

RoToЯ

For alto flute, alto saxophone, percussion, guitar and objects (4 performers)

Dedicated to 'NJYD quartet'

Duration: 9'

Morten Ladehoff 2019

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Instrumentation

Alto flute (G)

Dog clicker (pedal).

Hand drum (diameter: 250 mm)/tambourin without jingles. Played by rotating marple/wooden balls inside.

Alto saxophone (Eb)

Water tube in E – PVC sewer pipe (length 1 mtr, diameter: 110 mm). Place in upright position and pour 1/2 liter water into it. Place a tube into the water at the bottom. When blowing this tube a pitched sound of bubbles should be audible from the sewer pipe.

Long flextube (length: 10 mtr, diameter: 17 mm) with wind supply from large balloon and a pedal-operated valve-mechanism.

Percussion:

Cowbell (muted).

Hi-hat.

2 Bongos.

Tom (large) – no clear pitch.

Kickdrum (muted).

Melodica (F3–F6) – wind supply from large balloon.

Long tube in E – PVC tube (length: 2 mtr, diameter: 75 mm). Make a guiro by cutting or gluing notches at the surface (without changing the inside of the tube).

Flex-tube in F# (length: 1110 mm, diameter: 17 mm).

Large balloon (played with wet fingers).

Ordinary hard sticks, very light hard sticks, reibestock, friction mallet.

Gloves (smooth fabric).

Custom-made lid for the long tube.

Parchment paper (to be crumbled at the mouth of the long tube).

Guitar

Rotating (motorized) flex tubes in A and Bb (switches attached to guitar body).

Flex tube in B (length: 570 mm, diameter: 17 mm).

Plectrum.

For further information contact the composer:

ladehoff5@hotmail.com

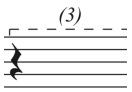
Performance notes

In general:

The piece describes the concept of rotation. Both as a physical/mechanical, temporally, spatial and psychological phenomena.

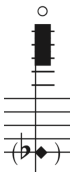


Play the measure 3 times in total.



Irregular meter. Cut off the triplet (in the meters 2/3, 1/6, 5/12).

Flute



Harmonics multiphonic.



Click-pedal: on(down)/off(up).



Tongue ram. Cover the mouthpiece.



Key-click on the notated fingering/pitch.



Tremolo/trill – fast as possible.



Air tone. Partly air-noise and partly pitch.



Flutter-tongue with covered mouthpiece. Sounding approx. major 7th below.



Harmonics trill/bisbigliando.

Saxophone



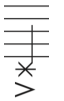
Choose a well responding multiphonic where the notated pitch (in any octave) is a part of the chord.



Tremolo/trill – fast as possible.



Open slap.



Key-click on the notated fingering/pitch.



Closed slap.

Percussion

In general upstem flags are played by the hands/sticks and downstem flags by the feet/pedal



Kick-drum – detuned/muted. No clear pitch.



Tom (large) – detuned/muted. No clear pitch.



Bongos.



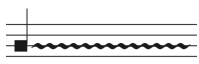
Cowbell – muted.



Hi-hat. O = open, + = closed. Ø = in between open and closed.



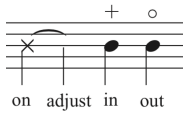
Melodica. Upward chromatic glissando. Played with cotton (smooth surface) gloves.



Long tube – guiro.

D5


Whirly-tube. Rotate in air and produce the written pitch (harmonic).


on adjust in out

Play with the lid on the end of the long tube.



Friction mallet on bongo. Slow and high pressure.



Reibestock on closed hi-hat.

F#6


Flex-tube. Try to produce the written pitch (harmonic).



Flex-tube. Hard blow – pitch is unimportant.

Guitar

Scordatura:

Tune down the 6th string to C. The actual sound is notated with small notes in parentheses.



Rotor 1 (A). Turn it on/off by the switch attached to the guitar-body.



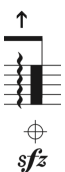
Rotor 2 (Bb). Turn it on/off by the switch attached to the guitar-body.

B6


Flex-tube. Try to produce the written pitch (harmonic).



Flex-tube. Hard blow – pitch is unimportant.


sfz

Rasgueado from 6th to 1st string – damp with left hand.



Bartok-pizzicato.



Damp. Above staff= right hand. Below staff = left hand.



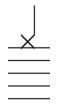
Let vibrate (no damping).



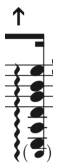
Tapping. Upstem = right hand. Downstem = left hand.



Drumming at the deck - with the thumb (above 6th string).



Drumming at the deck - with the middle or ring finger (below 1st string).



Rasgueado from 6th to 1st string.



Arpeggio/rasgueado at the opposite site (between left hand and head) from 1st to 6th string.



Scrape (slowly) at the 5th and 6th string with plectrum. Arrow up = from soundhole towards bridge. Arrow down = from bridge towards soundhole.



Place left hand nail next to 6th string (finger in the space between 5th and 6th string). Produces a distorted/buzzing sound.

RoToЯ

Meccanico e energico

$\text{♩} = 150$ (harm. multiphonic)

$\text{♩} = 90$

This system of the musical score includes five staves. From top to bottom: Alto flute (G), Alto saxophone (Eb), Percussion, and Guitar. The Alto flute and Alto saxophone parts feature a *ff* dynamic and a *mf* dynamic respectively, with a *15" - 20"* marking. The Percussion part includes Hi-hat, Tom, Kick-drum, and Flex-tube (B) with a *ff* dynamic. The Guitar part includes Rotor 2 (Bb5) and Rotor 1 (A5). The score is in 4/4 time and includes a *G.P.* (Grand Pause) marking.

This system of the musical score includes five staves. From top to bottom: Fl (G), Sax (Eb), Perc, and Gtr. The Fl and Sax parts feature a *mf* dynamic and a *mf* dynamic respectively, with a *15" - 20"* marking. The Perc part includes Bongos with a *mf* dynamic. The Gtr part includes Rotor 1 (A5) and features *sfz* (sforzando) markings. The score is in 4/4 time and includes a *G.P.* (Grand Pause) marking.

(covered mouthpiece)

Fl (G)

Sax (Eb)

Perc

Gtr

12

f

(G.P.)

Water-tube (E)

mf

wet fingers!

(G.P.)

(G.P.)

f

Fl (G)

Sax (Eb)

Perc

Gtr

18

(G.P.)

Balloon

IMPRO 1
Fast, energetic, random, chaotic, unpredictable.
Tapping with both hands (fingers).
Overall dynamic: *mp*.

IMPRO 2:
Fast, energetic, random, chaotic, unpredictable.
Elements from IMPRO 1
alternating with friction noise (wet fingers).
Overall dynamic: *mf*.

mp

mf

f

sempre

①

②

Fl (G)

Sax (Eb)

Perc

Gtr

24

IMPRO 3:
Fast, energetic, random, chaotic, unpredictable.
Elements from IMPRO 1 and
IMPRO 2 alternating with
plucking percussive noises.
Overall dynamic: *ff*.

ff

29

Fl (G)

Sax (Eb)

Perc

Gtr

34

Fl (G)

Sax (Eb)

Perc

Gtr

♩ = 90

R.H. - glove on!

mf

mf

mf

sfz

sfz

sfz

40

Fl (G)

Sax (Eb)

Perc

Gtr

♩ = 100

(ram) (key-click)

(closed slap) (key-click)

Long tube (E) - guiro

Long tube (E)

L.H. - 'paper crumbling'

f

mp

mp

mf

f

p

p

vibr. estr.

46

Fl (G)

Sax (Eb)

Perc

Gtr

(G.P.)

Cowbell

IMPRO 1:
Fast, energetic, random, chaotic, unpredictable.
Powerfull tapping on all strings with both hands around VII - XVII.
Both damped and open (R.H.).
Overall dynamic: **f**

IMPRO 2:
Fast, energetic, random, chaotic, unpredictable.
Elements from IMPRO 1 alternating with barré chords (rasgueado) on: II, III, V, VI and X.
Also alternating with drum rolls (R.H. thumb/middlefinger) on the deck.
Overall dynamic: **f**

53

Fl (G)

Sax (Eb)

Perc

Gtr

IMPRO 3:
Fast, energetic, random, chaotic, unpredictable.
Elements from IMPRO 1 and IMPRO 2 alternating with bartok pizz. on 6th string F# (sound D), G (Eb), A (F) and Bb (F#).
Overall dynamic: **ff**

58

Fl (G)

Sax (Eb)

Perc

Gtr

63

Fl (G)

Sax (Eb)

Perc

Gtr

L.H. - glove on!

mf

f

mf

sfz

sfz

69

Fl (G)

Sax (Eb)

Perc

Gtr

mp

mf

sfz

mf

mp

p

mf

f

vibr. estr.

f

mf

ff

reibstock

friction mallet

73

Fl (G)

Sax (Eb)

Perc

Gtr

(G.P.)

f

mp

mf

sfz

mf

mp

p

mf

mp

f

vibr. estr.

f

78

Fl (G)

Sax (Eb)

Perc

Gtr

mf *f* *mf* *mf*

mf *ff* *f* *mf* *ff*

x 5 (3) x 3

x 5 (3) x 3

x 5 (3) x 3

x 5 (3) x 3

R.H. L.H.

Cowbell

82

Fl (G)

Sax (Eb)

Perc

Gtr

f *p* *mp* *mf*

air tone (3)

key-clicks (no pitch) ① ② ③ ② *sim.*

(R2) (3)

plectrum scratch

mp

IMPRO 1:
Fast, energetic, random, chaotic, unpredictable.
Keyclicks and air tones in the low register (first octave).
Unusual fingerings (quarter tones etc.) and uncoordinated fingering/blow.
Overall dynamic: *mf* →

$\text{♩} = 150$

90

Fl (G)

Sax (Eb)

Perc

Gtr

f *p*

IMPRO 2:
Fast, energetic, random, chaotic, unpredictable.
Elements of IMPRO 1 alternating with powerful ram-tongue blows.
Overall dynamic: *f*.

sim.

IMPRO 3:
Fast, energetic, random, chaotic,
unpredictable.
Elements of IMPRO 1
(in all octaves) and IMPRO 2
alternating with jet whistles and
harmonic multiphonics from
the fundamentals: E (sound B),
Eb (Bb) and D (A).
ff
Overall dynamic: **ff**.

95

Fl (G)

Sax (Eb)

Perc

Gtr

100

Fl (G)

Sax (Eb)

Perc

Gtr

$\text{♩} = 90$

105

Fl (G)

Sax (Eb)

Perc

Gtr

110

Fl (G) *mf* *f* *mp* *mf*

Sax (Eb) *p* *p* *mp*

Perc *mf*

Gtr *vibr. estr.* *f* *mf* *ff*

115

Fl (G) *mf* *f* *f* *sfz* *mf*

Sax (Eb) *mp* *p* *f* *mf*

Perc *mf* *mp*

Gtr *ff* *f* *f* *mf*

120

Fl (G) (G.P.) *mf* *f* *f* **x 3**

Sax (Eb) (G.P.) *mp* *p* *f* **x 3**

Perc (G.P.) *mf* *f* *f* **x 3**
R.H. L.H.

Gtr (G.P.) *f* *mf* *f* **x 3**

♩ = 75

Hand drum - rolling ball(s)

125

Fl (G) *p*

Sax (Eb) **IMPRO:** *mf cresc.*

Perc Long tube (E)
lid: on adjust in out *sim.* *mf*

Gtr *f* (L.H. nail next to 6th string - distorted/buzzing sound)

132

Fl (G)

Sax (Eb) **IMPRO:**
Fast, energetic, random, chaotic, unpredictable.
Unusual fingerings, fluttertongue, gliss.,
split tones (son fendu)/ harmonic dyads/
multiphonics, open slap on Ab (sound B),
G (Bb) and F# (A), teeth on reed.
Overall accelerando and crescendo
from *mf* to *ff*.

Perc

Gtr

rit.

$\text{♩} = 90$

137

Fl (G)

Sax (Eb)

Perc

Gtr

143

Fl (G)

Sax (Eb)

Perc

Gtr

161

Fl (G)

Sax (Eb)

Perc

Gtr

p

mf

♩ = 120

166

Fl (G)

Sax (Eb)

Perc

Gtr

p

mp

sfz mp

mf

Flex-tube (B)
B6

(R1)

♩ = 150

172

Fl (G)

Sax (Eb)

Perc

Gtr

p

p

p

p

mp

sfz mp

Flex-tube (F#)

F#6

sim.

(R2)

♩ = 90

178

Fl (G)

Sax (Eb)

Perc

Gtr

p

p

p

mf

G4

sfz

⑤ ④

183

Fl (G)

Sax (Eb)

Perc

Gtr

p

p

p

mp

mf

mf

mf

mf

♩ = 150

♩ = 120

187

Fl (G)

Sax (Eb)

Perc

Gtr

p

p

p

p

p

F#6

sim.

sfz mp

sfz mp

B6

accel.

$\text{♩} = 150$

203

Fl (G)

Sax (Eb)

Perc

Gtr

f *cresc.* *ff* *rit.* *repeat* *accel.* *repeat*

f *cresc.* *ff* *stroke* *sim.* *ff* *accel.* *repeat*

f *cresc.* *ff* *accel.* *repeat*

203

cresc. *ff*

Gtr

cresc. *ff*

poco accel.

213

Fl (G)

Sax (Eb)

Perc

Gtr

cresc. *ffz* *30" - 40"*

cresc. *(approx. half the initial tempo)* *Long flex-tube - pedal release* *al niente*

(fast as possible) *30" - 40"*

213 *cresc.* *ffz* *30" - 40"*

Gtr *cresc.* *ffz* *30" - 40"*