

# LONG(it)YOU(de)

Trombone 2

Simon Hall

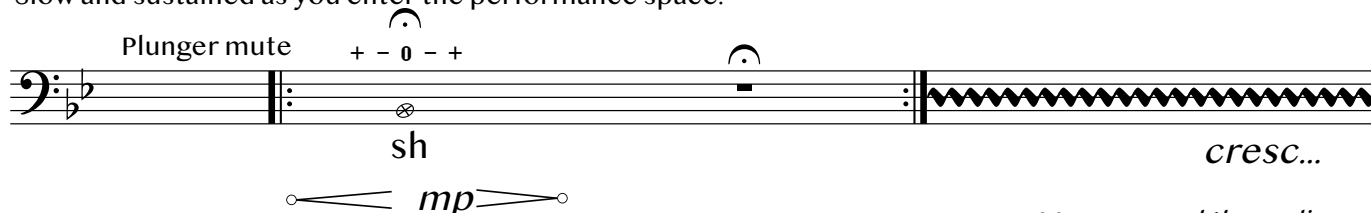
119° 11'

2019

Cue1

Slow and sustained as you enter the performance space.

Plunger mute + - 0 - +



sh *mp* *cresc...*

Each gesture one long breath.

Never ever rhythmically sync with the other player!

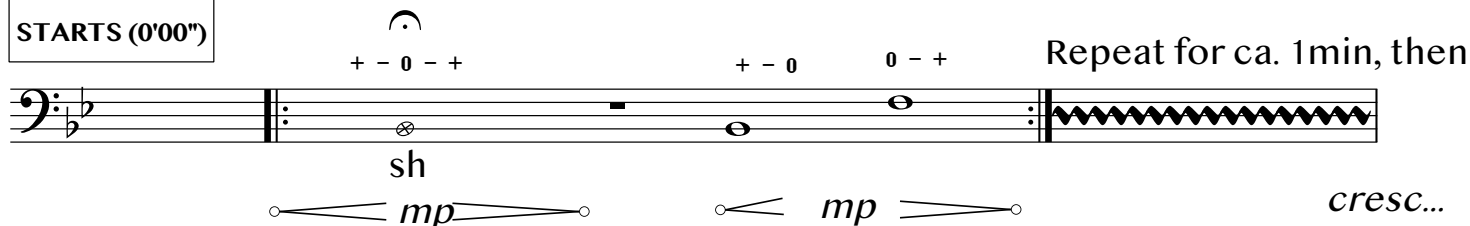
Move around the audience  
heading for centre stage.

Cue2

When at centre stage

TAPE PART  
STARTS (0'00")

+ - 0 - + + - 0 0 - + Repeat for ca. 1min, then

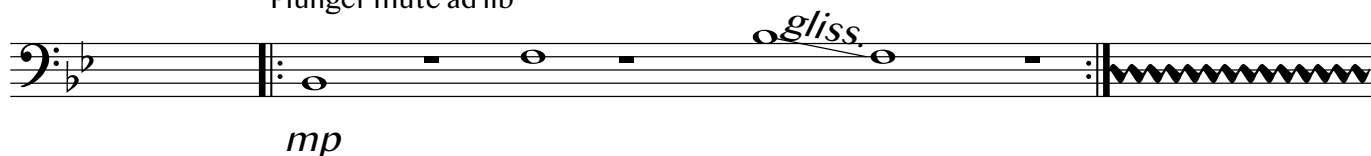


sh *mp* *mp* *cresc...*

Alternate gestures with other player. Gradually transition from "shh" to pitches.

Cue2a

Plunger mute ad lib



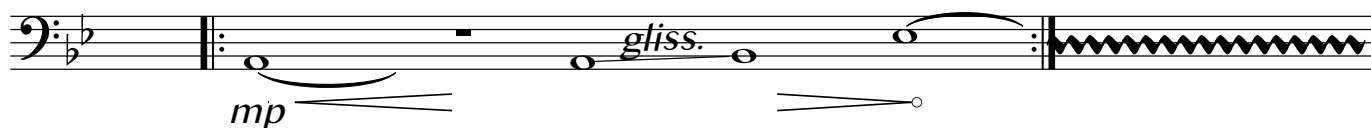
*mp* *gliss.*

Cue3

TC 2'20"

Senza sord

Repeat for ca. 1min, then



*mp* *gliss.*

Cue3a


Gradually increase energy, pace, dynamic  
contrast, articulation and rate of gestures until...



*mp* *gliss.* *molto cresc...*

Cue4
<b>TC 4'20"</b>

Urgent!



*ff*

Ad lib 8ve, erratic rhythm and articulation  
(inc slap tongue and tongue stops)

Cue 5  
TC 5'40"

Angrily to the audience!

repeat 6x only

*ff*

Cue 5a

ca 30"



getting more rhythmically erratic and start to move away from centre stage

Cue 5b

(1/5)

gliss.



(vary regular and harmonic gliss)

Cue 5c

gliss.

mouth whistle/droplet sounds

*Ad lib repeat whilst exiting car*

*Ad lib repeat whilst exiting cave.*