

CCCM

development phase 1

the beginning

2/2 $\text{♩} = 48$

Bell Tree *start brushing rapidly and go up the drum as you slow down*

Percussion Bass Drum *fff* *(mf)* *fff* *(mf)* *fff* *(mf)*

Violin *IV, arco* *arco* *arco*

Violoncello *pizz* *arco, msp* *pizz* *arco, msp* *pizz* *arco, msp*

Contrabass *pizz arco* *pizz arco* *pizz arco*

(on the bridge) *(C string transposed down to A)* *(on the tailpiece)*

4 $\text{♩} = 96$ *rit.* $\text{♩} = 64$ 2/2

Perc. *Small coil spring* *Large coil spring* *p sempre* *sf* *p sempre*

Vln. *arco* *pizz* *sfff sempre* *f* *arco gliss* *mf*

Vc. *pizz* *arco* *pizz* *sfff sempre* *f* *arco gliss* *pizz* *mp*

Cb. *pizz arco* *pizz* *sfff sempre* *f* *arco gliss* *p* *pizz*

7 $\text{♩} = 48$ 5/8 (have superball attached to the other side of your BD mallet) 4/8 2/2 *poco accel.* $\text{♩} = 54$ 6/4

Bass Drum *fff* *p* *pp* *mf* *mf* *p* *pp*

Vln. *fff* *fff* *fff* *fff* *fff* *fff* *flautando sempre, airy ghost sound* *ppp*

Vc. *pizz arco, msp* *fff* *arco* *fff* *fff* *fff* *pizz arco, msp* *fff* *pizz* *gliss.* *p* *fff* *fff* *arco flautando sempre airy ghost sound* *ppp*

Cb. *pizz arco* *fff* *fff* *fff* *fff* *fff* *pizz arco* *fff* *pizz* *gliss.* *p* *fff* *fff* *flautando sempre airy ghost sound* *ppp*

11 $\text{♩} = 48$ 6/4 *let the foil rattle* 4/4 *molto rall.* 3/2

Bass Drum *pp* *mp* *pp* *mf* *ppp*

Vln. *pp* *ppp* *mp*

Vc. *p* *ppp* *mf*

Cb. *pp* *ppp* *mp* *pp*

Small coil spring *ast* *msp* *ast* *msp vib* *ast* *msp*

4 *accel.* ----- 2 $\text{♩} = 96$ ----- 4 ----- 3 *accel.* -----
 4 4 4 4

29 Perc. pp $\text{mf} < \text{fff}$ p sf p

Vln. sfz sfz

Vc. mf sfz

Cb. pizz arco, msp pizz sfz sfz

molto ----- 4 $\text{♩} = 120$ ----- *poco più mosso* ----- *poco più mosso* ----- 4
 4 4 4 4

33 W.B. p mf *sub p* p

Vln. arco msp ff p ff p ff p ff

Vc. arco, msp pizz arco pizz arco pizz

Cb. arco, msp pizz arco pizz arco pizz

falling ashes ----- 4 $\text{♩} = 108$ ----- 7 ----- 4 ----- 3
 4 8 4 4

37 Perc. ff f mf

Vln. gliss pp pp pp f *sub p* mf sub pp

Vc. arco ff msp f mf

Cb. arco ff ast f ast f

----- 3 ----- 4 ----- 3 ----- 3
 4 4 4 4

41 Perc. mp p pp p p *quasi gliss.* p (match other instr.)

Vln. pp mp *sub pp* quasi f quasi f

Vc. pizz arco clb gliss. pizz clb gliss.

Cb. pizz arco pizz clb gliss. clb gliss.

poco rit.

45

W.B. *quasi gliss.* mp ppp mp mf f

Vln. *gliss.* *clb* pp *quasi ff* *gliss.* *clb* sfff *quasi fff* *gliss.*

Vc. *gliss.* pp *quasi ff* *gliss.* p *quasi ff* *gliss.* p *quasi fff* *gliss.* *clb* *gliss.* *quasi fff*

Cb. *gliss.* pp *quasi ff* *gliss.* ppp *quasi fff* *gliss.* f *quasi fff*

* *clb* = col legno e crini battuto

49

W.B. *quasi gliss.* p ff mp

Vln. *gliss.* *clb* p sff *quasi fff* *gliss.* f p sff *sempre sfff*

Vc. *gliss.* p f arco pizz sff ff pp fff sub p sf

Cb. *gliss.* p mp f fff arco pizz with the tail of the bow p f pp sff mf fff p pp

3/4 = 96 4/4 5/4

53

Perc. *zooming in falling ashes* ff

Vln. pp mp f flautato pp

Vc. pizz ff p

Cb. pp< ppp ff p

5/4 4/4 3/4

57

Perc. Wood-blocks ff f Styrofoam ff

Vln. over press ord. pr. col legno *gliss.* col legno fff over press

Vc. arco ppp mp p ff

Cb. arco pp over press mf ff

3/4 5/4 4/4 5/4

61 **5/4** Wood-blocks **4/4** Tam-tam superbball

W.B. *pp* *mf*

Vln. *ff* *pp* *mp* *pp* *f* *p*
ord. sp. ord. sp.

Vc. *ff* *arco* *col legno* *ff* *mp*
sp. arco

Cb. *pp* *f* *mp*

65 Perc. counterpoint continuation **5/4** Wood-blocks

Vln. *ff* *col legno*

Vc. *p* *arco* *pp* *p*
ord. sp. sp.

Cb. *p* *ff* *col legno*

69 **4/4** arco Tam-tam **5/4**

W.B. *pp* *f*

Vln.

Vc. *pp* *mp* *ff* *pp*
over press ord. pr.

Cb. *pp* *mp* *pp* *mp* *ff* *pp*
arco sp. over press ord. pr.

73 **5/4** styrofoam **4/4**

Perc. *ff* *ff*

Vln. *ff* *p* *ff*
arco pizz

Vc. *ppp* *ff* *p* *pp* *p* *f*
flautato over press

Cb. *mp* *f* *pp*
flautato

76

4/4

5/4

4/4

Wood-blocks

Perc.

Vln.

Vc.

Cb.

ord. pr.

sp.

ord.

ff

mp

f

pp

mf

pp

mp

p

ff

mp

ff

pp

arco

3

over press

col legno

gliss.

col legno

f

p

fff

ff

pp