

Lost Intuition - for the Cygnus Ensemble

Performance Notes:

The score is presented as a progression of 24 different cells. Each musician begins with the first cell, playing it over and over in a loop. She progresses through the cells in order until the end of the piece.

Each part has a different tempo indicated, which stays constant throughout the piece. The musicians should be careful to maintain their own tempi without drifting into synchronization with each other. Metronomes may be used as aids, however exactness of tempo is not required.

The musicians should move from one cell to the next in the order indicated by the numbers (1-6) to the left of the cell. For example, the piece begins with the flute entering and playing some number of repetitions. Then the guitar enters, and then the oboe and then the violin, and so on.

Certain cells are marked "tutti", and in this case all of the players should instantly move on to the next cell, all at the same time. The cue should be given by one of the musicians, or by a conductor.

The other cells, not marked "tutti" are given numbers indicating the order in which the musicians enter that cell. The musicians move on to the next cell in staggered fashion, in the order indicated, until all the musicians have moved into the next cell. Then and only then, the process repeats and the musicians move to the next cell after that.

The timings may be determined and cued by a conductor, or by the ensemble. The duration of the piece is indeterminate. The minimum duration is about 10 minutes.

-Harris Wulfson

Notations:

Strings:

vib - exaggerated vibrato

n.v. - non vibrato

sul pont. - sul ponticello, bowed at the bridge

' - snap pizzicato

r.h. slap - slap one of the strings against the fingerboard with the right hand (unpitched)

Plucked Strings:

slide - begin by stopping the first note and sliding the finger to the second

r.h. mute - mute with the wrist of the right hand

l.h. mute - "ghost note", not fully stopped

tap the head - percussive drumming of fingers on the banjo's head

Winds:

f.t. - flutter tongue

key clicks - percussive sound made by pressing keys. pitches are suggested only