

MUSIC FOR 12 BRASS INSTRUMENTS

for 4 trumpets, 4 horns, and 4 trombones

by Cort Lippe

1979, 1984

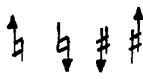
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PERFORMANCE NOTES

General notes

- Grace notes should be played on the beat.
- LAP = as loud as possible.
FAP = as fast as possible.

Accidentals

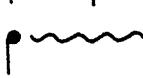


= approximately one quarter-tone higher or lower depending on arrow direction.

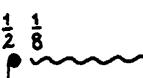
Glissando



= rip, kiss-off (short glissandi at the end of a note).



= glissando wavering approximately one quarter-tone above and below indicated pitch following the contour line over time.



= wavering 1/2 tone, 1/8 tone, etc. above and below indicated pitch (as above).



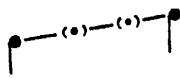
= glissando mask changing in range over time (increasing in this example).



= glissando without articulation of ending pitch.



= glissando following contour line.

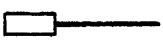


= glissando with intermediate specifications.

Repetition, Cells



= repeat a cell for the indicated duration.



= repeat a cell to the end of line.

NOTE: Boxed cells do not always give exact details for every parameter. For instance, a single parameter (pitch, rhythm, dynamics, tempo, etc.) can be played ad libitum.

Tessitura



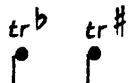
= highest, lowest notes possible.



= try to reach (glissando-like) an even higher pitch than "possible".

Trills

 = trill to the note in parentheses.

 = trill to 1/2 step higher or lower.

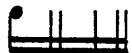
 = trill one whole step higher.

Harmonics

 = glissando on the natural harmonic series from the indicated fundamental following the contour line.

Note Groups

 = repeat the same note in the indicated rhythm.

 = uneven repetition rhythmically of indicated note.

 = repeat indicated pitch group according to the rhythmic specifications.

 = ad libitum choice of pitches according to stem height in the indicated rhythm.

Muting

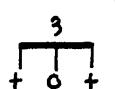
CS = con sordino.

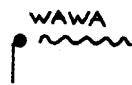
SS = senza sordino.

+ = muted, stopped

o = unmuted, open

o ————— + = move from open to closed over time.

 = mute according to the indicated rhythm.

 = wawa according to the contour line over time.
NOTE: a single fast wawa is notated with (+).

NOTE: unless specified "CS" means the following:

straight mute for TP1, HN1, and TB1.

cup mute for TP2, HN2, and TB2. (optionally HN2 may use a straight mute plus the hand.)

plunger mute for TP3, HN3, and TB3. (plunger not entirely closed if used without wawa effect.)

(optionally HN3 may use hand only instead of plunger mute.)

** wawa should be done with the plunger mute unless harmon mute is specified. **

Percussive Effects



= "hand-pops" done by striking the mouthpiece with the palm of the hand.



= click valves without playing any notes. (In the case of rotars release them rapidly.)



= tap the bell of instrument with the fingernails.

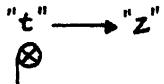
Special Effects



= blow air through the instrument and outside the mouthpiece without producing a pitch or buzzing the lips while producing an air current "formant" in the approximate pitch area of the staff indicated.



= air current noise sent through the teeth with 's' consonant or 't' consonant. A vocal buzz of the consonant 'z' when specified. (See above.)



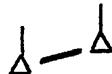
= move from one consonant to another over time.



= slap tongue, slap and flutter, slap with pitch, slap tongue with flutter and pitch.



= sing or hum into the instrument -- usually while playing at the same time.



= vocal glissando (humming or singing). (See above.)



= flutter-type sound on a pedal tone without defined pitch produced with a gutteral "growl".



= buzz the lips without producing any actual pitch from instrument.



= pitched sound but having very much air. (basically a very airy pitch).



= flutter-tongue without any pitch at all being produced by the instrument.



= examples of "composite" special effects. (1) flutter without pitch plus clicking valves. (2) air current without pitch while tapping instrument bell.

Articulation

attack release

^	^~	= harsh
•	~•	= short
>	~>	= punctuated, short
>	~>	= punctuated
-	~-	= detached
:-	~:-	= slightly detached
◦	~◦	= smooth

Conducting, Ensemble Note

Through measure 46 the conductor should avoid giving any obvious visual cue for sforzando tutti entrances. It is suggested that all players could appear in a playing position until measure 46 to avoid any visual clue for the audience in this matter.

Stage Organization

Two possible set-ups are

- (1) Four groups of three instruments (TP, HN, TB) distributed across a conventional stage.
- (2) Less practical but more desirable: the twelve instrumentalists surround the audience. In this set-up very low lighting is necessary. (And possibly two conductors back-to-back.)

Signatures and Ad Libitum Section

Each instrument has a signature or identity which is introduced between measures 89 and 99. The ad libitum section, if chosen as an option, allows everyone to play their signature, as well as attempting to play the signature of other instruments.

Gesture should be considered all-important. Players should attempt to imitate other signatures. Exact copies should be avoided; rather, transformation of the signature being copied should be the goal. It is advised that not more than one parameter should be varied or transformed while keeping other parameters as in the original. Pitch, rhythm, duration, dynamics, timbre, and special effects can be transformed via augmentation, diminution, fragmentation, transposition, inversion, etc.

As a basic guideline, players should attempt another signature at least once for every two to three playings of their own. There is the possibility that during this section a player could attempt all eleven other signatures; but this should not be considered as a goal. While listening to other players in order to pick up another signature players can remain silent, play their own signature, or employ secondary sound sources previously used in the piece: tap on instrument bell, flutter-tongue without pitch, blow into instrument without pitch, hum or sing with or without instrument, valve sound only, slap-tongue, etc.

This section allows for the possibility of one to two and-a-half minutes of ad libitum playing which should be delineated by conductor signals. The conductor is free to signal any details or cues as desired. The overall shape of the section should be one that moves in the direction of ever-increasing energy and activity.

If the ad libitum section is not played then there should be a marked crescendo of measures 167 through 170 which should lead abruptly to measure 171. In the case where the ad libitum section is played then there should be a decrescendo over measures 167 through 170 which leads into the ad libitum section itself.

$\text{♩} = 52-56$

Handwritten musical score for brass instruments. The score consists of six staves, each representing a different instrument: trumpet 1, horn 1, trombone 1, trumpet 2, horn 2, and trombone 2. The music is written in common time. The first staff (trumpet 1) has dynamics cs and u, followed by ppp. The second staff (horn 1) has dynamics cs and u, followed by ppp. The third staff (trombone 1) has dynamics cs and u, followed by ppp. The fourth staff (trumpet 2) has dynamics 4. The fifth staff (horn 2) has dynamics 4. The sixth staff (trombone 2) has dynamics 4.

11

Handwritten musical score for brass instruments. The score consists of eight staves, each representing a different instrument: tp 1, hn 1, tb 1, tp 2, hn 2, tb 2, tp 3, hn 3, tb 3, tp 4, hn 4, tb 4. The music is written in common time. The first staff (tp 1) has dynamics tp. The second staff (hn 1) has dynamics tp. The third staff (tb 1) has dynamics cs and u, followed by ppp. The fourth staff (tp 2) has dynamics pp. The fifth staff (hn 2) has dynamics p. The sixth staff (tb 2) has dynamics p. The seventh staff (tp 3) has dynamics pp. The eighth staff (hn 3) has dynamics pp. The ninth staff (tb 3) has dynamics pp. The tenth staff (tp 4) has dynamics pp. The eleventh staff (hn 4) has dynamics pp. The twelfth staff (tb 4) has dynamics pp.

21

tp₁ *pp*
 hn₁
 tb₁
 tp₂ *pp*
 hn₂
 tb₂
 tp₃
 hn₃
 tb₃
 tp₄
 hn₄
 tb₄

ss *sfz(f)* *ff*
 tutti: { *sfz(f)* *ff*

31

tp₁ *mp*
 hn₁
 tb₁
 tp₂ *mp*
 hn₂
 tb₂
 tp₃
 hn₃
 tb₃
 tp₄
 hn₄
 tb₄

f *f* *f* *f*
f *f* *f* *f*
f *f* *f* *f*
f *f* *f* *f*
f *f* *f* *f*

38

$\text{♩} = 56-60$

— 4 — 5 — 6 —

tp 1
hn 1
tb 1
tp 2
hn 2
tb 2
tp 3
hn 3
tb 3
tp 4
hn 4
tb 4

sfz rall.
fast as possible
fap ff
p wawa fast as possible
sfz sfz fast as possible
sfz (sfz) ff trill acc. decel.
ff fast as possible
sfz lento accel. ?

43

$\text{♩} = 66-69$

— 4 — 6 — 8 —

staccato
sfz fap
normal no vibrato
decrescendo poco o poco
wawa very slow try to play higher
sfz fap
sfz fap
sfz fap
sfz lip gloss
FAP

cs
sfz ff p
p
p
p
p
p
p
p
p
p

48

rit. poco a poco ----- $\text{d} = 72-76$

tp₁ 

hn₁ 

tb₁ 

tp₂ 

hn₂ 

tb₂ 

tp₃ 

hn₃ 

tb₃ 

tp₄ 

hn₄ 

tb₄ 

tutti: { mp pp sfz(f)

55

tp₁ 

hn₁ 

tb₁ 

tp₂ 

hn₂ 

tb₂ 

tp₃ 

hn₃ 

tb₃ 

tp₄ 

hn₄ 

tb₄ 

(62)

tp 1 — — 2 3 4 —
 →x→o→etc. acc.

hn 1 d.d. ff mp ss s.fz 5:1 —
 —

tb 1 — — ss — — —
 —

tp 2 — — 2 3 4 —
 →x→o→etc. acc.

hn 2 d.d. ff mp ss s.fz —
 —

tb 2 — — — — accel. tremolo —
 —

tp 3 — — ss — — —
 →x→o→etc. acc.

hn 3 d.d. ff mp mf — —
 —

tb 3 — — — — — —
 —

tp 4 — — ss — — —
 →x→o→etc. acc.

hn 4 d.d. ff mp mf — —
 —

tb 4 — — — — — —
 —

(68)

tp 1 — 2 3 4 —
 ss mp

hn 1 — 2 3 4 —
 s.fz

tb 1 — — — —
 —

tp 2 — — 2 3 4 —
 wawa mp

hn 2 — — 2 3 4 —
 mf

tb 2 — — — —
 —

tp 3 — — 2 3 4 —
 s.fz approx

hn 3 — — 2 3 4 —
 mp

tb 3 — — — —
 —

tp 4 — — — —
 mp

hn 4 — — — —
 mp

tb 4 — — — —
 s.fz

74 tutti: stacc. molto rit. molto -- $\text{d} = 52-54$

tp 1 fap vib. FAP sfz $\xrightarrow{\text{sfz}} \text{p}$
 hn 1 vib. p
 tb 1 p
 tp 2 slow wawa
 hn 2 slow, minute gliss. ($\frac{1}{4}$)
 tb 2 very slow wawa
 tp 3
 hn 3 gliss.
 tb 3 p
 tp 4
 hn 4
 tb 4 slow, minute gliss. ($\frac{1}{4}$)

tutti: { sfz tutti: { mp ff p

(86) $\text{♩} = 60 - 63$ accelerando -----

tp₁
hn₁
tb₁
tp₂
hn₂
tb₂
tp₃
hn₃
tb₃
tp₄
hn₄
tb₄

cs
= 6 = poco a poco
pp
pp
pp — p
p
cup
mf — ff
mf — ff
sfz (ff)
sfz (ff)

(92) (accel.) -----

tp₁
hn₁
tb₁
tp₂
hn₂
tb₂
tp₃
hn₃
tb₃
tp₄
hn₄
tb₄

pp — p
= pp — p
pp — p
pp — p
sfz (ff)
ff — mp
pp — f
wawa (rapid) contour
wawa once (or+) per note
ss
pp
straight lip trill
cup pp
mp — ff

104 --(accel.)-- $\text{♩} = 72-76$ accellerando poco-a--poco--

tp 1
hn 1
tb 1

tp 2
hn 2
tb 2

tp 3
hn 3
tb 3

tp 4
hn 4
tb 4

110 - (accel.)
un poco staccato

molto
stacc.

tp 1
hn 1
tb 1
tp 2
hn 2
tb 2
tp 3
hn 3
tb 3
tp 4
hn 4
tb 4

115 - (accel.)
crescendo

tp 1
hn 1
tb 1
tp 2
hn 2
tb 2
tp 3
hn 3
tb 3
tp 4
hn 4
tb 4

d = 80-84 *d* = 72-76

(cresc.) stacc. grand rit. --- , *ff* decrescendo rit. --- poco a poco

120 tp₁ tp₂ tp₃ tp₄ hn₁ hn₂ hn₃ hn₄ tb₁ tb₂ tb₃ tb₄

tr. tr. rit. rit.

tutti legato

(rit.) --- *f* (decresc.) ---

126 tp₁ tp₂ tp₃ tp₄ hn₁ hn₂ hn₃ hn₄ tb₁ tb₂ tb₃ tb₄

tutti poco a poco staccato ---

131 $\text{d} = 56-60$

$\text{d} = 80-84$ accelerando --- poco --- a --- poco ---

tp₁ fiz rall. acc. rall.

hn₁ fiz rall. acc. rall. molto

tb₁ fiz ecc. rall. molto

tp₂ fiz ecc. rall. molto

hn₂ fiz acc. rall. acc. rall. molto

tb₂ fiz acc. rall. acc. rall. molto

tp₃ fiz acc. rall. acc. rall. molto

hn₃ fiz acc. un poco rall. molto

tb₃ fiz acc. poco a poco rall. molto

cs

tp₄ fiz acc. poco a poco rall. molto

hn₄ fiz acc. un poco rall. molto

tb₄ fiz acc. un poco rall. molto

pp tutti: { ppp pp ppp pp

end staccato - - -

136 -- (accel.)

tp₁ cs

hn₁ cs pp

tb₁ cs pp

tp₂ cs pp

hn₂ pp x

tb₂ cs pp

tp₃ pp

hn₃ cs x

tb₃ close and open wawa gradually

tp₄ pp

hn₄ pp

tb₄ pp

pp tutti : { pp p pp

molto legato

pp legato

wawa (once)

each note wawa (once)

close and open wawa gradually

without tongue

without tongue

(141) (accel.) $\text{J} = 96 - 100$

$\text{J} = 69 - 72$

tpt 1
hn 1
tb 1
tpt 2
hn 2
tb 2
tpt 3
hn 3
tb 3
tpt 4
hn 4
tb 4

(6) tremolo staccato
wawa fap
tutti : { p — mf — p }

(146)

tpt 1
hn 1
tb 1
tpt 2
hn 2
tb 2
tpt 3
hn 3
tb 3
tpt 4
hn 4
tb 4

cs
mf
ppp

wawa fap
tutti : { mp — mf — f }

151 $\text{d} = 63-66$

tp 1 LAP H pp mp ff

hn 1 LAP H

tb 1 LAP H

tp 2 wawa LAP H wawa fap

hn 2 LAP H

tb 2 LAP H

tp 3 ss LAP H ss

hn 3 LAP H

tb 3 LAP H ss

tp 4 LAP H

hn 4 LAP accel. decel.

tb 4 tototo wawa fap

try to play lower

159

d = 60 - 63

tp 1: *flop*, *acc.*, *dec.*, *wawa*, *very slow*, *glass vocal*, *mp*, *mf*, *mp*

hn 1: *acc.*, *dec.*, *acc.*, *dec.*, *dec. molto*, *wawa very slow*

tb 1: *(wowa) acc.*, *dec.*, *acc.*, *dec.*, *dec. molto*, *wawa very slow*

tp 2: *acc.*, *dec.*, *acc.*, *dec.*, *dec. molto*, *wawa very slow*

hn 2: *acc.*, *dec.*, *acc.*, *dec.*, *dec. molto*, *wawa very slow*

tb 2: *acc.*, *dec.*, *acc.*, *dec.*, *dec. molto*, *wawa very slow*

tp 3: *acc.*, *dec.*, *acc.*, *dec.*, *dec. molto*, *wawa very slow*

hn 3: *acc.*, *dec.*, *acc.*, *dec.*, *dec. molto*, *wawa very slow*

tb 3: *acc.*, *dec.*, *acc.*, *dec.*, *dec. molto*, *wawa very slow*

tp 4: *tr*, *tr*, *tr*, *tr*, *tr*, *tr*

hn 4: *p*, *acc.*, *dec.*, *acc.*, *dec.*, *dec. molto*, *wawa very slow*

tb 4: *p*, *acc.*, *dec.*, *acc.*, *dec.*, *dec. molto*, *wawa very slow*

continue H between notes

163

"z" → "t" →

accel. un poco

rit.

tp 1
hn 1
tb 1
tp 2
hn 2
tb 2
tp 3
hn 3
tb 3
tp 4
hn 4
tb 4

(rit.) a tempo

767

tp₁

hn₁

tb₁

tp₂

hn₂

tb₂

tp₃

hn₃

tb₃

tp₄

hn₄

tb₄

Ad Libitum Section (optional)

tp₁

hn₁

tb₁

tp₂

hn₂

tb₂

tp₃

hn₃

tb₃

tp₄

hn₄

tb₄

d = 56-60

771

tp 1
hn 1
tb 1
harmon wawa
tp 2
hn 2
tb 2
tp 3
hn 3
tb 3
tp 4
hn 4
tb 4

(cs) solo
secco
very slow wawa
lip trill
accel.
accel. molto lento a molto rapido

p *sfz > p* *sfz* *mp* tutti: *mp* *fff* *p*

776

rit.-- poco--a--poco--

tp 1
hn 1
tb 1
wawa
tp 2
hn 2
tb 2
tp 3
hn 3
tb 3
tp 4
hn 4
tb 4

legato
continue wawa
legato
etc. slowly
legato
p crescendo--poco--a--poco--

--(rit.)--

(181)

tp₁
hn₁
tb₁
tp₂
hn₂
tb₂
tp₃
hn₃
tb₃
tp₄
hn₄
tb₄

--(cresc.)--
(tutti)

(186) --(rit.)--

$\text{♩} = 50-56$

tp₁
hn₁
tb₁
tp₂
hn₂
tb₂
tp₃
hn₃
tb₃
tp₄
hn₄
tb₄

--(cresc.)--

ff

tutti: { ppp cresc.

(rit.)

191

tp
hn
tb
tp
hn
tb
tp
hn
tb
tp
hn
tb
tp
hn
tb

p. acc. rall. p.

-- (cresc.) -- (tutti) -- f --

(rit.) d = 48-52 ritardando - molto -

196

tp
hn
tb
tp
hn
tb
tp
hn
tb
tp
hn
tb
tp
hn
tb

tutti: pp mp pp ppp al niente