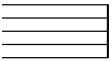


Percussion Group 2 (three players)

et avant / image / l'autre
Thomas DeLio



Percussion 2

player 1

player 2

player 3

maracas (h)

maracas (h)

maracas (h)

cymbals (h, m)

snare drum (h, *piccolo*)

tambourine

Notes

All cymbal rolls, bow to edge.

speaking, unvoiced =

⌋
x

speaking, voiced =

⌋
⊗

text in normal font - French
text in bold italics - English

Text

pureté
double
– identité
–
les yeux
les deux points de
vue égaux

purity
double
– identity
–
the eyes
the two points of
equal sight

Pour un tombeau d'Anatole
Stéphane Mallarmé
North Point Press Edition, 1983
Paul Auster, trans.



The musical score consists of two systems. The first system includes a Flute part and three staves for Percussion 2, labeled player 1, player 2, and player 3. The Flute part begins with a treble clef, a key signature of one sharp (F#), and a time signature of 4/4. It features a series of rests followed by a sustained note. The Percussion 2 parts are written on three staves, each starting with a common time signature of 4/4. They feature a series of rests followed by a sustained note. The second system continues the music, with the Flute part featuring a series of rests followed by a sustained note. The Percussion 2 parts continue with their respective patterns.

10

Flute

9

player 1

9

maracas

unvoiced

ppp

fff

sh - s -

tktktktk...
(repeat t and k as fast as possible)

player 2

9

maracas

unvoiced

ppp

fff

t veu

é - - geaux

player 3

9

unvoiced

ppp

fff

t

tktktktk...
(repeat t and k as fast as possible)

22

Flute

very breathy

ppp *fff*

12

ppp *f* *ppp*

2

3

Perc. 2

player 1

5 7 unvoiced

maracas

t dou-ble

player 2

5 maracas

unvoiced 7 maracas

t les yeux

player 3

5 maracas

t

ppp *fff*

ppp *fff*

ppp *fff*

27

Flute

normal

very breathy

normal

very breathy

ppp *f* *fff* *p* *f* *ppp*

3 5 6

3

3

3

3

Perc. 2

player 1

ppp *fff*

player 2

ppp *fff*

player 3

ppp *fff*

Flute

34

normal

p *mf* *f* *mp* *fff* *ppp* *fff*

unvoiced

5

3

7

3

player 1

player 2

player 3

Perc. 2

pu - ri - té té ts

dou - ble té ts les yeux

i - den - ti - té té ts les deux points de

voiced *fff*

3

3

Flute

39

f *fff* *mf* *ff* *mf* *fff* *ppp* *ffff*

very breathy

more air than pitch

5

5

player 1

player 2

player 3

Perc. 2

cymbal (h, m); soft yarn mallets
bow edge, sempre

maracas

unvoiced

ppp

fff

veu

maracas

voiced

3

3

unvoiced *fff*

3

3

é - geaux les deux points de

[illegible]

The musical score is divided into three systems, each containing three measures. The first system is marked with a measure number of 57. The Flute part consists of whole notes in measures 1, 3, and 5, with a measure rest in measure 2. The Percussion 2 part is played by three players (1, 2, and 3) and features a complex rhythmic pattern. In measures 1 and 3, the players play a triplet of eighth notes (marked '3') followed by a measure rest. In measures 2 and 4, they play a quintuplet of eighth notes (marked '5') followed by a measure rest. In measure 5, they play a triplet of eighth notes (marked '3') followed by a measure rest. The Maracas/Tambourine part is played by a single player and features a complex rhythmic pattern. In measures 1 and 3, the player plays a triplet of eighth notes (marked '3') followed by a measure rest. In measures 2 and 4, they play a quintuplet of eighth notes (marked '5') followed by a measure rest. In measure 5, they play a triplet of eighth notes (marked '3') followed by a measure rest. The score includes dynamic markings such as *fffz*, *ppp*, and *fff*, as well as articulation marks like accents and slurs. The Percussion 2 part is also marked with 'unvoiced' in measures 1 and 3 of each system.

75

Flute

player 1

player 2

player 3

maracas

tambourine (shake)

ppp

fff

f

ppp

fff

fff

fff

7

7

7



86

Flute

player

player 2

player 3

maracas (h)

sfffz voiced

ppp

fff voiced

p

fff

p

té

pu - ri - ty e - qual sight

té

sfffz voiced

ppp

fff voiced

p

té

sfffz voiced

ppp

fff voiced

p

i - den - ti - ty

3

3

[illegible]