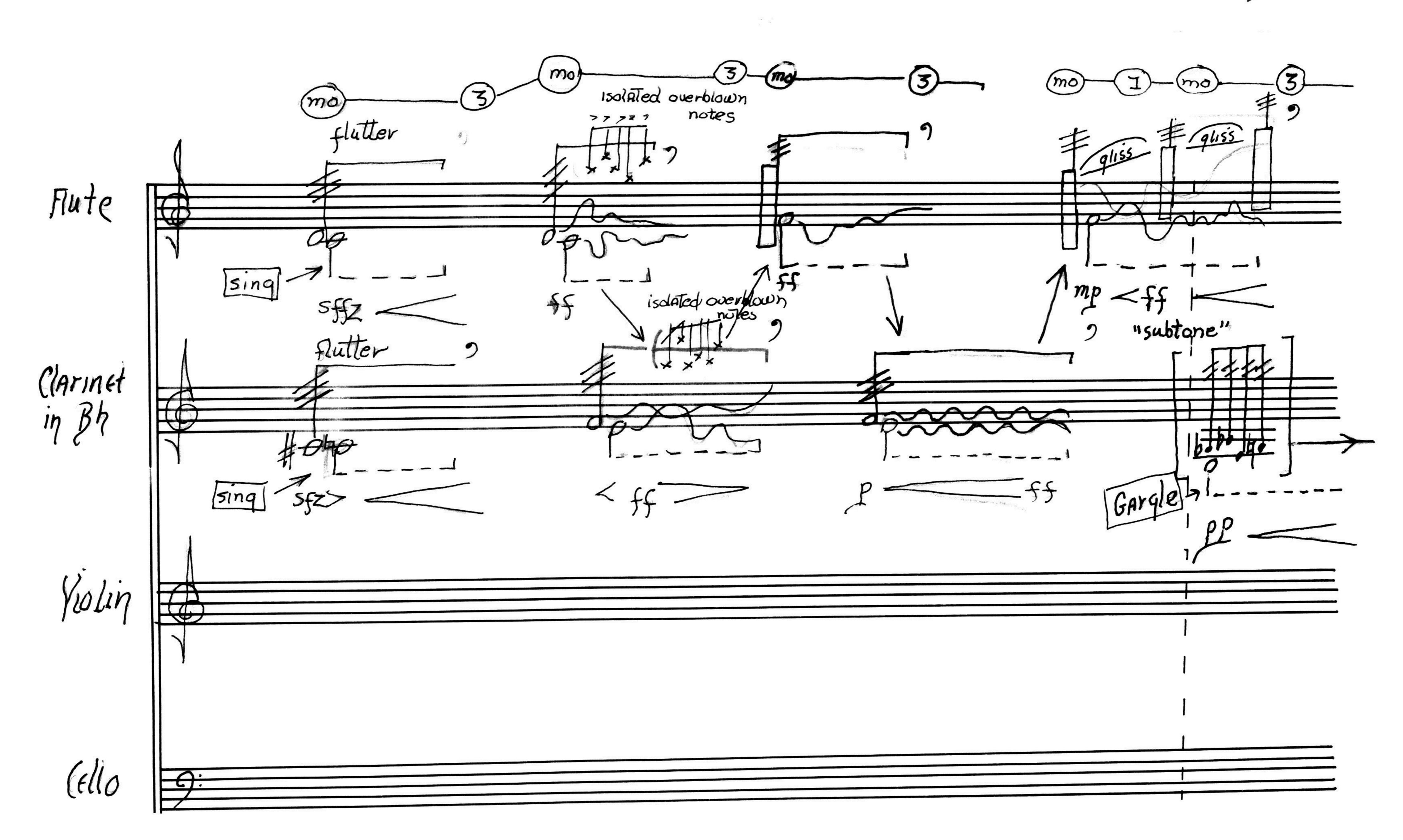
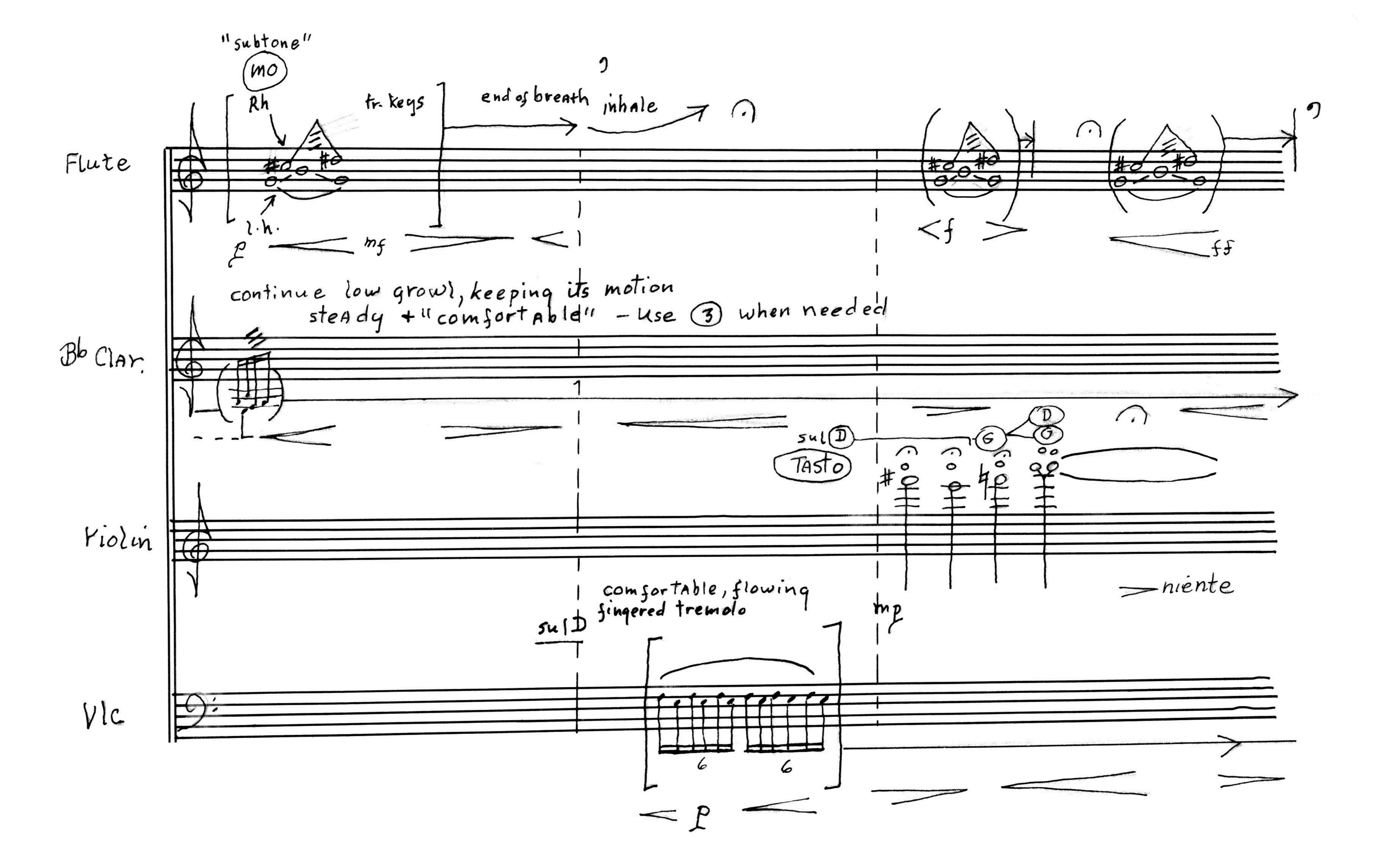
I have some timing changes to make. On page one, I want a long time taken on those sonorities. Have the pianist start on the wires and really establish those birdsounds before the puili enters. If the audience is not settled, this may take awhile. Allow the flute to spend some time (I put one minute in the score, but that is arbitrary - what I mean is a long time that feels good) repeating the "dove sound" pattern. It may be varied with respect to speed, dynamics, energy shape and a little fluttertongue may be added ad. lib. Whistle tones should simply be played continuously and smoothly until cued out. Violin should play its bracketed song two times on page 1, on cue from conductor. Contrabass establishes a comfortable tremolo and alternates ad. lib. between duple and triplet phrasing.

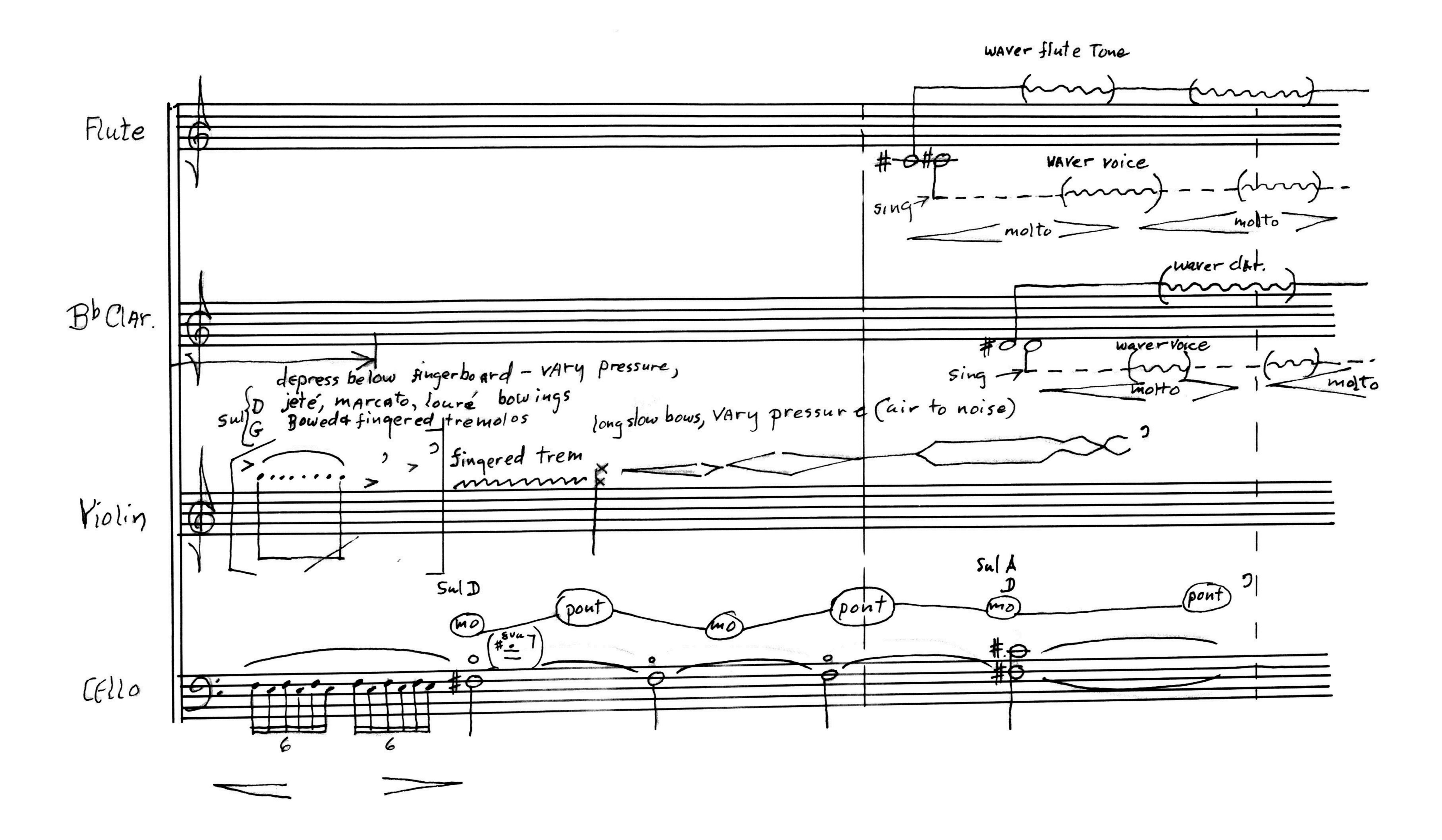
Bowed cymbals I use 16" Ziljians firmly anchored to the stand so that they don't flop around when bowed. What works for me is to use a stand with a nut/bolt top. I put on one round felt, one cymbal (bowl down), 2 round felts, the other cymbal (bowl up), another felt and tighten the whole thing from the top. Some resonance may be lost, but what is accomplished is a lot of control over dynamics and flow of bowed sound as well as excellent control for using the superballs. Use two bows/ two hands when bowing cymbals, and establish flowing motion like cross country skiing. In pp sections, sound should be airy, and in the ffpossible section ask the percussionist to set up as complex, voluminous sound as he can get. For this it really helps to have the cymbals anchored. If the percussionist really wants to get what I'm after, ask him to spend 15 or 20 minutes bowing the cymbals continuously, allowing changes in dynamics, phrasing, speed, etc to happen.

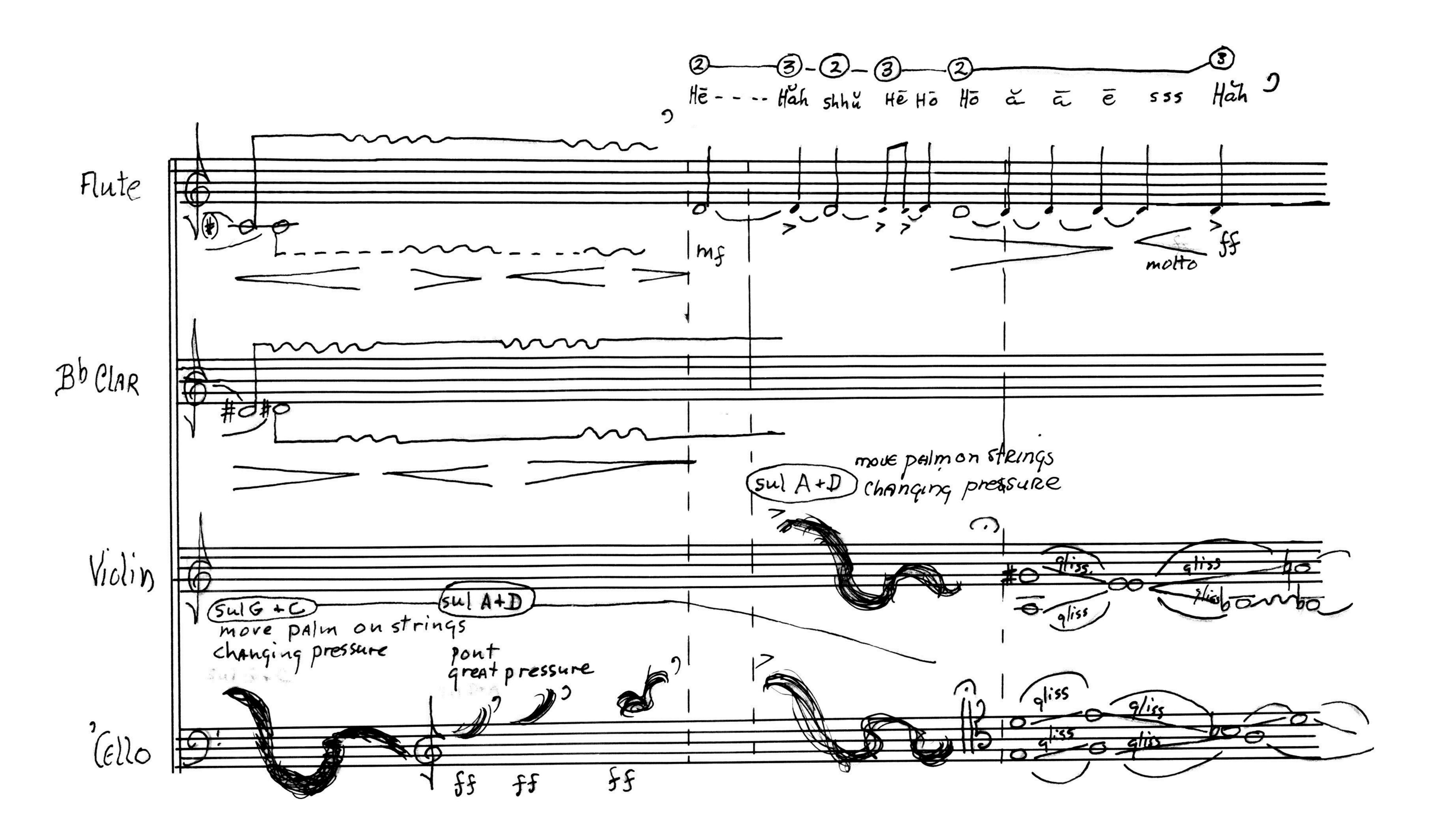
The LIONS HEAD

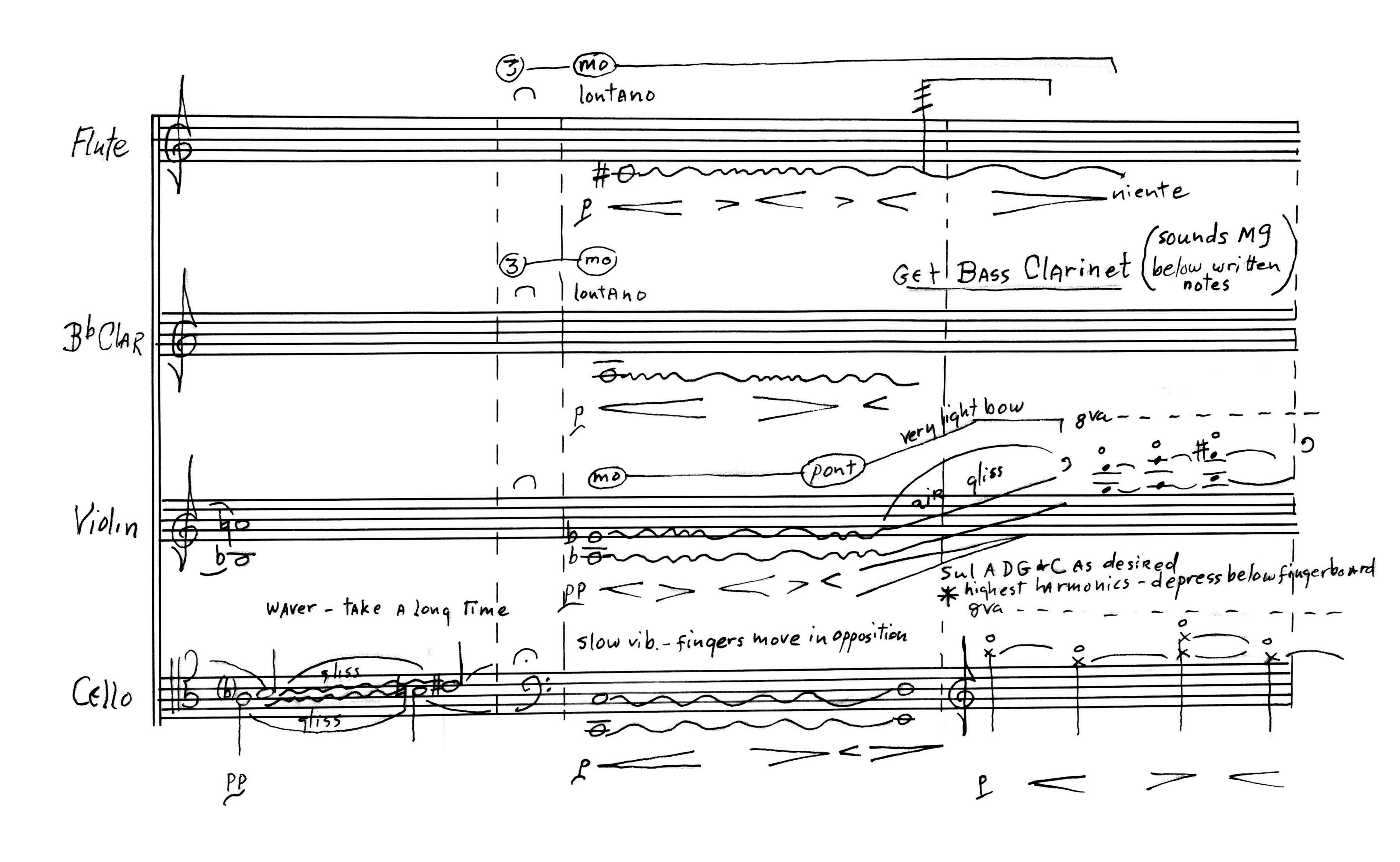
Heave forga











* Arrange A set of harmonics in the highest register. Take time to let them sing. Mold them by __cont bowing __color change mo __cont bowing flat + angled bow bow speed bow pressure

