

sometimes
they think
they are
actually
reaching
the top

(2019)

work-in-progress

melody by Navid Talebanfard

various and sundry reworkings thereof by Andrea La Rose

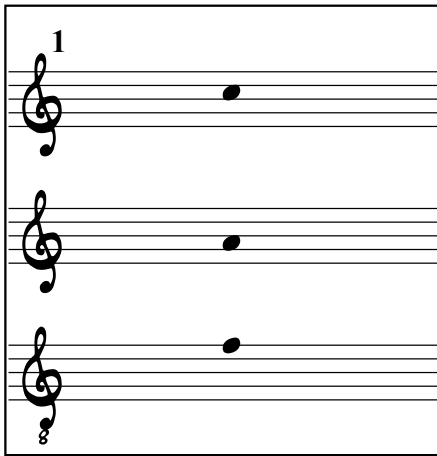
sometimes they think they are actually reaching the top
I.

Andrea La Rose
Navid Talebanfard

Flute

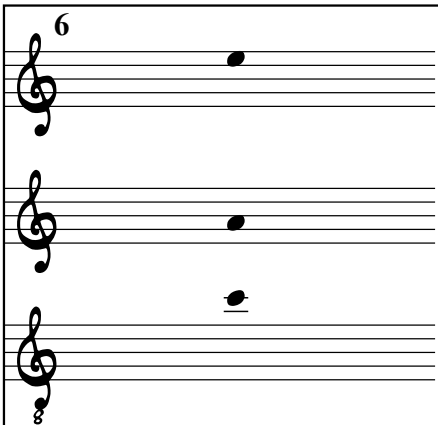
Violin

Guitar

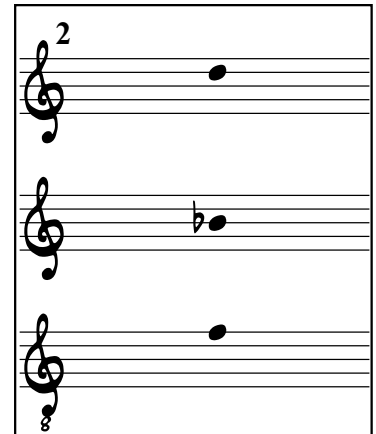


1

8



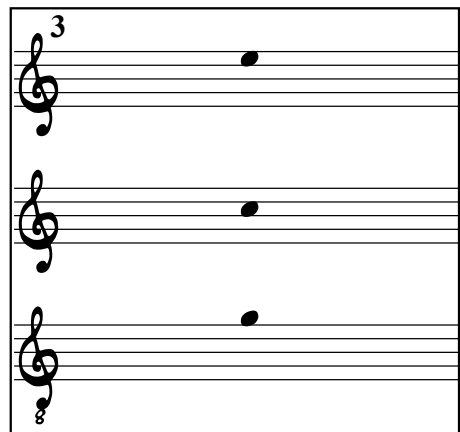
6



2



5



3



4

A) Play each box once, in order, holding each note as long as the flute can.

B) Play box 1, then any box, then 1 again, then any other box, and so on, until you've played all the boxes. In addition to the boxes, you rest once and you improvise once. End on box 1. This makes a total of 15 events. Each player navigates this process in their own time. If you finish first or second, keep repeating (or sustaining) box 1. The last person should cue the return to...

A) starting on box 2 and ending on box 6.

II.

Cantabile ♩ = 40

Violin
(with guitar accompaniment)

F Am B♭ D° E♭

6 Cm F Am D°

11 G° n.c. C Am Gm

16 A♭+ B♭ Am F B♭

21 G° A♭ Gm B♭ Am

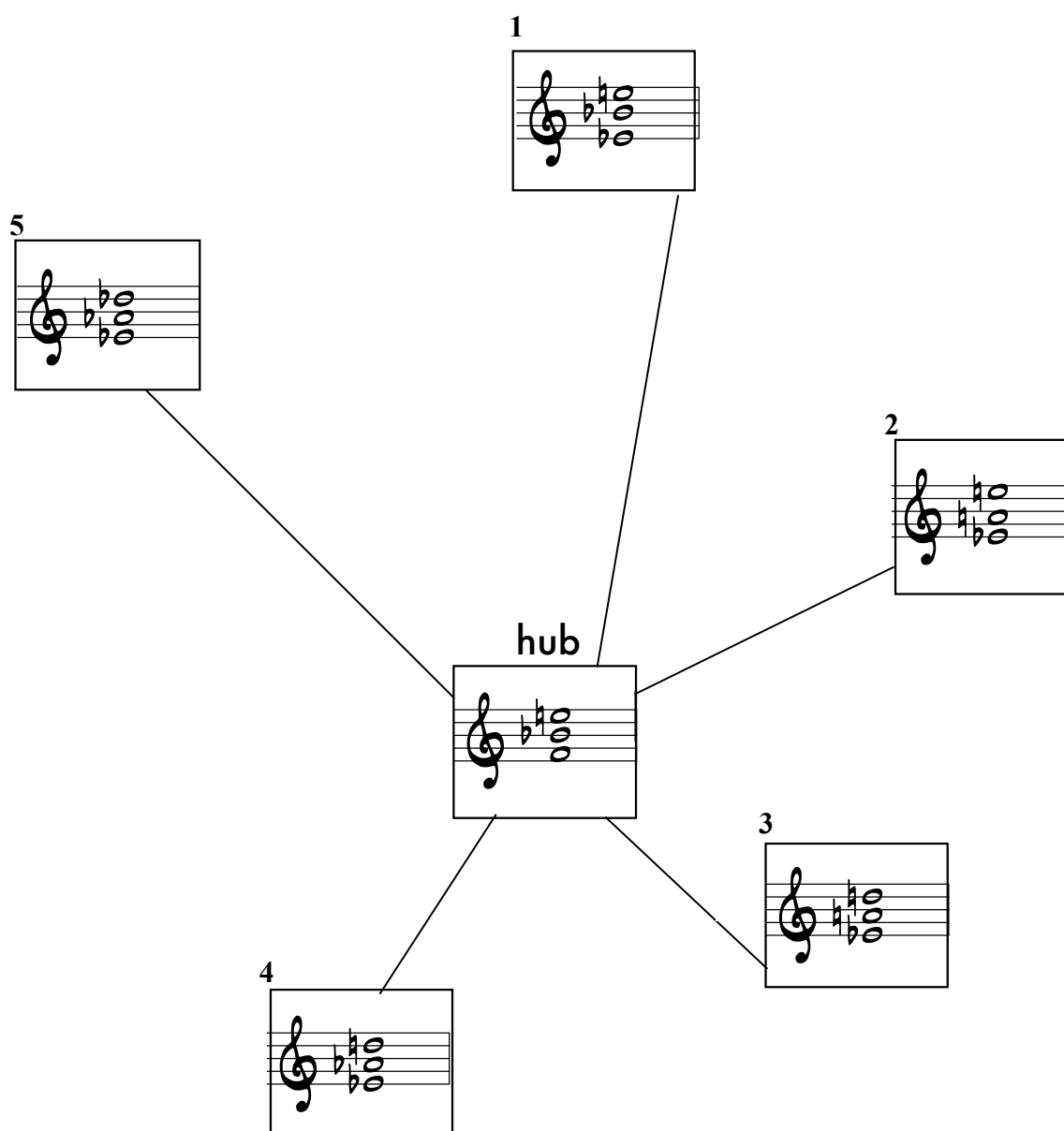
ppp *p*

26 E♭ rit. Dm

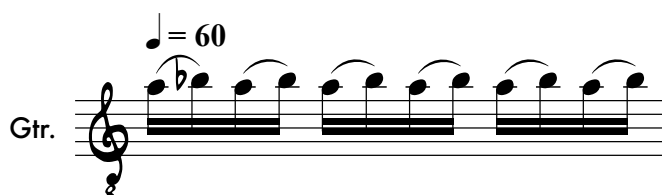
ppp

III.

Guitar begins improvising freely, alone, 30"+ and continues as flute & violin enter. End improvisation with the figure at the bottom of the page.



Flute and violin play hub, ppp tremolo for as long as the flute can go. Then play box 1 in the same way. Then return to the hub. Then play box 2 in the same way, and so on. After all five chords have been played, each person can play the chords in any order in their own time, always returning to the hub. Listen for guitar's closing figure (below), return to hub and fade out. When ready, violin starts the canon on the next page.



III.

$\text{♩} = 60$

Fl. *mf*

Vln. *f*

Gtr. *pppp* *f*

6

Fl.

Vln.

Gtr.

11

Fl.

Vln.

Gtr.

III.

16

Fl.

Vln.

Gtr.

21

Fl.

Vln.

Gtr.

26

Fl.

Vln.

Gtr.

31

Fl.

Vln.

Gtr.

6

pp

pp

pp

Detailed description of the musical score: The score is written for three instruments: Flute (Fl.), Violin (Vln.), and Guitar (Gtr.). It consists of four systems of staves, each containing three staves. The first system (measures 16-20) shows the Flute playing a melodic line with a key signature change to two flats, while the Violin and Guitar provide harmonic support. The second system (measures 21-25) continues the melodic development in the Flute. The third system (measures 26-30) features a crescendo leading to a piano (pp) dynamic. The fourth system (measures 31-35) concludes with sustained notes in the Violin and Guitar, and a final melodic phrase in the Flute. A large number '6' is centered at the bottom of the page.

IV.

- Repeat brackets are ad libitum – see how long you can go for.
- "Glitch" = as you repeat, start introducing little imperfections into the repetitions: you can change tempo, rhythm, sound quality. Break apart from each other. Think like faulty machinery.
- Starting in rehearsal 3, the two parts have an uneven number of beats to create polymetry.

① $\text{♩} = 84$ ② glitch

Flute *f*

Violin *f*

③ ④ *diminuendo over the course of many repetitions*

Fl. 5

Vln. 5

⑤ *crescendo over the course of many repetitions* ⑥

Fl. *pp* *f*

Vln. *pp* *f* 5

⑦ ⑧ ⑨ long glitch

Fl. *pp*

Vln. *pp*

IV.

10 long glitch 11 long glitch

12 long 13 (♩=♩) ♩. = 56

Fl. Vln.

tr *ppp* *pp* *ppp* *pp*

The musical score is written for Flute (Fl.) and Violin (Vln.). Measures 10 and 11 are marked 'long' and 'glitch' respectively. Measures 12 and 13 are marked 'long' and '(♩=♩)' respectively. The tempo is indicated as ♩. = 56. The score includes dynamic markings *ppp* and *pp*. The Flute part features a trill in measure 12. The Violin part features a tremolo in measure 12. The score is divided into four systems, each containing two staves (Fl. and Vln.).

IV.

14

*crescendo over the course
of many repetitions
accel.*

Fl.

Vln.

Fl.

Vln.

Fl.

Vln.

(♩ = ♪) ♩ = 84 *accel.*

Fl.

Vln.

Fl.

Vln.

Repeat and accelerando until
overlapping, then suddenly cut off.

V.

A ♩ = 100

Violin

Violin starts alone for about 30", then flute and guitar loop each cell many times, moving forward and backward through the sequence of loops (you can go through the sequence once or many times, ad lib.). Flute and guitar do not have to move on to the next group of loops exactly together. Flute will cue section B, by beginning to improvise. Again, the change to B does not have to be precisely together; each person transists when ready.

(a)

(b)

(c)

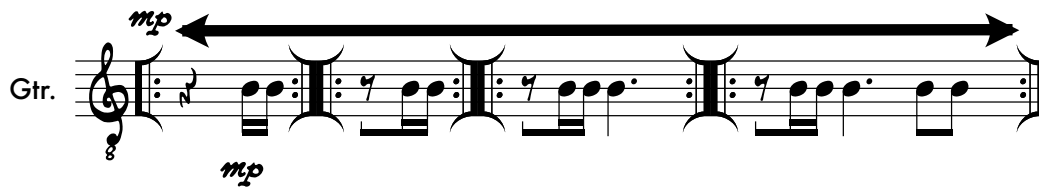
(d)

V.

B

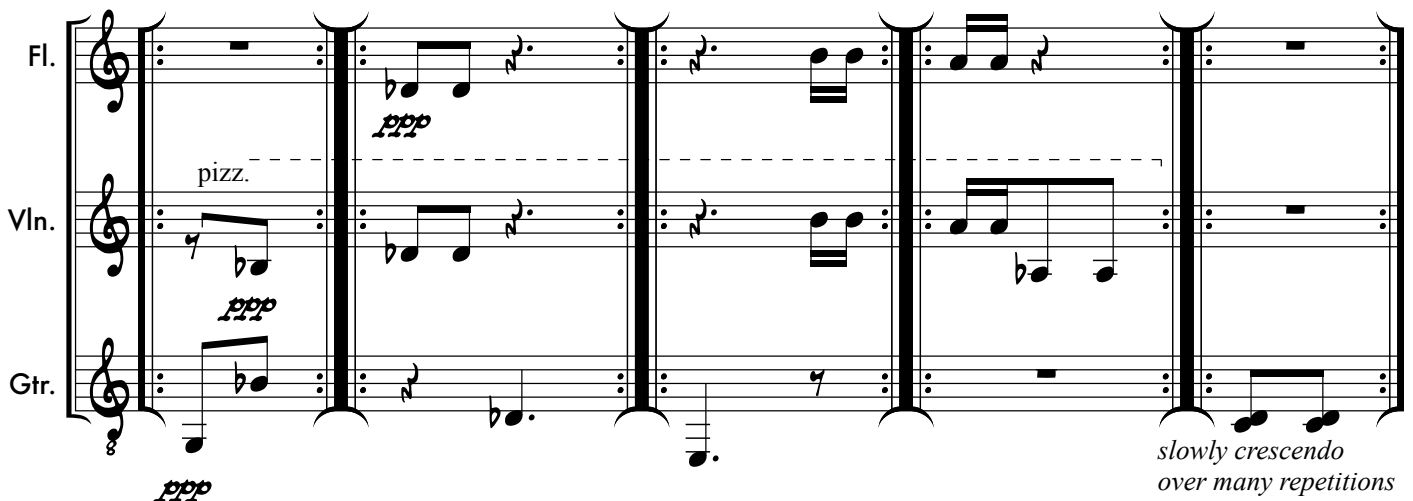


Flute improvises, while violin & guitar continue in the same manner as A. Flute ends improvisation with the gesture below. While flute holds, guitar cues C. It's okay if there is a pause in the violin & guitar between B and C; or you can go right into it.



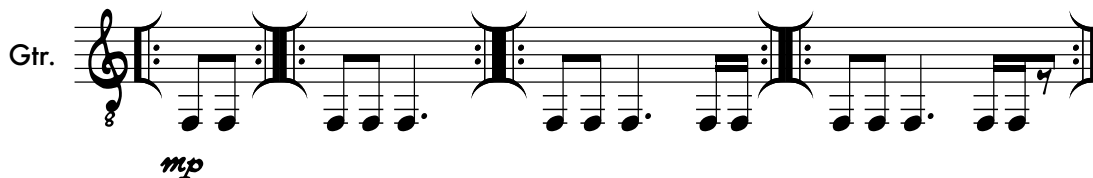
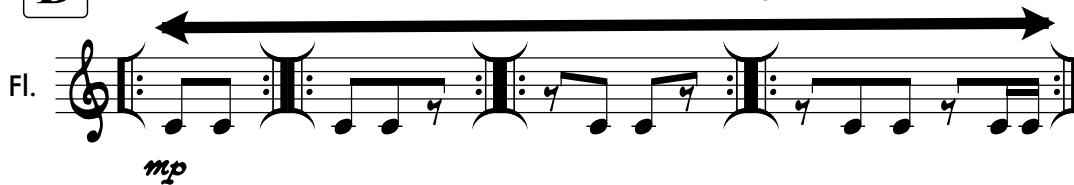
C

Repeat each loop as long as you can. Once guitar has reached mf or f in last loop, violin begins improvising and flute & guitar move on to D.



D

Like section B, but with violin improvisation. Violin ends with the gesture below and will cue section E. There can be a pause or not.



E

Repeat each cell as long as you can – get into a groove. Stay pp.

(a)

(b)

(c)

(d)

V.

④

Fl.

Vln.

Gtr.

f

Fl.

Vln.

Gtr.

g

Fl.

Vln.

Gtr.

The image shows a musical score for three instruments: Flute (Fl.), Violin (Vln.), and Guitar (Gtr.). The score is written on three staves, each with a treble clef. The key signature has one flat (B-flat). The Flute part starts with a repeat sign, followed by a series of eighth and sixteenth notes. The Violin part also starts with a repeat sign, followed by a series of eighth and sixteenth notes. The Guitar part starts with a repeat sign, followed by a series of eighth and sixteenth notes. The score is divided into two measures by a double bar line. The first measure contains the first part of the melody, and the second measure contains the second part. The Flute part has a repeat sign at the end of the first measure. The Violin part has a repeat sign at the end of the first measure. The Guitar part has a repeat sign at the end of the first measure.

h

Fl.

Vln.

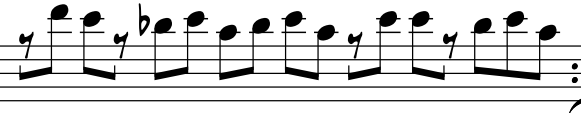
Gtr.

A musical score for three instruments: Flute (Fl.), Violin (Vln.), and Guitar (Gtr.). The score is written on three staves, each with a treble clef. The Flute staff has a key signature of one flat (Bb) and a 2/4 time signature. The Violin and Guitar staves have a key signature of one flat (Bb) and a 2/4 time signature. The score is divided into two measures by a double bar line. The first measure contains a sequence of eighth and sixteenth notes, and the second measure contains a sequence of eighth and sixteenth notes. The Flute part starts with a quarter rest, followed by a series of eighth and sixteenth notes. The Violin part starts with a quarter rest, followed by a series of eighth and sixteenth notes. The Guitar part starts with a quarter rest, followed by a series of eighth and sixteenth notes.

i

Fl.  

Vln.  

Gtr.  

j

Fl.  

Vln.  

Gtr.  

k

Fl.  

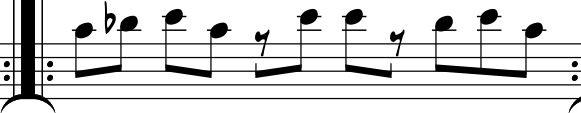
Vln.  

Gtr.  

l

Fl.  

Vln.  

Gtr.  

V.

(m)

Fl.

Vln.

Gtr.

The musical score consists of three staves: Flute (Fl.), Violin (Vln.), and Guitar (Gtr.). Each staff begins with a treble clef and a key signature of one flat (B-flat). The Flute staff contains a melody with eighth and sixteenth notes, including rests. The Violin staff provides a harmonic accompaniment with similar rhythmic patterns. The Guitar staff features a bass line with eighth and sixteenth notes, often beamed together. The score is divided into three measures by vertical bar lines, with repeat signs at the beginning and end of each measure. A circled 'm' is positioned above the first measure of the Flute staff.