

GALACTIC ROUNDS

RICHARD FELCIANO

$\text{♩} = 60$ Piano must be open

CUE:

1 10" 2 19" 3 10" 4 8" 5 7" 6 6" 7 13" 8 17"

TBN CELLOS PICC PERC PICC PERC HORNS TBN

10 Battuta
martellato, secco 6" 11 11"

9 25" 12 13" 13 Battuta 3 4 12"

14 6" 15 2" 16 Batt. 4 13" 17 12" 18 9" 19 12" 20 10" 21 ca. 3"

CELLOS TUBA PERC 4 4 DB scream DB arco PERC TIMP VLN ca. 10"

22 2" 23 ca. 4" 24 1" 25 1½" 26 7" 27 ca. 5" 28 4 3 80 Batt. 29 2" 30 3 4 SILENCE

BRASS hit mouthp. VLN knock SLOWER $\text{♩} = 60$ 31 5" 10" PERC 32 slow to fast 8va Ped. 33 7" 12" 34 3 9" 35 ca. 4"

VLN BSN 4 BRASS TRP

36 5" 37 8" 38 7" 39 Battuta 4" 40 Battuta 8" 41 Non batt. 4¼" 42 8"-10" 43 8"-10" 44 5"

HORNS VIBES FL PERC CLAVES OBOES CL OBOES FL

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For all countries

45 8" 46 5 CUES

Inside piano with plastic stick strike random strings in 2 lowest octaves; slow irregular rhythm, not more than one note every 2 seconds. Hold pedal down throughout. Play *ff*

47 10" 48 5" 49 10" 50 2" 6"

51 mixed clusters flat of hand 8va 52 8va 53 Battuta 8va 54 Non batt. 55 random clusters in 4 highest octaves. 8va

56 4" 57 2" 58 10" 59 8" 60 8" 61 12" 62 6" 63 3" 64 6" 65 6"

CYMBAL clap VLN TBN TBN TBN VIBES HORNS VA gliss (68) PERC VLN CELLOS

66 8" 67 7" 68 15 CUES

66 martellato, hard! 69 Continue by playing the pitches of the last 9 beats in any order, using similar rhythms. Move freely among the pitches given.

Ped. Ped. sempre al fine

70 10" 71 10" 72 10" 73 5" 74 6" 75 4" 76 5" 77 10" 78 5"

PERC HORNS TBN TRP FL TRP OBOES PERC CELLO out OBOE out

79 5" 80 10" 81 5" 82 2" 83 Battuta

ringing: pull hands instantly away from keys

(PEDAL CONTINUES)

Play as continuation of previous material.

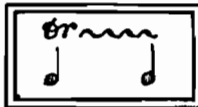
Performance Instructions



(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.



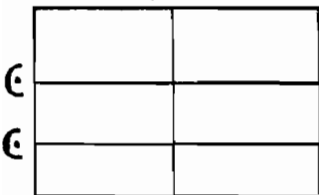
A circle indicates an exit cue. In this example, first violins stop playing.

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.