

**SEBASTIANO  
DESSANAY** ■

**Sonatina  
for tuba and electronics**

*Birmingham, January 2012*

# INSTRUCTIONS

## TUBA

Notation in concert pitch

Accessories needed: mute, a coin

Tuba is amplified with a microphone



Long airy sound



Short airy sound: different unpitched sounds are obtained changing the lips position.



Half-valved sound, obtained by pulling out one of the tubes in order to obtain a sound resembling a didgeridoo. Pitches are arbitrary although they should follow the melodic contours.



Long pause



Short pause (shorter than long one)

The cadenza at the end of Movement 2 should be freely improvised and based on selected fragments previously played, and optionally on fragments belonging to contemporary tuba repertoire. In the Appendix 1, one can find the cadenza as it was played during the first performance of the piece (19<sup>th</sup> of April 2012, Andy Johnson on tuba).

### ***Tuba samples***

The piece uses treated samples, which should be pre-recorded by the tuba player using the following material:

WIND SOUND: unpitched airy sounds obtained by blowing slowly into the instrument for about 5 to 8 seconds, with following dynamic shapes:

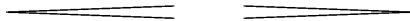
- wind 1: *pppp*  $\longleftarrow$  *pp*  $\longrightarrow$  *pppp*

- wind 2: *pp*  $\longleftarrow$  *mp*  $\longrightarrow$  *pp*

- wind 3: *p*  $\longleftarrow$  *mf*  $\longrightarrow$  *p* (+ valve fingering noise)

- wind 4: *mp*  $\longleftarrow$  *f*  $\longrightarrow$  *mp* (+ valve fingering noise)

FINGERING NOISE: sound of the valves being played quickly without blowing, with following dynamic shape:



PHRASES AND CHORDS FROM MOVEMENT ONE (all in bass clef):

|                       |  |                    |  |
|-----------------------|--|--------------------|--|
| Phrase 1 (and 2)      |  | Phrase 14          |  |
| Phrase 3              |  | Phrase 15          |  |
| Phrase 4 (and 6)      |  | Phrase 18          |  |
| Phrase 5              |  | Phrase 19          |  |
| Phrase 7              |  | Phrase 20 (and 21) |  |
| Phrase 8              |  | Phrase 22          |  |
| Phrase 9              |  | Phrase 23          |  |
| Phrase 10             |  | Phrase 24          |  |
| Phrase 11             |  | Phrase 25          |  |
| Phrase 12 (and 16,17) |  |                    |  |
| Phrase 13             |  |                    |  |

PERCUSSIVE SOUNDS: strike the bell with a coin on different parts of the tuba to achieve roughly 3 pitches

- hit 1: low
- hit 2: medium
- hit 3: high

DRONE: a low Bb0, quite unfocused (rather than pitched), as long and sustained as possible

#### SINGLE PITCHES

GROUP A: a chromatic scale from Eb1 to Eb3, each note about 8 seconds long, at *p* dynamic

GROUP B: a chromatic scale from Eb1 to Eb3, each note very short, accented, with mute at *mf* dynamic

TUBA PLAYER VOICE: the voice of the tuba player during the recording session should be recorded, either talking, laughing or other

## ELECTRONICS

Equipment needed for performance: laptop computer, soundcard, MIDI keyboard

Software needed for sample preparation: any wave editor, any DAW software

Software needed for performance: any DAW software

### ***Additional samples provided***

The following samples are included in the CD attached to the score:

CHORD 1 to 3

BURST1LONG

BURST2LONG

EXPLOSION

PERCUSSION BURST

BACKING TRACK

### ***Live session settings***

A Logic Pro 8.0 session with 8 tracks is included in the attached CD. The session contains inserts (effects) and each track needs to be arranged in the following way:

**TRACK 1:** this is an audio track for the live tuba.

**TRACK 2:** this is a MIDI track used for the prelude. The software instrument contains the samples WIND 1-4 and FINGERINGS (see *Tuba samples paragraph for description*). Below is the instrument mapping and keys:

| Zone    | Audio File           | Pitch |     |        | Key Range |    | Vel. Range |                                     |    | Playback |                                     |                                     |                          |
|---------|----------------------|-------|-----|--------|-----------|----|------------|-------------------------------------|----|----------|-------------------------------------|-------------------------------------|--------------------------|
|         |                      | Name  | Key | Coarse | Fine      | Lo | Hi         | On                                  | Lo | Hi       | Pitch                               | 1Shot                               | Rvrs                     |
| Zone #1 | Wind 1.wav           | ▼     | C1  | 0      | 0         | C1 | B1         | <input checked="" type="checkbox"/> | 0  | 127      | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #2 | Wind 2.wav           | ▼     | C2  | 0      | 0         | C2 | B2         | <input checked="" type="checkbox"/> | 0  | 127      | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #3 | Wind 3.wav           | ▼     | C3  | 0      | 0         | C3 | B3         | <input checked="" type="checkbox"/> | 0  | 127      | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #4 | Wind 4.wav           | ▼     | C4  | 0      | 0         | C4 | B4         | <input checked="" type="checkbox"/> | 0  | 127      | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #5 | Valves fingering.wav | ▼     | C4  | 0      | 0         | C5 | C5         | <input checked="" type="checkbox"/> | 0  | 127      | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |



**TRACK 3:** this is a MIDI track used for the first movement (Andante espressivo). The software instrument contains the samples PHRASE 1 to PHRASE 25, CHORD 1 to CHORD 3, BURST1LONG, BURST2LONG and EXPLOSION (see *Tuba samples and sample preparation paragraph for description*). Below is the instrument mapping and keys:

| Zone Name | Audio File Name | Pitch |        |      | Key Range |     | Vel. Range                          |    |     | Playback                 |                                     |                          |
|-----------|-----------------|-------|--------|------|-----------|-----|-------------------------------------|----|-----|--------------------------|-------------------------------------|--------------------------|
|           |                 | Key   | Coarse | Fine | Lo        | Hi  | On                                  | Lo | Hi  | Pitch                    | 1Shot                               | Rvrs                     |
| Zone #1   | Phrase 1.wav    | C1    | 0      | 0    | C1        | C1  | <input checked="" type="checkbox"/> | 0  | 127 | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #2   | Phrase 2.wav    | C#1   | 0      | 0    | C#1       | C#1 | <input checked="" type="checkbox"/> | 0  | 127 | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #3   | Phrase 3.wav    | D1    | 0      | 0    | D1        | D1  | <input checked="" type="checkbox"/> | 0  | 127 | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #4   | Phrase 4.wav    | D#1   | 0      | 0    | D#1       | D#1 | <input checked="" type="checkbox"/> | 0  | 127 | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #5   | Phrase 5.wav    | E1    | 0      | 0    | E1        | E1  | <input checked="" type="checkbox"/> | 0  | 127 | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #6   | Phrase 6.wav    | F1    | 0      | 0    | F1        | F1  | <input checked="" type="checkbox"/> | 0  | 127 | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #7   | Phrase 7.wav    | F#1   | 0      | 0    | F#1       | F#1 | <input checked="" type="checkbox"/> | 0  | 127 | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #8   | Phrase 8.wav    | G1    | 0      | 0    | G1        | G1  | <input checked="" type="checkbox"/> | 0  | 127 | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #9   | Phrase 9.wav    | G#1   | 0      | 0    | G#1       | G#1 | <input checked="" type="checkbox"/> | 0  | 127 | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #10  | Phrase 10.wav   | A1    | 0      | 0    | A1        | A1  | <input checked="" type="checkbox"/> | 0  | 127 | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #11  | Phrase 11.wav   | A#1   | 0      | 0    | A#1       | A#1 | <input checked="" type="checkbox"/> | 0  | 127 | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #12  | Burst1long.wav  | B1    | 0      | 0    | B1        | B1  | <input type="checkbox"/>            | 0  | 127 | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #13  | Phrase 12.wav   | C2    | 0      | 0    | C2        | C2  | <input checked="" type="checkbox"/> | 0  | 127 | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #14  | Phrase 13.wav   | C#2   | 0      | 0    | C#2       | C#2 | <input checked="" type="checkbox"/> | 0  | 127 | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #15  | Phrase 14.wav   | D2    | 0      | 0    | D2        | D2  | <input checked="" type="checkbox"/> | 0  | 127 | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #16  | Phrase 15.wav   | D#2   | 0      | 0    | D#2       | D#2 | <input checked="" type="checkbox"/> | 0  | 127 | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #17  | Phrase 16.wav   | E2    | 0      | 0    | E2        | E2  | <input checked="" type="checkbox"/> | 0  | 127 | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #18  | Phrase 17.wav   | F2    | 0      | 0    | F2        | F2  | <input checked="" type="checkbox"/> | 0  | 127 | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #19  | Phrase 18.wav   | F#2   | 0      | 0    | F#2       | F#2 | <input checked="" type="checkbox"/> | 0  | 127 | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #20  | Phrase 19.wav   | G2    | 0      | 0    | G2        | G2  | <input checked="" type="checkbox"/> | 0  | 127 | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #21  | Chord 1.wav     | G#2   | 0      | 0    | G#2       | G#2 | <input checked="" type="checkbox"/> | 0  | 127 | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #22  | Chord 2.wav     | A2    | 0      | 0    | A2        | A2  | <input checked="" type="checkbox"/> | 0  | 127 | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #23  | Chord 3.wav     | A#2   | 0      | 0    | A#2       | A#2 | <input checked="" type="checkbox"/> | 0  | 127 | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #24  | Phrase 20.wav   | B2    | 0      | 0    | B2        | B2  | <input checked="" type="checkbox"/> | 0  | 127 | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #25  | Phrase 21.wav   | C3    | 0      | 0    | C3        | C3  | <input checked="" type="checkbox"/> | 0  | 127 | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #26  | Phrase 22.wav   | C#3   | 0      | 0    | C#3       | C#3 | <input checked="" type="checkbox"/> | 0  | 127 | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #27  | Burst2long.wav  | D3    | 0      | 0    | D3        | D3  | <input type="checkbox"/>            | 0  | 127 | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #28  | Phrase 23.wav   | D#3   | 0      | 0    | D#3       | D#3 | <input checked="" type="checkbox"/> | 0  | 127 | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #29  | Explosion.wav   | E3    | 0      | 0    | E3        | E3  | <input type="checkbox"/>            | 0  | 127 | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #30  | Phrase 24.wav   | F3    | 0      | 0    | F3        | F3  | <input checked="" type="checkbox"/> | 0  | 127 | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #31  | Phrase 25.wav   | F#3   | 0      | 0    | F#3       | F#3 | <input checked="" type="checkbox"/> | 0  | 127 | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |



**TRACK 4:** this is a MIDI track used for the drone at the end of the first movement. The software instrument contains the sample LOW DRONE (see *Tuba samples paragraph for description*). Below is the instrument mapping and keys:

| Zone Name | Audio File Name | Pitch |        |      | Key Range |    | Vel. Range               |    |     | Playback                 |                          |                          |
|-----------|-----------------|-------|--------|------|-----------|----|--------------------------|----|-----|--------------------------|--------------------------|--------------------------|
|           |                 | Key   | Coarse | Fine | Lo        | Hi | On                       | Lo | Hi  | Pitch                    | 1Shot                    | Rvrs                     |
| Zone #1   | Low dron...     | C3    | 0      | 0    | C3        | C3 | <input type="checkbox"/> | 0  | 127 | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |



**TRACK 5:** this is a MIDI track used for the drones and the percussion burst in the second movement (Adagio cantabile). The software instrument contains the samples Eb1 to Eb3, GROUP A and the PERCUSSION BURST sample (see *Tuba samples and sample preparation paragraph for description*). Below is the instrument mapping and keys:

| Zone Name | Audio File           | Pitch |        |      | Key Range |     | Vel. Range                          |    |     | Playback                 |                                     |                          |
|-----------|----------------------|-------|--------|------|-----------|-----|-------------------------------------|----|-----|--------------------------|-------------------------------------|--------------------------|
|           |                      | Key   | Coarse | Fine | Lo        | Hi  | On                                  | Lo | Hi  | Pitch                    | 1Shot                               | Rvrs                     |
| Zone #1   | 01 Eb1.wav           | D#1   | 0      | 0    | D#1       | D#1 | <input checked="" type="checkbox"/> | 0  | 127 | <input type="checkbox"/> | <input type="checkbox"/>            | <input type="checkbox"/> |
| Zone #2   | 02 E1.wav            | E1    | 0      | 0    | E1        | E1  | <input checked="" type="checkbox"/> | 0  | 127 | <input type="checkbox"/> | <input type="checkbox"/>            | <input type="checkbox"/> |
| Zone #3   | 03 F1.wav            | F1    | 0      | 0    | F1        | F1  | <input checked="" type="checkbox"/> | 0  | 127 | <input type="checkbox"/> | <input type="checkbox"/>            | <input type="checkbox"/> |
| Zone #4   | 04 Gb1.wav           | F#1   | 0      | 0    | F#1       | F#1 | <input checked="" type="checkbox"/> | 0  | 127 | <input type="checkbox"/> | <input type="checkbox"/>            | <input type="checkbox"/> |
| Zone #5   | 05 G1.wav            | G1    | 0      | 0    | G1        | G1  | <input checked="" type="checkbox"/> | 0  | 127 | <input type="checkbox"/> | <input type="checkbox"/>            | <input type="checkbox"/> |
| Zone #6   | 06 Ab1.wav           | G#1   | 0      | 0    | G#1       | G#1 | <input checked="" type="checkbox"/> | 0  | 127 | <input type="checkbox"/> | <input type="checkbox"/>            | <input type="checkbox"/> |
| Zone #7   | 07 A1.wav            | A1    | 0      | 0    | A1        | A1  | <input checked="" type="checkbox"/> | 0  | 127 | <input type="checkbox"/> | <input type="checkbox"/>            | <input type="checkbox"/> |
| Zone #8   | 08 Bb1.wav           | A#1   | 0      | 0    | A#1       | A#1 | <input checked="" type="checkbox"/> | 0  | 127 | <input type="checkbox"/> | <input type="checkbox"/>            | <input type="checkbox"/> |
| Zone #9   | 09 B1.wav            | B1    | 0      | 0    | B1        | B1  | <input checked="" type="checkbox"/> | 0  | 127 | <input type="checkbox"/> | <input type="checkbox"/>            | <input type="checkbox"/> |
| Zone #10  | 10 C2.wav            | C2    | 0      | 0    | C2        | C2  | <input checked="" type="checkbox"/> | 0  | 127 | <input type="checkbox"/> | <input type="checkbox"/>            | <input type="checkbox"/> |
| Zone #11  | 11 Db2.wav           | C#2   | 0      | 0    | C#2       | C#2 | <input checked="" type="checkbox"/> | 0  | 127 | <input type="checkbox"/> | <input type="checkbox"/>            | <input type="checkbox"/> |
| Zone #12  | 12 D2.wav            | D2    | 0      | 0    | D2        | D2  | <input checked="" type="checkbox"/> | 0  | 127 | <input type="checkbox"/> | <input type="checkbox"/>            | <input type="checkbox"/> |
| Zone #13  | 13 Eb2.wav           | D#2   | 0      | 0    | D#2       | D#2 | <input checked="" type="checkbox"/> | 0  | 127 | <input type="checkbox"/> | <input type="checkbox"/>            | <input type="checkbox"/> |
| Zone #14  | 14 E2.wav            | E2    | 0      | 0    | E2        | E2  | <input checked="" type="checkbox"/> | 0  | 127 | <input type="checkbox"/> | <input type="checkbox"/>            | <input type="checkbox"/> |
| Zone #15  | 15 F2.wav            | F2    | 0      | 0    | F2        | F2  | <input checked="" type="checkbox"/> | 0  | 127 | <input type="checkbox"/> | <input type="checkbox"/>            | <input type="checkbox"/> |
| Zone #16  | 16 Gb2.wav           | F#2   | 0      | 0    | F#2       | F#2 | <input checked="" type="checkbox"/> | 0  | 127 | <input type="checkbox"/> | <input type="checkbox"/>            | <input type="checkbox"/> |
| Zone #17  | 17 G2.wav            | G2    | 0      | 0    | G2        | G2  | <input checked="" type="checkbox"/> | 0  | 127 | <input type="checkbox"/> | <input type="checkbox"/>            | <input type="checkbox"/> |
| Zone #18  | 18 Ab2.wav           | G#2   | 0      | 0    | G#2       | G#2 | <input checked="" type="checkbox"/> | 0  | 127 | <input type="checkbox"/> | <input type="checkbox"/>            | <input type="checkbox"/> |
| Zone #19  | 19 A2.wav            | A2    | 0      | 0    | A2        | A2  | <input checked="" type="checkbox"/> | 0  | 127 | <input type="checkbox"/> | <input type="checkbox"/>            | <input type="checkbox"/> |
| Zone #20  | 20 Bb2.wav           | A#2   | 0      | 0    | A#2       | A#2 | <input checked="" type="checkbox"/> | 0  | 127 | <input type="checkbox"/> | <input type="checkbox"/>            | <input type="checkbox"/> |
| Zone #21  | 21 B2.wav            | B2    | 0      | 0    | B2        | B2  | <input checked="" type="checkbox"/> | 0  | 127 | <input type="checkbox"/> | <input type="checkbox"/>            | <input type="checkbox"/> |
| Zone #22  | 22 C3.wav            | C3    | 0      | 0    | C3        | C3  | <input checked="" type="checkbox"/> | 0  | 127 | <input type="checkbox"/> | <input type="checkbox"/>            | <input type="checkbox"/> |
| Zone #23  | Percussion burst.wav | C3    | 0      | 0    | C4        | C4  | <input type="checkbox"/>            | 0  | 127 | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #24  | 23 Db3.wav           | C#3   | 0      | 0    | C#3       | C#3 | <input type="checkbox"/>            | 0  | 127 | <input type="checkbox"/> | <input type="checkbox"/>            | <input type="checkbox"/> |
| Zone #25  | 24 D3.wav            | D3    | 0      | 0    | D3        | D3  | <input checked="" type="checkbox"/> | 0  | 127 | <input type="checkbox"/> | <input type="checkbox"/>            | <input type="checkbox"/> |
| Zone #26  | 25 Eb3.wav           | D#3   | 0      | 0    | D#3       | D#3 | <input checked="" type="checkbox"/> | 0  | 127 | <input type="checkbox"/> | <input type="checkbox"/>            | <input type="checkbox"/> |



**TRACK 6:** this is a MIDI track used for the interactive section between movement 2 and movement 3 (Mosso infuocato). The software instrument contains the samples Eb1 to Eb3, GROUP B and BELL HIT 1 to BELL HIT 3 (see *Tuba samples paragraph for description*). Below is the instrument mapping and keys:

| Zone Name | Audio File     | Pitch |        |      | Key Range |     | Vel. Range                          |    |     | Playback                            |                                     |                          |
|-----------|----------------|-------|--------|------|-----------|-----|-------------------------------------|----|-----|-------------------------------------|-------------------------------------|--------------------------|
|           |                | Key   | Coarse | Fine | Lo        | Hi  | On                                  | Lo | Hi  | Pitch                               | 1Shot                               | Rvrs                     |
| Zone #1   | Bell hit 1.wav | C3    | 0      | 0    | C3        | C3  | <input checked="" type="checkbox"/> | 0  | 127 | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #2   | Bell hit 2.wav | C#3   | 0      | 0    | C#3       | C#3 | <input checked="" type="checkbox"/> | 0  | 127 | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #3   | Bell hit 3.wav | D2    | 0      | 0    | D3        | D3  | <input checked="" type="checkbox"/> | 0  | 127 | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #4   | 01 D#1.wav     | D#2   | 0      | 0    | D#3       | D#3 | <input checked="" type="checkbox"/> | 0  | 127 | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #5   | 02 E1.wav      | E2    | 0      | 0    | E3        | E3  | <input checked="" type="checkbox"/> | 0  | 127 | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #6   | 03 F1.wav      | F2    | 0      | 0    | F3        | F3  | <input checked="" type="checkbox"/> | 0  | 127 | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #7   | 04 F#1.wav     | F#2   | 0      | 0    | F#3       | F#3 | <input checked="" type="checkbox"/> | 0  | 127 | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #8   | 05 G1.wav      | G2    | 0      | 0    | G3        | G3  | <input checked="" type="checkbox"/> | 0  | 127 | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #9   | 06 G#1.wav     | G#2   | 0      | 0    | G#3       | G#3 | <input checked="" type="checkbox"/> | 0  | 127 | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #10  | 07 A1.wav      | A2    | 0      | 0    | A3        | A3  | <input checked="" type="checkbox"/> | 0  | 127 | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #11  | 08 A#1.wav     | A#2   | 0      | 0    | A#3       | A#3 | <input checked="" type="checkbox"/> | 0  | 127 | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #12  | 09 B1.wav      | B2    | 0      | 0    | B3        | B3  | <input checked="" type="checkbox"/> | 0  | 127 | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #13  | 10 C2.wav      | C3    | 0      | 0    | C4        | C4  | <input checked="" type="checkbox"/> | 0  | 127 | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #14  | 11 C#2.wav     | C#3   | 0      | 0    | C#4       | C#4 | <input checked="" type="checkbox"/> | 0  | 127 | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #15  | 12 D2.wav      | D3    | 0      | 0    | D4        | D4  | <input checked="" type="checkbox"/> | 0  | 127 | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #16  | 13 D#2.wav     | D#3   | 0      | 0    | D#4       | D#4 | <input checked="" type="checkbox"/> | 0  | 127 | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #17  | 14 E2.wav      | E3    | 0      | 0    | E4        | E4  | <input checked="" type="checkbox"/> | 0  | 127 | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #18  | 15 F2.wav      | F3    | 0      | 0    | F4        | F4  | <input checked="" type="checkbox"/> | 0  | 127 | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #19  | 16 F#2.wav     | F#3   | 0      | 0    | F#4       | F#4 | <input checked="" type="checkbox"/> | 0  | 127 | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #20  | 17 G2.wav      | G3    | 0      | 0    | G4        | G4  | <input checked="" type="checkbox"/> | 0  | 127 | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #21  | 18 G#2.wav     | G#3   | 0      | 0    | G#4       | G#4 | <input checked="" type="checkbox"/> | 0  | 127 | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #22  | 19 A2.wav      | A3    | 0      | 0    | A4        | A4  | <input checked="" type="checkbox"/> | 0  | 127 | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #23  | 20 A#2.wav     | A#3   | 0      | 0    | A#4       | A#4 | <input checked="" type="checkbox"/> | 0  | 127 | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #24  | 21 B2.wav      | B3    | 0      | 0    | B4        | B4  | <input checked="" type="checkbox"/> | 0  | 127 | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #25  | 22 C3.wav      | C4    | 0      | 0    | C5        | C5  | <input checked="" type="checkbox"/> | 0  | 127 | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #26  | 23 C#3.wav     | C#4   | 0      | 0    | C#5       | C#5 | <input checked="" type="checkbox"/> | 0  | 127 | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #27  | 24 D3.wav      | D4    | 0      | 0    | D5        | D5  | <input checked="" type="checkbox"/> | 0  | 127 | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #28  | 25 D#3.wav     | D#4   | 0      | 0    | D#5       | D#5 | <input checked="" type="checkbox"/> | 0  | 127 | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |



**TRACK 7:** this is a MIDI track used for the backing track in movement 3. The software instrument contains the sample BACKING TRACK (see *Tuba samples and sample preparation paragraph for description*). Below is the instrument mapping and keys:

| Zone    | Audio File        | Pitch |     |        | Key Range |    | Vel. Range |                          |    | Playback |                          |                                     |                          |
|---------|-------------------|-------|-----|--------|-----------|----|------------|--------------------------|----|----------|--------------------------|-------------------------------------|--------------------------|
|         |                   | Name  | Key | Coarse | Fine      | Lo | Hi         | On                       | Lo | Hi       | Pitch                    | 1Shot                               | Rvrs                     |
| Zone #1 | Backing track.wav |       | C3  | 0      | 0         | C1 | C5         | <input type="checkbox"/> | 0  | 127      | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |

**TRACK 8:** this is a MIDI track used for movement 3. The software instrument contains the samples Eb1 to Eb3, GROUP B (see *Tuba samples and sample preparation paragraph for description*). Below is the instrument mapping and keys:

| Zone     | Audio File | Pitch |     |        | Key Range |     | Vel. Range |                                     |    | Playback |                          |                                     |                          |
|----------|------------|-------|-----|--------|-----------|-----|------------|-------------------------------------|----|----------|--------------------------|-------------------------------------|--------------------------|
|          |            | Name  | Key | Coarse | Fine      | Lo  | Hi         | On                                  | Lo | Hi       | Pitch                    | 1Shot                               | Rvrs                     |
| Zone #1  | 01 Eb1.wav |       | D#1 | 0      | 0         | D#1 | D#1        | <input checked="" type="checkbox"/> | 0  | 127      | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #2  | 02 E1.wav  |       | E1  | 0      | 0         | E1  | E1         | <input checked="" type="checkbox"/> | 0  | 127      | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #3  | 03 F1.wav  |       | F1  | 0      | 0         | F1  | F1         | <input checked="" type="checkbox"/> | 0  | 127      | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #4  | 04 Gb1.wav |       | F#1 | 0      | 0         | F#1 | F#1        | <input checked="" type="checkbox"/> | 0  | 127      | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #5  | 05 G1.wav  |       | G1  | 0      | 0         | G1  | G1         | <input checked="" type="checkbox"/> | 0  | 127      | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #6  | 06 Ab1.wav |       | G#1 | 0      | 0         | G#1 | G#1        | <input checked="" type="checkbox"/> | 0  | 127      | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #7  | 07 A1.wav  |       | A1  | 0      | 0         | A1  | A1         | <input checked="" type="checkbox"/> | 0  | 127      | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #8  | 08 Bb1.wav |       | A#1 | 0      | 0         | A#1 | A#1        | <input checked="" type="checkbox"/> | 0  | 127      | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #9  | 09 B1.wav  |       | B1  | 0      | 0         | B1  | B1         | <input checked="" type="checkbox"/> | 0  | 127      | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #10 | 10 C2.wav  |       | C2  | 0      | 0         | C2  | C2         | <input checked="" type="checkbox"/> | 0  | 127      | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #11 | 11 Db2.wav |       | C#2 | 0      | 0         | C#2 | C#2        | <input checked="" type="checkbox"/> | 0  | 127      | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #12 | 12 D2.wav  |       | D2  | 0      | 0         | D2  | D2         | <input checked="" type="checkbox"/> | 0  | 127      | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #13 | 13 Eb2.wav |       | D#2 | 0      | 0         | D#2 | D#2        | <input checked="" type="checkbox"/> | 0  | 127      | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #14 | 14 E2.wav  |       | E2  | 0      | 0         | E2  | E2         | <input checked="" type="checkbox"/> | 0  | 127      | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #15 | 15 F2.wav  |       | F2  | 0      | 0         | F2  | F2         | <input checked="" type="checkbox"/> | 0  | 127      | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #16 | 16 Gb2.wav |       | F#2 | 0      | 0         | F#2 | F#2        | <input checked="" type="checkbox"/> | 0  | 127      | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #17 | 17 G2.wav  |       | G2  | 0      | 0         | G2  | G2         | <input checked="" type="checkbox"/> | 0  | 127      | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #18 | 18 Ab2.wav |       | G#2 | 0      | 0         | G#2 | G#2        | <input checked="" type="checkbox"/> | 0  | 127      | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #19 | 19 A2.wav  |       | A2  | 0      | 0         | A2  | A2         | <input checked="" type="checkbox"/> | 0  | 127      | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #20 | 20 Bb2.wav |       | A#2 | 0      | 0         | A#2 | A#2        | <input checked="" type="checkbox"/> | 0  | 127      | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #21 | 21 B2.wav  |       | B2  | 0      | 0         | B2  | B2         | <input checked="" type="checkbox"/> | 0  | 127      | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #22 | 22 C3.wav  |       | C3  | 0      | 0         | C3  | C3         | <input checked="" type="checkbox"/> | 0  | 127      | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #23 | 23 Db3.wav |       | C#3 | 0      | 0         | C#3 | C#3        | <input checked="" type="checkbox"/> | 0  | 127      | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #24 | 24 D3.wav  |       | D3  | 0      | 0         | D3  | D3         | <input checked="" type="checkbox"/> | 0  | 127      | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| Zone #25 | 25 Eb3.wav |       | D#3 | 0      | 0         | D#3 | D#3        | <input checked="" type="checkbox"/> | 0  | 127      | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |



### ***MIDI controller assignments***

For ease of control during the performance, the following parameters should be assigned to faders, knobs and buttons on the MIDI keyboard:

*Fader 1* = volume

*Knob 1* = pan

*Fader 2* = channel eq. peak 3

*Fader 3* = channel eq. peak 4

*Button 1* = previous track

*Button 2* = next track

*Button 3* = delay ON/OFF

*Button 4* = pitch Shifter ON/OFF

*Button 5* = pitch Shifter semitones UP

*Button 6* = track record enable/disable

# Sonatina for tuba and electronics

for Andy Johnson

Sebastiano Dessanay

## Preludio

ca. 40"

Tuba

Averb mix = 50%  
Pitch Shifter = BYPASSED  
Delay Designer = BYPASSED

MIDI Keyboard

(WIND SAMPLES)

Play random pitches slowly, between each pair of notes, starting one by one and gradually adding more pitches

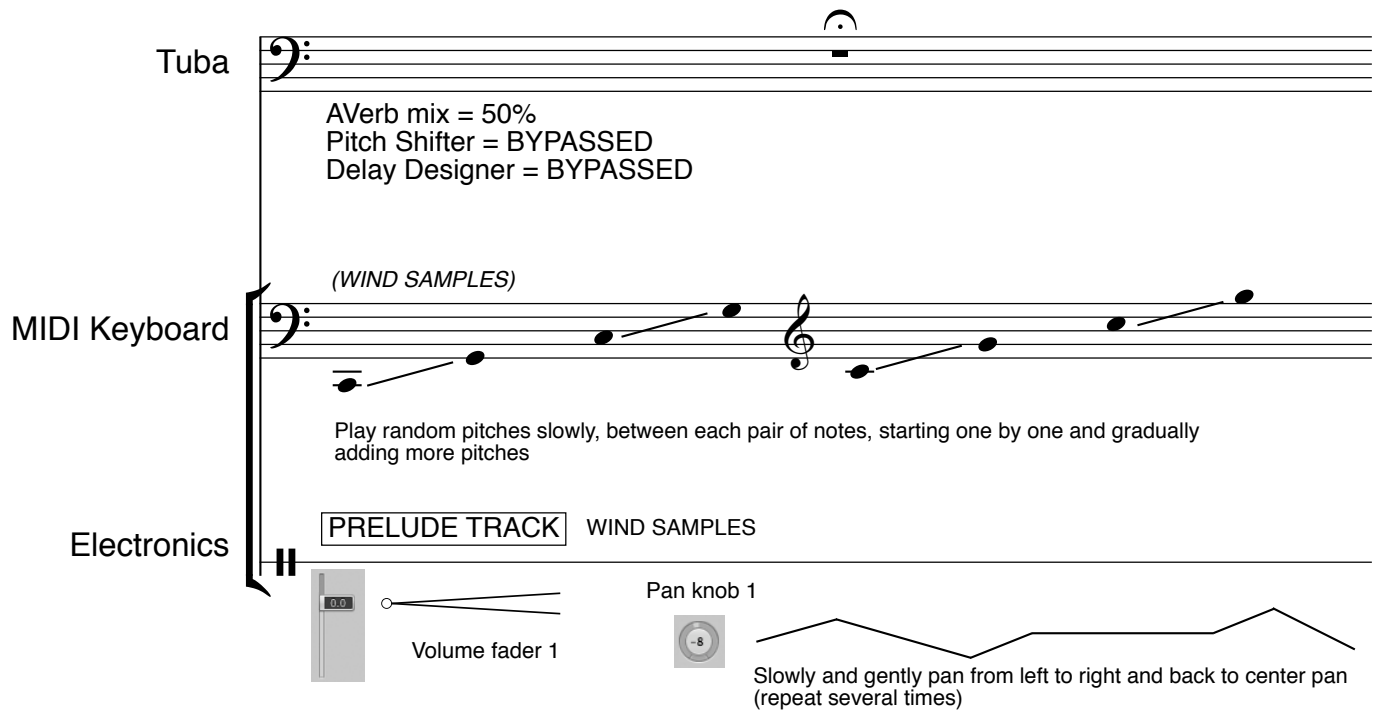
Electronics

PRELUDE TRACK WIND SAMPLES

Volume fader 1

Pan knob 1

Slowly and gently pan from left to right and back to center pan (repeat several times)



Performer enters stage and takes instrument

2 ca. 20"

Tba.

Airy

M.K.

(WIND SAMPLES)

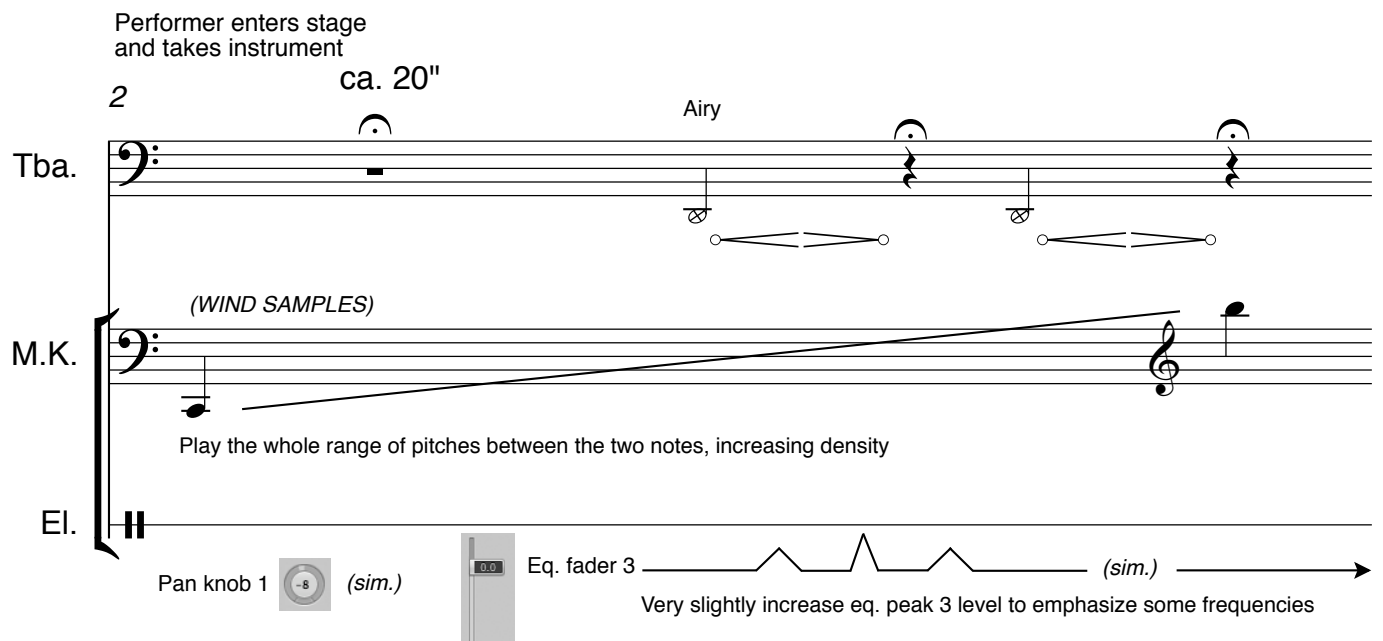
Play the whole range of pitches between the two notes, increasing density

El.

Pan knob 1 (sim.)

Eq. fader 3 (sim.)

Very slightly increase eq. peak 3 level to emphasize some frequencies



**Lento** ♩ = 50

4 *rubato throughout* ca. 5" ca. 10"

Tba. *pp* *p*

M.K.

EI. (WIND SAMPLES) FINGERING SAMPLE

Pan knob 1 (sim.)  
Eq. fader 3 (sim.)

6 (*rub.*) Remove tube

Tba.

M.K.

EI. (WIND SAMPLES) (sim.)

9 (*rub.*) Half valved to obtain a didgeridoo sound (pitches can be ad lib.)

Tba. *p*

Pitch Shifter = ON (semitones +7)

EI. (WIND SAMPLES) (sim.)

11 (*rub.*)

Tba. *mp* *mf* *mp*

EI. (sim.)

15 (*rub.*) ca. 5" ca. 10"

Tba. Put tube back in

Averb mix = 20%  
Pitch Shifter = BYPASSED

EI. (sim.)

Volume fader 1

# 1. Andante espressivo

18 *A tempo* ♩ = 60

Tba. *mp*

R.N. PHRASE 1 PHRASE 2

M.K.

El. MOV1 TRACK

21

Tba. *mf*

R.N. PHRASE 3 PHRASE 4

M.K.

24

Tba. *mp*

R.N. PHRASE 5 PHRASE 6

M.K.

28


Tba. 


R.N. 

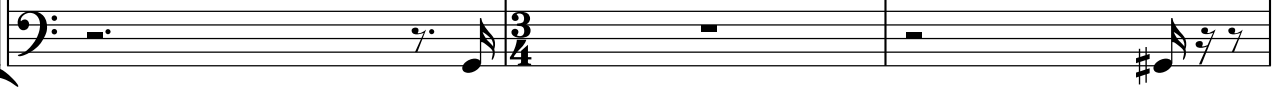
M.K. 

PHRASE 7

30

Tba. 


R.N. 


M.K. 

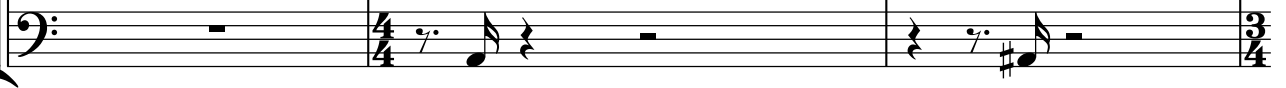
PHRASE 8

PHRASE 9

33

Tba. 

R.N. 

M.K. 

PHRASE 10

PHRASE 11

36

Tba. *mp* *mf* *mp*

R.N.

M.K.

El. BURST1

PHRASE 12

39

Tba. *p* *f*

R.N.

M.K.

El. (BURST1)

PHRASE 13 PHRASE 14 PHRASE 15

42

Tba. *p* *mp*

R.N.

M.K.

El. (BURST1)

PHRASE 16

44

Tba. *mf* *f* *mp*

R.N. PHRASE 17 PHRASE 18

M.K.

El. (BURST1)

47

Tba. *mf* *mf* 6

R.N. PHRASE 17 PHRASE 19

M.K.

El. (BURST1)

50

Tba. *p* *f* 6 6

R.N. CHORD 1 CHORD 2 CHORD 3

M.K.

El. (BURST1)

52

Tba.

R.N.

M.K.

El.

PHRASE 20

PHRASE 21

PHRASE 22

*p*

*f*

(BURST1)

Detailed description: This system covers measures 52 to 55. The Tuba part (Tba.) is in bass clef, 4/4 time, with triplets of eighth notes and a dynamic shift from *p* to *f*. The R.N. part is in bass clef, 4/4 time, with triplets and a key signature change to 5/8. The M.K. part is in bass clef, 4/4 time, with triplets and a key signature change to 5/8. The Drum part (El.) shows a burst in 4/4 time, labeled (BURST1), and a change to 5/8 time.

54

**Più mosso**

Tba.

M.K.

El.

*p*

*mp*

BURST2  
(BURST1)

Detailed description: This system covers measures 54 to 55. The Tuba part (Tba.) is in bass clef, 4/4 time, with a 7-measure phrase and triplets, with dynamics *p* and *mp*. The M.K. part is in treble clef, 4/4 time, with rests. The Drum part (El.) shows a burst in 4/4 time, labeled BURST2 (BURST1), and a change to 3/4 time.

56

Tba.

El.

*mf*

(BURST2)  
(BURST1)

Detailed description: This system covers measures 56 to 57. The Tuba part (Tba.) is in bass clef, 4/4 time, with triplets and a dynamic *mf*. The Drum part (El.) shows a burst in 4/4 time, labeled (BURST2) and (BURST1).



58

Tba. *f*

R.N. PHRASE 23

M.K.

El. (BURST2) (BURST1)

61

Tba. *ff* *mf* *mp*

R.N. PHRASE 24

M.K.

El. EXPLOSION (BURST2) (BURST1)

64 **poco rall.**

Tba. *p*

R.N. (PHRASE 24) PHRASE 25

M.K.

El. 4/4

(BURST2)

(BURST1)

66

Tba. *pp* 8<sup>vb</sup>

El. DRONE TRACK

(BURST2)

(BURST1)

69 **ca. 20"** Put mute on

Tba. (8) Put mute on

R.N. 8<sup>vb</sup>

M.K.

El.

Eq. fader 3

Eq. fader 4

Vol. fader 1

Vary alternatively eq. peak 3 and 4 levels to emphasize some frequencies


## 2. Adagio cantabile

♩ = 48 *slightly rubato*

72 With mute

Tba. *p* 5

M.K.

El. MOV2 TRACK SAMPLES Eb1 to Eb3  
Eq. fader 3  Rapidly vary eq. peak 3 levels (sim.)

76

*rit.* 3

Tba. *rit.* 3

M.K.

El. (sim.) (sim.)

79

*rit.* Più lento ♩ = 40

Tba.

M.K.

El. (sim.)

### Poco più mosso

82

*A tempo*

Tba. *mp*

M.K.

El. (sim.) (sim.) (sim.)

86

Tba. *mf* 5 *f*

M.K.

El.  $\frac{3}{4}$  (sim.)  $\frac{4}{4}$  (sim.)

89

Tba. 3 5

M.K.

El. (sim.)

92

Tba. *rall.* Take mute off *mp* *p* nat.

M.K.

El.  $\frac{5}{4}$  (sim.) PERCUSSION BURST  $\frac{4}{4}$  TUBA TRACK Pitch shifter ON, semitones = +7

**Più mosso ♩ = 60**

accel. . . . .

95

Tba. *mf* *p*

Ei. (PERCUSSION BURST)

99  $\text{♩} = 80$

Tba. *mf*

Ei. Semitones = +8 (PERCUSSION BURST)  $\frac{5}{4}$

102

Tba. *f* *ff*

Ei.  $\frac{5}{4}$  Semitones = +9  $\frac{4}{4}$  Semitones = +10 (PERCUSSION BURST)

105

Tba. *f* *mf* *mp*

Ei. Semitones = +11 (PERCUSSION BURST)

rall. . . . .

109- - - - -

$\text{♩} = 48$

Tba. *p* *pp* 5

M.K.

El. MOV2 TRACK Pitch shifter = BYPASSED

Tuba free cadenza (see instructions and cadenza in Appendix)

114

Tba.

115

Tba.

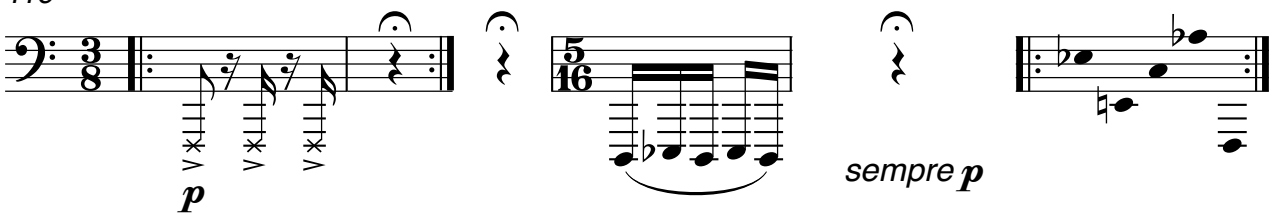
El. TUBA TRACK INTERACTION TRACK Delay Designer ON

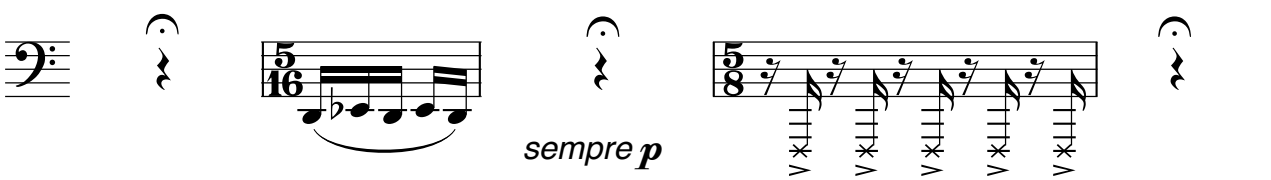
### 3. Mosso infuocato

Tuba and electronics freely interact using the following, in any order  
(start sparsely and slowly increase density):

play given pitches in single scattered semiquavers

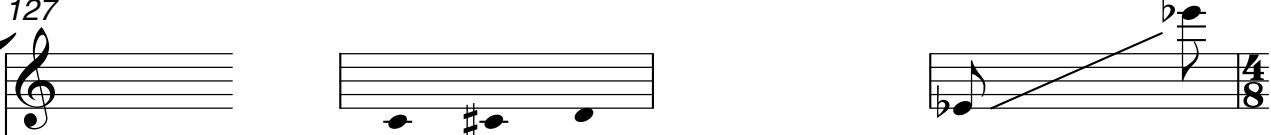
116

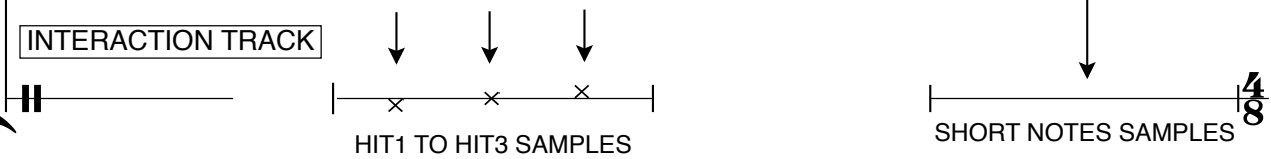
Tba. 

Tba. 

(In addition, the bell can be tapped with a small coin)

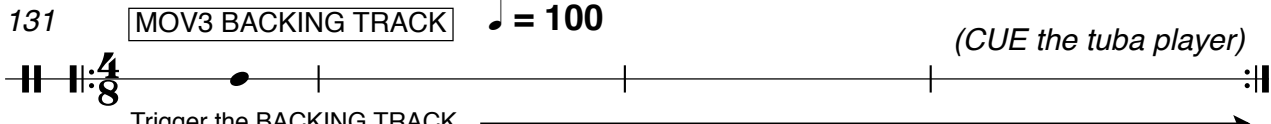
127

M.K. 

El. 

(In addition, the top of the keyboard can be tapped with the knuckles)

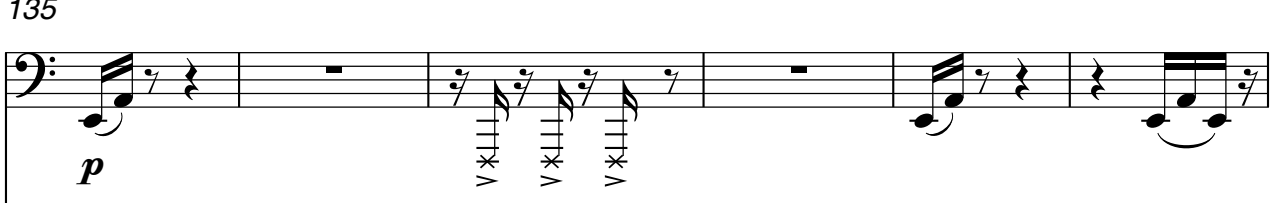
131

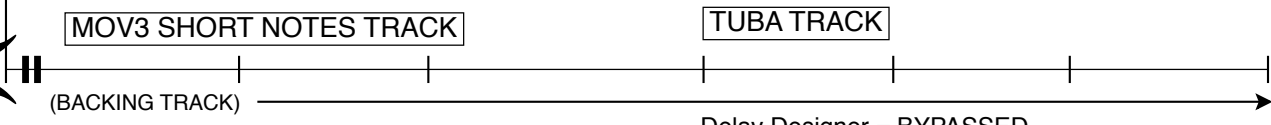
El. 

Trigger the BACKING TRACK

(CUE the tuba player)

135


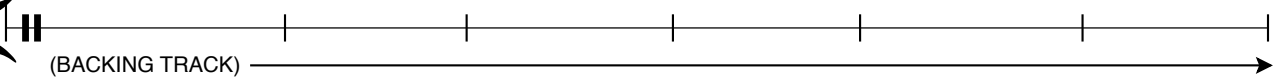
Tba. 

El. 


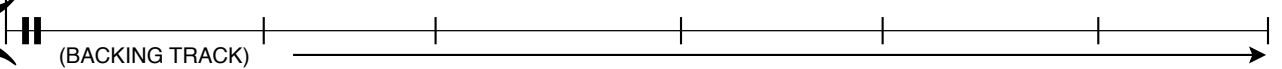
(BACKING TRACK)

Delay Designer = BYPASSED

141

Tba.    
 El.    
 (BACKING TRACK)


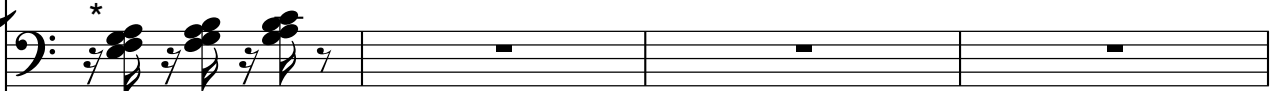
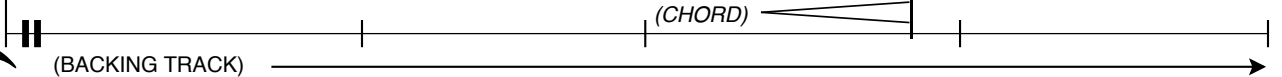
147

Tba.    
 El.    
 (BACKING TRACK)

153



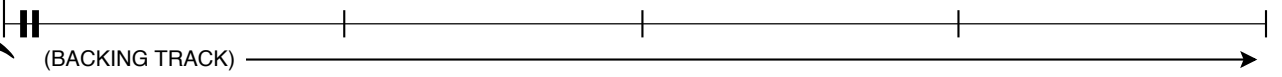
Tba.    
 M.K.    
 El.    
 (BACKING TRACK)   
 \* random 4 note clusters, following the melodic contour

158

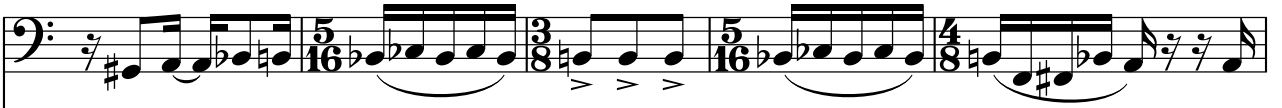

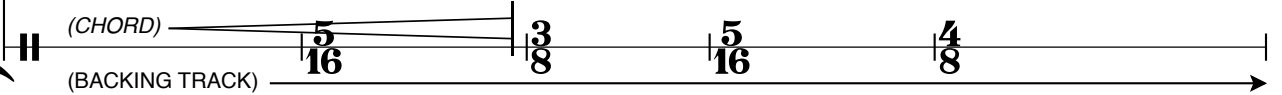
Tba.    
 M.K.    
 El.    
 (BACKING TRACK)




162

Tba.    
 M.K.    
 El.    
 (BACKING TRACK)



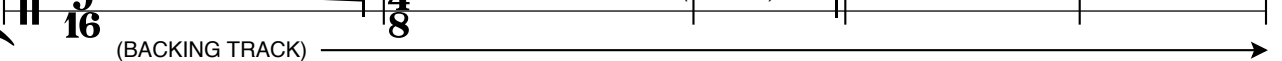
166

Tba.    
 M.K.    
 El.    
 (CHORD)   
 (BACKING TRACK)

171

Tba.    
 M.K.    
 El.    
 (CHORD)   
 (BACKING TRACK)

175

Tba.    
 M.K.    
 El.    
 (CHORD)   
 (BACKING TRACK)

180

Tba.

M.K.

EI.

185

Tba.

M.K.

EI.

190

Tba.

M.K.

EI.

194

Tba.

EI.

199

Tba. *f* *mf* *f* *mf*

M.K. \*

EI. (BACKING TRACK) (CHORD)

204

Tba. *f* *ff*

M.K. \*

EI. (BACKING TRACK)

208

Tba. *f* *8<sup>vb</sup>*

M.K. IMPROVISE with short fragments, decreasing density


EI. (reversed chords in BACKING TRACK)


216

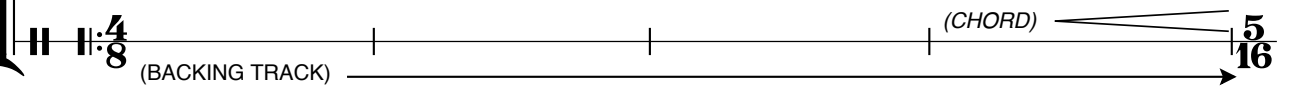
Tba. 8

EI. (8) (quick phrases outburst in BACKING TRACK)


230 Più mosso


Tba.   
1. *f*  
(2. *mf*)

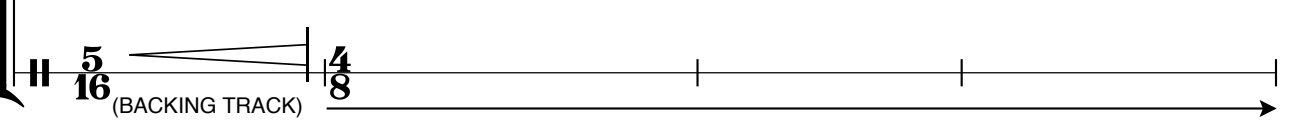
M.K.   
\*

El.   
(BACKING TRACK) (CHORD) 5/16


234

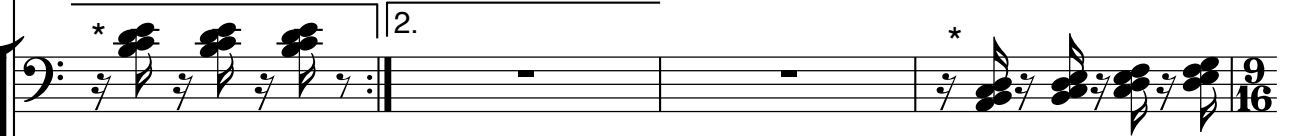
Tba.   
1. *ff*  
(2. *f*) *mf* *mp*  
( *mp* )

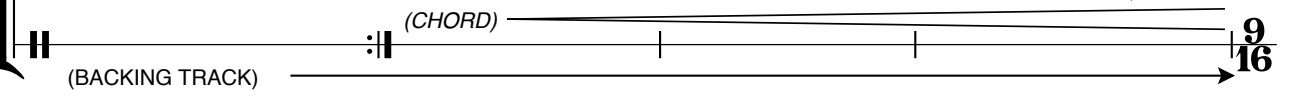
M.K.   
\*

El.   
(BACKING TRACK) 5/16 4/8

238

Tba.   
*p* *mp* *mf*

M.K.   
\*

El.   
(BACKING TRACK) (CHORD) 9/16

242

Tba.  $\frac{9}{16}$   $\frac{4}{8}$   $\frac{5}{16}$   
*f* *mp* *mf* *f*

M.K.  $\frac{9}{16}$   $\frac{4}{8}$   $\frac{5}{16}$

Ei.  $\frac{9}{16}$   $\frac{4}{8}$   $\frac{5}{16}$   
(BACKING TRACK) (CHORD)

246

Tba.  $\frac{5}{16}$   $\frac{4}{8}$   
*ff* *f* *mf* *ppp* *pp*

M.K.  $\frac{5}{16}$   $\frac{4}{8}$

Ei.  $\frac{5}{16}$   $\frac{4}{8}$   
(BACKING TRACK)

251

Tba. *p* *mp* *fff*

M.K.

Ei. (BACKING TRACK) (TUBA PLAYER LAUGH)

# Appendix

Cadenza as played by Andy Johnson on 19th of April 2012

Tba.

The first staff of music is in bass clef with a 4/4 time signature. It begins with a key signature of one sharp (F#). The melody consists of eighth-note runs, with some notes marked with an 'x' to indicate mutes. There are several slurs and a fermata over the final note of the first phrase.

Tba.

The second staff continues the cadenza in bass clef. It features a series of eighth-note patterns with various accidentals (flats and naturals). The melody is characterized by slurs and a fermata at the end.

Tba.

The third staff of music shows a continuation of the eighth-note runs in bass clef. It includes slurs and a fermata over the final note of the phrase.

Tba.

The fourth staff continues the cadenza in bass clef, featuring eighth-note patterns and a fermata at the end.

Tba.

The fifth and final staff of music is in bass clef. It features eighth-note runs with mutes (marked with 'x') and a key signature change to one flat (Bb) in the final measure. The piece concludes with a fermata.