon & Garfunkel. The score is written for an ensemble (Ens.) and an electric guitar (Elec.). The ensemble part includes vocal lines with lyrics and guitar accompaniment. The electric guitar part provides a rhythmic accompaniment. The score is in 3/4 and 4/4 time signatures, with a tempo of 120 beats per minute. The ensemble part includes vocal lines with lyrics and guitar accompaniment. The electric guitar part provides a rhythmic accompaniment.

The musical notation for the 'Ensemble' and 'Electric' parts of 'The Sound of Silence' is shown. The 'Ensemble' part (top staff) features a melody with various rests and notes, including a 40-measure rest at the beginning. The 'Electric' part (bottom staff) features a melody with various rests and notes, including a 3-measure rest at the beginning. The notation includes various musical symbols such as rests, notes, and bar lines.

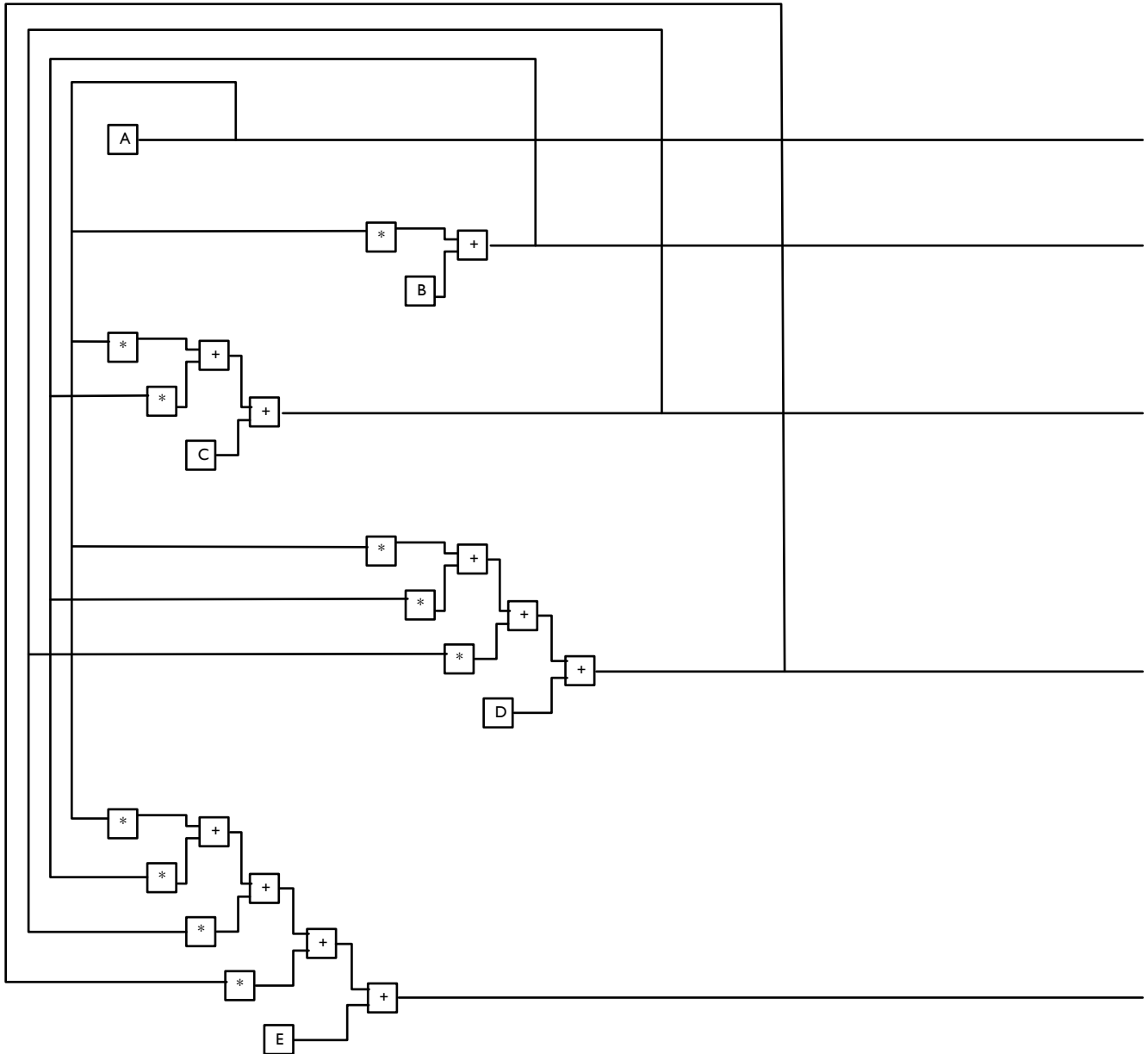
4

4

Ens.

Elec.

2 - Feedback Systems



Instructions

The goal of this system is to create each movement in a cybernetic manner, as if patching together an analog synthesizer. Each player adds to the texture one by one, using feedback from existing sounds to create their own. 4-8 cards should be performed as the inner movements of *Tectonics*.

In rehearsal, for each card:

- 1) Assign the players to parts A-E. Each card should have a different instrumentation.
- 2) Follow the algorithm on the card to create the texture.
- 3) Perform the texture for 2-3 minutes.
- 4) Decide whether to keep the composite or start over. Some cards deserve multiple interpretations. Try a card with as many different versions as desired.

The culling process:

The above algorithm should create some great and some not so great material. Only keep the creations that sound best and maximally complement the other movements of *Tectonics* as a whole.

In performance:

- 1) Choose a number of systems that have passed the culling process to include in the final performance.
- 2) Create an order in which these will be performed. Number the cards in the Section Number box and place the cards in order.
- 3) Each card can last for 10 seconds to many minutes.
- 4) A single player from the ensemble cues the start and end of each card. Place a grand pause between each card as if each is its own movement.
- 5) In addition to ordering the sections, each player can use the score cards to notate their part for each section.
- 6) The music should be between ppp and p at all times.

Assign parts (different each time)

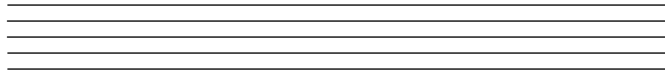
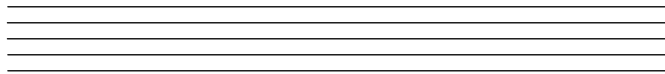
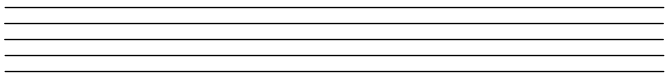
A B C D E

A and B - create a beating sound by playing a microtone apart

C - add a sound that pulses in and out at a slow rate, as if modulated by and LFO

D - add a barely audible sound in the lowest register

E - add a barely audible high tone



Section
Number

LFO
I

Assign parts (different each time)

A B C D E

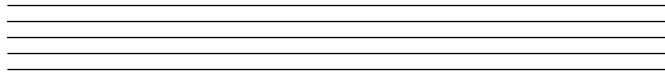
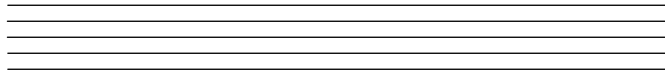
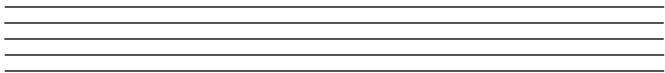
A - play any note

B - play a M3 above player A

C - play a sixth tone above player B

D - play a M6 above player A

E - gently interact with the chord



Section
Number

Partial to Partial
II

Assign parts (different each time)

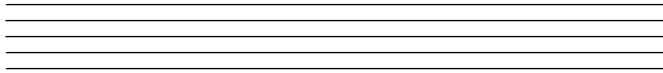
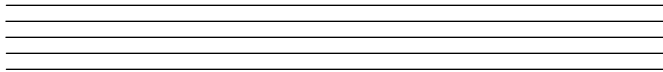
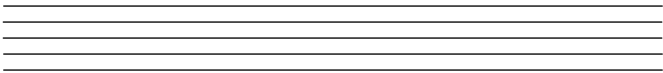
A B C D E

A and B - create an unpitched static noise texture

C - play a fragile sound that continuously breaks

D - interact with player C

E - play a note that barely speaks



Section
Number

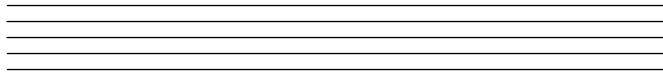
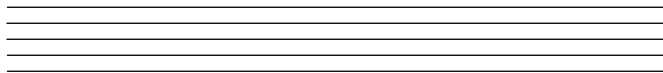
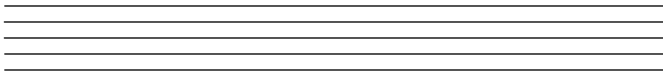
Whisper
III

Assign parts (different each time)

A B C D E

A - play a chord or multiphonic

B - E - one by one, find a sound within the sound of player A to interact with. in performance, each player fades in and out of the texture while interacting with player A.



Section
Number

Inside Voice
IV

Assign parts (different each time)

A B C D E

All - choose a fundamental

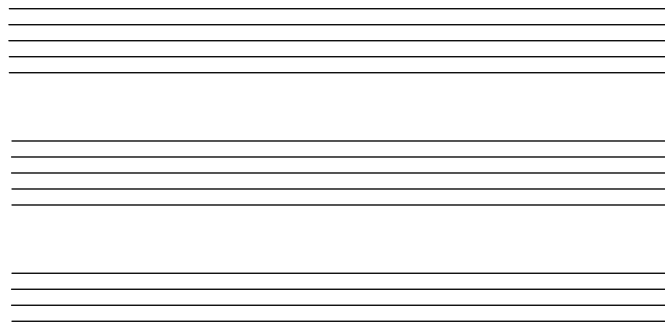
A - play the 7th partial a fat M2 below (7/8) the fundamental

B - play the 9th partial a M2 above (9/8) the fundamental

C - play a quarter tone below (31/32) the fundamental

D - play a M3 above player C (31/32*5/4)

E - play a M2 above player D (11/8)



Section
Number

Partial to Partial II

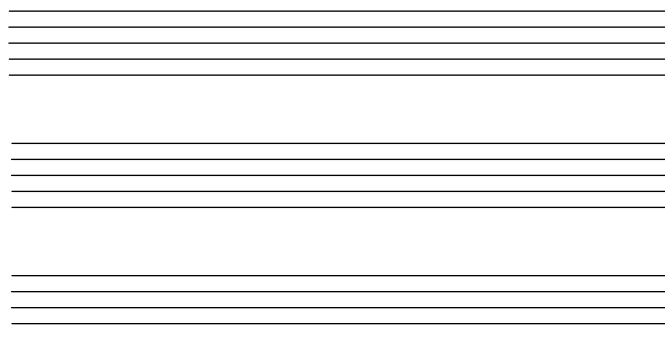
V

Assign parts (different each time)

A B C D E

A - play the most fragile sound you can

B/C/D/E - play sparse staccato attacks together, cueing each other



Section
Number

Pandemic Nightmare

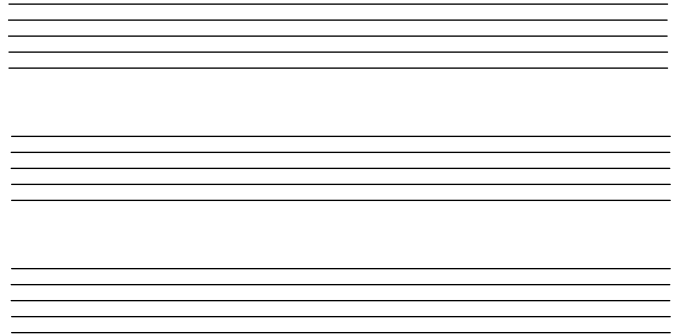
VI

Assign parts (different each time)

A B C D E

All - choose a starting note (the same for everyone)

A/B/C/D/E - player A should start, but a random player should then enter every 1-2 seconds. Each player starts at the starting note on each of their entrances. Start niente. Crescendo slightly then decrescendo while glissing upwards between a m2 to an m3 from the starting note. Tacet, then enter again on the starting note. The sound should be continuous, with 1 to 3 players playing at all times.



Section
Number

Up, Up, and Away
VII

Assign parts (different each time)

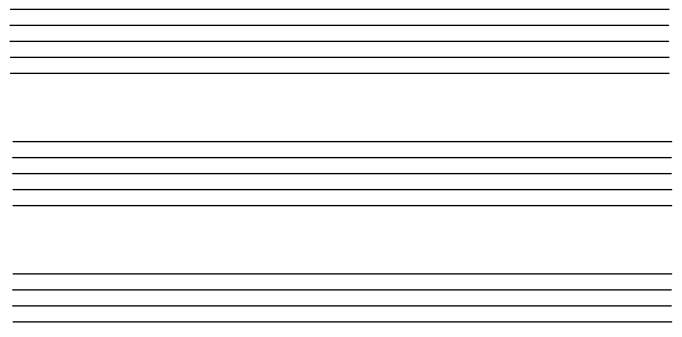
A B C D E

A and B - find a dyad that beats

C and D - find a dyad that beats

A/B and C/D fade in and out of each other

E - find a sound in a register that does not disrupt the beating pattern of either dyad



Section
Number

Double Beats
VIII

Assign parts (different each time)

A B C D E

A/B/C/D/E - player A starts with a brittle noise texture. one by one, each subsequent player adds a different brittle noise texture of their own

Section
Number

Noisy Nose-face
Nosey Noise-face
IX

Assign parts (different each time)

A B C D E

A and B - find interlocking multiphonics

C - add a barely audible high tone

D - add a barely audible high tone

E - add a barely audible high tone

Section
Number

So High
X

Assign parts (different each time)

A B C D E

A/B/C/D/E - All players choose a sound that will attack sharply and decay over 0 to 10 seconds. Everyone plays at once. When a composite attack is acceptable, keep it.

Make 3 composite attacks to be performed in sequence, as a movement.

Section
Number

ADSR
XI

Assign parts (different each time)

A B C D E

A - play sparse staccato attacks
B/C/D/E - tacet

Section
Number

Mr Lonely
XII

3 - Tectonics

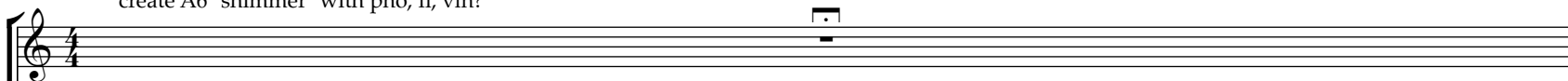
accidentals apply only to the note they precede and
a repeated note directly following

♩ = 100

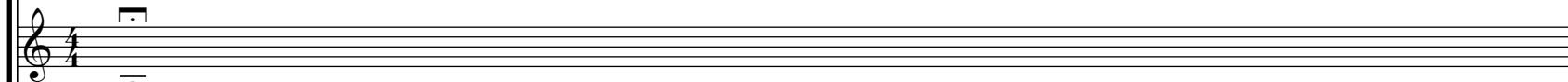
create A6 "shimmer" with pno, fl, vln?

approx 1 min?

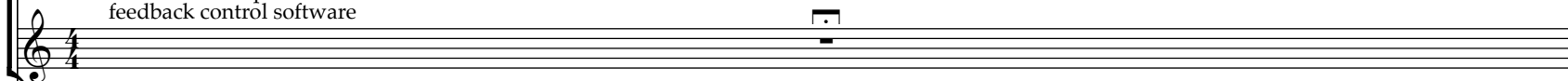
Flute



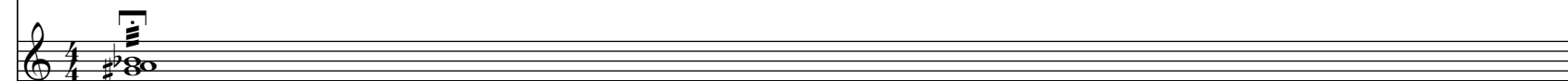
Clarinet in B♭



Alto Saxophone



Crotales

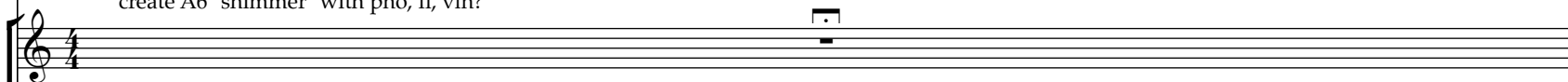


pp

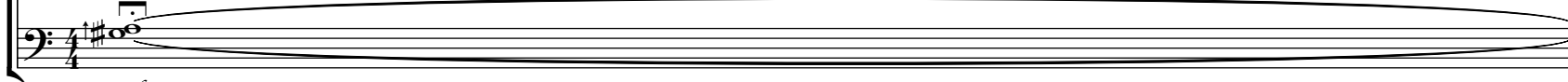
Piano



Violin



Violoncello



mf

beating at approx ♩

A

2

Fl. *ff* 5 5 *ff* 5 *ff* 5

Cl. clarinet interacts with feedback saxophone

Alto Sax. alto sax plays feedback by adjusting fingerings and distance from speaker
press foot pedal to enable feedback

Crot. *f* 5 5 5 6 6

Pno. *ff* 5 5 5 5

A

Vln. *ff* 5 5 *ff* 5 *ff* 5 6 6 6

Vc. *ff*

should sound like a shadow
blend in with flute
let ring

8

Fl.

Cl.

Alto Sax.

Crot.

Pno.

Vln.

Vc.

The musical score consists of seven staves, each representing a different instrument. The first three staves (Flute, Clarinet, and Alto Saxophone) are grouped together. The next three staves (Crochets, Piano, and Violin) are grouped together. The final staff is for Viola. The score is divided into three measures. Measure 8 starts with a treble clef and a key signature of one flat. The piano part features a complex pattern of sixteenth notes and rests, with a dynamic marking of f . The flute part has a melody of eighth notes. Measure 9 continues the piano accompaniment, with the clarinet entering with a melody of eighth notes. Measure 10 features a violin melody of eighth notes and a viola accompaniment of eighth notes. The score includes various musical notations such as notes, rests, beams, and dynamic markings.

11

Fl.

Cl.

Alto Sax.

Crot.

Pno.

Vln.

Vc.

The musical score is written for seven instruments: Flute (Fl.), Clarinet (Cl.), Alto Saxophone (Alto Sax.), Crochet (Crot.), Piano (Pno.), Violin (Vln.), and Viola (Vc.). The score is divided into measures 11 through 14. Measures 11-13 contain complex melodic lines with sixteenth notes and slurs, while measure 14 is a whole rest for all instruments.

Measure 11: Flute, Piano, and Violin play a sixteenth-note melody starting on B-flat. The Crochet and Viola play a sixteenth-note melody starting on B-flat. The Clarinet and Alto Saxophone are silent.

Measure 12: Flute, Piano, and Violin play a sixteenth-note melody starting on B-flat. The Crochet and Viola play a sixteenth-note melody starting on B-flat. The Clarinet and Alto Saxophone are silent.

Measure 13: Flute, Piano, and Violin play a sixteenth-note melody starting on B-flat. The Crochet and Viola play a sixteenth-note melody starting on B-flat. The Clarinet and Alto Saxophone are silent.

Measure 14: All instruments are silent (whole rest).

15

Fl.

Cl.

Alto Sax.

Crot.

Pno.

Vln.

Vc.

17

Fl.

6

Cl.

Alto Sax.

Crot.

Pno.

5

5

5

5

5

Vln.

3

3

3

3

Vc.

8va

Detailed description of the musical score: The score is for measures 17 and 18. The Flute part in measure 17 has a sixteenth-note triplet (F4, E4, D4) followed by a quarter rest. In measure 18, it has an eighth-note triplet (F4, E4, D4) followed by an eighth-note (C4), then a quarter rest. The Clarinet and Alto Saxophone parts are empty. The Crotonale part in measure 17 has a quarter rest, followed by an eighth-note triplet (F4, E4, D4), then a quarter rest. In measure 18, it has an eighth-note triplet (F4, E4, D4), followed by an eighth-note (C4), then a quarter rest. The Piano part in measure 17 has an eighth-note triplet (F4, E4, D4) followed by a quarter rest. In measure 18, it has an eighth-note triplet (F4, E4, D4), followed by an eighth-note (C4), then a quarter rest. The Violin and Viola parts in measure 17 have a sixteenth-note triplet (F4, E4, D4) followed by a quarter rest. In measure 18, they have a sixteenth-note triplet (F4, E4, D4), followed by a sixteenth-note (C4), then a quarter rest. The Viola part in measure 18 has an 8va marking above the staff.

[illegible]

This musical score is for measures 21-23 of 'The Rose Tree' from the opera 'The Tales of Hoffman'. The score is written for a full orchestra and includes parts for Flute (Fl.), Clarinet (Cl.), Alto Saxophone (Alto Sax.), Crochet (Crot.), Piano (Pno.), Violin (Vln.), and Violoncello (Vc.).

The score is divided into three measures (21, 22, and 23) by vertical bar lines. The key signature is one flat (B-flat major or D minor). The time signature is 4/4.

Flute (Fl.): Measures 21 and 22 feature a melodic line with a slur and a fermata. Measure 23 continues the melodic line with a slur and a fermata.

Clarinet (Cl.): The Clarinet part is silent throughout these measures.

Alto Saxophone (Alto Sax.): The Alto Saxophone part is silent throughout these measures.

Crochet (Crot.): Measures 21 and 22 feature a rhythmic pattern with a slur and a fermata. Measure 23 continues the rhythmic pattern with a slur and a fermata.

Piano (Pno.): Measures 21 and 22 feature a melodic line with a slur and a fermata. Measure 23 continues the melodic line with a slur and a fermata.

Violin (Vln.): Measures 21 and 22 feature a melodic line with a slur and a fermata. Measure 23 continues the melodic line with a slur and a fermata.

Violoncello (Vc.): Measures 21 and 22 feature a melodic line with a slur and a fermata. Measure 23 continues the melodic line with a slur and a fermata.

The musical score continues from measure 23. The Flute part features sixteenth-note runs with slurs and accents, marked with fingerings like '6'. The Clarinet and Alto Saxophone parts are silent. The Crotonale has a rhythmic pattern of eighth notes. The Piano part includes complex sixteenth-note passages with slurs and accents, marked with fingerings like '5' and '6'. The Violin part also has intricate sixteenth-note figures with slurs and accents, marked with fingerings like '6'. The Viola part is silent. The Cello part provides a low-frequency accompaniment with eighth notes and rests.

Tectonics (vln/fl duo)

Flute

Violin

ff *mf* *f* *mf* *ff*

Fl.

Vln.

bisbig

slow down trill

etc

sul pont-

mp *ff* *mp* *ff* *mp*

Fl.

Vln.

play fast random overblown harmonics above the fingered pitch

norm

loga-
rithmic

mp *f*

2

4

Fl.

Vln.

mp

ff

mp

tr

5

Fl.

Vln.

pp

ff

pizz

IV/III III/II II/I ric-

6

Fl.

Vln.

ff

f

aggressive tone (singing?)

7

Fl.

Vln.

ff

mp

ff

mp

8

Fl.

Vln.

3

9

Fl.

Vln.

10

Fl.

Vln.

adlib towards A shimmer

touch a different harmonic on each attack

adlib towards A shimmer

31 A6 "shimmer" as before

Fl. *ff* like before

Cl. interact with feedback

Alto Sax. turn feedback back on on the downbeat

Crot.

Pno. A6 "shimmer" as before *ff* like before

Vln. A6 "shimmer" as before *ff* like before

Vc. *ff*

begin cello solo over ensemble
start by accenting the trio attacks as before (improvise between attacks),
but move away from that after 3 bars

34

Fl.

Cl.

Alto Sax.

Crot.

Pno.

Vln.

Vc.

freely improvise

The musical score is written for seven instruments: Flute (Fl.), Clarinet (Cl.), Alto Saxophone (Alto Sax.), Crochets (Crot.), Piano (Pno.), Violin (Vln.), and Viola (Vc.). The score is divided into three measures. Measure 34 (labeled '34' at the beginning) shows the Flute and Piano playing a complex, fast-paced melody with many sixteenth notes, marked with a '5' (quintuplet) and a '6' (sextuplet) respectively. The Crochets play a rhythmic pattern of eighth notes. The Violin and Viola also play fast, melodic lines. The Clarinet and Alto Saxophone are silent in this measure. Measure 35 shows the Flute and Piano continuing their melodic lines, with the Flute marked with a '5' and the Piano with a '6'. The Crochets play a similar rhythmic pattern. The Violin and Viola continue their melodic lines. The Clarinet and Alto Saxophone remain silent. Measure 36 shows the Flute and Piano continuing their melodic lines, with the Flute marked with a '5' and the Piano with a '6'. The Crochets play a similar rhythmic pattern. The Violin and Viola continue their melodic lines. The Clarinet and Alto Saxophone remain silent. The Viola part in measure 34 is marked 'freely improvise'.

14

Fl.

Cl.

Alto Sax.

Crot.

Pno.

Vln.

Vc.

39

Fl.

Cl.

Alto Sax.

Crot.

Pno.

Vln.

Vc.

5 5 5 5

5 5 5 5

6 6 6 6

6 6 6 6

5 5 5 5

5 5 5 5

8va

8va

43

Fl.

Cl.

Alto Sax.

Crot.

Pno.

Vln.

Vc.

The musical score for measures 43-45 is as follows:

- Flute (Fl.):** Measures 43-45 feature a complex melodic line with many beamed notes and slurs. The notes are mostly eighth and sixteenth notes, with some triplets. The key signature has one flat (B-flat).
- Clarinet (Cl.):** The staff is empty.
- Alto Saxophone (Alto Sax.):** The staff is empty.
- Crochets (Crot.):** Measures 43-45 feature a complex melodic line with many beamed notes and slurs. The notes are mostly eighth and sixteenth notes, with some triplets. The key signature has one flat (B-flat).
- Piano (Pno.):** Measures 43-45 feature a complex melodic line with many beamed notes and slurs. The notes are mostly eighth and sixteenth notes, with some triplets. The key signature has one flat (B-flat). A dashed line labeled (8) is above the staff.
- Violins (Vln.):** Measures 43-45 feature a complex melodic line with many beamed notes and slurs. The notes are mostly eighth and sixteenth notes, with some triplets. The key signature has one flat (B-flat).
- Viola (Vc.):** The staff is empty.

44

Fl.

Cl.

Alto Sax.

Crot.

Pno.

Vln.

Vc.

17

47

Fl.

Cl.

Alto Sax.

Crot.

Pno.

Vln.

Vc.

This musical score page contains measures 47 through 50. The instruments are Flute (Fl.), Clarinet (Cl.), Alto Saxophone (Alto Sax.), Crochet (Crot.), Piano (Pno.), Violin (Vln.), and Viola (Vc.).

- Flute (Fl.):** Measures 47-50. Measure 47 has a whole rest. Measures 48-50 feature a melodic line with eighth-note patterns, slurs, and fingerings (5, 5, 5, 5).
- Clarinet (Cl.):** Measures 47-50. All measures contain whole rests.
- Alto Saxophone (Alto Sax.):** Measures 47-50. All measures contain whole rests.
- Crochet (Crot.):** Measures 47-50. Measure 47 has a whole rest. Measures 48-50 feature a rhythmic pattern of eighth notes with slurs and fingerings (5, 5, 5, 5).
- Piano (Pno.):** Measures 47-50. Measure 47 has a whole rest. Measures 48-50 feature a complex melodic line with sixteenth-note patterns, slurs, and fingerings (6, 6, 6, 6, 6, 6). A dashed line labeled "8va" indicates an octave shift in measure 49.
- Violin (Vln.):** Measures 47-50. Measure 47 has a whole rest. Measures 48-50 feature a melodic line with eighth-note patterns, slurs, and fingerings (5, 5, 5, 5, 5).
- Viola (Vc.):** Measures 47-50. All measures contain whole rests.

49

Fl.

Cl.

Alto Sax.

Crot.

Pno.

Vln.

Vc.

6 5 5 5 5 5 5

6 5

(8)

5 6 6 6 6 6

6 5 5 5 5 5 5

52

Fl.

Cl.

Alto Sax.

Crot.

Pno.

Vln.

Vc.

This musical score page contains measures 52 through 55. The instruments are arranged in a standard orchestral layout. The Flute (Fl.) part in measure 52 features a complex sixteenth-note pattern with a slur and a '6' below it, followed by a quarter rest. The Clarinet (Cl.) and Alto Saxophone (Alto Sax.) parts are empty. The Crochets (Crot.) part has a sixteenth-note pattern with a slur and a '6' below it, followed by a quarter rest. The Piano (Pno.) part has a sixteenth-note pattern with a slur and a '5' below it, followed by a quarter rest. The Violin (Vln.) part has a sixteenth-note pattern with a slur and a '6' below it, followed by a quarter rest. The Viola (Vc.) part is empty. Measures 53 and 54 continue the patterns for Flute, Crochets, and Violin, while the Piano part has a sixteenth-note pattern with a slur and a '5' below it. Measure 55 continues the patterns for Flute, Crochets, and Violin, while the Piano part has a sixteenth-note pattern with a slur and a '6' below it.

54

Fl.

Cl.

Alto Sax.

Crot.

Pno.

Vln.

Vc.

The musical score for measures 54-58 is as follows:

- Flute (Fl.):** Measures 54-58. Sixteenth-note runs with slurs and accents. Measure 54 starts with a treble clef and a key signature of one flat. The pattern continues with various accidentals (flats, naturals, sharps) and rests.
- Clarinet (Cl.):** Measures 54-58. Empty staff.
- Alto Saxophone (Alto Sax.):** Measures 54-58. Empty staff.
- Crochets (Crot.):** Measures 54-58. Eighth and sixteenth-note patterns with slurs and accents. Measure 54 starts with a treble clef and a key signature of one flat.
- Piano (Pno.):** Measures 54-58. Sixteenth-note runs with slurs and accents. Measure 54 starts with a treble clef and a key signature of one flat. The pattern continues with various accidentals and rests.
- Violins (Vln.):** Measures 54-58. Sixteenth-note runs with slurs and accents. Measure 54 starts with a treble clef and a key signature of one flat. The pattern continues with various accidentals and rests.
- Violoncello (Vc.):** Measures 54-58. Empty staff.

56

Fl.

Cl.

Alto Sax.

Crot.

Pno.

Vln.

Vc.

3

3

3

7

6

6

5

5

3

3

3

7

57

Fl.

Cl.

Alto Sax.

Crot.

Pno.

Vln.

Vc.

E

23

tacet (approx 1 min)

continue over cello solo to abrupt cutoff aprox 1 min

tacet (approx 1 min)

tacet (approx 1 min)

tacet (approx 1 min)

improvised cello solo to abrupt cutoff aprox 1 min

6 6 5 5 5 5 5

6 5

8va

5 5 6 6 6 6

6 6

4 - Two for Tea

0:00

0:30

1:00

1:30

4:00

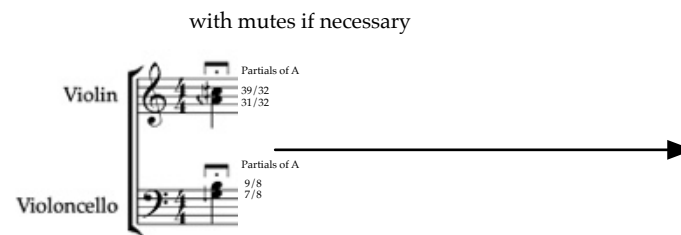
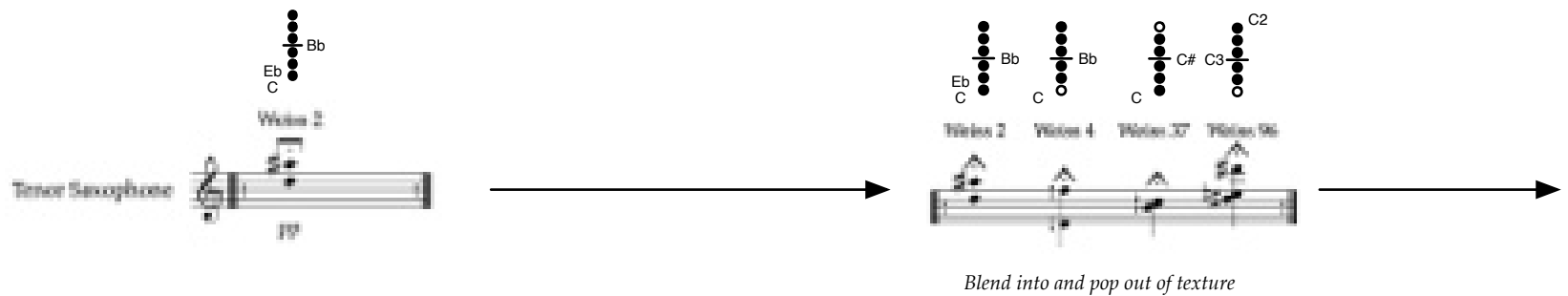
Teapot players control the teapot feedback by slowly opening and closing the teapot lid while controlling volume and hi/low shelf eq's with a midi controller

Teapots

General dynamic is piano

Clarinet

Free agent. Start by blending into the texture. The piece can go one of two directions. Either the clarinet improvises over the texture, blending in and the entire ensemble fades out together or the clarinet creates a wall of sound that overtakes the texture and cuts everyone off at once.



Blend into and pop out of texture. Bow always in unison. If the duo chooses to move between arco and tremelo, do so as a unit.