

Percussion Group 3 (two players)

et avant / image

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Percussion 3

player 1

player 2

tom-toms (h, m, l, vl)

slap stick

cabasa

tom-toms (h, m, l)

temple blocks (h, m)

metal wind chimes

bamboo wind chimes

Notes

All cymbal rolls, bow to edge.

speaking, unvoiced = x

speaking, voiced = x

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.



[illegible]

14

Flute

player 1

Percussion 3

player 2

9

4

2

p *ppp*

mp *ppp*

to hard rubber mallets

cabasa (twist once, rapidly)

bamboo wind chimes (strike once with mallet)

fff

fff

The musical score for Percussion 3 consists of three staves: Flute, Player 1, and Player 2. The Flute staff begins at measure 22 and includes dynamic markings from *ppp* to *fff*, with breathiness instructions ranging from "very breathy" to "normal" and back to "very breathy". Player 1 uses a "slap stick" and "to sticks" techniques, with a *fff* dynamic. Player 2 uses "temple blocks (h, m); hard rubber mallets" and "to sticks", with dynamics from *f* to *p*. The score is divided into measures by vertical bar lines, with some measures containing rests or sustained sounds indicated by thick horizontal lines.

The image shows a musical score for Percussion 3 and Flute. The Flute part (top staff) begins at measure 31 with a rest. It features a melodic line starting in measure 35 with a triplet of eighth notes (G4, A4, B4) marked *p*, followed by a half note (B4) marked *mf*, a quarter note (A4) marked *f*, and a half note (G4) marked *mp*. The final measure (39) contains a triplet of eighth notes (F#4, G4, A4) marked *fff*. The Percussion 3 part (bottom staves) is divided into two players. Player 1 (tom-toms, sticks) plays a rhythmic pattern of eighth and sixteenth notes in measures 31-33, marked *ppp* to *mp* and *ppp* to *f*, with fingerings of 5, 5, and 5. In measure 34, they play a single eighth note marked *f* with the instruction "to fingers". Player 2 (tom-toms, sticks) plays a rhythmic pattern of eighth and sixteenth notes in measures 31-33, marked *mf* to *p* and *f* to *pp*, with fingerings of 3, 3, and 3. In measure 34, they play a single eighth note marked *f* with the instruction "to fingers".



very breathy

Flute

42

fff *ppp* *ffff*

more air than pitch

5

5

3

player 1

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

unvoiced

yeux

voiced

fff *fff* *fff*

veu - é - geaux

3

player 2

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

unvoiced

yeux

3

3

5

5

3

48

Flute

tom-toms

player 1

Perc. 3

player 2

bamboo wind chimes (strike once with stick)

pu - re - té

5

67

Flute

cabasa (twist once, rapidly)

player 1

Perc. 3

player 2

metal wind chimes (strike once with stick)

metal and bamboo wind chimes (strike once with stick)

ppp

p

fff

8

8

8

8

8

Flute

86

player 1

player 2

Perc. 3

bamboo and metal wind chimes (strike with stick)

fff

unvoiced

f *p*

fff *ppp*

f

fff

voiced

i - den - ti - té

poin - ts

i - den - ti - té

the two points

veu

é - geaux

the eyes

≡

Flute

90

player 1

player 2

Perc. 3

p

unvoiced

p *fff* *fff* *p*

fff

p

of

les deux points

de veu

é - geaux

bamboo and metal wind chimes (strike once with stick)

fff

p

95

Flute

player 1

Perc. 3

player 2

mp

fff

unvoiced

p *mf* *f* *p*

les deux points de veu é - geaux



100

Flute

player 1

Perc. 3

player 2

fff

f

\emptyset

cut off wind
chimes with
"yeux" spoken by
perc. 2, player 2.