

RASUREN

(2015)
version August15

Hans Roels

for ensemble

General Remarks

- *Rasuren* is conceived as an 'intermezzo' in between the performance of two Diabelli Variations (van Beethoven). There are two possible versions, both should start by playing a short fragment (1 to 3 seconds)(fragment [1] in the score) of a loud Diabelli variation (a.e. Variation 1, 9, 19, 21, 28, etc.). Version 1 (pages 1, 2, 3, 4a in the *Rasuren* score) ends when the pianist starts playing a *soft* Diabelli variation (a.e. 3, 8, 10, 11, 12, etc.). Version 2 (pages 1, 2, 3, 4b) ends when this performer starts playing a *loud* variation.
- Fragments that start together with a note/attack of the percussion player are indicated by a full line with an arrow. The end of fragments should also be synchronized with notes in the percussion part, the fragments should **abruptly** stop. The stopping cue is indicated by a full line with an arrow labeled 'STOP'.
- In general the duration of the fragments is slightly too long, the extra duration acts as a 'safety buffer' in case the fragment is played too fast or the percussion player plays too slow.
- A few pianissimo (*ppp*) fragments (such as [3a] or [9a]) start while a fortissimo fragment is being played. In these cases the synchronisation is not very strict because these pianissimo fragments are only audible when the fortissimo fragment suddenly stops. These (less strict) cues are indicated by a dotted brace and line with an arrow.
- To clarify the synchronisation of all parts and fragments, a synchronisation score is added.
- The very soft *ppp* fragments should sound **extremely soft and muted**, the audience should barely hear them. In general the string players play *con sordine* in these *ppp* fragments and the clarinet with a *subtone/sotto voce*.

Percussion

- Each of the three letters represents a group of similar percussion sounds, chosen by the performer: L = low drum sounds (a.e. bass drum, floor tom, timpani, etc.), T = drum sound which is not low (tom, bongo, conga, etc.) and W = wooden instruments (wood block, temple block, etc.). The letters in uppercase are played fortissimo, the ones in lowercase piano. In general **choose short, dry sounds with a (very) short decay**. If necessary mute the (decay of the) instrument while playing or in advance.
- In general the percussion plays a solo part in a free rhythm. **One horizontal system corresponds to ca. 36 seconds**. In general the percussion player does not participate in the performance of the fragments (of the other ensemble instruments) but there are four exceptions (fragment [1], [7], [10] and [20]/[31]). In these cases the percussion part is notated twice in the score although it only needs to be performed once (identical notes are connected by a dotted line, in the main percussion part the identical notes are placed between brackets). In fragment [2] the drums consist of a bass (kick) drum, snare drum and crash cymbal, in fragment [20]/[31] bass (kick) drum, snare drum and hi-hat. Fragment [10] requires a marimba.
- The percussion player is free to add embellishments to the part notated in free rhythm, i.e. *acciaccaturas* (one or two fast notes) before the actual notes. Take care that the dynamics and the instrument group (indicated with the letters L,T and W) of the *acciaccaturas* are the same as the main note.

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A

Perc. (L) (W) L T T T T L T T T T T L t L t W T T L LT LT T T L

[BEETHOVEN] **STOP**

ff Pno [1]

L $\text{♩} = 120$ drums W

Perc **ff** electric guitar

Gtr [2]

[RAGTIME] $\text{♩} = 72-76$ **STOP**

Cl **ppp** [3a] pizz.

Vlc [3b] pizz.

[VIOLA CONCERTO] $\text{♩} = 104$ flute **STOP**

Fl **f**

Cl **f**

Pno **f**

Vla **ff**

Vlc **f** [4] arco

==

Perc. LL T L L L L T L T T L L L L T L TT T T L t L WL T T t t ==

$\text{♩} = 120$ [BOOGIE] **STOP**

ff Pno [5]

$\text{♩} = 54$ [BACH] **STOP**

ff Fl

f Gtr classic guitar

f Vla

f Vlc [6a]

ff Fl

f Gtr

f Vla

f Vlc [6b]

Perc.

T T

T T 1

(T) (W) WW t L

[MARCHE]

ff

snare drum

W

STOP

[CLASSIC SONATA]

f

7

64-68

8

76

bass flute

ppp

9a

con sord.

WW T t t t

(W) (W) (W) (W) (W) (W)

ppp

W

ff

90

marimba

ppp

very soft mallet

10a

ppp

sempre

STOP

56

Cl

ppp

Pno

ppp

Vla

con sord.

Vlc

con sord.

11

116

piccolo

[WALZ]

ff

leggiero

3

ff

leggiero

3

ff

senza sord. 3

12

pizz. senza sord.

45

Gtr

ppp

13a

simile

9b

76

bass flute

ppp

STOP

Perc.

(W) (W) WW L T W T L t W W t WW WWW L L 1

Perc.

ff *ff*

Gtr

STOP

ppp *Gtr* *simile* **STOP**

[13b]

ppp Cl **STOP**

[14]

$\text{♩} = 112$

[illegible]

The image displays a complex musical score for 'The Rite of Spring' by Igor Stravinsky, specifically the section 'The Spring Rounds'. The score is presented in two systems, [30a] and [30b], with various performance instructions and dynamic markings.

System [30a]:

- Percussion (Perc.):** Features a complex rhythmic pattern with multiple layers. The top staff shows a sequence of notes labeled W, (W), (W), (W), L, and I. The bottom staff shows a sequence of notes labeled W, (W), (W), (W), L, and I. The tempo is marked $\text{♩} = 110$.
- Electric Guitar (Gtr):** Plays a rhythmic pattern with a tempo of $\text{♩} = 110$. The instruction **[FUNK]** is present.
- Bass Flute (Fl):** Plays a melodic line with a tempo of $\text{♩} = 96$. The instruction **[ROMANTIC]** is present.
- Clarinets (Cl):** Play a melodic line with a tempo of $\text{♩} = 96$.
- Piano (Pno):** Plays a complex rhythmic pattern with a tempo of $\text{♩} = 96$. The instruction **[ROMANTIC]** is present.
- Violins (Vla):** Play a melodic line with a tempo of $\text{♩} = 96$. The instruction **senza sord.** is present.
- Violas (Vlc):** Play a melodic line with a tempo of $\text{♩} = 96$. The instruction **senza sord.** is present.

System [30b]:

- Percussion (Perc.):** Continues the complex rhythmic pattern with a tempo of $\text{♩} = 110$.
- Electric Guitar (Gtr):** Continues the rhythmic pattern with a tempo of $\text{♩} = 110$.
- Bass Flute (Fl):** Continues the melodic line with a tempo of $\text{♩} = 96$.
- Clarinets (Cl):** Continue the melodic line with a tempo of $\text{♩} = 96$.
- Piano (Pno):** Continues the complex rhythmic pattern with a tempo of $\text{♩} = 96$.
- Violins (Vla):** Continue the melodic line with a tempo of $\text{♩} = 96$.
- Violas (Vlc):** Continue the melodic line with a tempo of $\text{♩} = 96$.

Performance Instructions and Dynamic Markings:

- Dynamic Markings:** **ff** (fortissimo) is used throughout the score.
- Tempo Markings:** $\text{♩} = 110$ for the percussion and guitar, and $\text{♩} = 96$ for the woodwinds and strings.
- Performance Instructions:** **[FUNK]**, **[ROMANTIC]**, **senza sord.**, and **STOP** are used to guide the performer.

SYNCHRONISATION SCORE *RASUREN*

PAGE 1

A

Perc. L W L T T T T L T T T T L t L t W T T L L T L T L

[1] **ff** Pno [2] **ff** Perc, Gtr [3a] **ppp** Cl, Vlc [3b] **ppp** Cl, Vlc [4] **ff** Fl, Cl, Pno, Vla, Vlc

[5] **ff** Pno [6a] **ff** Fl, Gtr, Vla, Vlc [6b] **ff** Fl, Gtr, Vla, Vlc

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PAGE 2

B

Perc. T T T T 1 T W WW t L

[7] **ff** Perc, Cl [8] **f** Pno, Vla [9a] **ppp** Fl, Gtr, Vlc

C

Perc. WW T t t t W W W W W W

[9b] **ppp** Fl, Gtr, Vlc [10a] **ppp** Perc (mar) [10b] **ppp** Perc (mar) [11] **ppp** Cl, Pno, Vla, Vlc [12] **ff** Fl, Pno, Vla, Vlc [13a] **ppp** Gtr

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PAGE 3

Perc. W W WW L T W T L t W W t WW WWW L L 1

[10b] *ppp* Perc (mar)

[13a] *ppp* Gtr

[13b] *ppp* Gtr

[14] *ppp* Cl

PAGE 4

Perc. t L L w W w w W W W L W W W L L W W w W W

[15a] *p* Fl, Cl, Gtr, Pno, Vla, Vlc

[15a] *ppp* Fl, Gtr

[16] *ppp* Pno, Vla

[15b] *ppp* Fl, Gtr

[17a] *ppp* Cl, Vlc

[18a] *ppp* Vla, Vlc

[17b] *ppp* Fl, Cl

[19] *ppp* Pno

[18b] *ppp*

Perc. W W w w WW W W W w w t t W t

[19] Pno

[18b] Vla, Vlc

[17b] Cl, Vlc

[20] *ff* Perc, Gtr

[21] *p* Cl, Vla, Vlc

[22] *ppp* Gtr, Pno

[23] *ppp* Fl

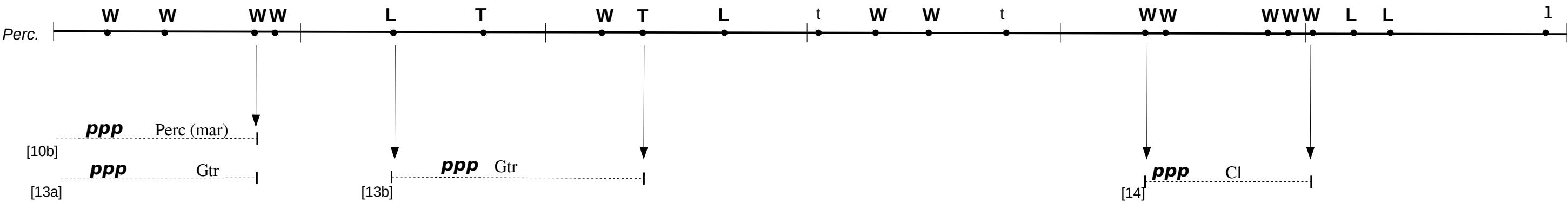
Perc. 1

p

Pno

Beethoven Variations...

PAGE 3



PAGE 4

