

Winter Music

for trombone, percussion and audio CD

Gavin Osborn

2004

Instrumentation:

Trombone part requires:

Fibre Mute

Percussion part requires:

Cymbal

3 Temple Blocks

Fixed Tambourine

Pedal Bass Drum

CD should be played through either a 2 or 4 speaker stereo set up

Key:

30

Tbn.

chattering

ff

The musical notation for the Trombone part begins at measure 30. It features a series of notes with various accidentals (sharps, flats, naturals) and a 'chattering' instruction above a box containing the notes. The dynamics are marked 'ff' (fortissimo). The notation includes a fermata over the first measure, followed by a series of notes with accidentals, and a final measure with a fermata.

play notes as rapidly as possible (in any order, with repetitions) in the given time

Winter Music

for trombone, percussion and Audio CD

Gavin D. Osborn

♩=60

Tenor Trombone

Fibre mute

pp

3

pp

gliss.

Cymbal

3 Temple Blocks

Fixed Tambourine

Pedal Bass Drum

Audio 1 (mostly ambient sounds)

air

glisses

3

air + tones

Audio 2 (mostly trombone + tambourine)

v low tromb.

3

8

Tbn.

pp

3

mf

mp

gliss.

pp < f >

Perc.

sfz

pp

mp

f

3

sfz

f

pp

mp

3

3

Audio 1

tam

air + harmonics

Audio 2

tromb.

gliss.

tamb.

3

3

tromb.

15

Tbn. *mp* *f* *mp* *f* *f* *gliss.* *gliss#*

Perc. *sfz* *mf* *p* *mf* *f* *ff* *sfz* *ff* *ff* *f* *3*

Audio 1 air air tones build

Audio 2 tromb. (+ delays) *3* *3* *3* *3* *3* *3* *3* *3* *tamb.*

20

Tbn. *sfz* *sfz* *mf* *p* *mf* *gliss.*

Perc. *sfz* *p* *f* *f* *sfz* *mf* *ff* *mf* *f* *3*

Audio 1 *gliss.* *gliss.* *gliss.* high glisses

Audio 2 *3* *3* *tomb.* (not notated pitch) *tomb.* *tomb.* *gliss.* *gliss.* *tomb.* *gliss.* *gliss.* *tomb.* *gliss.* *tamb.* *3* *3* *p*

25

Tbn. *mf sfz mf mp f mf ff*

Perc. *p f pp p ff sfz sfz f sfz f ff f*

Audio 1 low tromb. + tam + air air

Audio 2 tamb. 3 3 tromb. 3 3 tromb. 3 3 tromb.

30

Tbn. *ff pp ff*

Perc. *sfz mf f pp ff*

Audio 1 high glisses

Audio 2 tromb. gliss. gliss. tromb. gliss.

33

Tbn. *pp fff* *mp* *f* *mf* *ff* *gliss.*

Perc. *sfz* *ff* *mf* *ff* *ff* *3*

Audio 1 tromb. chattering low tromb. low tromb. low tromb. *3* *g*

Audio 2 tromb. *gliss.* *gliss.* tromb. tromb.

37

Tbn. *fff* *sfz* *sfz* *sfz* *sfz* *fff* *ff* *mf* *gliss.* *gliss.*

Perc. *fff* *sfz* *mf* *sfz* *mf* *f* *sfz* *f* *5*

Audio 1 (low tromb.) *3* glass tones air + air stabs tam v low tromb. *3* air + air stabs

Audio 2 tromb. air *5* tromb. air *5* tromb.

40

Tbn. *gliss.* *ff* *sfz* *sfz* *sfz* *mp* *sfz*

Perc. *fff* *sfz* *f* *mp* *f* *mp*

Audio 1 v low tromb.

Audio 2 *gliss.* *tromb.* *gliss.*

42

Tbn. *gliss.* *gliss.* *gliss.* *f* *p* *mf* *gliss.* *gliss.* *gliss.* *f* *f*

Perc. *sfz* *f* *sfz* *mf* *f*

Audio 1 sustained air and air pulses

Audio 2 tromb. glisses

45

Tbn. *ff sfz sfz ff mf f p ff f fff p mp f p*

Perc. *ff sfz ff mp f mp*

Audio 1

Audio 2

tromb. air

tamb.

tromb. chattering

tam overtones, glass tones, white noise

48

Tbn. *mf f mf mp mf f mp*

Perc. *f sfz mf sfz mf sfz sfz mp*

Audio 1

Audio 2

52

Tbn. *mf* *mf* *gliss.* 3

Perc. *sfz* 3 *f* *mp* *sfz* *pp* *f*

Audio 1 tam overtones, glass tones, white noise

Audio 2

55

Tbn. *ff* *mf* *p* *pp* *pp* *mf* 3

Perc. *sfz* *p* *sfz* *p* *p* *sfz* *mf* *mf* *sfz* 3

Audio 1

Audio 2

60

Tbn. *pp* *pp* *p*

Perc. *mp* *p < f* *pp* *mp* *pp < mp* *pp < mp*

Audio 1 tam overtones, glass tones, white noise

Audio 2

67

Tbn. *p* *pp* *pp* *ppp*

Perc. *pp < mp* *p 3* *sfz* *pp < mp*

Audio 1 white noise

Audio 2 tam fades