

Music for Thorp Perrow:

Lake Music

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2005

2 flutes

Dynamics as acoustics and weather allow; in general, no forced dynamics unless accents are marked; impression should be calm, lucid and limpid, floating. Tempo is slow but otherwise ad lib.

Lake Music

Flute (sempre *mp*)

Flute (sempre *mp*)

The first system of the score consists of two staves, both labeled 'Flute'. The top staff begins with a treble clef, a key signature of one flat (B-flat), and a 7/8 time signature. It contains a melodic line with a slur over the first two measures, followed by rests, and then a series of notes with slurs and accents. The bottom staff also begins with a treble clef and a key signature of one flat, and contains a similar melodic line with slurs and accents. The dynamic marking '(sempre mp)' is written below the first staff.

Fl.

Fl.

The second system of the score consists of two staves, both labeled 'Fl.'. The top staff continues the melodic line from the first system, featuring slurs and accents. The bottom staff continues its melodic line, including a triplet of eighth notes in the third measure. The dynamic marking '(sempre mp)' is implied from the first system.

Fl.

Fl.

The third system of the score consists of two staves, both labeled 'Fl.'. The top staff features 'timbral trill' markings above the notes in the first and second measures, and a 'sim.' (simile) marking above the note in the third measure. The bottom staff features 'timbral trill' markings above the notes in the second and third measures, and a 'sim.' marking above the note in the fourth measure. A triplet of eighth notes is present in the third measure of the bottom staff.

2

A

Fl. *più f*

Player 2 should play slightly faster than player 1

Fl. *più f*

Fl. *(mp)*

Fl. *(mp)*

* Create melody: rhythm ad. lib, flowing but not too fast. Move from harmonics to nat. Note order as written 1st time, then ad lib. Add in successive printed notes.

Fl. *più f*

Fl. *più f*

(mf)

(mf)

continue sim., but gradually add:

Fl. *(mf)*

Fl. *(mf)*

Play pitches in order printed, then ad lib.
Players may alternate parts.

gliss.

Fl. *(mp)*

Fl. *(mp)*

Player 2 continues for first 2 harmonic glisses

continue harmonic 'glisses' and occasional 'D's, then swop parts and continue for a short time only

Fl. *(f)*

Fl. *(f)*

rapid, sustained double tonguing

repeat previous bar with note order ad lib. Flz can be played as interjections by either player. Segue into same material, single tongued + wider spaced.

4

synchronised!

Fl. *(ff)*

Fl. *(ff)*

Fl. *(f)*

Fl. *(f)*

create melody, molto espress,
rhythm ad lib. Play in order, then ad lib.

Fl. *(sempre mp)*

Fl. *(sempre mp)*

timbral trill

timbral trill

sim.

sim.