

GALACTIC ROUNDS

RICHARD FELCIANO

$\text{♩} = 60$
 CUE: 

1 10" 2 19" 3 10" 4 8" 5 7" 6 6" 7 13"

TBN CELLOS PICC PERC PICC HORNS

8 17" 9 25" 10 Battuta $\text{♩} = 60$ 11 11" 12 13" 13 Battuta 3 4 12"

TBN VLA PIANO HORNS PICC

14 6" 15 2" 16 Battuta 4 2 13" 17 12" 18 9" 19 12" 20 abrupt muffle TO WOOD STICKS

CELLOS TUBA B.D. DB scream DB arco PERC

21 ca. 5" 22 2" 23 ca. 5" 24 1" 25 1 1/2"

VLN knock BRASS hit mouthpiece VLN knock CHIME CYMBAL 27 CHIME/CYMBAL 1 CUE

26 $\text{♩} = 60$ wooden sticks - evenly, (count ♩), well accented

CHIME GONG mf only; not above general orchestral dynamic.

Batt. FASTER $\text{♩} = 80$ ca. 12" 29 5" 30 $\text{♩} = 60$ 16 CUES

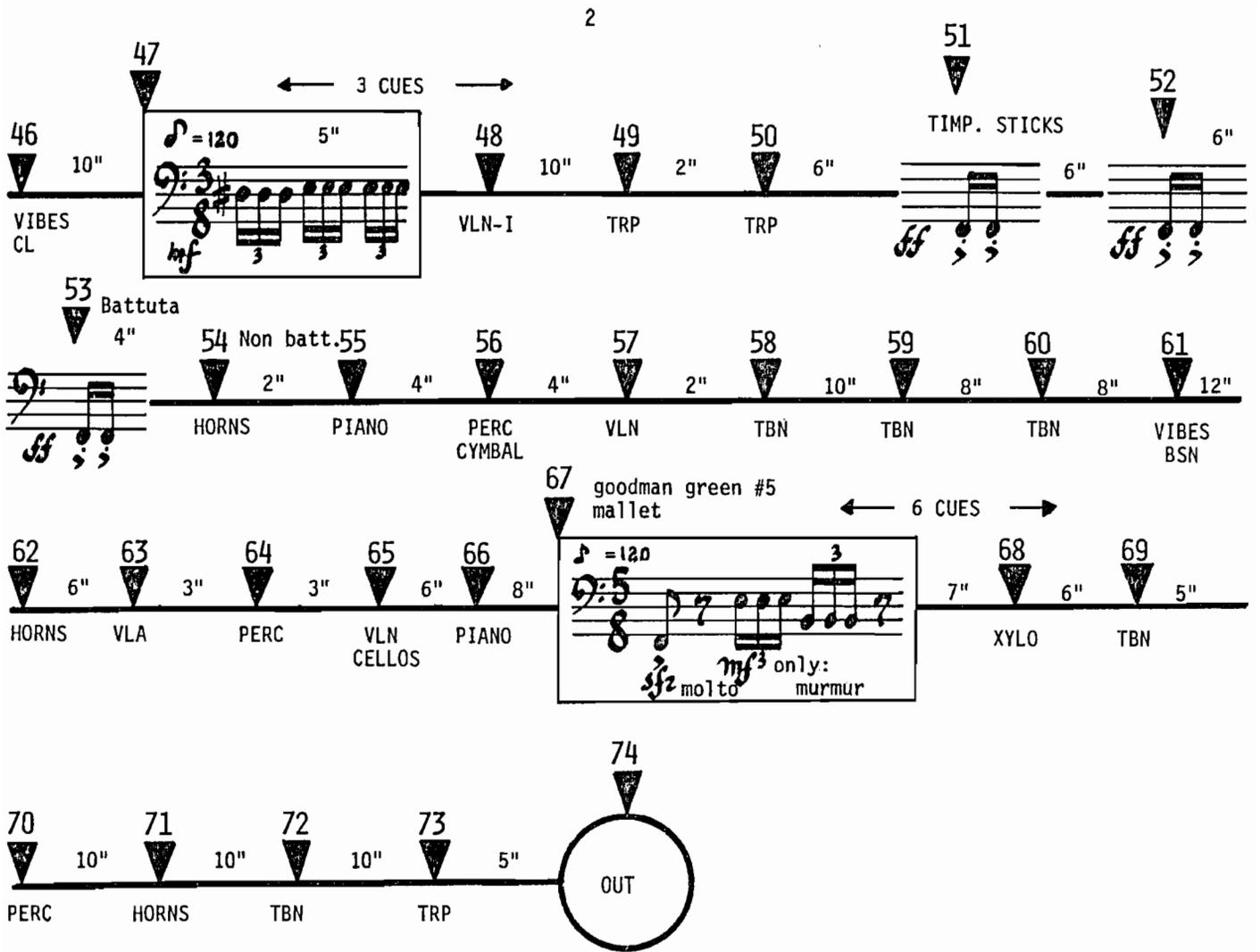
28 4 3 3 2" RESUME PREV. FIGURE 31 10" 32 7" 33 12" 34 9" 35 ca. 4" 36 5"

SILENCE PERC PERC PIANO VLN BSN BRASS TRP HORNS

37 8" 38 7" 39 Battuta 8" 40 Battuta 8" 41 Non batt. 4" 42 8"-10" 43 8"-10" 44 5" 45 8"

VIBES FL PERC CLAVES OBOES CL OBOES FL BSN CELLO PERC

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Performance Instructions



(single outline box) Repeat until directed otherwise; if only a single duration (rather than a rhythmic figure) is given, leave irregular pauses between repetitions. Make no attempt to synchronize.



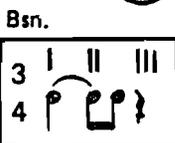
Sustain without break, staggering breathing and bowing, until directed otherwise.



(double outline box) Repeat in rhythmic unison (synchronize). Where necessary, the first chair player coordinates the group. This is especially important when contradicting simultaneous tempi exist between groups.

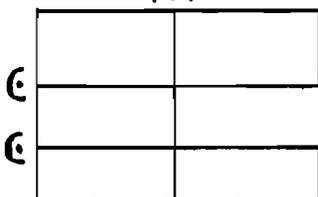


A circle indicates an exit cue. In this example, first violins stop playing.



Each bassoon enters on the beat indicated, but playing the beginning of the figure, as in a classical canon.

Flutes I → II → III → IV



Flutes enter on consecutive beats after the cue, choosing any box. They then move to other boxes at will, pausing at will between boxes. Continue until change of material or exit cue is indicated. If no fermata is indicated, move between boxes in tempo, without pause.

The tempo is ♩=60 unless otherwise indicated. Metronome markings must be rigorously observed, especially when they conflict between parts.

Cues are numbered consecutively; time between cues is indicated in seconds.

senza battuta: not conducted (cued only; performers play at tempo indicated.)

In unmetered passages, the conductor may wish to aid coordination by beating the tempo without metric division.

When regular rhythms are already present, all entries are made on the beat. When moving from one repeated rhythm to another, move on cue or first convenient beat thereafter, leaving no hiatus between the two rhythms.

All staccato notes are very short.

All trills are very rapid.



Play as fast as possible.



Let vibrate.



Muffle abruptly.

SB

sound board

dead clap: Clap cymbals head-on; hold together. A 'dry' explosive sound should result.