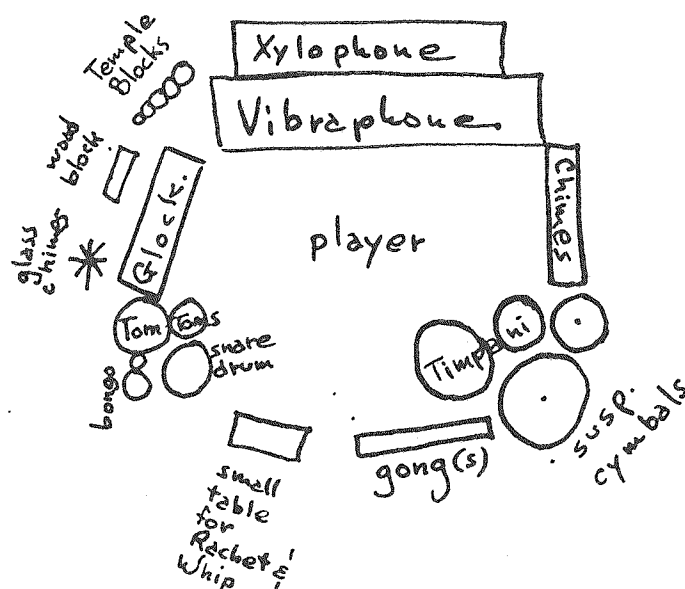


PERCUSSION

1. all glissandi move immediately away from starting pitch.
2. use med. all-purpose mallet unless otherwise indicated.
reversible mallets may be necessary for fast changes.
3. lv = let vibrate. \oplus = muffle.
4. Pedal indications: leave pedal down continuously until arrow goes up.
5. Temple Blocks (5) are notated on staff top to bottom, high to low.
6. Vibraphone: ped. \rightarrow = leave ped. down until sound dies away.

RICHARD FELCIANO

suggested
disposition
of instruments:



GLOSSOLALIA

Instruments:

- Vibraphone
- Whip
- Glockenspiel
- Wood block
- 2 Timpani
- Xylophone
- Tubular Chimes
- 2 Tom Toms, sm. & lg.
- small bongo
- Temple Blocks (must be 5)
- snare drum
- glass chimes
- ratchet

2 susp. cymbals } as varied in pitch
gong } as possible
(high, med., low)

N.B. If more gongs
and cymbals are
available, they
should be used.

Instruments notated at pitch, except:

Glock. which sounds 2 oct. higher than written
Xylo. " " 1 oct. " " "

Tub. Chimes " sound 1 oct. " " "

2
percussion

Whip *ff*

vibe. (vibrato off)

ff *gliss. 2 octaves* *(4)*

Ped. *release with whip*

ff *release with Glock.*

Glock.

hard mallets *3*

Wood block *3*

strike very hard

vibe.

medium mallets *ff* *sub. pp*

3 Ped. *↑*

Glock. *(medium mallets)*

ff! *6* *#4* *6*

Xylo.

hard mallet *ff*

Timp. *3* *sub. mp*

più p. but cover voice *br. gliss.*

Glock. *med. mallet* *3*

ped.

Glock. with wood block *hard mallet* *ff*

vibe.

Xylo. *qua sopra*

Vibe. medium mallet *come prima* *ff* (4) *gliss.*

Glock. *ss* *hard mallet* *ff*

Wood block

Ped. **Whip** *release with whip*

percussionist strike with wooden (*) sticks any object which makes dry (no after-ring) clicking sound (metal rim of drum, metal frame of vibraphone, wooden chair etc.) change object constantly (*) wood of timpani sticks if desired

3

Timp. *f* *3* *5* *5* *mf* *mp*

Timp. *mf* *gliss.* *mp*

Susp. Cymbal *niente* *5*

Timp. *timp. sticks* *overlap tape entry*

4

Vibe. *medium mallet* *ff* (4) *gliss.* *Ped.*

Tubular Chimes *hard mallet (metal, if poss.)* *3:2*

4
percussion

medium mallet

sm. & lg. tomtom

sm. bongo

Glock gently

leggiero

Xylo

Vibe

p-mp senza ped.

hard stick

Glock.

wood block

strike hard

Glock.
wood block

susp. cymbal

timp. sticks

niente

6

Timp.

mp

Temple Blocks

medium mallets

mp

7

Timp.

timp sticks

mp

slow

glissando

(poco)

snare drum

wooden sticks

dry, clicking sounds as at 3

8

stop at
Fagot entry

Snare Drum

Ratchet

f furioso

timp. sticks

Timpani

mp

Tubular Chimes

mp

medium
mallet

LV sempre

Vibe senza ped.

mp

9

con
pedale

drag mallet slowly
across to so us to
finish with top note on beat 1

mp

release
with
tape
entry

Tom Toms

Temple Blks

Suspended Cymbal

P

10

Glass Chimes

Tom Toms

Tubular Chimes



RESEARCH

4m f
Red. bassa

LV

Vibe

५५

2 (4)

Red

7 va bassa

9/12

6
percussion

11

Wood Block *ff* *strike hard*

Whip *ff*

hand sticks

Glock *ff* *strike hard*

6

12

Temp *measured gliss.*

timp. sticks

mp *ff*

Tubular Chimes

medium mallets

2 susp. cymbals

sm. cymbal
lg. cymbal
gong

Gong

LV sempre

3

13

* on 3rd beat begin percussion cadenza: play *ff* chimes, 2 susp. cymbals and gong; medium mallet; leave irregular pauses between notes; repeat until tape entry.

LV sempre

muffle at tape entry

Vibe

medium mallet

senza ped.

(senza vibrato)

Ped.

Vibe

14

Ped.

release on 1

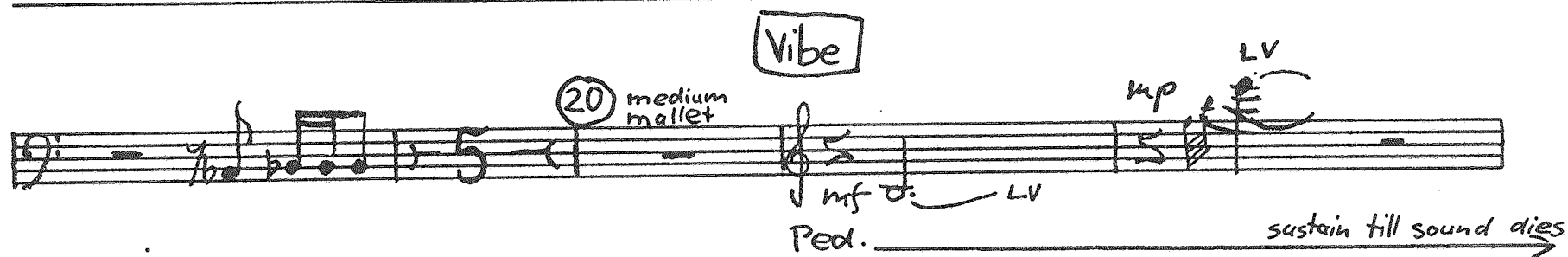
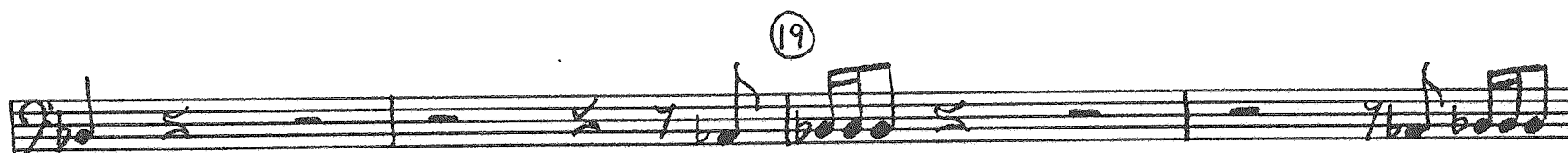
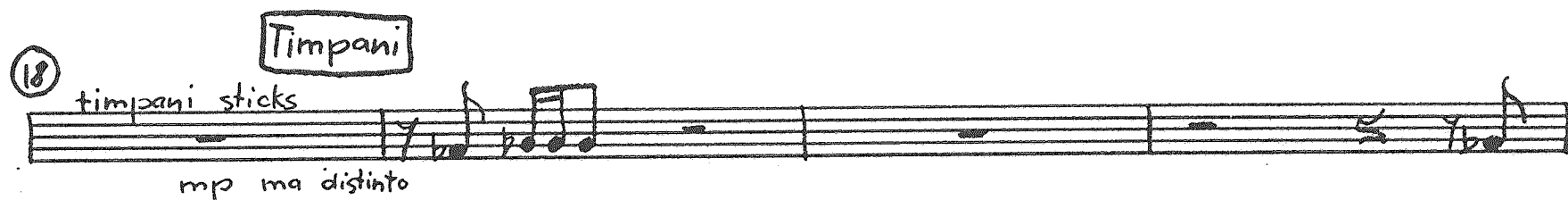
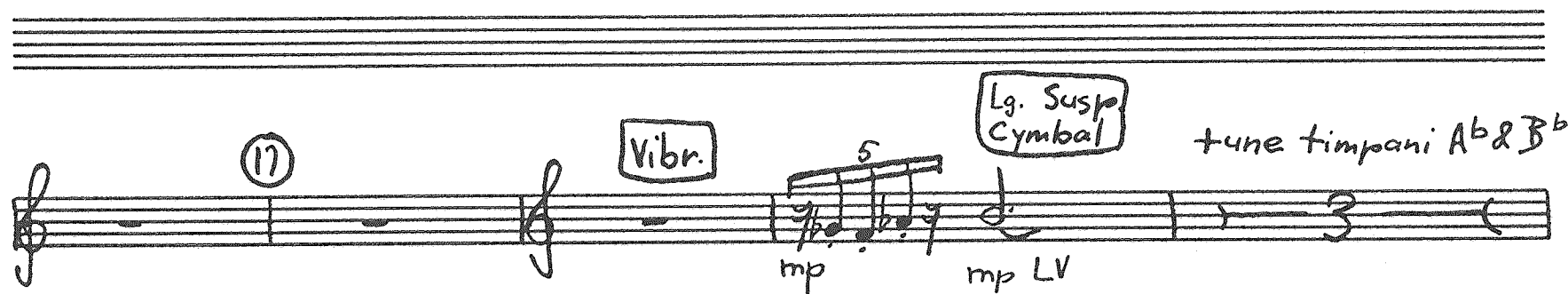
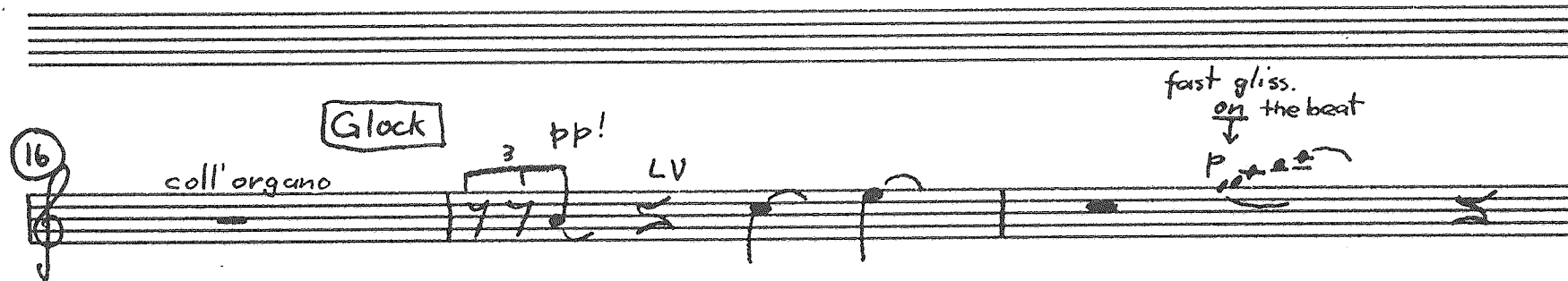
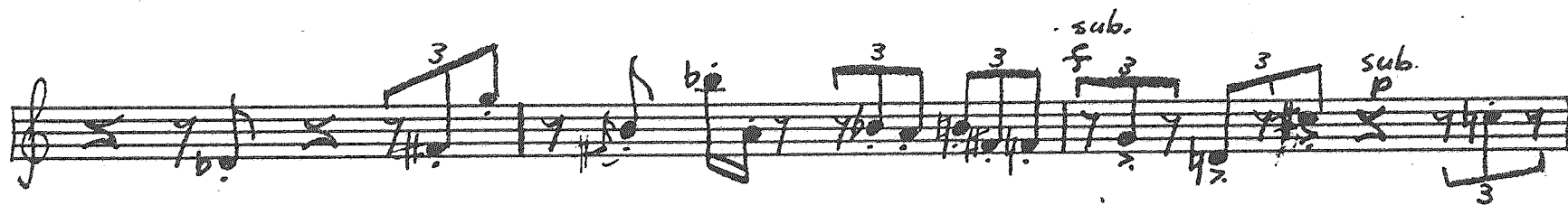
15

3

* if gongs and susp. cymbals are available in greater number, they should be used.



percussion



timpani sticks

Timpani

mp

(21)

Tubular Chimes

very hard mallets

very hard stroke

strike 3 different metal or wooden objects (frames, table, etc.)

Vibe

mp

ped.

Between (22) and (23)
Glock. plays groups of
3 to 12 notes *ff* and as
fast as poss. Each group
is in answer to similar
high-pitched, scampering
sounds which emerge
sporadically from the
tape. Performer
chooses pitches. Play
in the manner of
measure 7, but faster

Glock

(22)

metal mallet

Vibe

ff

senza ped.

(23)

hand wooden mallet

Xylo

ff

Glock

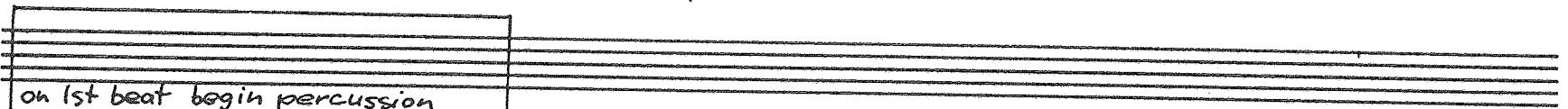
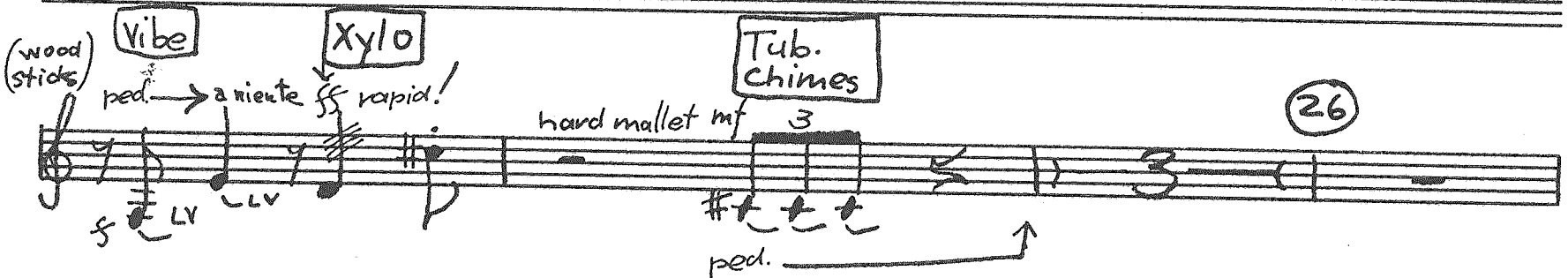
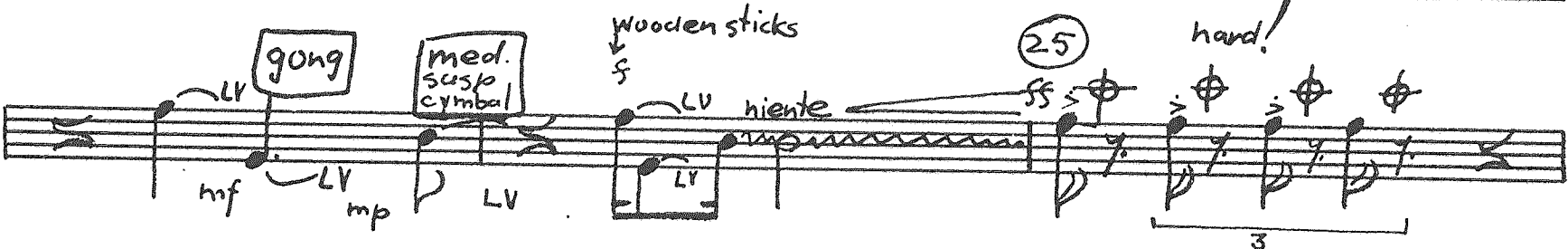
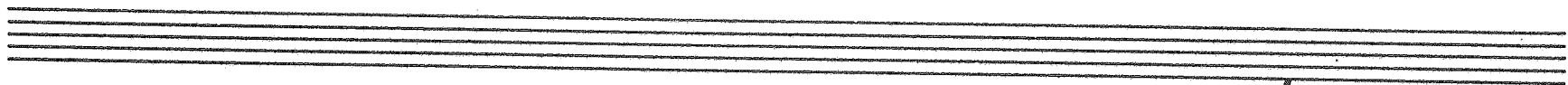
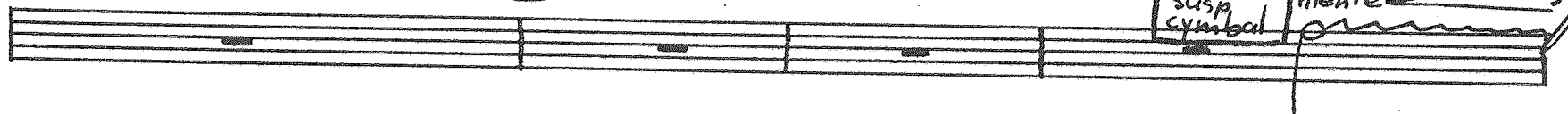
3

24

high
susp
cymbal

med. mallets

niente



on 1st beat begin percussion
cadenza: medium mallet play ff
susp. cymbals & gong(s), vibra-
phone (hold ped. down), glock.,
chimes without pedal, timpani,

LV sempre

end with
cymbals

tom-toms, glass chimes, bongo, &
shake drum; leave irregular pauses
between notes; continue for 5
bars. N.B. Do not play more than
one note on any instrument

before moving to another, begin
and end cadenza with
cymbals

