

GALACTIC ROUNDS

RICHARD FELCIANO

♩ = 60
CUE:

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

TBN CELLO PICC PERC PICC PERC HORN TBN

9 17 CUES 10 Battuta 11 12 13 Battuta 4 12"

25" 4 6" 11" 13" 3 4

PIANO CELLO HORN PICC

14 6" 15 2" 16 Battuta 13" 17 12" 18 9" 19 12" 20 10" 21 ca. 5"

CELLO TUBA 4 4 DB scream DB arco PERC TIMP VLN knock

FASTER Batt. ♩ = 80

22 2" 23 ca. 5" 24 1" 25 1 1/2" 26 27 ca. 5" 28 3 ca. 12"

BRASS hit mouthpiece VLN knock PERC SLOWER = 60 PERC CHIMES OUT TBN 4 4 4

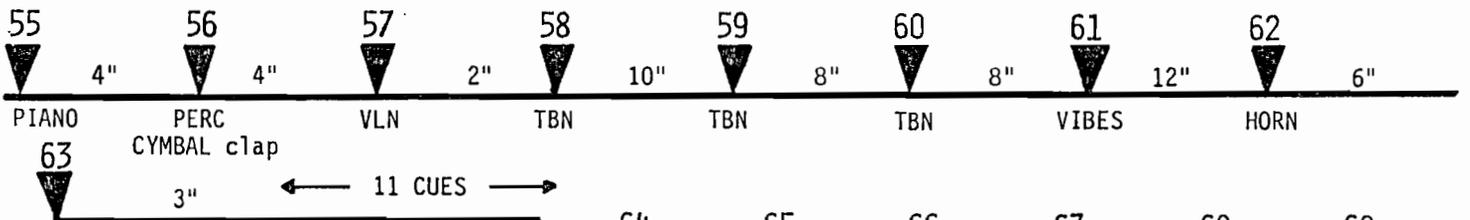
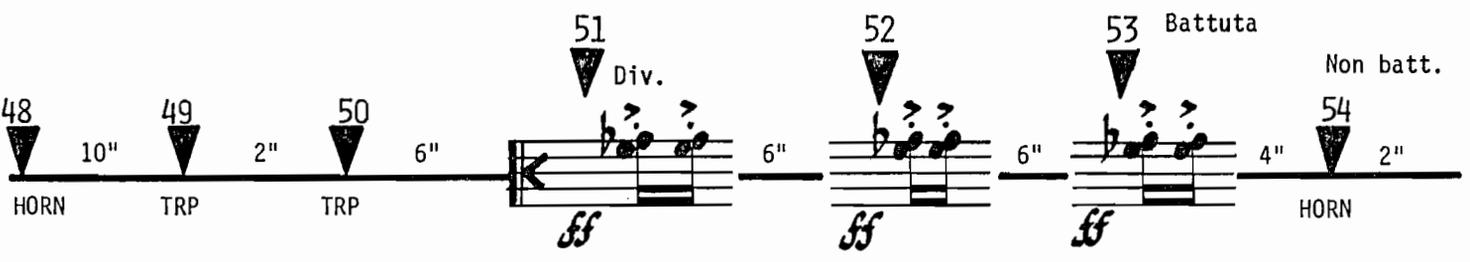
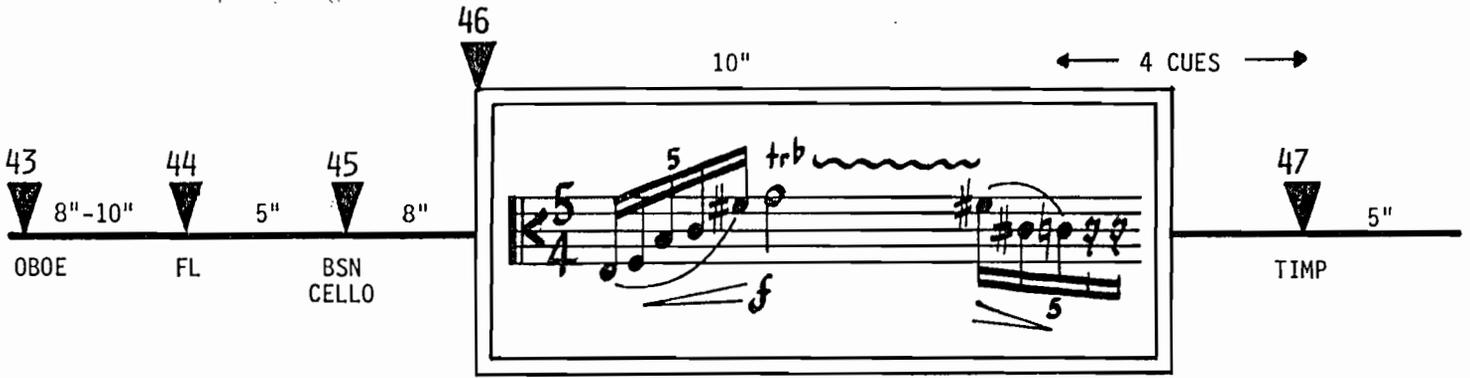
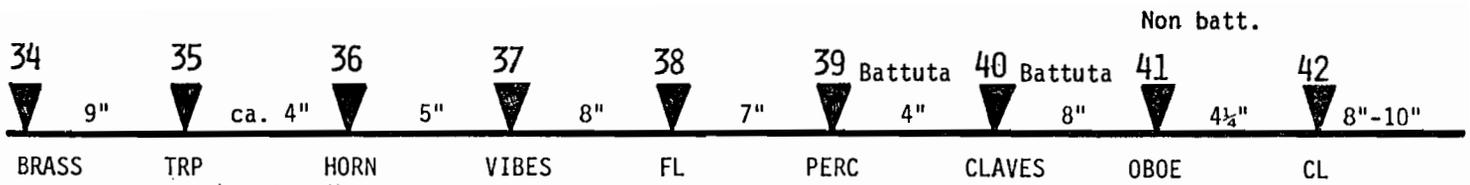
VLN

29 2" 30 31 10" 32 7"

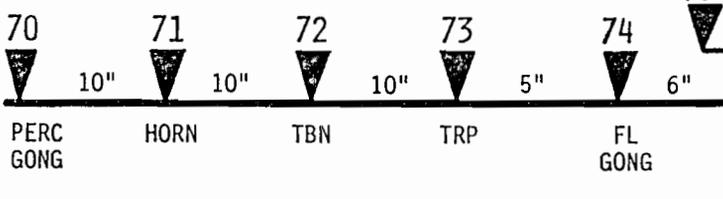
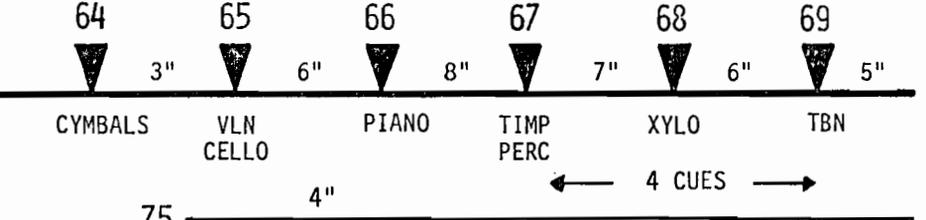
SILENCE PERC PERC PIANO

33 12"

6X - PLAY 6 TIMES, THEN GO ON REPEAT UNTIL CUE 46



Short ascending gliss.
(about a minor 3rd);
Random pitches, irregular pauses;
do not synchronize. Gliss. at
moderate speed.



On any of the given pitches,
trill 1/2 step for one beat,
then non vib. on same note
for one bow, then make slow
gliss. to adjacent note of the
pattern. Play that note in
same way, etc. Do not synchronize.

