

GALACTIC ROUNDS

RICHARD FELCIANO

♩ = 60
CUE:

The score consists of five systems of music with cues marked by downward-pointing triangles. Each cue is followed by a duration in seconds. The instruments are listed below the cues. The first system includes cues 1, 2, and 3. The second system includes cues 5, 6, 7, 8, and 9. The third system includes cues 10, 11, and 12. The fourth system includes cues 13, 14, and 15. The fifth system includes cues 16, 17, 18, 19, and 20. Musical notation includes notes, rests, dynamics (ff), and articulation (Battuta).

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 VLA CELLO gliss 25"

10 Battuta PICC. 4 6" 11 CELLOS 11" 12 HORNS 13"

13 Battuta PICC. 12" (four 3/4 measures) 14 CELLOS 6" 15 TUBA 2"

Battuta 16 PICC. 4 13" TAKE THE FLUTE 17 12" 18 9" 19 12" 20 10"
4 5 DB scream DB arco PERC TIMP

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For all countries

21 22 23 24 25 26 27 28

2" 2" 1" 1½" 7" ca. 5" ca. 10"

VLN knock BRASS hit mouthpiece VLN knock PERC PERC TIMP TBN (floor) VLN

FASTER $\text{♩} = 80$ Battuta 4 ca. 10"

29 30 31 32 33 34 35

2" 3" 10" 7" 12" 9" ca. 4"

SILENCE flutter PERC PIANO VLN BSN BRASS TRP

SLOWER $\text{♩} = 60$

36 37 38 39 40 41

5" 8" 7" 4" 8" 4½"

HORNS VIBES PERC Battuta Non battuta CLAVES OBOES

mf flutter I → II → III → IV

42 43 44 45

8"-10" 8"-10" 5" 8"

CL OBOES II IV BSN CELLO

5 CUES 5"

46 47 48 49 50

10" 5" 10" 2" 6"

VIBES CL TIMP OB VLN-II HORNS TRP TAKE THE PICC. OUT

51 PICC. 52 53 Battuta TAKE THE FLUTE 54 Non battuta 2"

ff ff ff

6" 6" 4" 2"

55 18 CUES 4" 56 57 58 59 4" 2" 10" 8"

mf

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

CYMBAL VLN TBN TBN

60 61 62 63 64 65 8" 12" 6" 3" 3" 6"

TBN VIBES HORNS VLA CYMBALS VLN CELLOS

66 67 68 69 70 71 8" 7" 6" 5" 10" 10"

PIANO TIMP PERC XYLO TBN PERC GONG HORNS

74 6 CUES 6" 72 73 75 10" 5" 4"

sharp tongue

ff

TBN TRP TRP

76 77 78 79 80 81 5" 10" 5" 5" 10"

OBOES CYMBALS GONG CELLO out OBOE out CYMBALS GONG CL out VLA out OUT

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.

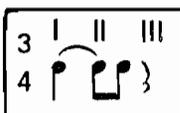


(double outline box) Repeat in rhythmic unison (synchronize). Where necessary, the first chair player coordinates the group. This is especially important when contradicting simultaneous tempi exist between groups.



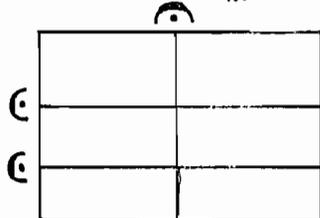
A circle indicates an exit cue. In this example, first violins stop playing.

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.