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Music for Amplified Bass Flute and Drumset

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# Music for Amplified Bass Flute and Drumset

## Senza Misura\*

[ ♯ = 1/4 tone higher   ♭ = 1/4 tone lower ]

Jim O'Leary

Soft. Slow. Durations are free for each player.

Bass Flute amplified w subtle reverb

Drumset

Ride (mallets) l.v. *p - mp*

(fall off)

dark multiphonic (based upon D) *molto*

Sizzle *p*

*ppp* < *mp*

B. Flt.

Drums

poco

l.v. Ride

poco

tom tom

floor tom

S.D.(snares off)

ad lib short figures on drums (no cymbals) *molto secco* (dead strokes & play w hands/fingertips/brushes)

Repeat

(fall off)

bright multiphonic (based upon D) *molto*

*f* *ppp sempre* B.D. *p* *p - mp*

B. Flt.

Drums

(pause indicated number of seconds) 3-5" senza vib. slowly add breathy tone

normal, freely tongue ram

Repeat until cue > bend

[play as harmonics if possible]

*p* *sfz* *f* *fp* *f* *mp* *ff* *ppp*

ad lib short Solo

Wine glasses\*\*

Repeat until cue

l.v.

*mf* *mp* *mp* *ff*

(\*\*play on bells of cymbals if glasses not available)

\* The duration of each sound is chosen by the performer.  
All beats are slow. In general dynamics should be very low except where indicated.

B. Flt. *p - mp* *sfz* *molto* *sfz* *mp* *ppp*

Drums *p - mp* *pp*

ad lib subtle Solo brushes (continue to ad lib but not solo)

overblow (harmonics) 2-3" normal

B. Flt. *p - mp* *sfz* *pp* *molto* *pp* *slow bend* *pposs*

Drums *p - mp* *ppp* *p*

fill in (brushes) slow steady swish on snare drum (snare off) and floor tom, no time, sparse cymbals Wine glasses

bright multiphonic (based upon C#) (short) 2-3" *pp*

B. Flt. *p - mp* *poco* *molto* *poco* *mp* *senza vib.* *breathy tone* *noise* *morendo*

Drums *f* *pp* *mf* *ppp* *p* *pp sempre* *morendo*

Ride (fingers) l.v. Sizzle (brushes) slow steady swish on snare drum (snare on)

overblow normal