

9 MERRY MUSIC

SON CARDS

CHERRY HILLS

JANUARY '78

Ember music for CARLA

Requiem for Carla

Voice/Breath

Bar IV

String AREA III C

Bar III

String AREA II C

String AREA I C

Regt+ Strings Area III A

Bars IV III II I

Glass bottle on strings - Allow vibration

G#

large friction mallet drawn slowly N→S lowest strings AREA

Ped sempre

V/B

IV

Str. III C

III

Str. II C

Str. I C

P+S III A

Bars IV III II I

Strings above bottle (bottle vibrates on strings very strongly) (very slowly, lightly, almost a ricochet)

(Along Bar II)

V/B

IV

Str. III C

III

Str. II C

Str. I C

P+S III A

Bars IV III II I

(strings above bottle)

Get small friction mallet (r.h.)

CA (F# G:) long, slow stroke - sonorous, singing

ff (l.h.)

V/B

IV

Str. III C

III

Str. II C

Str. I C

P+S III A

Bars IV III II I

Get wide band mallet - rub back & forth on Str. III A - () = repeats on one string "Bird call patterns"

(l.h.)

Get (r.h.) wide band mallet

V/B

Get small sb mallet (lh.)

(CA F# G:) short, slow strokes "French Horn" sonority

Str. IV

Str. III C

Str. II C

Str. I C

P+S III A

(nn)

(lh)

Bars IV III II I

(Get small sb mallet (r.h.))

V/B

(G# G:) (vib gently between F#/G) very slowly

Str. IV

Str. III C

Str. II C

Str. I C

P+S III A

Bars IV III II I

V/B

IV - Str. III C

III - Str. III C

Str. IC

P+S III A

Bars IV III II I

(F#)

(Above bottle) slowly (r.h.)

Get large sb mallet (l.h.)

V/B

IV - Str. III C

III - Str. III C

Str. II C

Str. IC

P+S III A

Bars IV III II I

large sb mallet (r.h.)

VIB

IV

Str. III C

III

Str. III C

Str. IC

P+S III A

BARS

IV

III

II

I

(rh) (lh)

Alternate ad. lib - keep resonance building - increase energy

(str. Above bottle)

(Get ♪ ♪)

V/B

(♪ ♪) alternate ad. lib for color changes. Slow, centered & singing.

(Get ♪ (rh)) →

Str. II C

Str. IC

P+S III A

BARS

IV

III

II

I

V/B

IV Str III C

III

Str II C

Str I C

P+S III A

BARS { IV III II I }

(move very slowly, lightly on strings over bottle)

(r.h.)

(l.h.)

V/B

IV Str III C

III

Str II C

Str I C

P+S III A

BARS { IV III II I }

Alternate strokes to build vibrant swinging sonority

(F#2:)

#0

(very slowly)

Get (r.h.)

Get (l.h.)

niente