Dmitri Kourliandski



for large ensemble Kompositionsauftrag des Südwestrundfunks

#### Instrumentation

alto flute (remove head) + metal brick with hammer english horn (brass mouthpiece) + metal brick with hammer clarinet (remove mouthpiece) + metal brick with hammer bass clarinet (remove mouthpiece) + metal brick with hammer bassoon (brass mouthpiece) + metal brick with hammer

horn + metal brick with hammer trumpet + metal brick with hammer trombone + metal brick with hammer tuba + metal brick with hammer

2 percussion (see comments for detail information)

I metal brick with hammer cow bell – wooden stick rattle whistle siren
II
2 gongs (any size) – small plastic boxes (e.g. matchboxes) metal brick with hammer
2 bass drums (different sizes) – soft brushes

A table with metal surface with perforator and angle grinder\* on it.

piano (two glasses inside\*\*) + 2 tuning forks + metal brick with 2 hammers

2 violins (metal mutes on) + metal brick with hammer viola (metal mute on) + metal brick with hammer cello (metal mute on) + metal brick with hammer double bass (metal mute on) + metal brick with hammer

**17 metal bricks and 18 hammers in total.** It can be also any metal instruments to strike one against other to produce hard knocks.



Duration: approx 20 min.

# Comments

#### Winds

<b>тк</b>	- Into the instrument (oboe/bassoon – brass mouthpieces instead of reeds; clarinets – no mouthpieces) flutter tongue with guttural "kh" ("khrullato") at the same time fingers glissando up or down.
	- Key noise as loud as possible with sharp double tongue clicks with no air. <b>NB</b> Trombone – slightly striking the bell with fingernails while double tongue.
	- Suck in the air through instrument through pressed lips – high unstable sound appears.
*	- Strike the metal brick with hammer.
Percussion	
*	- Strike the metal brick with hammer.
	- Low cow bell.
	- Rattle (one click).
$\bigcirc$	- Whistle - very short and sharp whistles. Rounded note head – exhale; square note head – inhale.
Ę	- Siren. Preferably low.
$\overline{\odot}$	- Gliss with small plastic box (e.g. matchbox, or LEGO detail) along the gong (any size) – squeaky sound appears.
U	- Rub along the perimeter of the surface of bass drum (or low tom) with soft brush.

**Perforator** and **angle grinder** are lying on a table (or big wooden box) with metal surface (sheet of metal placed on top). For idling – second percussionist just switches power buttons on and off when it is notated. For drilling and grinding – percussionists take instruments in both hands. **Be careful while grinding – because of sparks! It is better to make a fence.** 

- Perforator. **Square note head** – idling: just switch the power button on while drill is lying on a table; **rounded note head** – drill a table. Turn off the perforator when it is notated (sound stops sharply when the perforator is in the wood – extract it carefully while pauses).

\*

- Angle grinder. **Square note head** – idling: just switch the power button on while grinder is lying on a table; **rounded note head** – grind metal surface of a table. Turn off the grinder when it is notated (don't remove from metal surface to make the engine stop faster).

## Piano

## Lowest and highest notes are muted with rubber

- Gliss with fingers along black keys without pressure – no pitch appears.

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- Place round glasses with flat base on strings as is shown below and gliss while rotating – high squeaky sounds with glissandos appears.





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Gliss with tuning-forks along pegs.

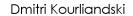
- Gliss with the palms along lacquered surface of piano high squeaky sound appears.
- strike shortly highest (right hand) / lowest (left hand) muted notes
- short clusters (with fist) on black keys in highest / lowest register
- strike the sounding board (inside the piano) with fist (find two approximate

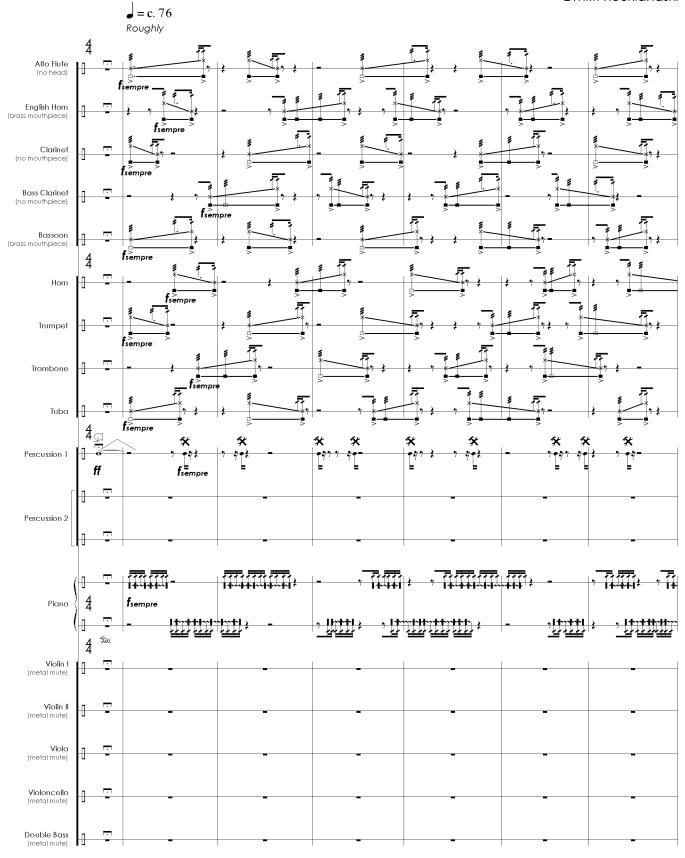
pitches)

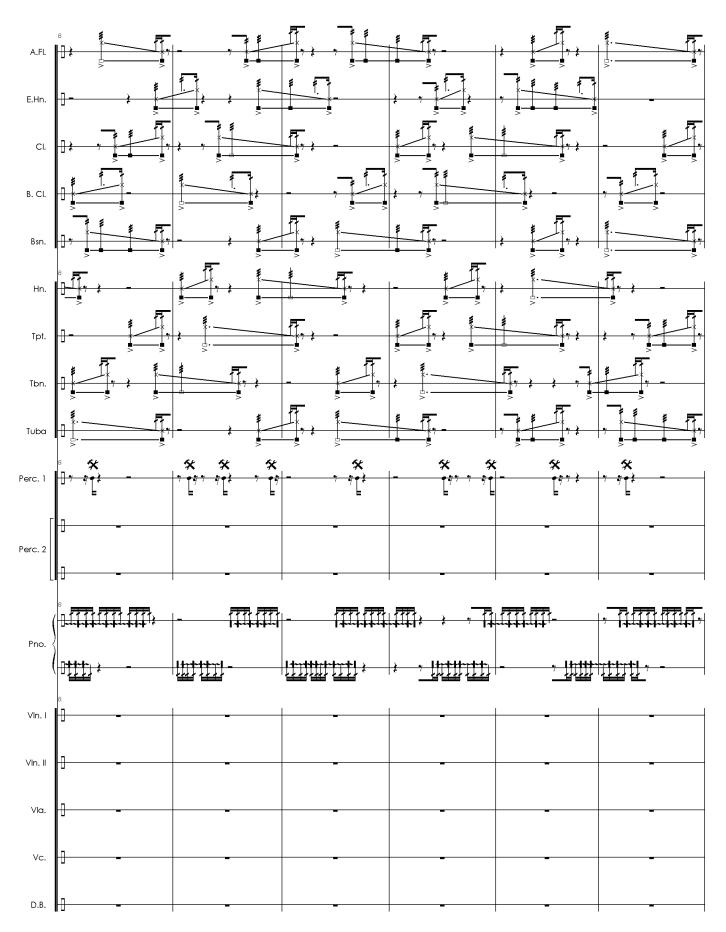
- glissando along lowest string with finger nail or plastic card
- glissando on low strings with finger nail between close to pegs (high pitches)
- touch glasses to make them tremble on strings
- Strike the metal brick with hammers.

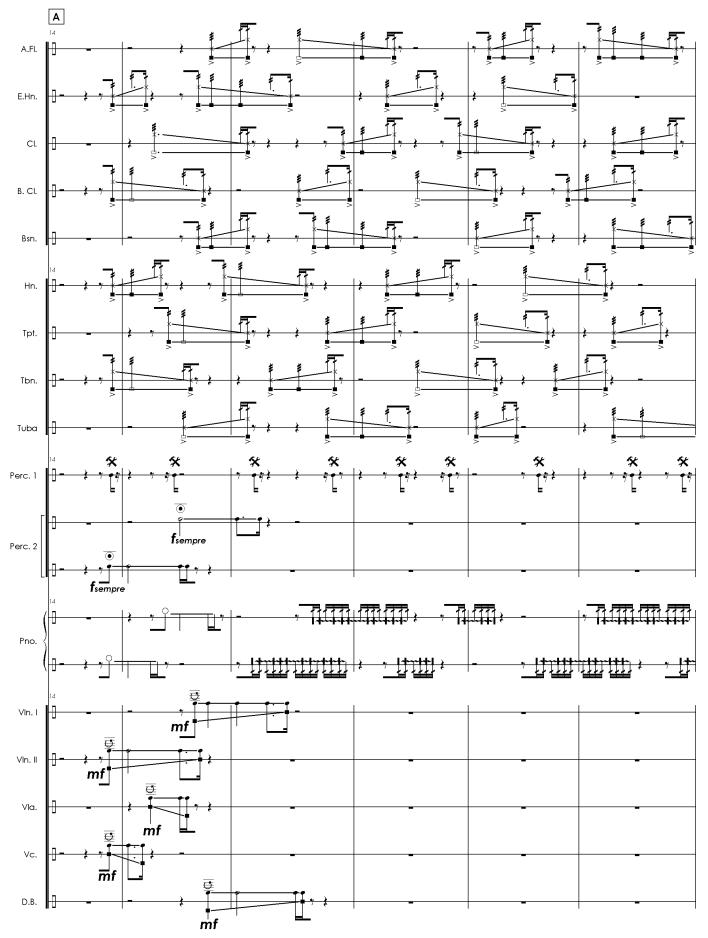
# Strings (all strings with metal mutes)

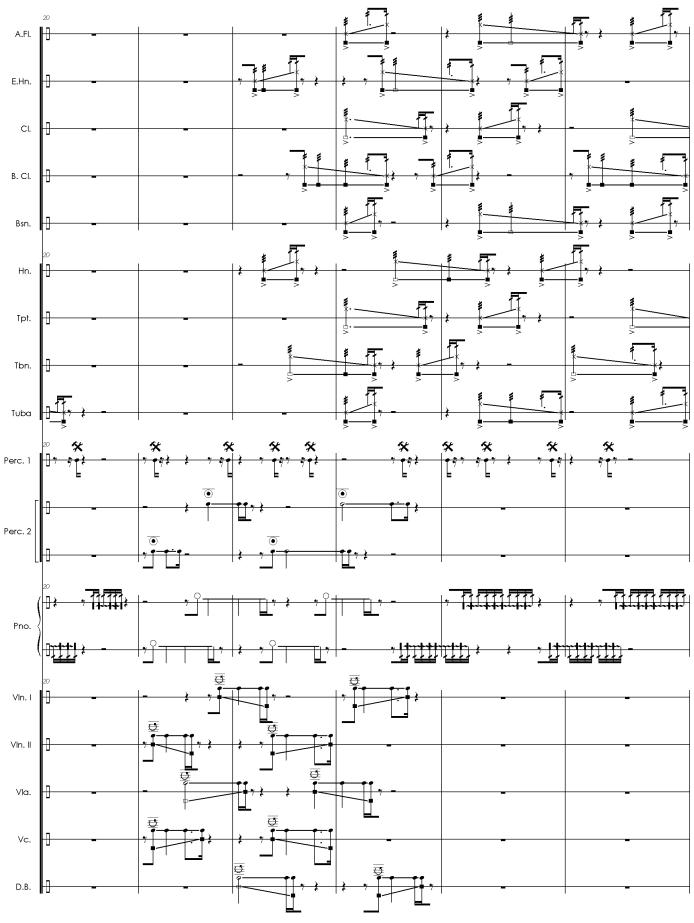
₹ *	pontic	Half pressed left hand gliss up or down; bow makes wide and slow circular nent from <i>molto sul tasto/a punta d'arco</i> through <i>ordinare</i> to <i>molto sul</i> <i>ello/al tallone</i> and back using all strings – like drawing a circle. Sounds like ueaky swing.
<del>7</del>	-	Soundless on low string – strings are muted with left hand.
	- possibl	Extremely hard pressed bow on any string over the bridge as close as e to the string holder.
*	- bow h	Bow placed on body. Press the bow so that bow wood scratches against
		dll.
$\uparrow$	-	Fingernail pizz. on high string over the bridge.
Ŧ	-	Strike the string holder with the fist.
φ	-	Bartok pizz. Prevent strings from resonance – only percussive effect.
*	-	Strike the metal brick with hammer.

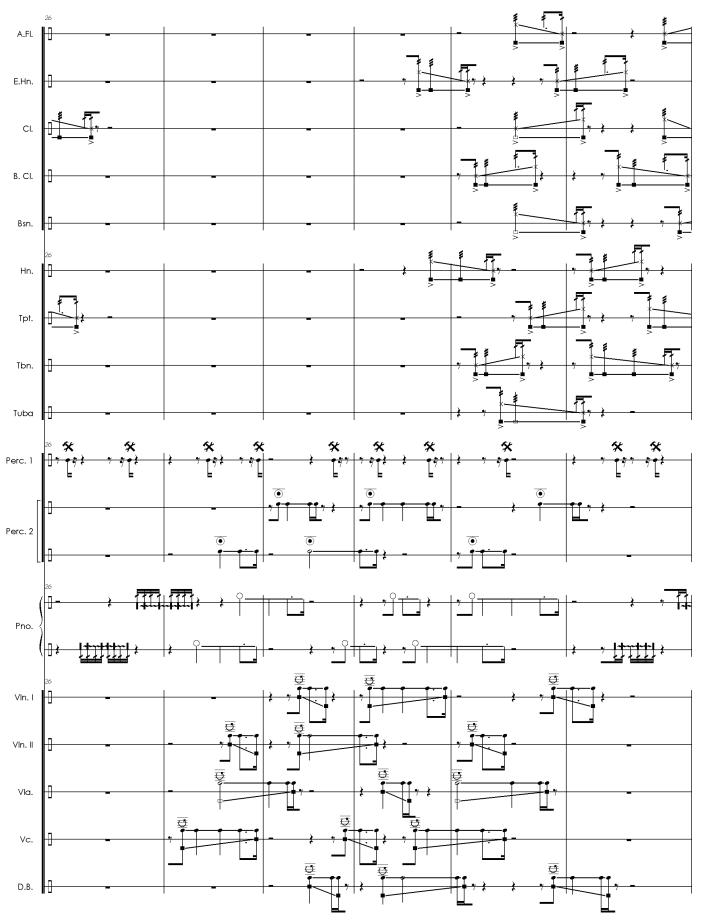


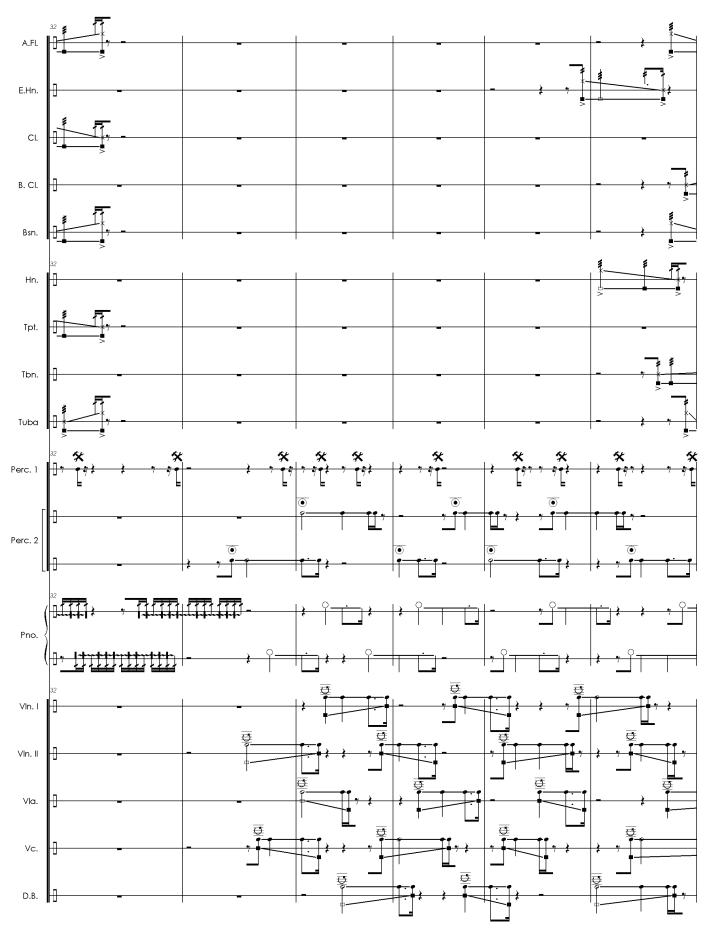


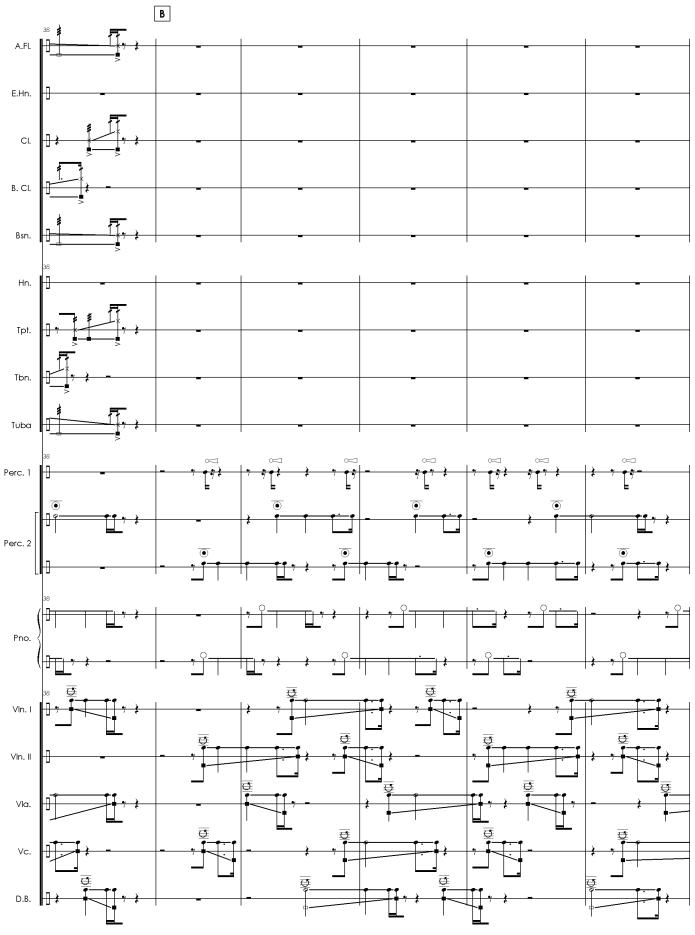


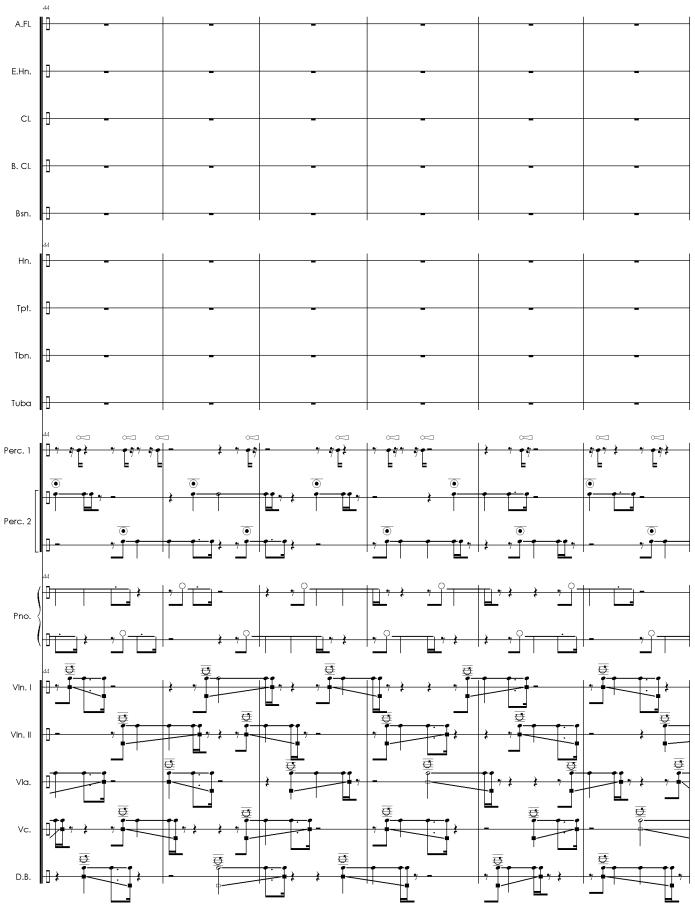


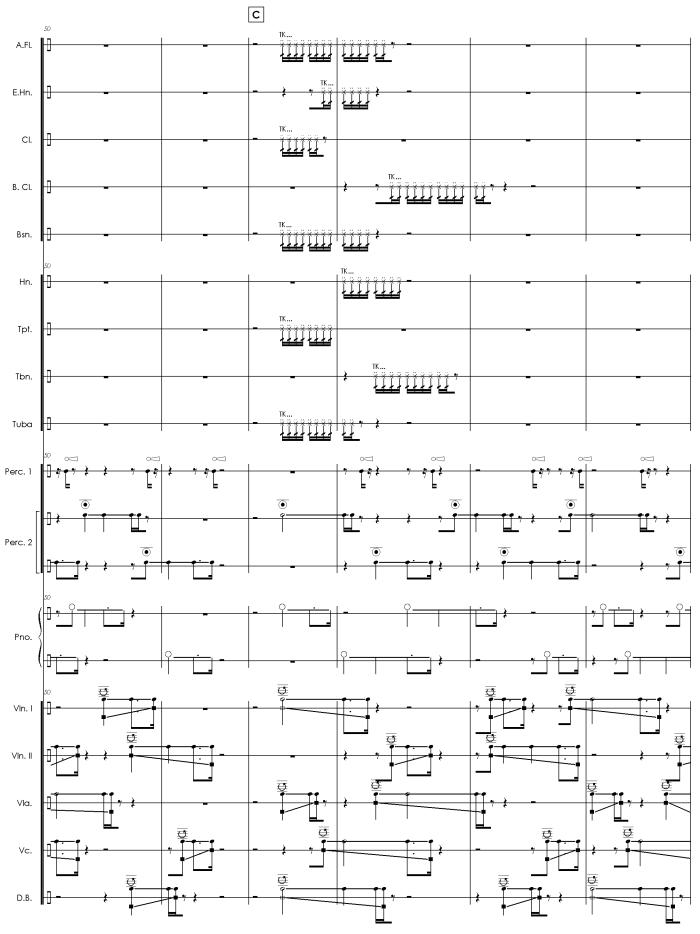


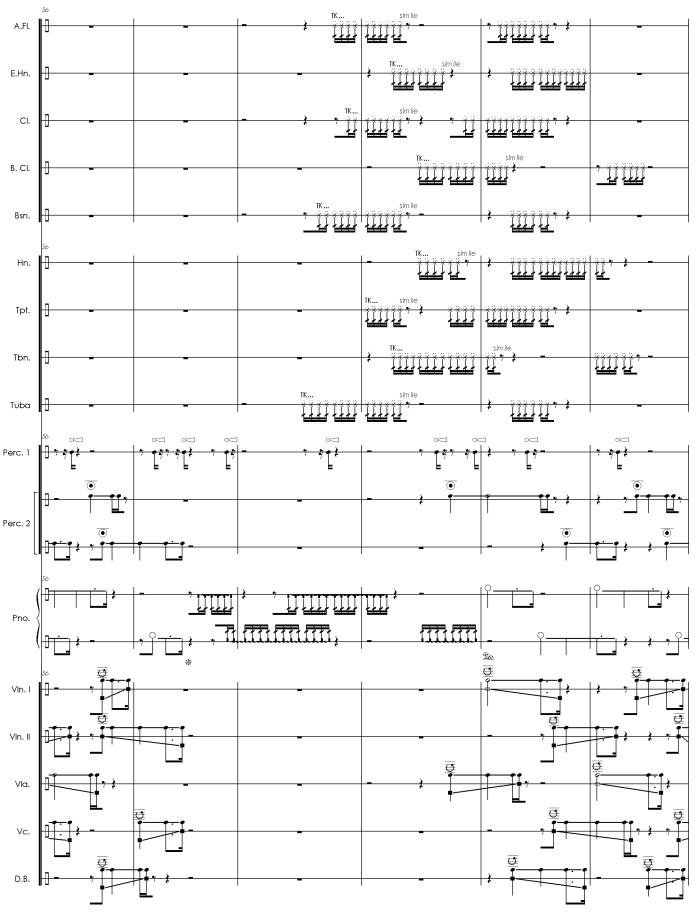


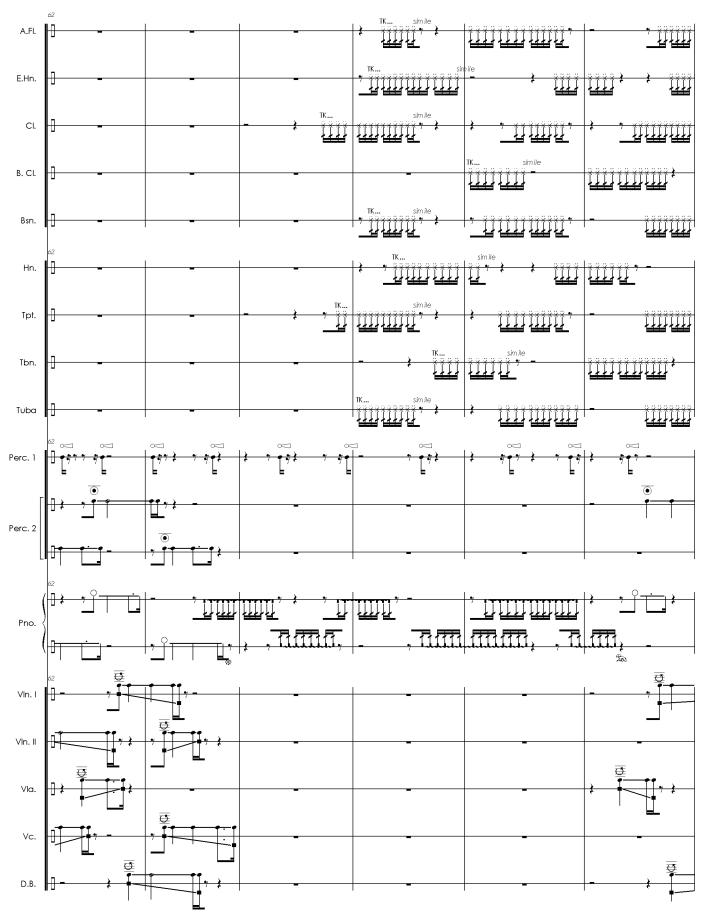


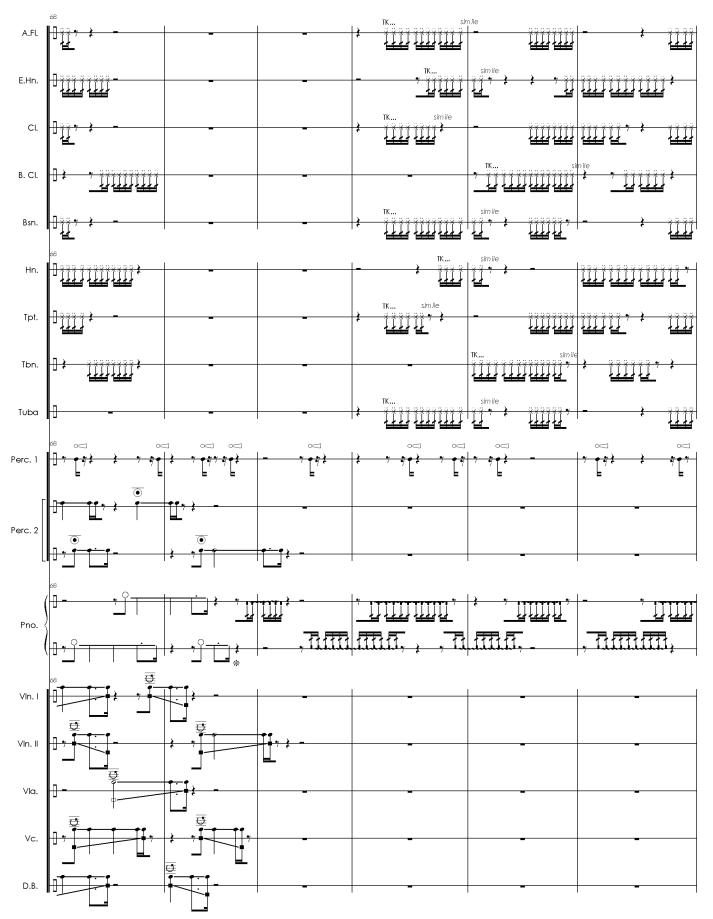


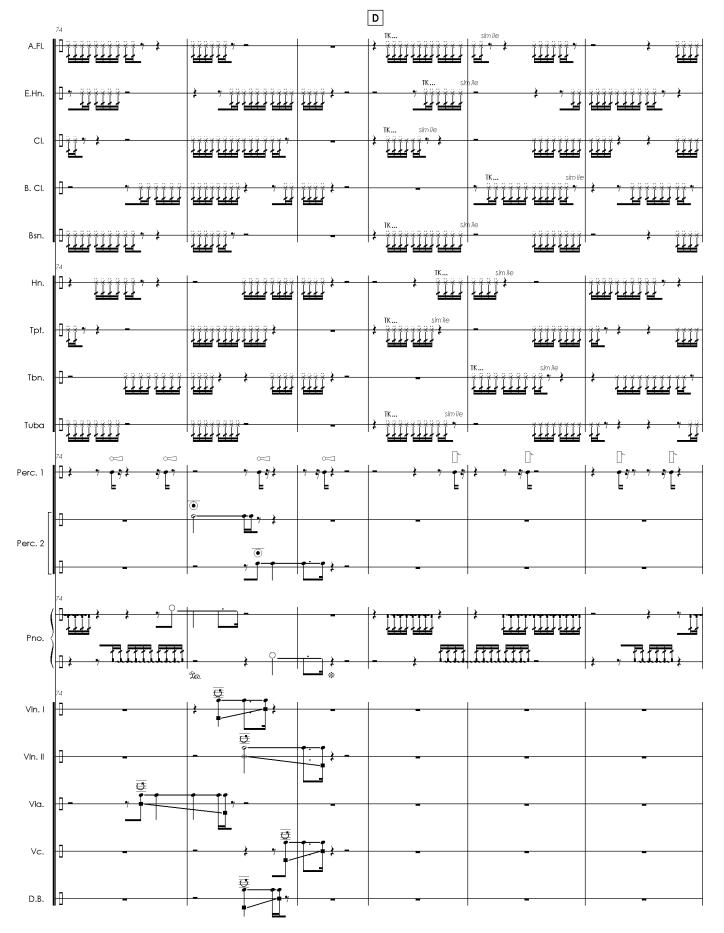


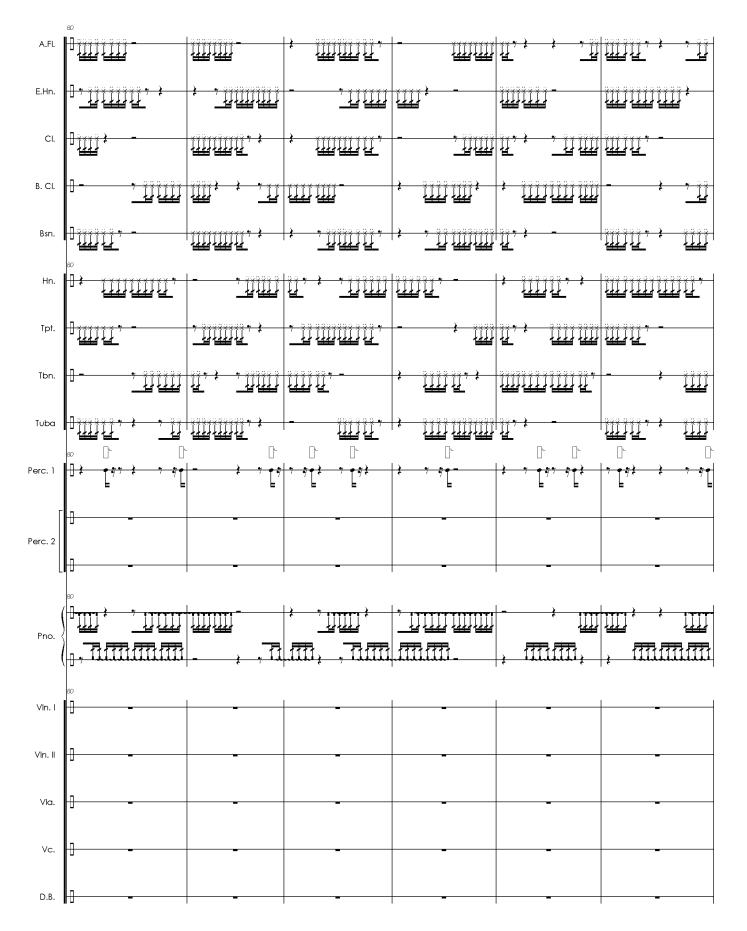


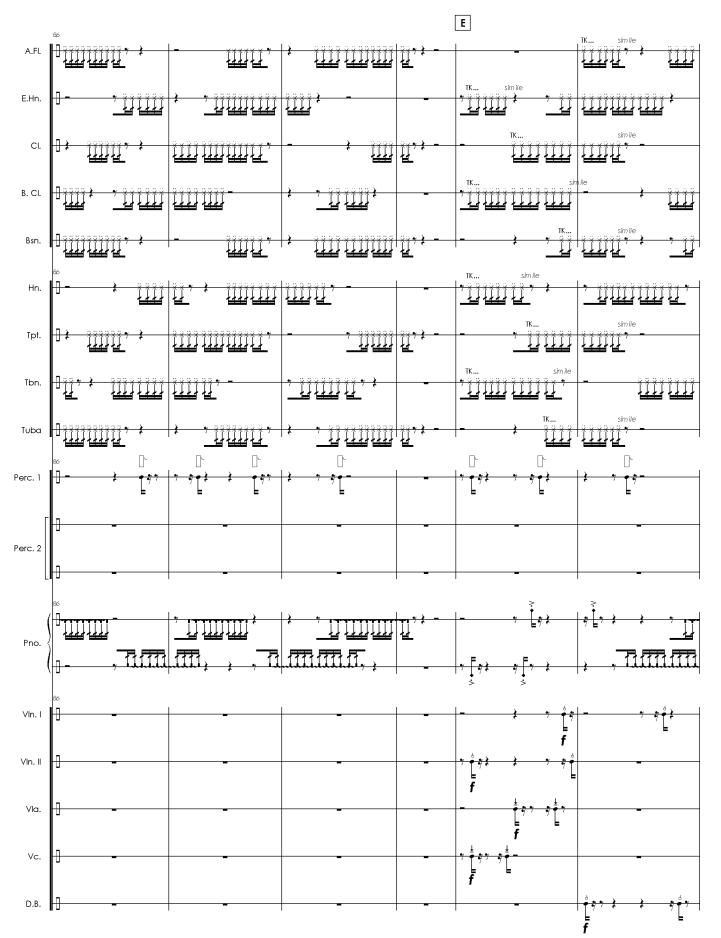


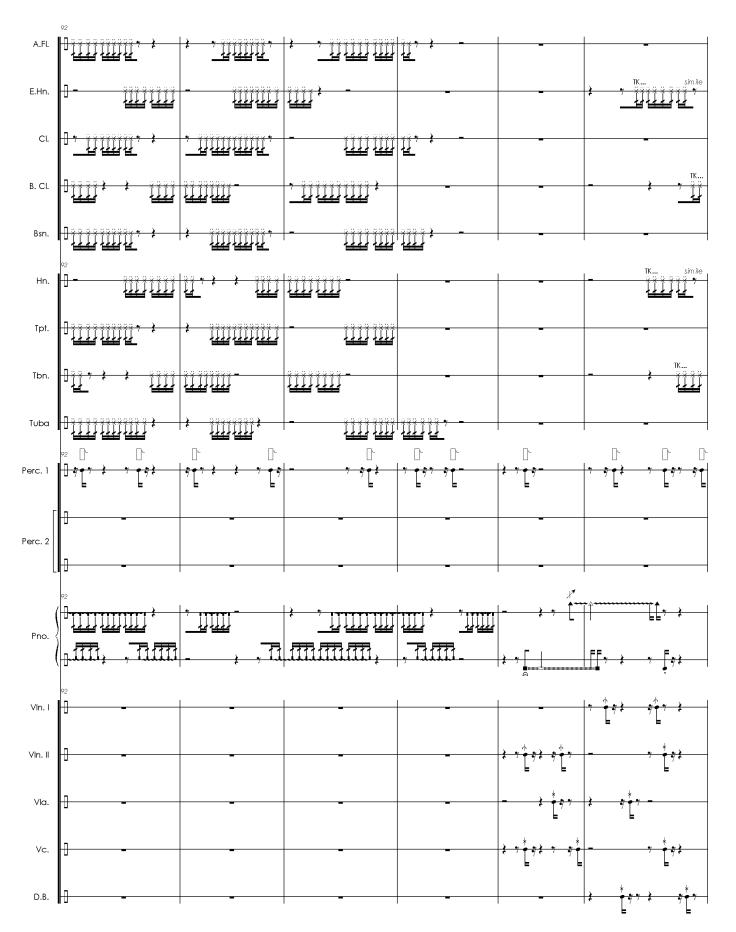


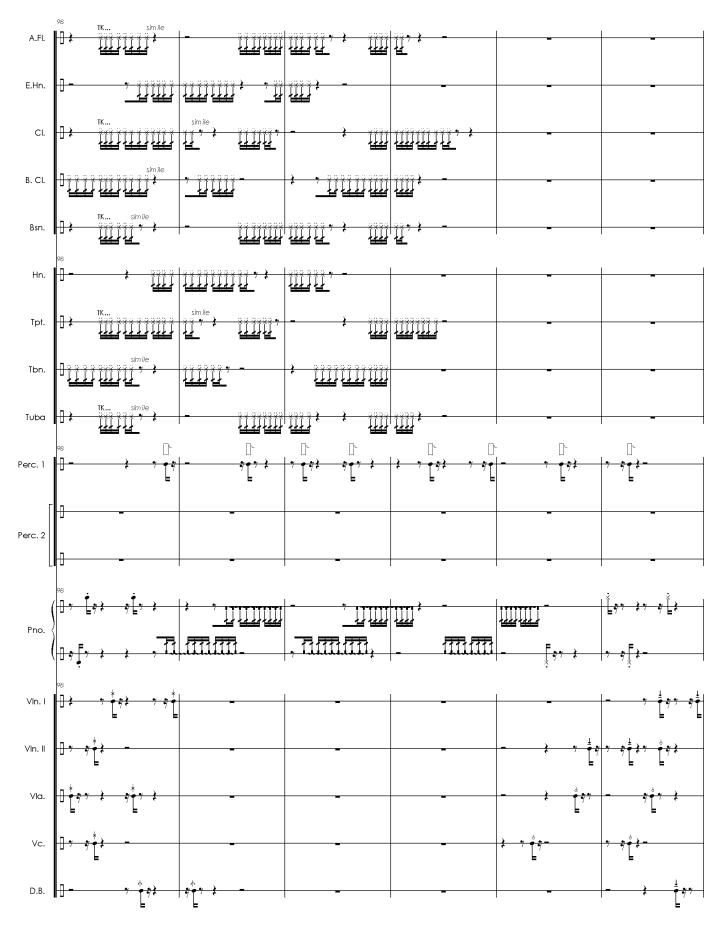


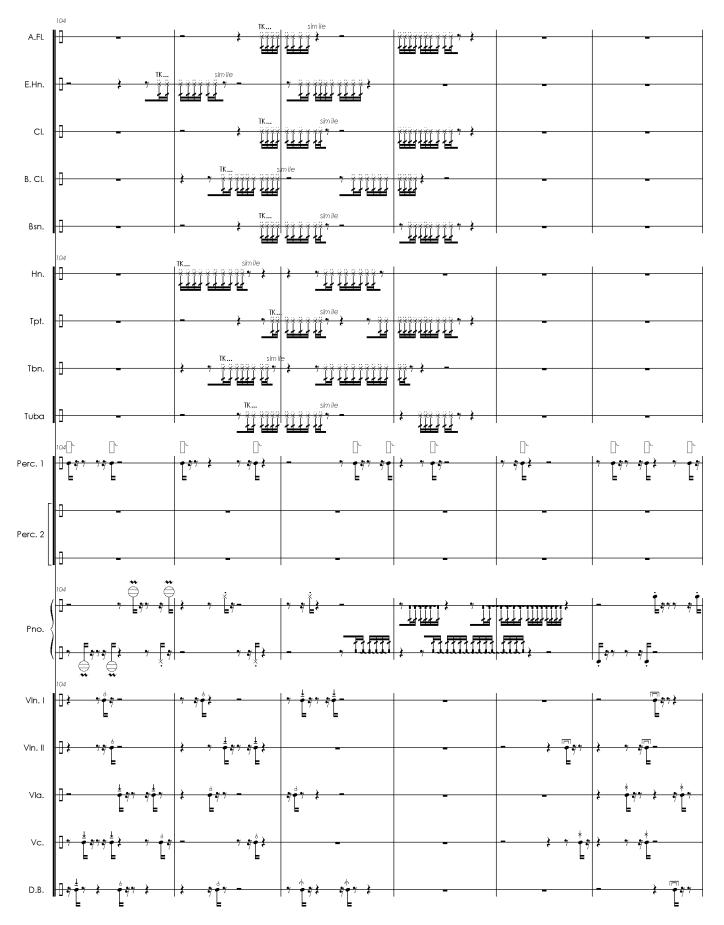


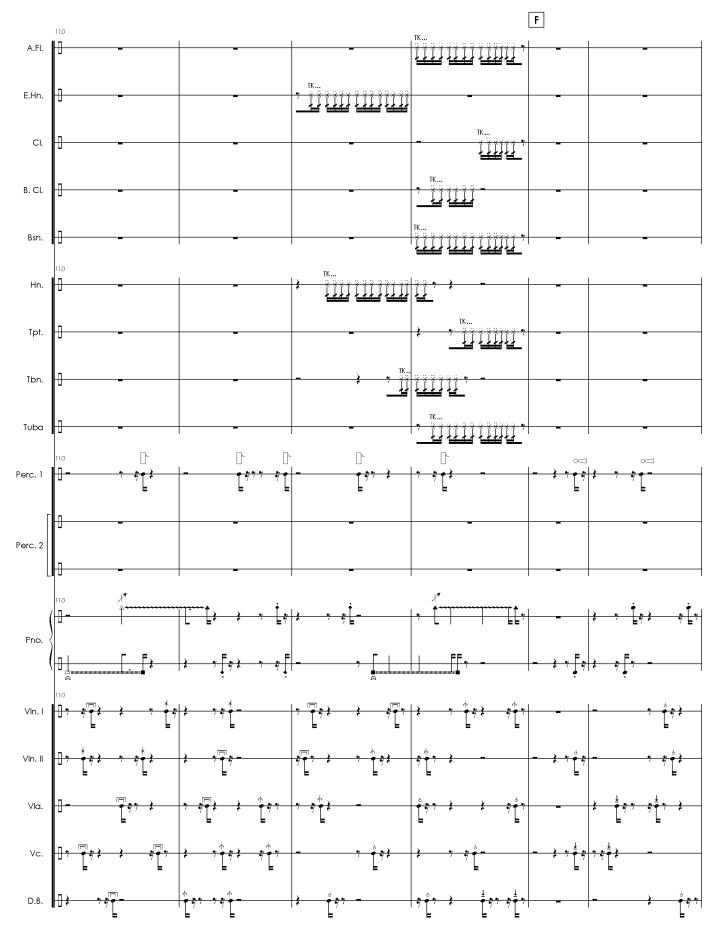


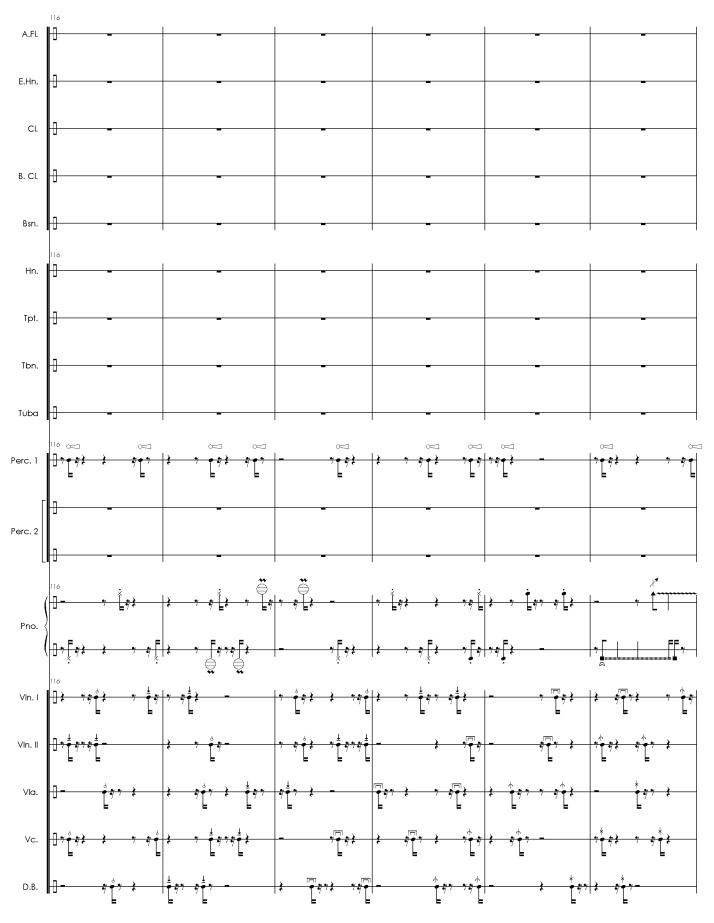


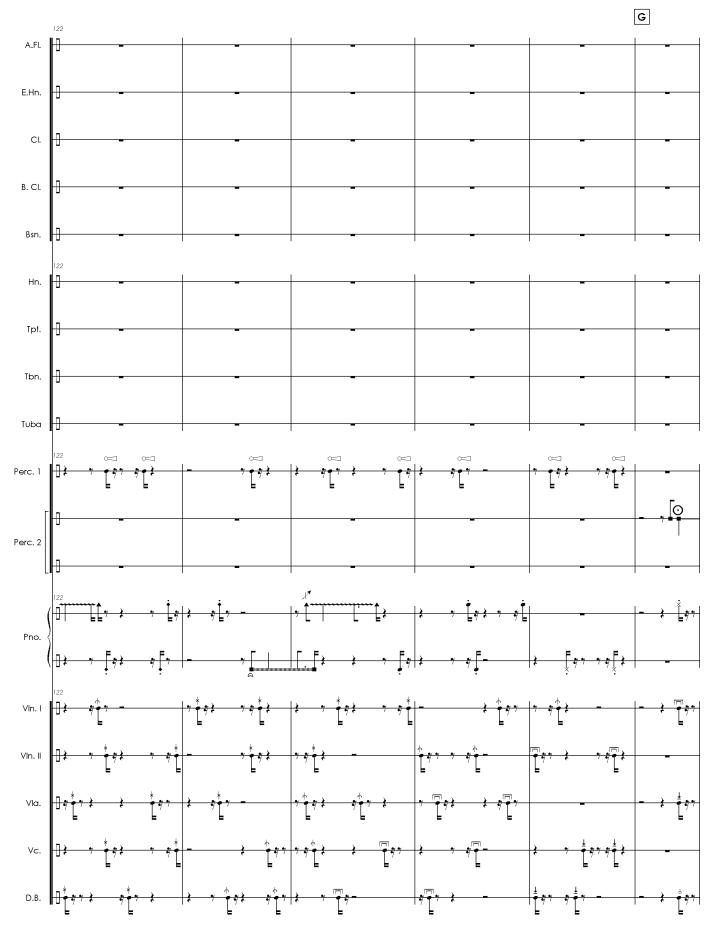


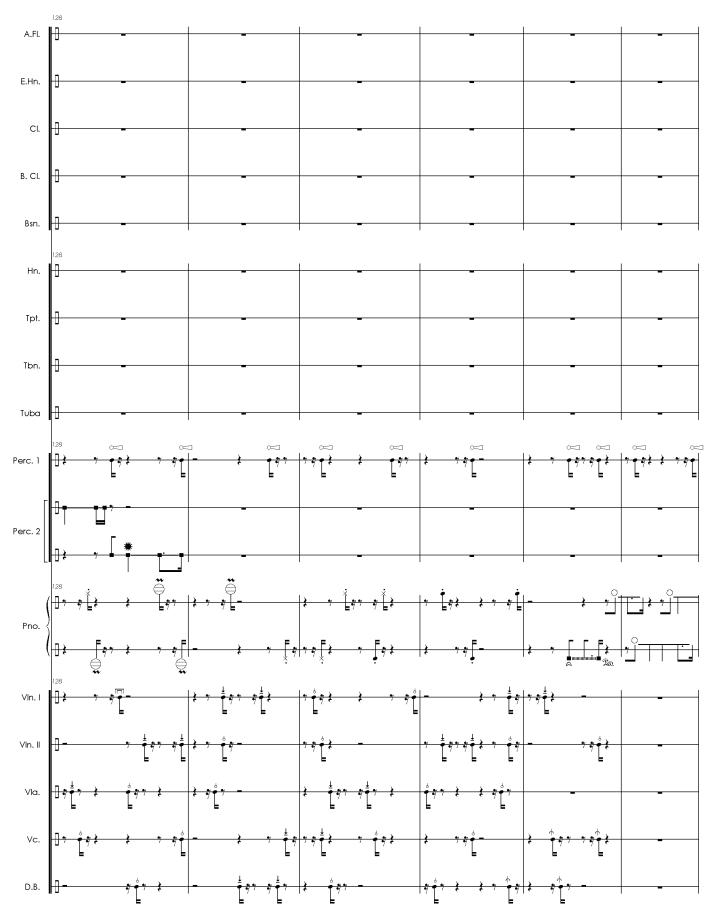


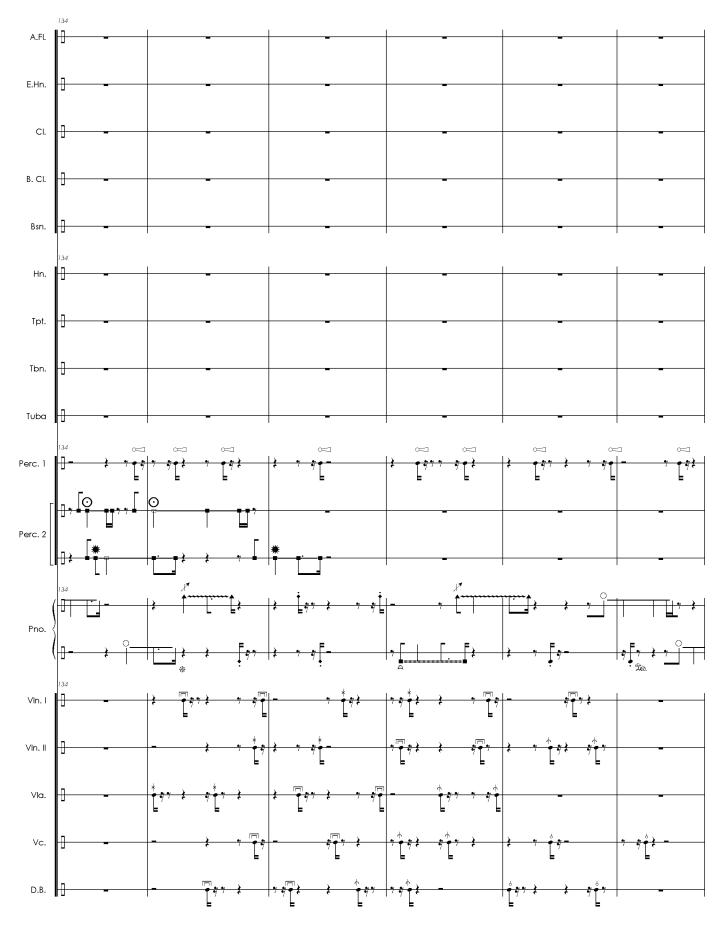


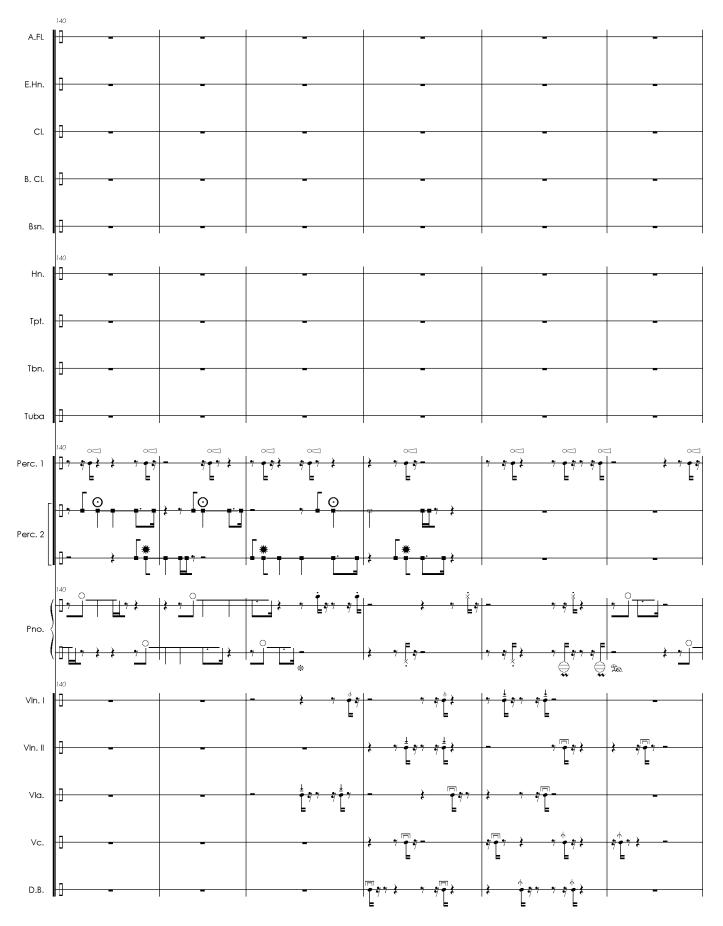


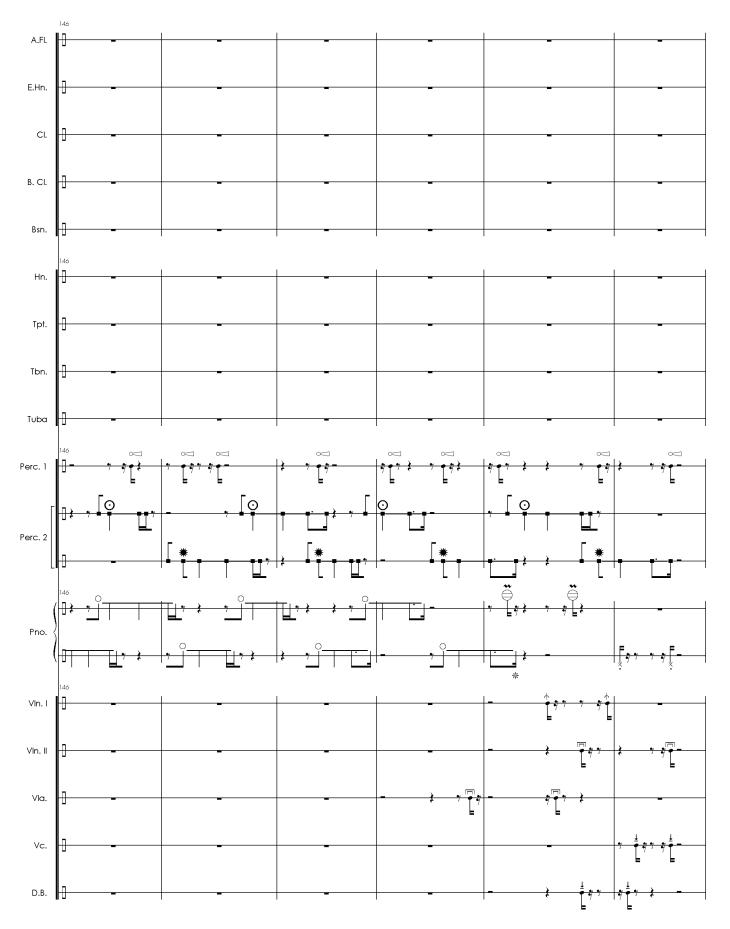


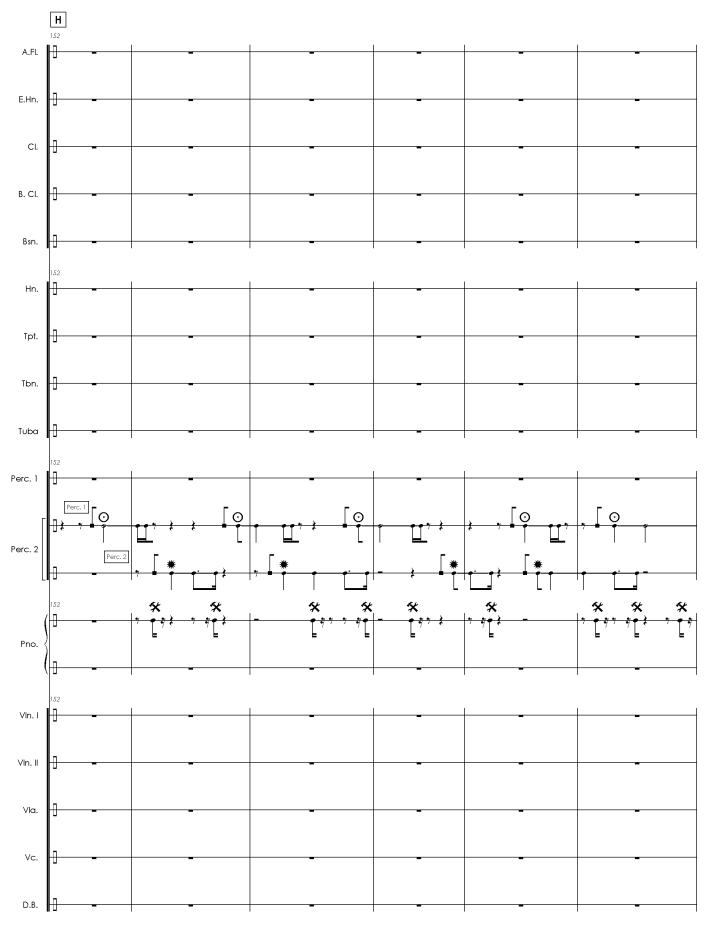


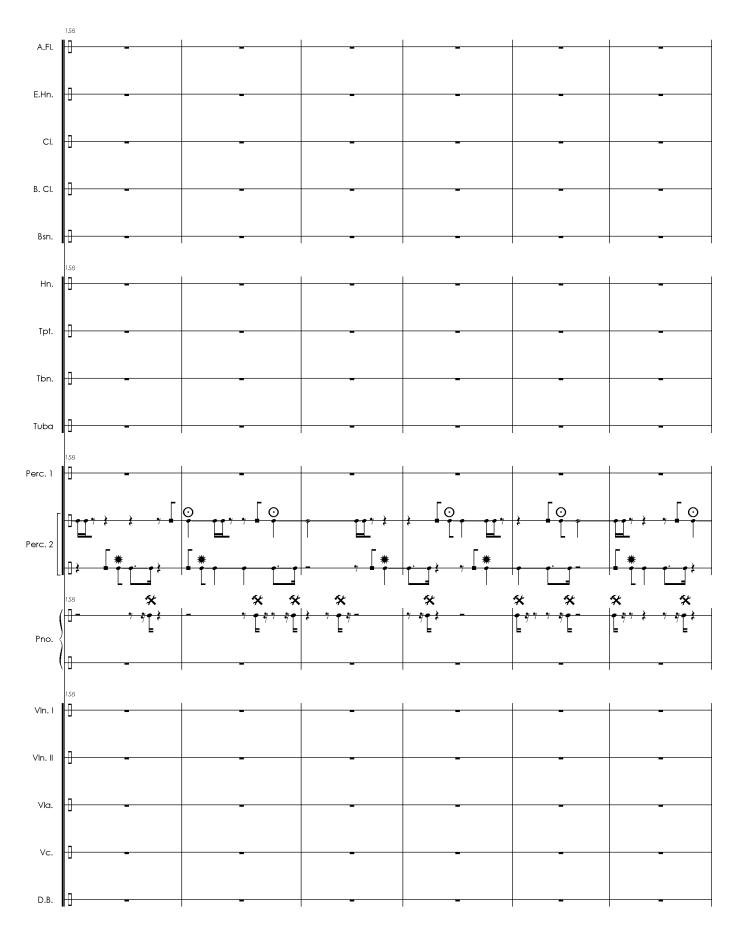


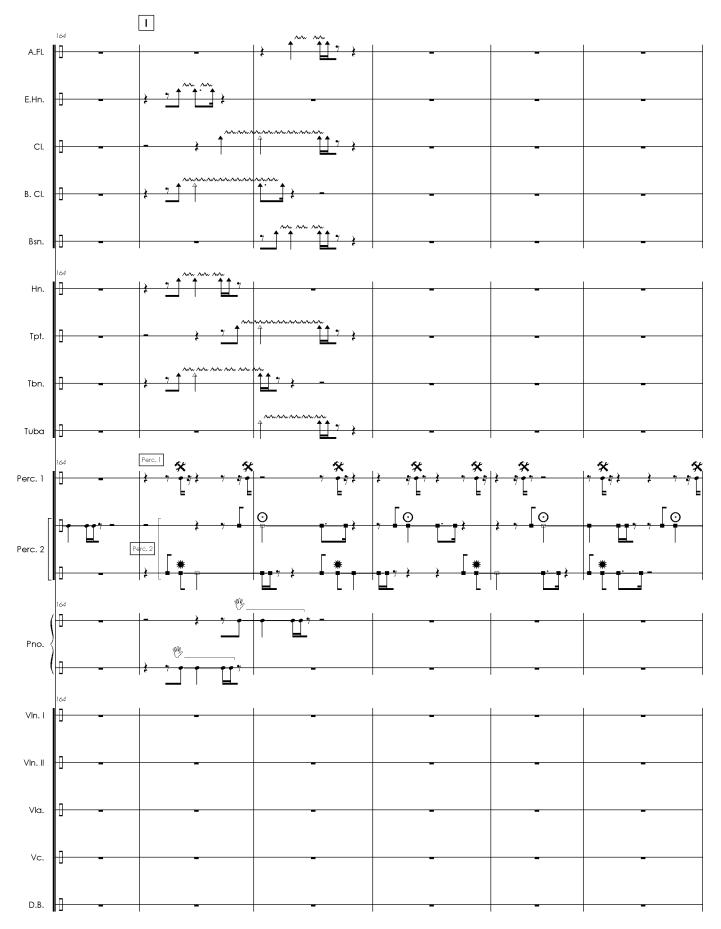


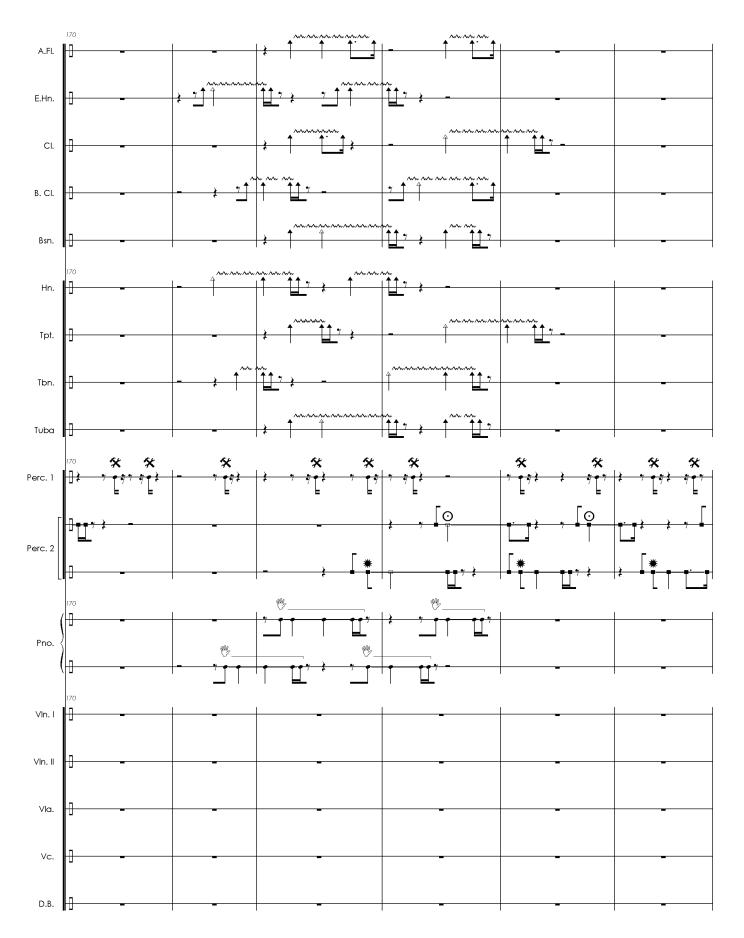


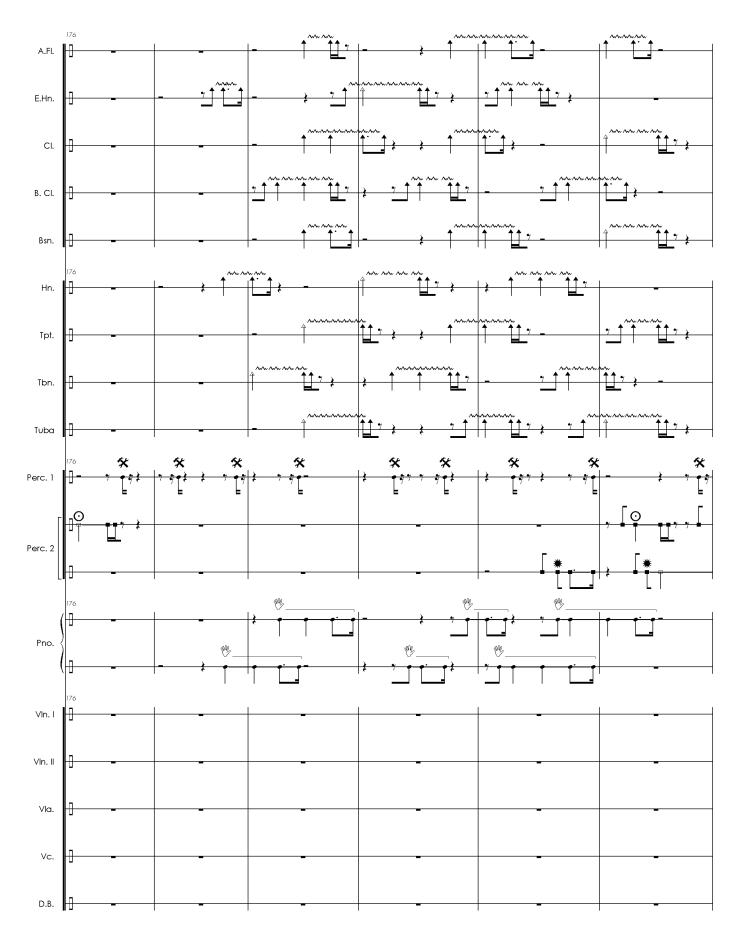


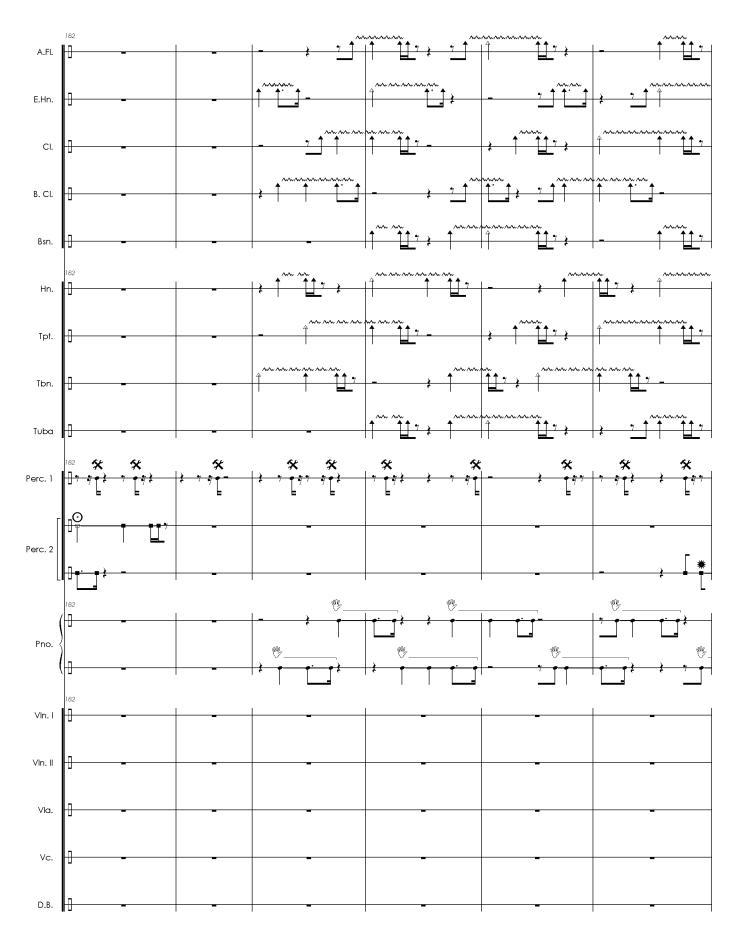


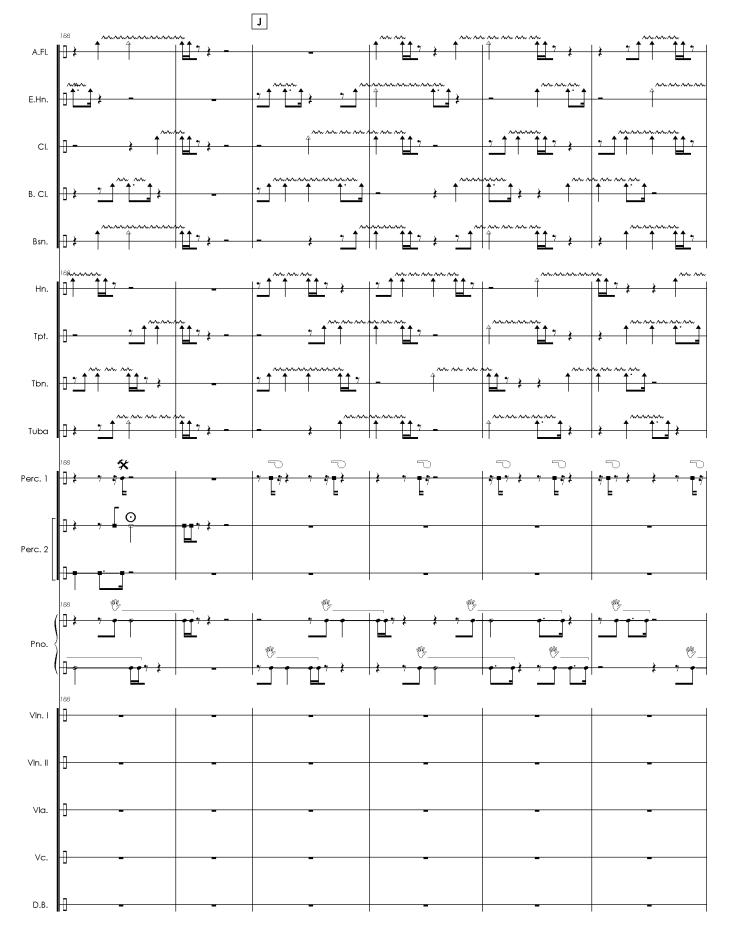


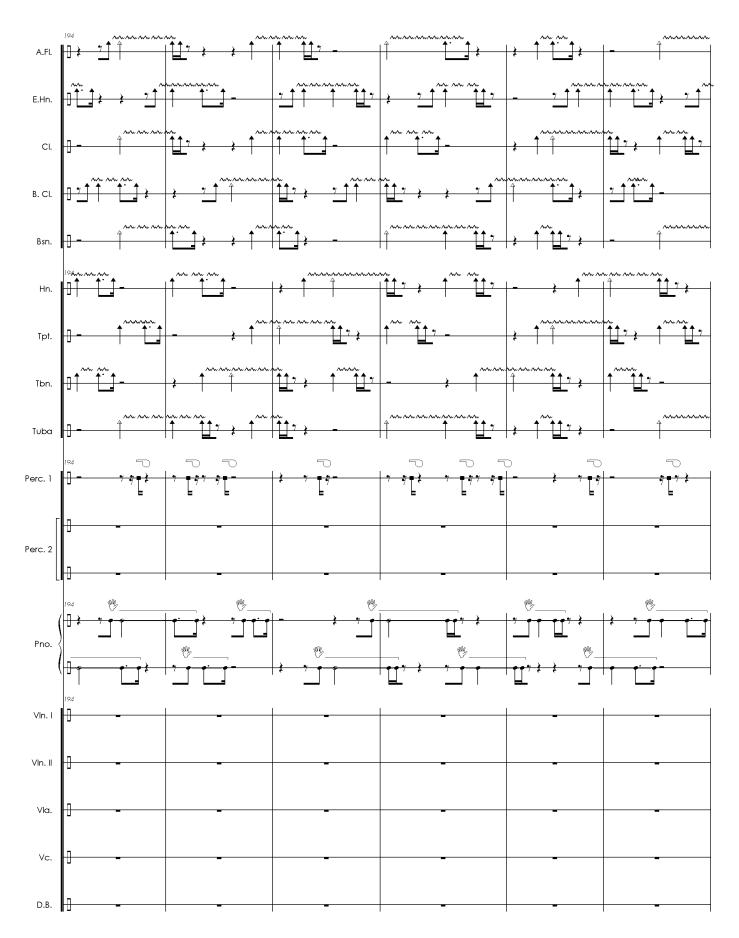


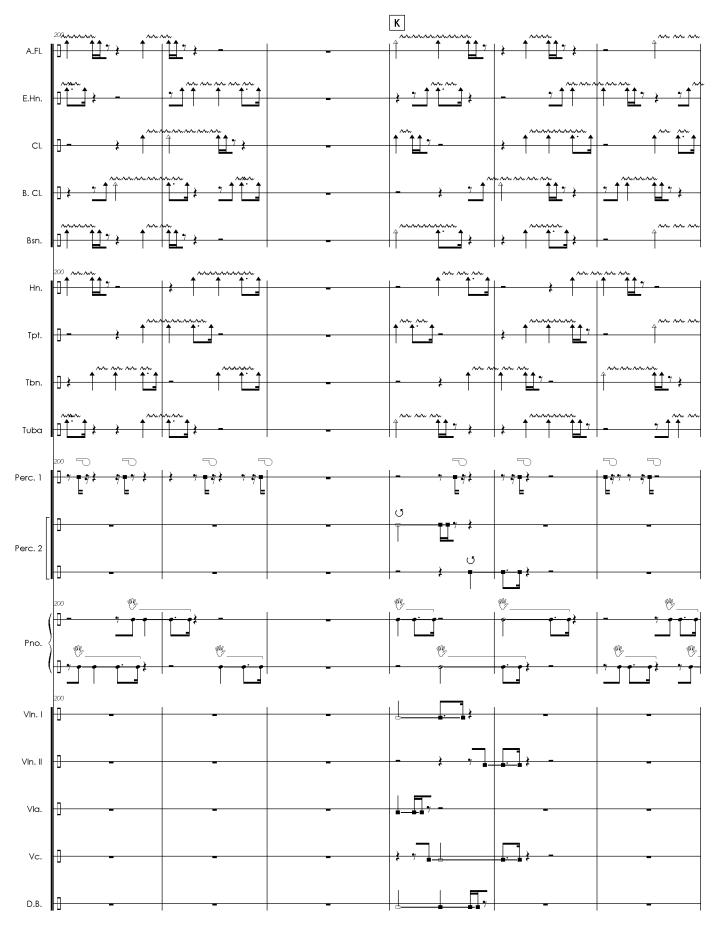


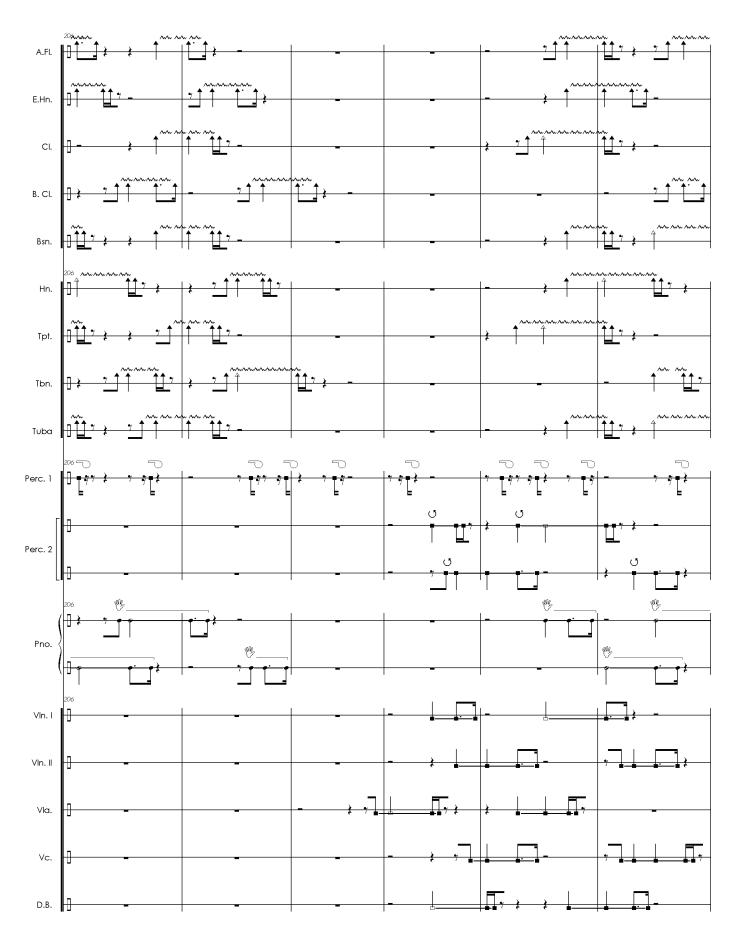


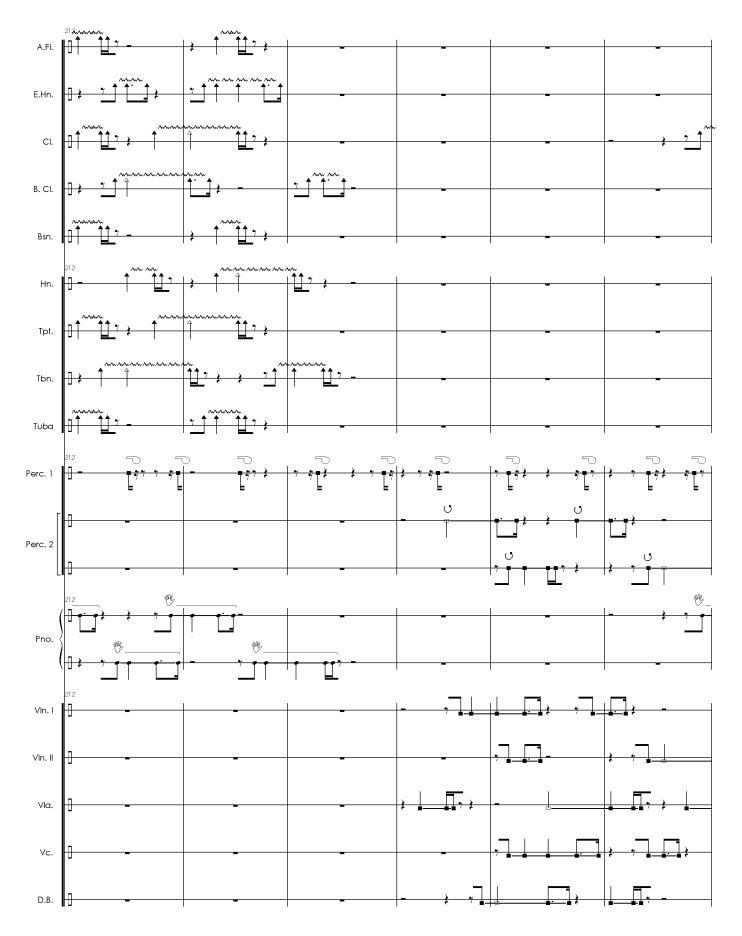


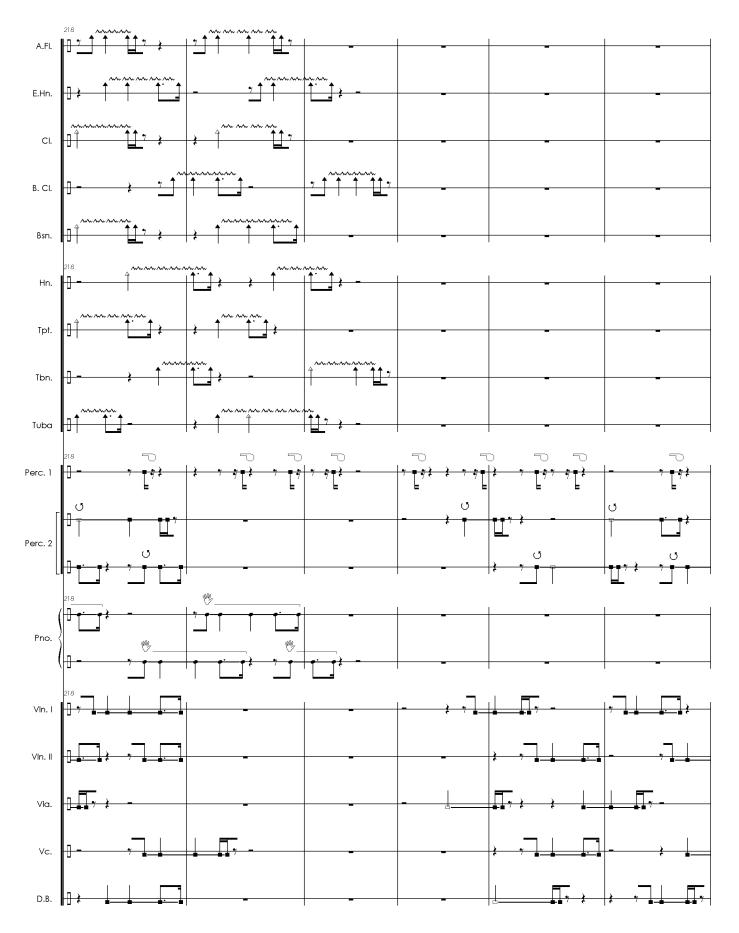


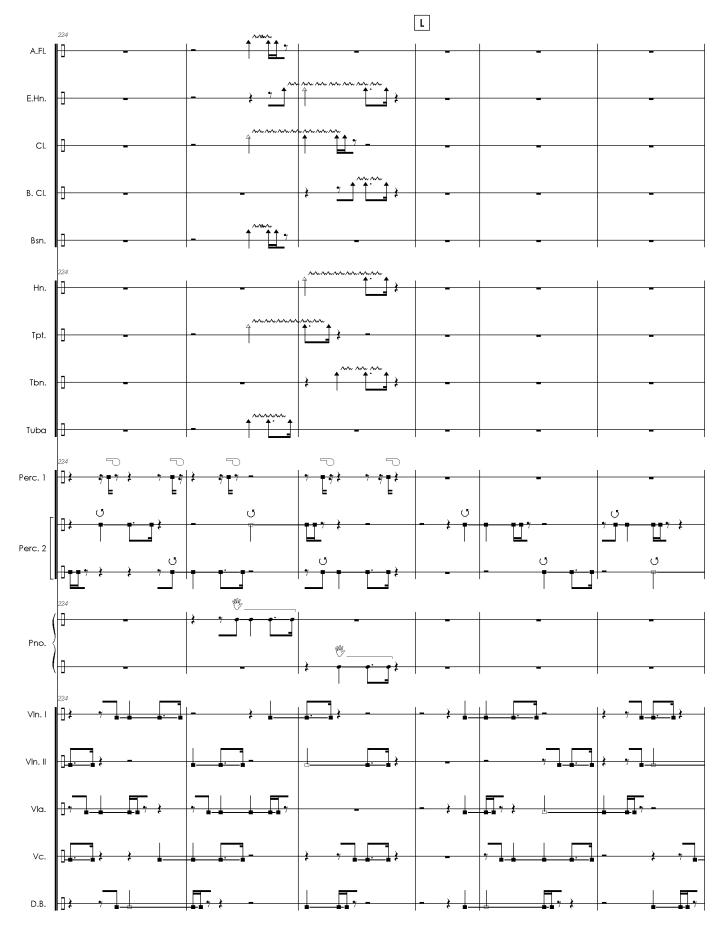


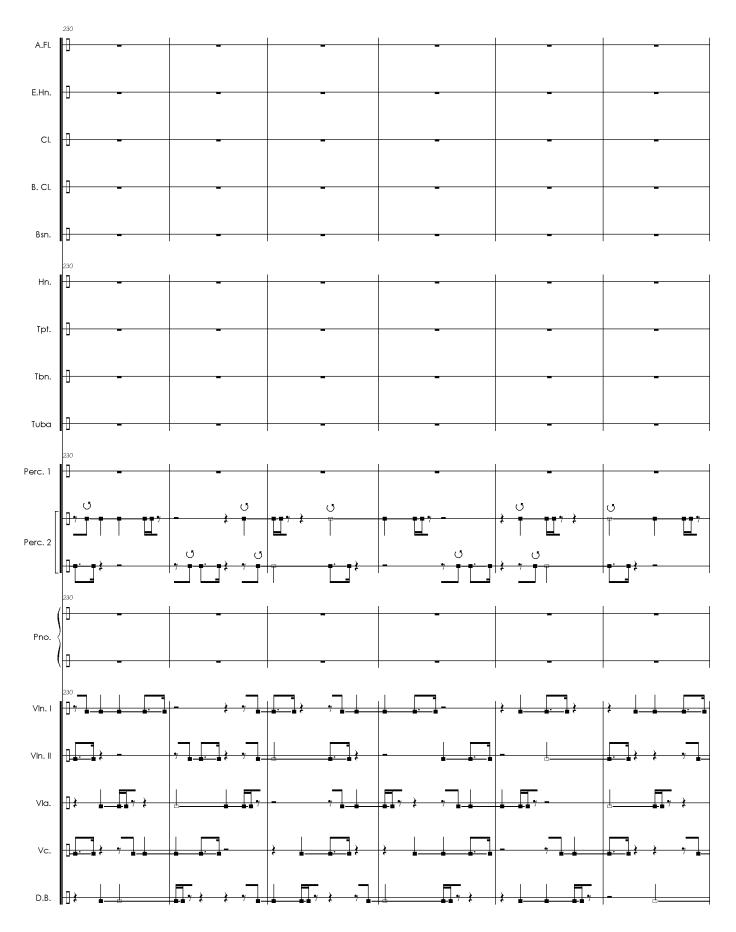


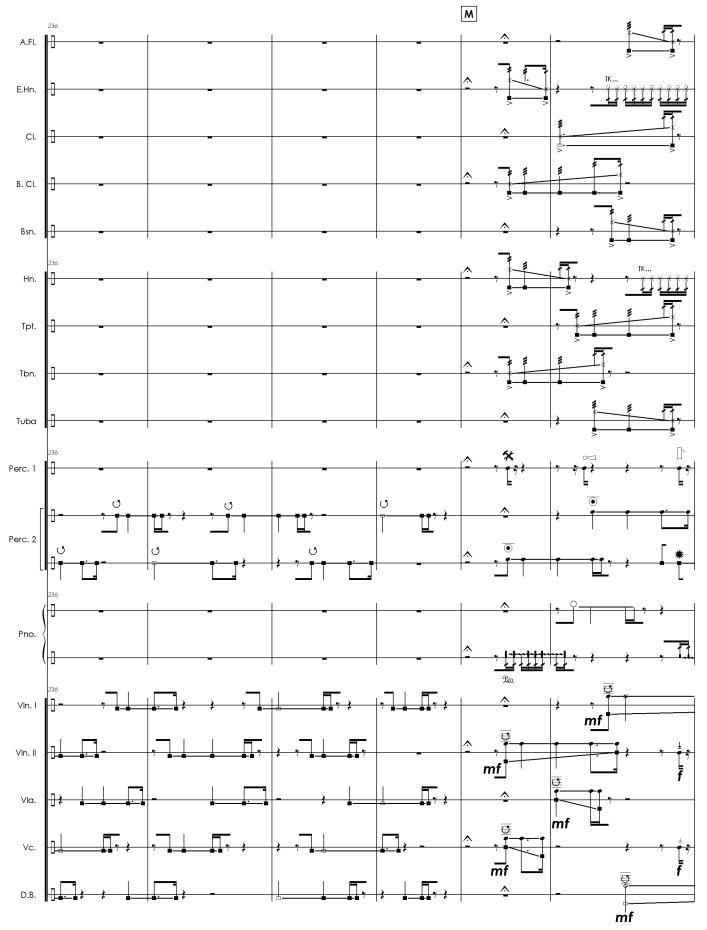


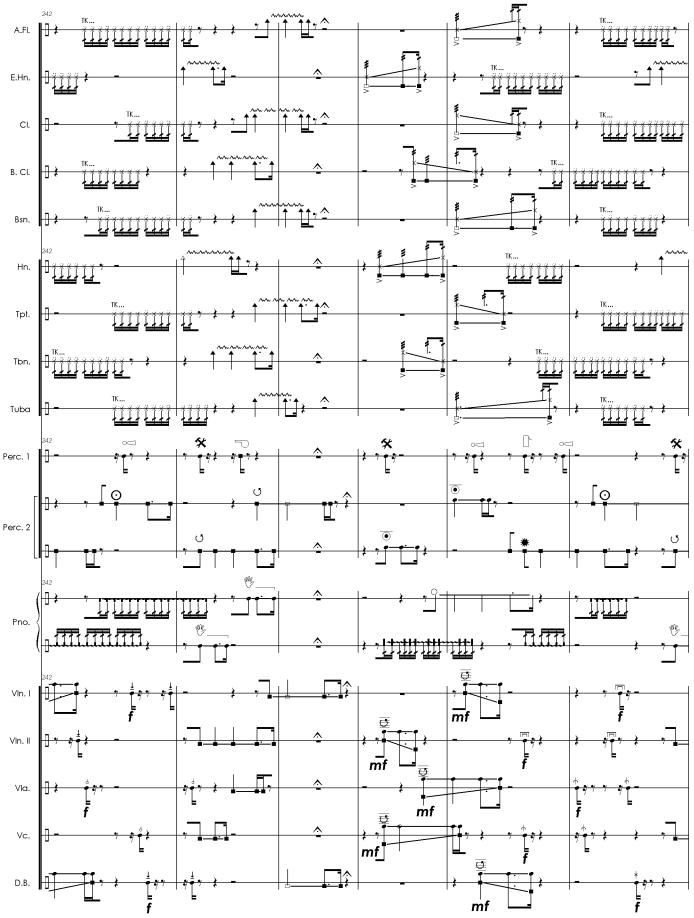


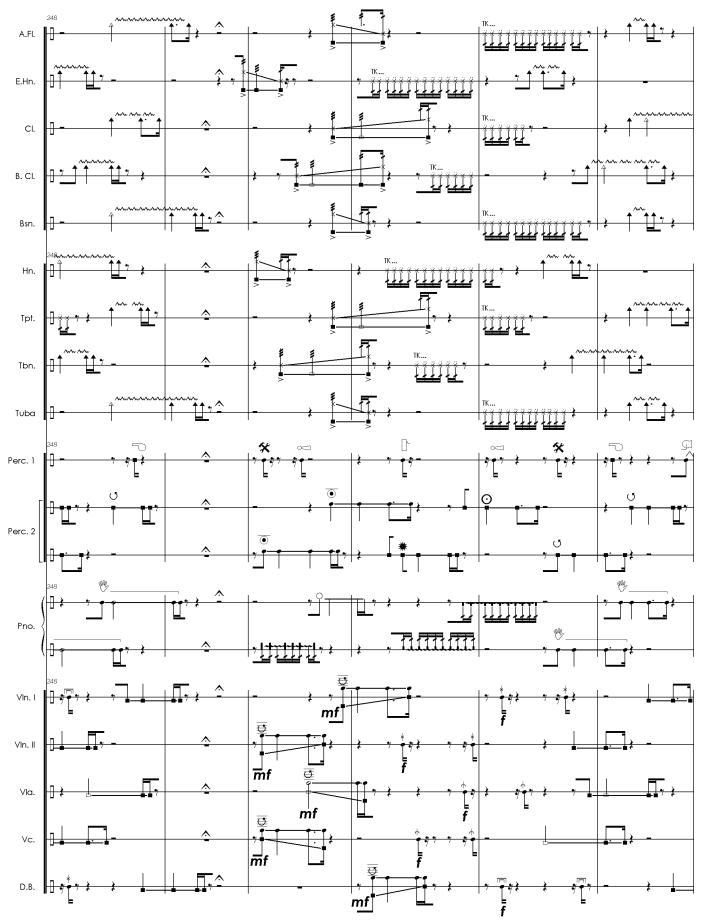




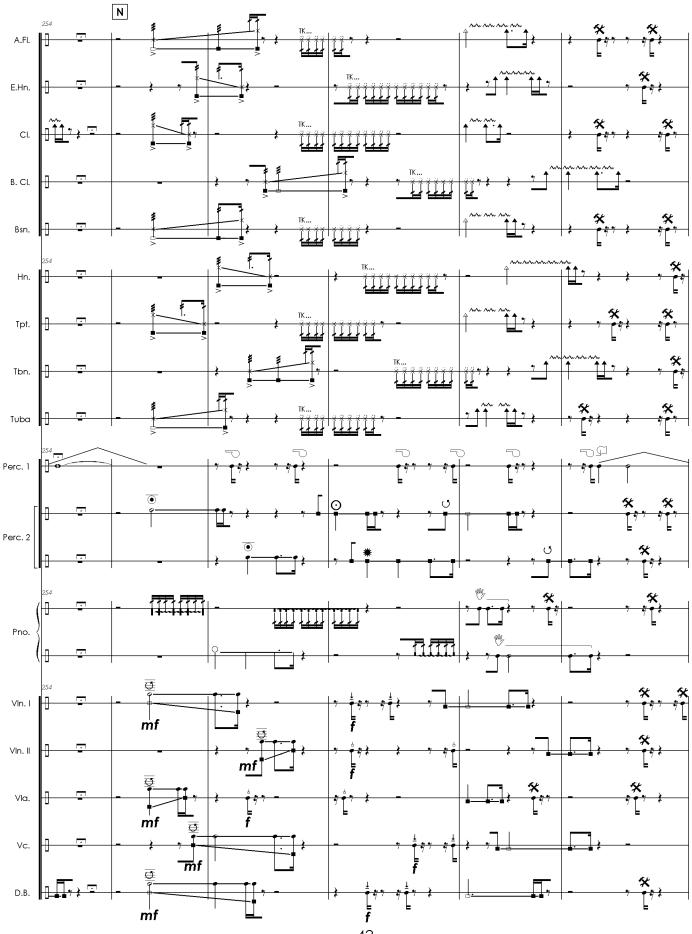








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