

Lucie Vítková

Lady Suit for ensemble

Blansko, Brno (CZ)

2014

Instrumentation:

Flute

Clarinet

Trombone

Percussion (Cymbal, Guiro, Tom-Tom, Snare Drum; hard sticks, power ball stick, brushes)

Piano

Violin

Violoncello

Duration: 8:10,0

Flute

Chose 3 tones in the lowest range of the flute and map them to the y axis of the graph, taking care not to repeat notes. Pay special attention to enharmonic equivalents. For example: b+++ = c+, etc.

(A whole set, for example - c', c+', c#', c+++', d', d+', d#', d+++', e', e+', e#', e+++').

+ = quarter tone higher

+++ = three quarter tones higher

The graphed line indicates a microtonal glissando through the range of chosen tones over the time points specified. Eight notes are to be played at the tempo crotchet = 60 (= 0,5 sec.).

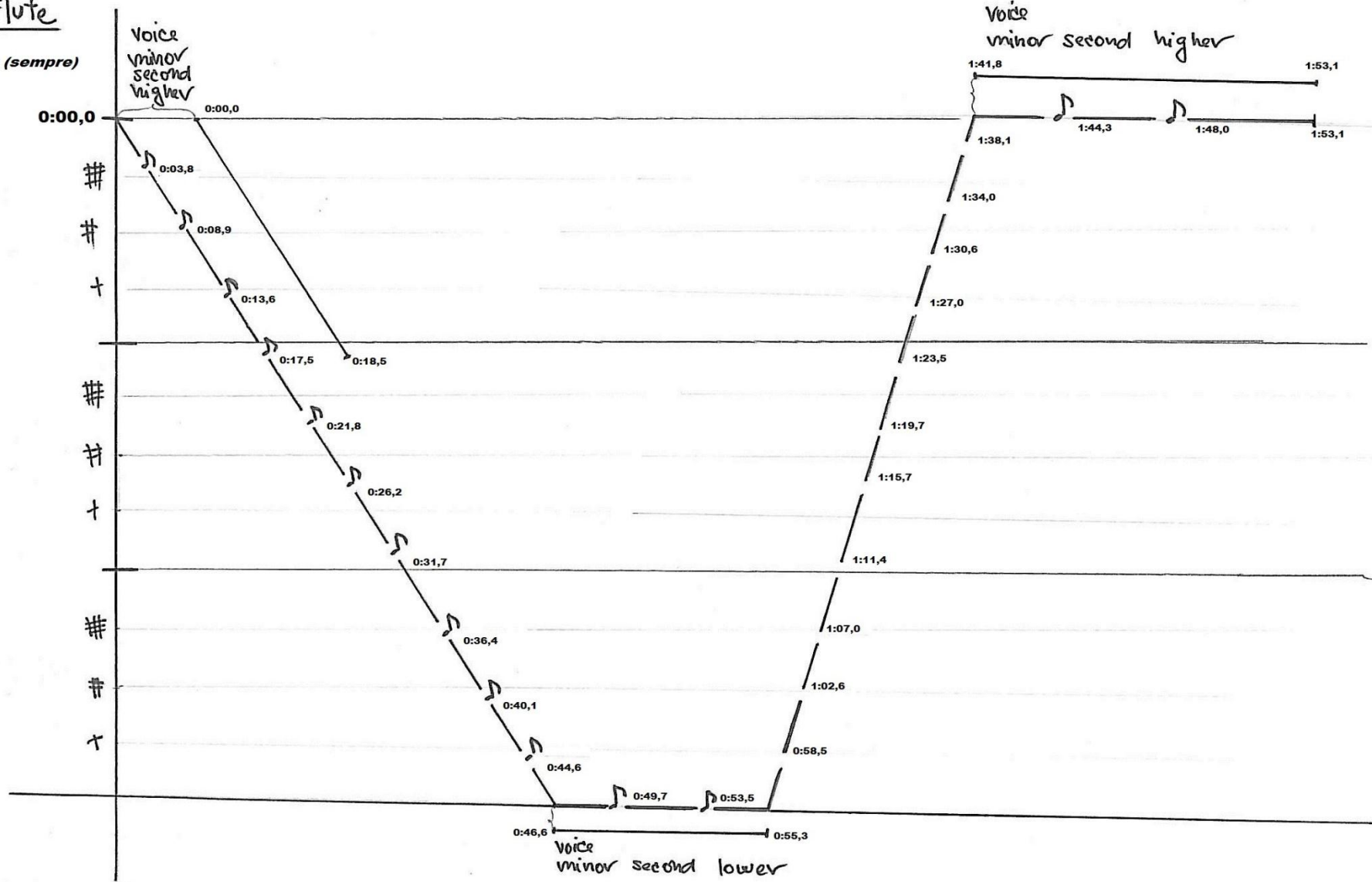
Make a short pause on each empty space between the lines, as you deem appropriate to the markings.

In the time periods 0:00,0-0:18,5; 0:46,6-0:55,3; 1:41,8-1:49,6 and 5:15,2 - 5:46,3; 6:33,0 - 6:42,3 use your voice to sing along with played tones, minor second higher or lower (more details in the graphic score).

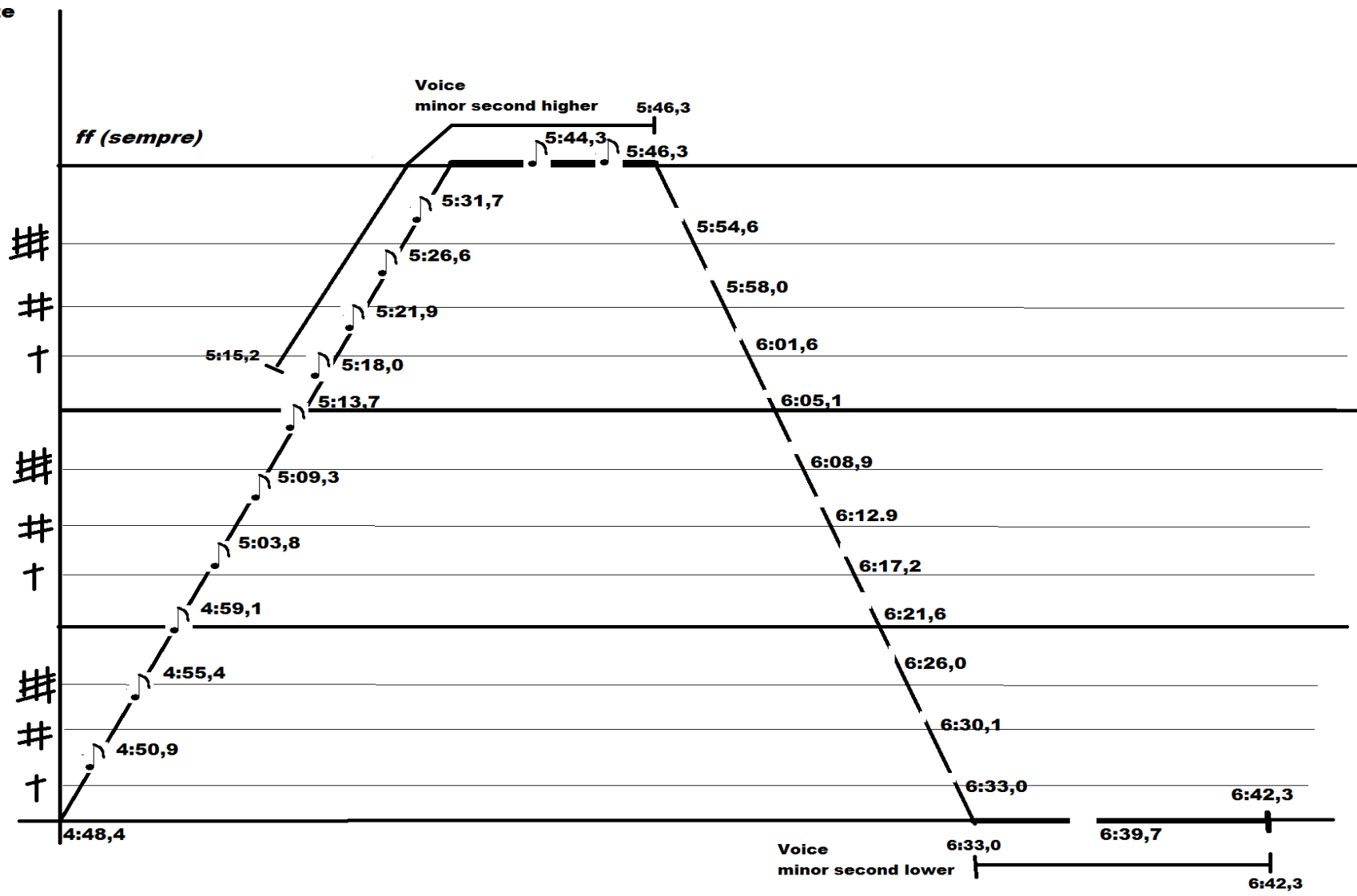
Use stopwatch for precise orientation in time.

Flute

pp (sempre)



Flute



Clarinet

Choose the highest and the lowest tone on the clarinet for which you can find at least four different fingerings, each producing an audibly different sound.

Assign each a number from 1 to 4. In total, you will have 8 tones.

In the composition, the tones are played with three durations:

short - quarter of a second

middle - half of a second

long - one second

In the score you can see the number of a lowest or highest note marked differently:

- the highest tones are written in italics
- the lowest tones are underlined

Play the written note at each new time point.

In the time periods 0:49,5-1:01,6 and 4:35,5 - 4:48,4 sing long tones (in the written time frames) into the instrument in the lowest range of your voice.

Use stopwatch for precise orientation in time.

<i>ff(sempre)</i>						
short tone						
<u>1.</u>	00:00,0	00:04,2	00:07,8	00:11,3	00:16,0	
<u>2.</u>	00:20,3	00:25,0	00:29,5			
<u>3.</u>	00:32,8	00:37,0	00:38,8	00:41,6		
<u>4.</u>	00:45,6	00:49,2				
<u>4.</u>	middle tone		00:54,0		00:57,7	
	voice	0:49,5-0:54,0		0:54,5-0:57,7		0:58,2-1:01,6
long tone						
4.	01:03,7	01:08,5				
3.	01:13,3	01:17,8	01:22,8			
2.	01:27,5	01:31,2	01:35,7			
1.	01:40,1	01:44,9	01:49,4	01:53,3		
middle tone						
1.	01:54,3	01:57,6	02:00,4			

<i>pp(sempre)</i>						
short tone						
<u>1.</u>						
<u>2.</u>	04:03,6	04:05,3	04:09,1	04:16,8		
<u>3.</u>	04:21,1	04:24,9	04:29,0			
<u>4.</u>	04:33,1					
<u>4.</u>	middle tone		04:39,4		04:43,1	
	voice	4:35,5-4:38,9		4:39,9-4:43,1		4:43,6-4:48,4
long tone						
<u>4.</u>	04:52,7	04:57,4				
<u>3.</u>	05:00,9	05:03,4	05:08,3	05:12,3		
<u>2.</u>	05:17,5	05:22,9	05:27,9			
<u>1.</u>	05:33,3	05:37,5	05:49,8			
middle tone						
<u>1.</u>	05:50,3	05:53,1	05:55,1			
short tone						
<u>1.</u>	05:59,3	06:03,1	06:04,8			

Trombone

Chose 3 tones in the highest range of the trombone and map them to the y axis of the graph, taking care not to repeat notes. Pay special attention to enharmonic equivalents. For example: b+++ = c+, etc.

(a whole set, for example - c'', c+'', c#'', c++++'', d'', d+'', d#'', d++++'', e'', e+'', e#'', e++++'',).

+ = quarter tone higher

+++ = three quarter tones higher

The graphed line indicates a microtonal glissando through the range of chosen tones over the time points specified. Eight notes are to be played at the tempo crotchet = 60 (= 0,5 sec.).

In the time periods 1:36,0-1:54,1 and 5:58,1-6:12,0 use your voice to sing along with played tones, minor second or minor ninth lower.

Use stopwatch for precise orientation in time.

Trombone

pp (sempre)

0:55,9

0:59,9

1:04,4

1:08,9

1:14,4

1:18,1

1:23,7

1:28,7

1:34,3

1:36,0

1:40,2

1:46,3

1:50,4

Voice
minor second lower

1:54,1

1:57,5

2:01,7

2:06,0

2:11,5

2:15,6

2:19,3

2:24,7

2:31,3

2:32,8

2:37,0

2:41,4

2:45,1

2:49,9

2:54,9

2:55,4

2:59,0

3:04,1

3:09,5

3:15,9

3:20,6

3:23,6

3:27,6

3:33,0

3:35,3

Percussion

- guiro, middle size crash cymbal, snare drum, tom-tom

Sticks: hard drum kit stick, power ball

Tom-tom - play the skin of the tom-tom with power ball in the written time frames.

Snare drum - play certain number of hits on the snare drum in certain time frames.

Play the guiro or cymbal in marked places in the score - hit the cymbal once with hard stick or play the guiro with very slow rub with hard stick in length of 2 seconds.

Use stopwatch for precise orientation in time.

<i>ff (sempre)</i>							
guiro							
cymbal		cymbal		cymbal		cymbal	
snare drum	1x	1x	1x	1x	2x	1x	
tom-tom	0:00,0-0:04,5	0:05,5-0:09,6	0:10,8-0:14,4	0:15,6-0:19,8		0:26,2-0:30,8	
guiro							
cymbal		cymbal			cymbal		
snare drum	1x	0x	2x	1x	1x	1x	
tom-tom	0:31,5-0:36,0	0:36,7-0:40,2	0:40,9-0:44,8	0:45,5-0:48,5	0:49,2-0:52,2		
guiro				guiro			
cymbal							
snare drum	0x	3x	1x	0x	1x	1x	0x
tom-tom	0:53,2-0:55,9	0:56,2-1:03,5		1:04,5-1:07,6	1:08,2-1:11,9		1:12,6-1:14,9
guiro	guiro			guiro		guiro	
cymbal							
snare drum		1x	1x		2x	1x	1x
tom-tom		1:15,7-1:18,7	1:19,7-1:22,9		1:23,6-1:31,7	1:32,6-1:36,9	1:37,9-1:40,9
snare drum	1x	0x	1x	1x	1x	1x	
tom-tom	1:41,7-1:45,4	1:46,3-1:49,6		1:50,4-1:55,1	1:55,7-1:58,2	1:58,9-2:01,9	
snare drum	1x	1x	2x				
tom-tom		2:02,6-2:06,9	2:07,2-2:11,2	2:11,7-2:15,8			

pp (sempre)								
guiro								
cymbal	cymbal		cymbal			cymbal		
snare drum	1x	1x	1x	1x	1x	1x	1x	
tom-tom	4:48,4-4:49,8	4:50,5-4:53,5	4:54,2-4:58,1	4:58,8-5:02,3	5:03,0-5:07,5	5:08,2-5:12,8		
guiro								
cymbal	cymbal		cymbal					
snare drum	1x	1x	1x	1x	1x	2x	1x	
tom-tom	5:19,2-5:23,4	5:24,6-5:28,2	5:29,4-5:33,5	5:34,5-5:39,0		5:41,8-5:45,9	5:46,4-5:50,4	
guiro			guiro			guiro		
cymbal								
snare drum	1x	1x	0x	2x	1x	1x	1x	
tom-tom	5:50,7-5:55,3	5:56,0-5:59,0	5:59,7-6:02,2	6:02,4-6:07,1	6:07,9-6:11,2	6:12,1-6:15,8	6:16,6-6:19,6	
guiro		guiro	guiro					guiro
cymbal								
snare drum	1x	2x	0x	1x	0x	1x	0x	1x
tom-tom	6:20,6-6:24,9	6:25,8-6:33,8	6:34,5-6:37,7		6:38,7-6:41,7		6:42,5-6:44,8	6:45,5-6:49,2
snare drum	1x	2x	1x	1x	3x			
tom-tom	6:49,8-6:52,9	6:53,9-7:01,2	7:01,5-7:04,2	7:05,2-7:06,8	7:08,9-7:15,5			

Piano

Find 5 the lowest strings inside the piano and map the tones to the y axis of the graph.

Play slow (band by band) glissando on the chosen string during the time frame indicated in the score.

In every eight note in between the lines, hit certain key (the same tone as played string) while leaving the tip of the finger on the string where you stopped with glissando. The sound of the harmonics should appear.

Pauses between the lines determines short breaks - about 0,5 second.

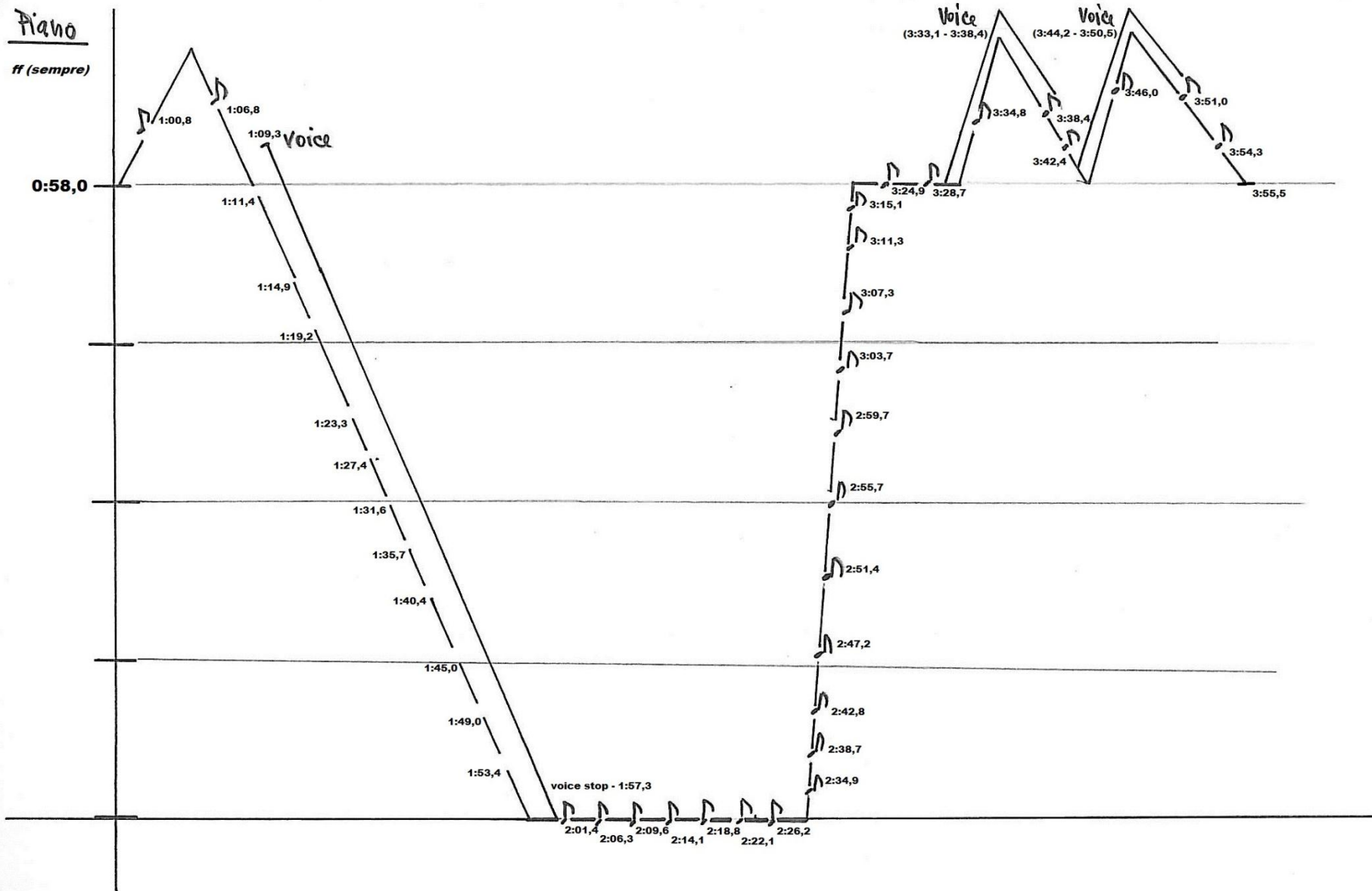
Play whole piece with pedal (some object can be put on the pedal during whole time of performance).

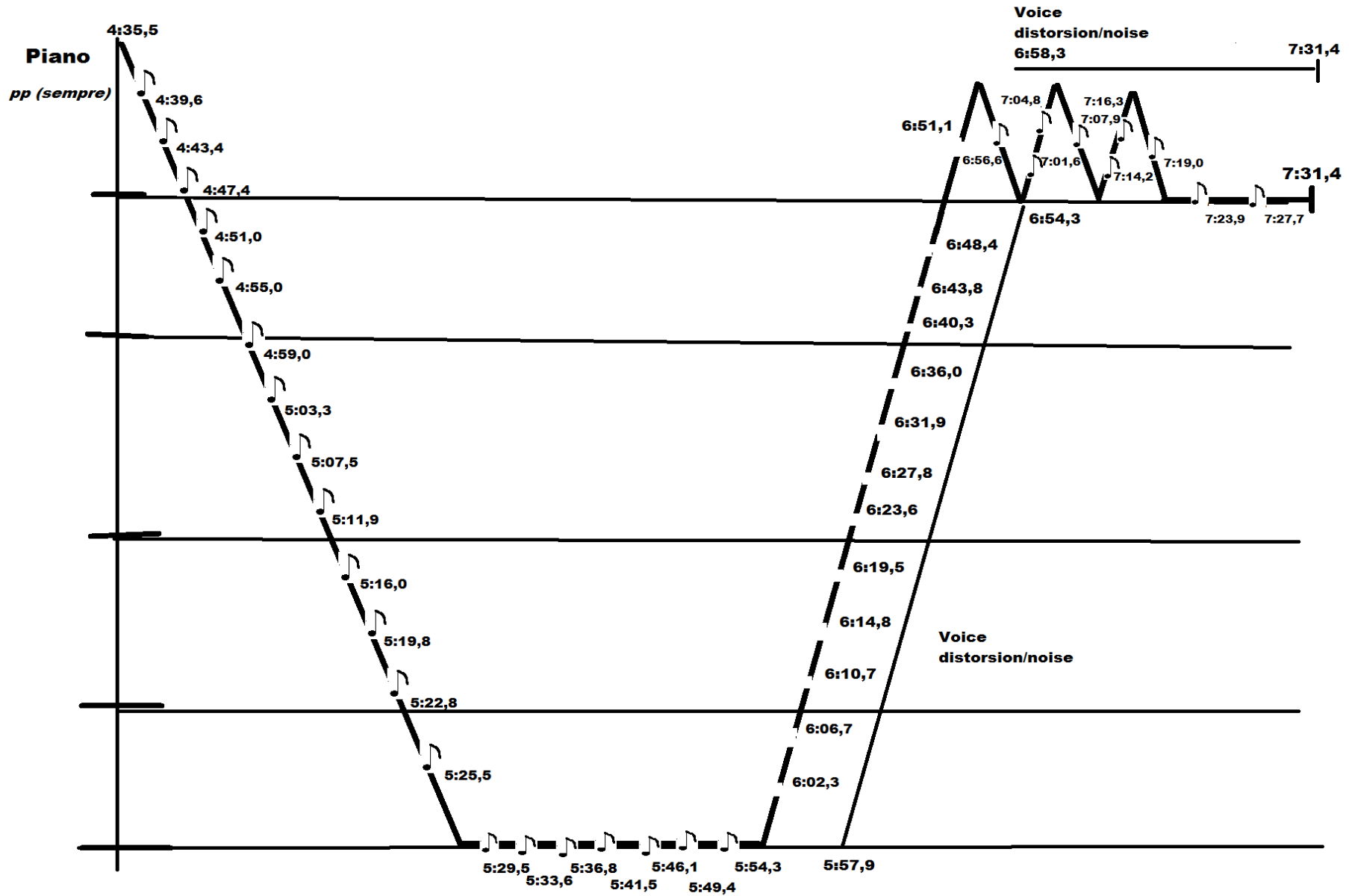
Use your voice in the written time frames. The voice should imitate the string scratch as much as possible - voice distortion, noise.

Use the stopwatch for precise orientation in time.

Piano

ff (sempre)





Violin

Chose 4 tones in the highest range of the violin and map them to the y axis of the graph, taking care not to repeat notes. Pay special attention to enharmonic equivalents. For example: b+++ = c+, etc.

(a whole set, for example - c^{''''}, c+^{''''}, c#^{''''}, c+++^{''''}, d^{''''}, d+^{''''}, d#^{''''}, d+++^{''''}, e^{''''}, e+^{''''}, e#^{''''}, e+++^{''''}, g^{''''}, g+^{''''}, g#^{''''}, g+++^{''''}).

+ = quarter tone higher

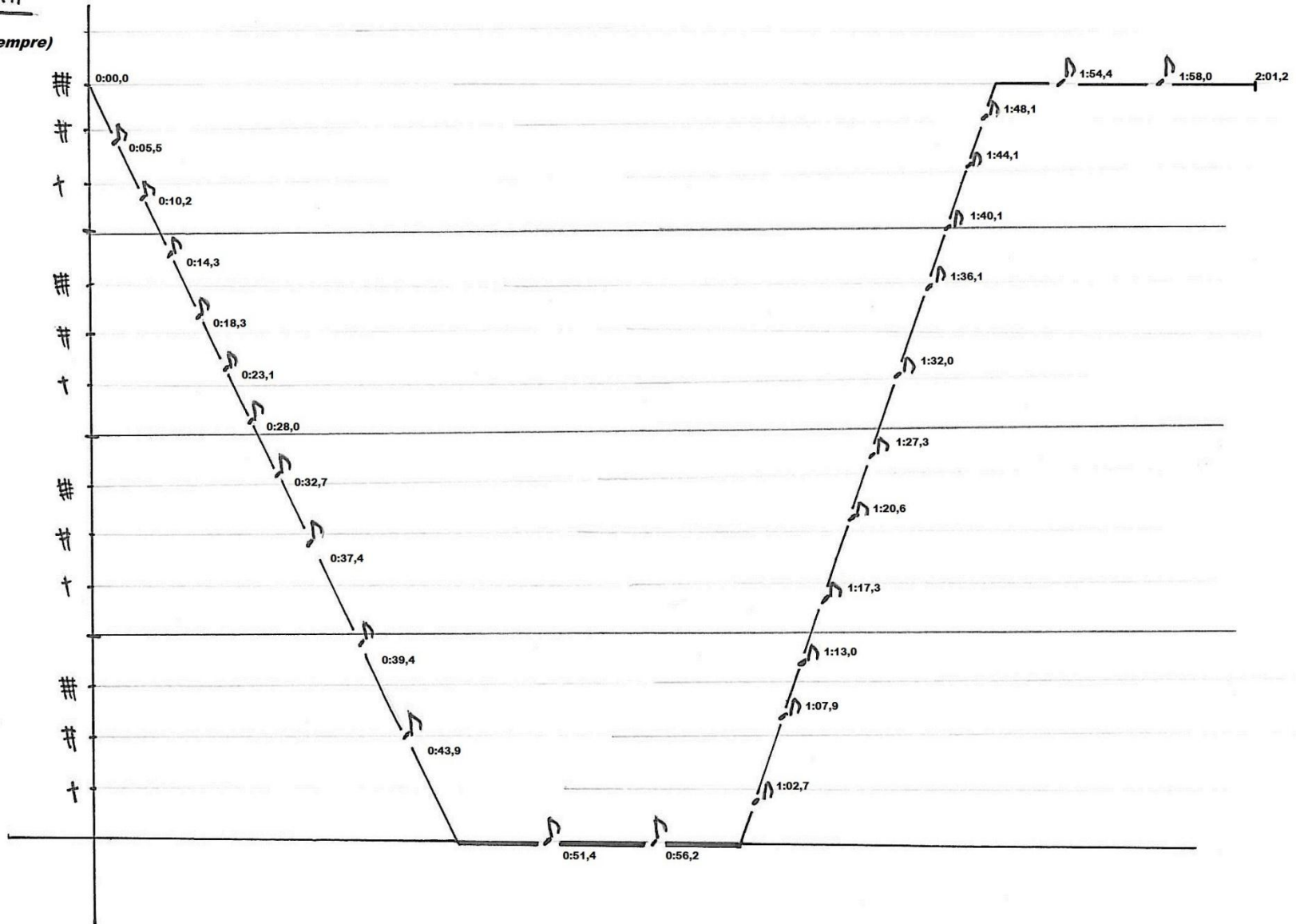
+++ = three quarter tones higher

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Use stopwatch for precise orientation in time.

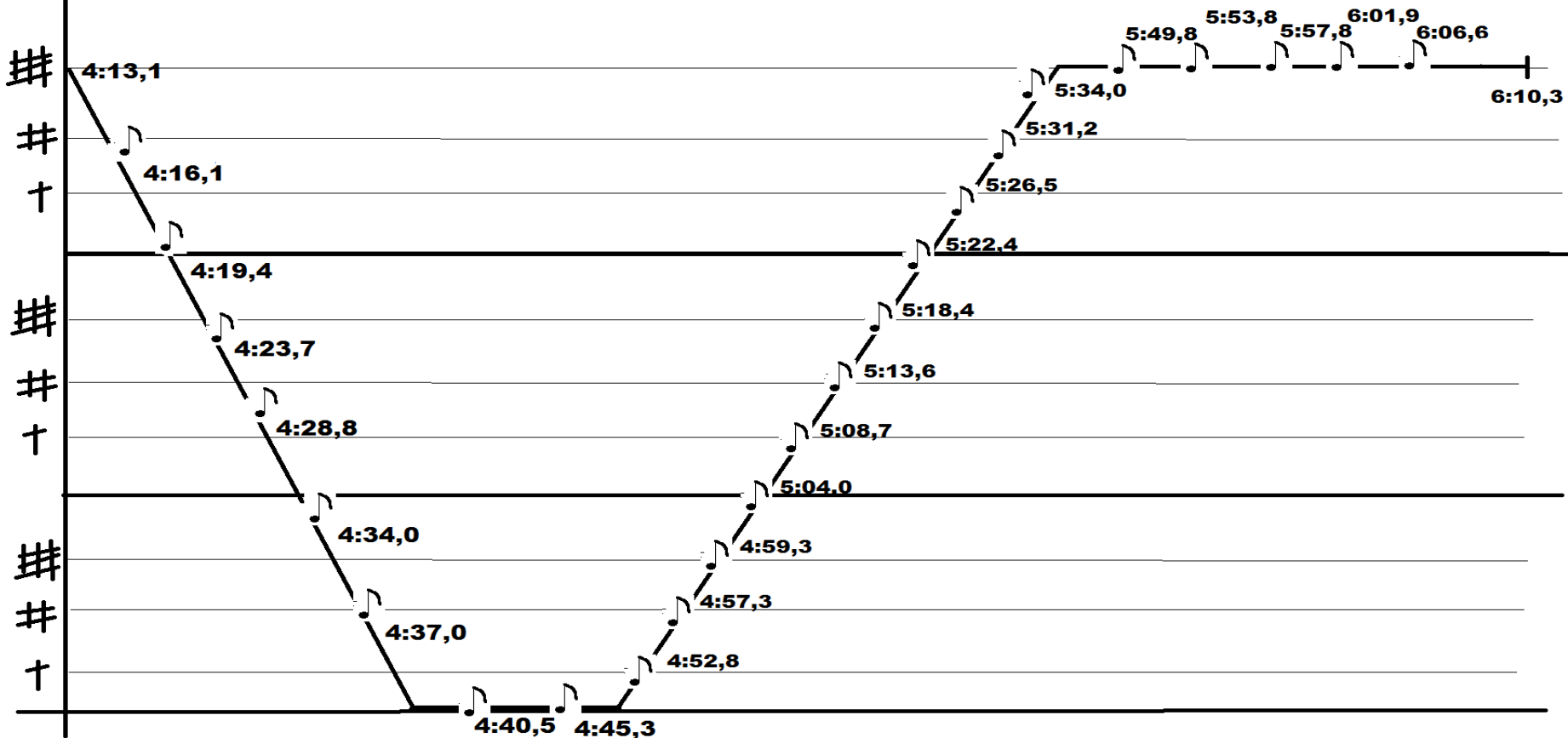
Violin

pp (sempre)



Violin

ff (sempre)



Violoncello

Chose 7 tones on the lowest string of the violoncello and play them in arbitrary alternation, changing note at each new time point. The chart shows a timeline in seconds.

Bowing technique is circular: on the two lowest strings, make a circle towards and away from the bridge with the bow perpendicular to the strings. The circle should be about 15 centimetres in diameter. Play circles in three tempi:

slow - 1 circle per second

middle - 2 circles per second

fast - 3 circles per second

The sound should be about two squeaky tones per one circle.

Use the stopwatch for precise orientation in time.

	<i>ff (sempre)</i>							
tempo	fast		accelerando					
time	01:40,1	01:43,1	01:47,6	01:51,6	01:53,3	01:55,3		
	ritardando							
	01:56,2	01:59,8	02:03,3	02:06,7	02:10,3	02:13,8	02:17,4	02:20,2
	slow							
	02:22,4	02:26,1	02:29,9	02:34,0	02:38,4	02:43,1	02:47,7	02:50,5
	02:52,9	02:57,1						
	middle			<i>pp (sempre)</i>				
	03:00,5	03:04,2	03:08,8	03:09,6	03:12,5	03:16,9		
	fast							
	03:19,9	03:24,0	03:28,5	03:32,0	03:36,1	03:40,3	03:44,3	03:47,8
			accelerando					
	03:52,1	03:55,1	03:58,4	04:02,6	04:03,6			

	<i>pp (sempre)</i>							
tempo	slow		ritardando					
time	05:45,5	05:48,4	05:50,1	05:54,1	05:58,6	06:02,6	06:06,8	06:10,1
	a tempo (slow)							
	06:13,1	06:17,4	06:20,9	06:24,9	06:29,1	06:33,2	06:36,7	06:41,2
	06:45,2	06:48,3						
	middle		<i>ff (sempre)</i>					
	06:52,7	06:56,4	07:01,0	07:04,7	07:08,1			
	fast							
	07:12,3	07:17,5	07:22,1	07:26,8	07:31,2	07:35,3	07:39,1	07:42,8
		accelerando						
	07:45,0	07:47,8	07:51,4	07:54,9	07:58,5	08:01,9	08:05,4	08:09,0
	08:10,0							