

Beving Rozebroeken (Bebung)

(2016)

Hans Roels

Four instrument parts:

- **BEAT** (minimum 4 performers)
- **Flute** (1 performer) (piccolo and bass flute)
- **Percussion** (1 performer) (glockenspiel, xylophone and local objects)
- **Accordion** (1 performer)

BEAT

A large part of the BEAT sounds should be produced by beating or hitting objects, buildings, trees, plants, etc. on and around the concert location. Additionally, choose a small number of 'real' percussion instruments or objects ad libitum, in accordance with the concert location.

In the BEAT part sounds are produced by *beating* objects with a stick, hand or other object. In the FAST and SLOW sections players use *one* hand or stick to beat. Performers continuously change the rhythmic speed, producing phrases with *accelerandi* and *ritartandi*. In the SLOW sections the general speed of these *accelerandi* and *ritartandi* is slower than in the FAST sections.

In the VERY FAST sections *tremoli* (rolls) are played with *two* hands or percussion sticks, with (very) short pauses in between the continuous rolls.

Performers can move around and change to another percussion object, after one or a few individual phrases have ended, within one section. Exploit the full space of the concert location.

In the score (a simple animated graphical score in a video file) the indications VERY SLOW, SLOW, FAST and VERY FAST are combined with dynamic indications. Some examples are:

- FAST *pp* : play with one stick, produce phrases with *accelerandi* and *ritardandi* (with very fast repetitions at the fastest moments, at the edge of what is possible with one hand); the dynamics are *pianissimo sempre*.
- SLOW < *f* > : play with one stick, produce phrases with *accelerandi* and *ritardandi* (with slow or moderate repetitions at the fastest moments) with *crescendi* and *diminuendi*, and *forte* dynamics at the loudest moments
- VERY FAST < *p* > : play a fast roll with two sticks, produce phrases with *crescendi* and *diminuendi*, starting from silence and growing to a piano dynamics at the loudest moment of the phrase.
- VERY SLOW *f* : produce a few sound events, always loud, in a very slow, irregular rhythm containing long silences.

The beating and rolling actions may be replaced or complemented by similar actions, for example shaking in between two branches of a tree in stead of rolls in the VERY FAST sections; bouncing in the SLOW sections.

Specifically in the VERY SLOW sections a wide variety of environmental sounds may be produced by cutting, shooting, shouting, dropping, breaking, etc. objects. *In general all produced sounds (in the BEAT part) should have an audible attack.*

In general, the site-specific materials, used as percussion, evolve from wood, earth, grass and plants in the first sections, to all kinds of materials from section F on. These materials are indicated by key words (in italics) such as *wood* (section A) or + *plastic* (section F).

Sections are indicated by letters in upper case (A, B, C, etc.). The transitions from one section to another in the BEAT part are gradual and with individual differences in timing. The animated score (video file) has transition periods of 14 or 15 seconds.

In general the BEAT part should sound as *a continuous layer of beating and trembling sounds*, with overlapping individual phrases. (Only the VERY SLOW sections, with silences, are not continuous.) Try to avoid simultaneous individual breaks of performers.

Extra information on the animated score

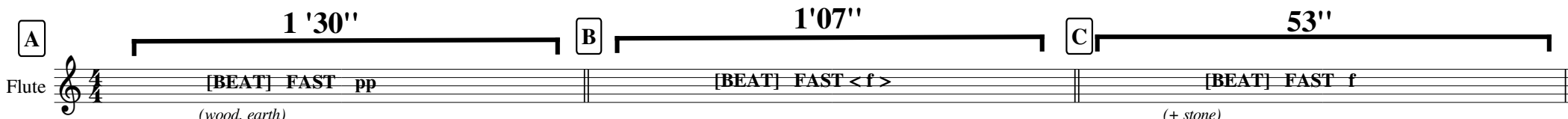
<i>section</i>	<i>Indications for BEAT part</i>	<i>Duration of section</i>	<i>Start of the section</i>
opening screen (start pause)			0' 00"
A	FAST pp	1'30"	0' 20"
transition A → B			1' 43"
B	FAST < f >	1'07"	1' 57"
B → C			2' 50"
C	FAST f	53"	3' 05"
C → D			3' 43"
D	SLOW < p >	1'00"	3' 57"
D → E			4' 43"
E	VERY FAST f	30"	4' 57"
E → F			5' 13"
F	VERY SLOW f	1'07"	5' 27"
F → G			6' 20"
G	VERY FAST < ff >	1'00"	6' 35"
G → G2	(G2) VERY SLOW ff		7' 05"
G2 → H			7' 20"
H	VERY FAST < p >	2'18"	7' 35"
H2	VERY FAST < p >		8' 45"
H2 → I			9' 38"
I	FAST f	53"	9' 52"
I → J			10' 30"
J	SLOW < p >	1'00"	10' 44"
J → K			11' 30"
K	FAST < p >	1'15"	11' 44"
K → K2	(K2) VERY SLOW p		12' 23"
K2 → L	(L) VERY FAST ff	(L: approx. 30")	12' 45"

Beving Rozebroeken

flute

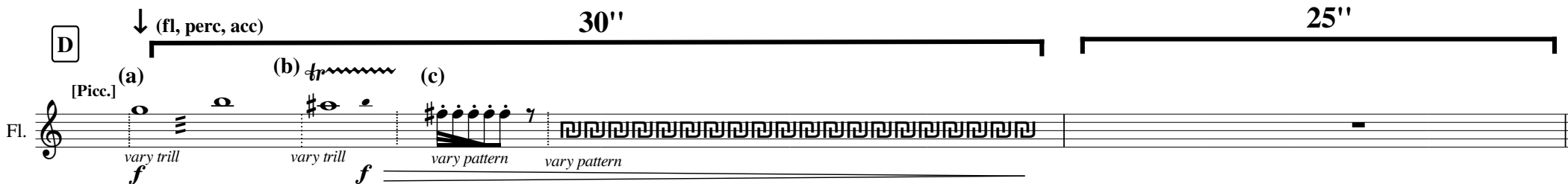
A 1'30" **B** 1'07" **C** 53"

Flute 4/4 [BEAT] FAST *pp* (wood, earth) [BEAT] FAST < *f* > [BEAT] FAST *f* (+ stone)



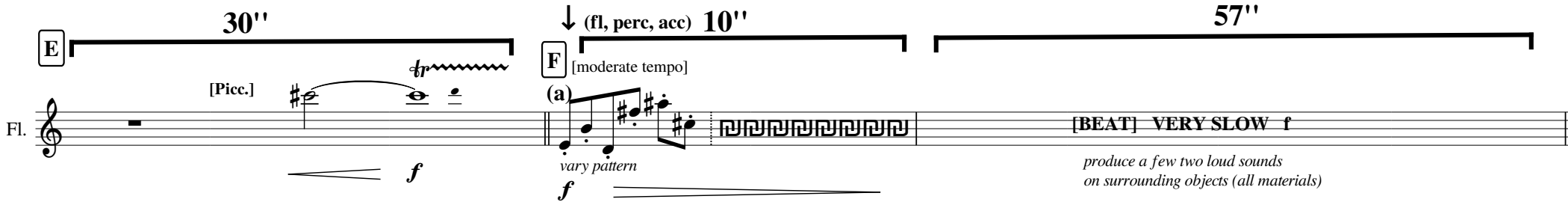
D 30" 25"

Fl. \downarrow (fl, perc, acc) [Picc.] (a) vary trill *f* (b) vary trill *f* (c) vary pattern vary pattern



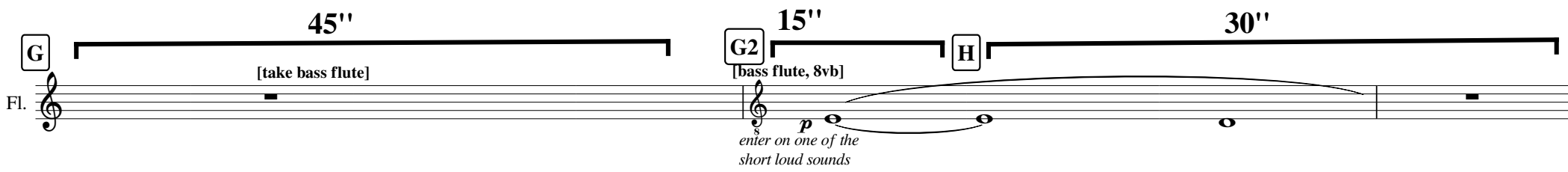
E 30" **F** 10" 57"

Fl. [Picc.] *f* [moderate tempo] (a) vary pattern *f* [BEAT] VERY SLOW *f* produce a few two loud sounds on surrounding objects (all materials)



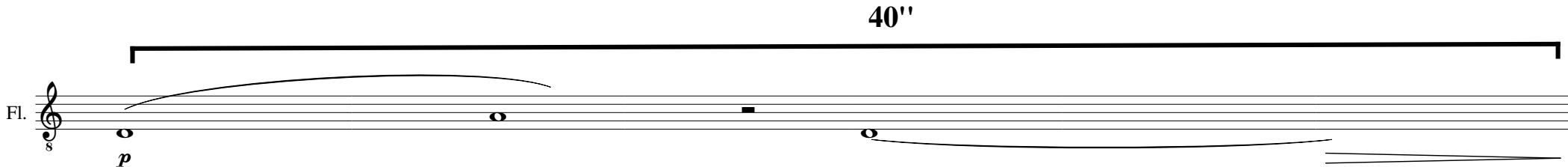
G 45" **G2** 15" **H** 30"

Fl. [take bass flute] [bass flute, 8vb] *p* enter on one of the short loud sounds



I 40"

Fl. *p*



1'08"

53"

Fl. **H2** **[BEAT] VERY FAST < p >** *(take piccolo?)* **I** **[BEAT] FAST f** *(+ fragments)*

1'00"

55"

Fl. **J** **[BEAT] SLOW < p >** *(+ water + earth)* **K** **[BEAT] FAST < p >**

20"

↓ (tutti)

15"

↓ (tutti except piccolo)

15"

Fl. **K2** **[Picc.] L (a)** *continue a few seconds after (cue) water sound* *vary trill ff sempre* **(b)** *vary pattern* **ff sempre** *continue (a) and (b) SOLO (from a distance)*

Beving Rozebroeken *percussion*

A 1'30" **B** 1'07" **C** 53"

Percussion

D ↓ (fl, perc, acc) 30" 25"

P.

E 30" ↓ (fl, perc, acc) 10" 57"

P.

G 30" 15" **G2** 15"

P.

Beving Rozebroeken *accordion*

1'30"

1'07"

53"

Hans Roels

Accordion

[BEAT] FAST *pp*
(wood, earth)

optional:
[BEAT] FAST <f>

aarzelend
pp (in the background)

mp

30"

25"

A.

↓ (fl, perc, acc)

(a) (b)

(sustain) *vary pattern*

f *f*

30"

10"

57"

A.

↓ (fl, perc, acc)

15

(a) [fast] (b)

(a) (b)

sporadic key tremolo *f*

bellow shake *vary pattern* *key tremolo* *f*

p start or stop g# a few times together with the loud BEAT sounds

30"

15"

15"

A.

15

(a) (b) (c)

p *fp* *fp*

choose from motives (a) (b) and (c)

stop motives on short loud sounds

H 30''

A.

40'' **H2** 1'08''

A.

[BEAT] VERY FAST < p >
(sounds on accordion)

I 27'' 41'' **J** 45''

A.

optional:
[BEAT] FAST f

↓ (perc, acc)

K 55''

A.

K2 20'' 15'' **L** 15''

A.

continue a few seconds after (cue) water sound

ff sempre

(a) (b) [moderate tempo]

vary pattern

↓ (tutti)

↓ (tutti except piccolo)

Beving Rozebroeken *flute - percussion - accordion*

Hans Roels

A 1'30" **B** 1'07" **C** 53"

Flute [BEAT] FAST *pp* (wood, earth) [BEAT] FAST <f> [BEAT] FAST *f* (+ stone)

Percussion [BEAT] FAST *pp* (wood, earth) optional: [BEAT] FAST <f> [LO.] sustain: tremolo or bowing *pp* (in the background) *mp*

Accordion [BEAT] FAST *pp* (wood, earth) optional: [BEAT] FAST <f> aarzelend *pp* (in the background) *mp*

D ↓ (fl, perc, acc) 30" 25"

Fl. [Picc.] (a) vary trill *f* (b) vary trill *f* (c) vary pattern vary pattern *f*

P. [LO.] (a) vary pattern *f* [GL.] (b) vary pattern *f* [LO.] *p*

A. (a) (sustain) *f* (b) vary pattern *f*

30''

↓ (fl, perc, acc) 10''

57''

Fl. **E** [Picc.] *f* **F** [moderate tempo] *f* [BEAT] VERY SLOW *f*

produce a few two loud sounds on surrounding objects (all materials)

P. 15 [LO.] [GL.] [GL.] [GL.] [GL.] (a) *f* *simile* *f* vary pattern [BEAT] VERY SLOW *f*

produce a few two loud sounds on surrounding objects (all materials)

A. 15 sporadic key tremolo *f* (a) [fast] (b) *f* bellow shake vary pattern key tremolo (a) (b) *p* start or stop g# a few times together with the loud BEAT sounds

Fl. **G** [take bass flute] [bass flute, 8vb] *p* enter on one of the short loud sounds 15''

P. 15 (a) [GL.] + [LO.] vary pattern *p* (b) *fp* (c) *fp* *simile* choose from motives (a) (b) and (c) stop motives on short loud sounds 15''

A. 15 (a) *p* (b) *fp* (c) *fp* choose from motives (a) (b) and (c) stop motives on short loud sounds

30''

H

Fl. *s*

P. [LO.] *p* (follow the acc.) sustain: tremolo, bowing, etc. [Xyl.] *parlando* [LO.] *mp* [LO.] *p*

A. *p* *p*

40''

H2

1'08''

Fl. *s* [BEAT] VERY FAST < p > (take piccolo?)

P. [Xyl.] *parlando* [LO.](a) *p* repeat pitch E slow and irregularly [LO.](b) vary pattern *pp*

A. [BEAT] VERY FAST < p > (sounds on accordion)

↓ (perc, acc)

J

27''

41''

45''

I

Fl. [BEAT] FAST *f* (+ fragments) [BEAT] SLOW < p > (+ water + earth)

P. optional: [BEAT] FAST *f* [LO.] *f*

A. optional: [BEAT] FAST *f* *f*

55"

K

Fl. [BEAT] FAST < p >

P. [LO.] [slow-moderate tempo] * * * * * [LO.] [fast tempo]

A. pp mf pp mp pp f_{sub} pp

improvised detuned melody on objects (any pitch range)

20"

↓ (tutti)

15"

↓ (tutti except piccolo)

15"

K2

L

Fl. [Picc.] (a) vary trill ff sempre (b) vary pattern ff sempre continue (a) and (b) SOLO (from a distance)

P. [LO.] 15 (a) continue a few seconds after (cue) water sound ff sempre (b) [GL.] [fast tempo] 15 3 3

A. (a) continue a few seconds after (cue) water sound ff sempre (b) [moderate tempo] vary pattern 8 7