

INSOMNIA

a new noise for New Noise

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The score is divided into three systems, each with three staves: Tape, Oboe, and Percussion.

System 1 (00:00 - 00:30):
Tape: Starts with a series of vertical lines representing noise. Time markers at 00:10, 00:20, and 00:30. Labels include "shwww...", "gabble...", and "RC".
Oboe: "tacet".
Percussion: Starts with "snare drum, snares on. s.d. sticks". Dynamics range from ppp to sfz. Includes markings for "martellato, fast (imitate noise at beginning of tape)", "sim.", "sfz", "tap on body of drum, quite gentle.s", "rit.", and "RC".

System 2 (00:40 - 00:50):
Tape: "CROWS" and "GROAN".
Oboe: "Listen to tape or oboe/perc. for cues. Do not otherwise attempt to co-ordinate!". Dynamics include mp, poco marc., and p.
Percussion: "sotto voce", "rit. ...", and "p". Includes a box for "T.B. 1", "Tom 1", and "Tom 2" with the instruction "(stick handles)".

System 3 (1:00 - 1:10):
Tape: "'vocal' A", "shwww....", "molto dim.", and "p".
Oboe: "poco piu legato", "agitato", "tr", "sfz", "p", "mf", "f".
Percussion: "mp", "p", "mp", "pp".

B

1:20 1:30 1:40

tape

Oboe

Perc.

mp *p* *f* *p* *p* *ff*

crescendo *ff* *sfz* *cresc.*

shaker
wood chimes
cowbell
guiro

con moto
start during oboe A

(stop during oboe note)

f *p*

C

HIGH WHIZZ...

1:50 2:00 2:10

tape

Oboe

Perc.

mf *p* *f*

sfz *mf* *sfz* *f*

crescendo *sfz* *2:00*

NOISE

(cresc in tape)

sfz *f*

2:20 2:30

tape

Oboe

Perc.

shwhww
(2:24)

mp *dim.....* *mf* *sub* *mp*

molto cantabile, marcato

low surge...

(2:33)

(slow)

(pick up side drum sticks, play with wrong end)

(cue = oboe starts)

T.B. 1
T.B. 2
Tom 1
Tom 2

Snare Drum
(same sticks)

TURN
STICKS!

2:40 *cresc.* *pp* high clatters.....

2:50 *pp*

2:40 *mf* *mp*

Perc. *f martellato* *dim.....* *mp* *ff* *mp* *mp* *pp* *vary ad lib*

repeat.....ad lib..... (tape)

shwshw....

3:00 *clatter* 3:10s 3:20

3:00 *f* *sfz* *mf* *mp* *mp* *mp* *ppp* (slow.....fast.....slow...)

3:05 STOP

Perc. *pp* *RS sfz* (turn snares off) *mf* *rit.ad lib.....* *dim.mp.....ppp*

T.B. 1
T.B. 2
Tom 1
Tom 2

3:30 **D** *sim.....* *mp* *cresc* 3:40 (3:43)

3:30 *p* *molto dolce* *pp*

Perc. *mp* *p* *pp* *p* *mp* *p*

(3:47) nasty birds... 3:50 cresc 4:00 splattering.....birds..... 4:10
 tape
 Oboe (slow.....fast.....slow) 3:50 *f* 4:00 *p* 4:10 *sfz* *sub p*
 Perc. shaker wood chimes cowbell guiro *mp* *leggiero* *mp* *p* *f* *fast.....slow* *mp* *mp*

4:20 BUILDING UP.....SUSTAINED..... 4:30 *con moto* *marc.* *mp*
 tape
 Oboe *mp* *cresc.poco.....a.....poco* 4:20 4:30
 Perc. (put snares on) *ppp* (oboe) *f* *rit.....* (fast sweep) *mp* *p*
 snare drum. snares on. *mf* *fast* *marc.* *p* side drum patterns, sim. break off to play top stave, then continue...

4:40 4:50 low surge
 tape
 Oboe 4:40 *mf* 4:50 *mp*
 Perc. shaker wood chimes SUSP CYMBAL guiro *ppp* *side drum sim.* *susp. cymb.* break off to play top stave, then continue...

F

5:00 *dim.* 5:10 5:20

tape

Oboe

5:00 *agitato, con moto (but fragmentary)*

Perc.

p *ppp* *p* *cresc. poco a poco,* *sfz.* *f* *rit.* *p*

RS

outside of drum *mf* *p*

5:30 5:40 5:50

tape

Oboe

5:30 5:40 5:50

Perc.

'a tempo' - con moto, poco agitato *continuous - no gaps* *mp* *p* *sfz.* *mf* *rit.* *mp*

RS

(turn snares off during rim shot)

wiry high

GLOCK!

(change sticks - hard/med. glock beaters)

G

6:00 6:10

tape

Oboe

6:00 6:10

sotto voce *p* *mp*

Perc.

15

shaker
METAL wind chimes
susp. cymb

slow 'gliss' ad lib. L.v. *p*

tape

Oboe

Perc.

6:20

6:20

6:30

p

mp

mf

f

move on..

(tape)

tape

Oboe

Perc.

6:40

6:40

6:50

7:00

7:10

mp

f

ff

H

CROWS

gabble...

cantabile, marcato 'solo'

dim. ...a niente.....

shaker
metal chimes
susp. cym.

tape

Oboe

Perc.

7:20

7:20

7:30

7:40

ff

f

rit

ff

p

WAZZ.....

7:50 8:00 8:05 8:08 8:10

tape

Oboe

Perc.

tr

(slow.....fast)

f

(sweep.slow.....fast)

mp

(tape)

TB 1
TB 2
Tom 1
Tom 2

f

mp

mf

mf

mp

J

SHAKE

fff

8:20 8:23 8:30 8:40 8:50

tape

Oboe

Perc.

mp

(tape cresc.)

p

f

mp

ppp

dolce e cantabile, marc.

rit. .. poco a poco.....e dim.....

7

