

## Lume Vone

for six instruments

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## Lume Vone Instructions

- Score is in C
- The score consists of five pages of repeated measures. There are two treble clef parts, one grand staff part, two bass clef parts, and a percussion part. All parts can be played by any instrument(s), transpose as necessary. Percussion instruments are described below.
- Tempo may be fixed or variable.
- Dynamics are variable.
- Repeats are ad lib, with staggered entrances of new measures.
- Resting is okay.
- Unpitched and unmetered material above and below main systems may be played at any time and are not necessarily the same duration as the main repeated measures.
- On pages one and five:
  - New pitches articulated where there is a notehead.
  - Downward stems with thick beams represent meter.
  - Upward stems with thin beams represent unmetered articulation (eg., tonguing, bowing, etc.) in approximate relationship to meter.
  - Contour lines of varying width represent modulation of two aspects one follows the contour, the other follows the width (eg., width = bow pressure, contour = bow position).
- On pages two and four:
  - Square, diamond, and normal noteheads represent different techniques as determined by the performer (eg., square = multiphonic, diamond = breath).
  - Trill and tremolo may be interpreted conventionally or otherwise.
  - Glissando distances are approximate, and may be more or less than shown depending on instrument.
- Page three consists of four unmetered repeated lines that should be played independently by all players.
- Percussion and piano notation differs from the others. Chords are given on metered beats with unmetered grace note "echos" interspersed.
- Percussion instruments consist of two sets of instruments pitched approximately to these chords (ordered in ascending order per chord): 1) Eb-Bb-F-C, represented by the four spaces; 2) G-B-A-E-C#, represented by the five lines.
- There is no reason not to ignore any or all of these instructions and invent new interpretations.





































