

REVE I

for solo flute

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NOTES

General:

The dynamic gamut is from *ppp* to *fff*. A *sfz* is always within a *f* dynamic; a *mfz* is always within a *mf* dynamic; a *sfz* is always within a *ff* dynamic.

Hairpins without a beginning or ending dynamic indicate slight fluctuations within the existing dynamic.

Grace notes and tremoli are to be played as fast as possible.

Accidentals carry through beamed groups of notes only.

Timbrel notation:

○ = toneless

◐ = half air; half pitch

● = full tone

flzg. = fluttertongue

○ ----- ● = gradual transformation from toneless to full tone, etc.


flzg. ----- *ord.* = gradual transformation from fluttertongue to normal playing, etc.


● ----- ◇ = gradual transformation from normal note to harmonics, etc.

Ktr ~~~~~ = timbrel trill (alternate fingerings of the same pitch; slight pitch discrepancies are desired)

Percussive effects:

+ = key click

pizz  = sharp, staccatissimo tonguing, no pitch

pizz  = sharp, staccatissimo tonguing, with pitch

T.R.

= tongue ram (stopping the flow of air abruptly with the tongue)



= tongue ram with subtone (covering mouthpiece, pitch sounds M7 lower than the top (fingered) note)

Harmonics:



= harmonic (upper note represents resultant pitch)



= harmonic spread (usu. accompanied by a *ff* dynamic; resultant pitches are approximate)

Duration:

ca 5'30"

T.R. **3** **Ktr.** *(accel.)*

ppp *sfz* *f* *p* *f* *3* *fp* *f* *p* *f* *p* *f*

p *f* *p* *pp* *p* *f* *pp* *mf* *pp*

mp *mf* *sfz* *f* *5* *p* *ff* *3* *ffp* *ff* *ffp*

ffp *ff* *p* *ff* *5* *p* *f* *ff* *5*

flzg. *ord.* *flzg.* *ord.* *5* *5* *ff* *mf* *p* *sfz* *f* *p* *f* *p*

accel. $\text{♩} = 84$ *flzg.* *ord.* *5* *ff* *p* *f* *f* *p* *5*

f *p* *f* *p* *p dolce* *mp* *f* *p*

2-3" *p dolce* *mp* *f* *p* *p dolce* *f* *p*

2-3" *p* < *f* > *f* > *p* *p dolce* *f* > *p* 2-3"

p dolce *mp* *p* *f* > *p* 2-3" *p*

f *f* > *p* 2-3" *becoming irritated* < *fp* > *f* > *p* *ffp*

T.R. *flzg.* *ord.* *sfz* *fp* < *sfz* < *fp* *f* > *ff* > *p* < *f* > *ff* > *p*

T.R. *pp* < *sfz* *f* > *ff* > *p* < *f* > *p* < *f* > *p* < *f*

f > *p* *f* > *p* *ff* > *p* *sfz* < *f* *ff* > *p*

seething *ffp* *flzg.* *ord.* *sfz* < *ffp* < *ff* > *p* *flzg.* *ord.* *ff*

wild! *fff* *f* *fff* *ff*

f *ff* *ffp* *sfz* *ffp* *ffp* *ffp* *ffp* *ffp* *ffp* *flzg.* *ord.* *Ktr*

Tempo I (♩ = 72)

ff *fffz* *6-7"* *ffp* *mf* *p* *mp* *pp* *Ktr* *Ktr* *Ktr* *4-5"*

p dolce *pp* *mf* *pp* *mf* *pp* *pizz +* *sfz* *2-3"*

mf *mp* *pp* *pp* *mf* *pp* *f* *pp* *Ktr* *4-5"*

T.R. *sfz* *2-3"* *p* *f* *pp* *ppp* *flzg.* *ord.* *6*