

GALACTIC ROUNDS

RICHARD FELCIANO

$\text{♩} = 60$
CUE:

The score consists of several staves with cues and musical notation. The cues are as follows:

- 1 TBN 10"
- 2 CELLOS 19"
- 3 PICC 10"
- 4 PERC 8"
- 5 PICC 7"
- 6 PERC 6"
- 7 HORNS 13"
- 8 TBN 17"
- 9 VA CELLO gliss 25"
- 10 Battuta CELLO gliss 4
- 11 CELLOS 6"
- 12 HORNS 11"
- 13 Battuta PICC 3
- 14 CELLOS 4
- 15 TUBA 6"
- 16 Battuta PERC 4
- 17 DB scream 4
- 18 DB arco 12"
- 19 PERC 9"
- 20 TIMP 12"
- 21 VLN knock ca. 4"
- 22 BRASS hit mouthpiece 2"
- 23 VLN knock ca. 4"
- 24 PERC 1"
- 25 PERC 1½"
- 26 TIMP 7"
- 27 TBN (floor) ca. 5"
- 28 Battuta FASTER $\text{♩} = 80$ VLN *mf*
- 29 SILENCE 2"
- 30 SLOWER $\text{♩} = 60$ *ff* 3"
- 31 PERC 10"
- 32 PERC PIANO 7"
- 33 VLN 12"
- 34 BRASS 3
- 35 TRP ca. 4"
- 36 HORNS 5"
- 37 VIBES 8"
- 38 FL 7"
- 39 Battuta PERC 4"
- 40 Battuta CLAVES 8"
- 41 Non battuta bend tone freely (accel.) *f* 4½"
- 42 *ff* 8"-10"

Musical notation includes a 4/4 time signature, dynamic markings (*mf*, *f*, *ff*), and performance instructions like "Battuta" and "Non battuta".

43

I → II → III → IV

mf

← 3 CUES →
5"

44 45 46
5" 8" 10"

FL BSN CELLO VIBES CL

47

← 3 CUES →
5"

I II III IV

tr

f

48 49 50 51 52 53 Battuta

10" 2" 6" 6" 6" 4"

HORNS TRP TRP HORNS PIANO PERC CYMBAL clap

57 58 59 60 61 62 63

2" 10" 8" 8" 12" 6" 3"

VLN TBN TBN TBN VIBES HORNS VA

8" ← 15 CUES →

mf

RANDOM ASCENDING GRACES -
LEAVE IRREGULAR PAUSES BETWEEN NOTES. AVERAGE ONE NOTE EVERY 3 SECONDS.

64 65 66 67 68 69 70 71 72

3" 6" 8" 7" 6" 5" 10" 10" 10"

PERC CYMBALS VLN CELLOS PIANO TIMP PERC TBN XYLO TBN PERC GONG HORNS TBN

73 74 75 76 77 78

5" 6" 4" 5" 10"

TRP FL TRP TRP TRP

OUT

PLAY IN ANY ORDER. LEAVE IRREGULAR PAUSES.

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.

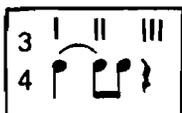


(double outline box) Repeat in rhythmic unison (synchronize). Where necessary, the first chair player coordinates the group. This is especially important when contradicting simultaneous tempi exist between groups.



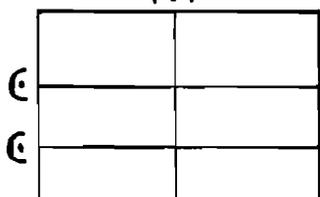
A circle indicates an exit cue. In this example, first violins stop playing.

Bsn.



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.