beep

for flute, soprano saxophone and accordion

score

Johan Svensson
2015

commissioned by Trio Nedrémo

dur: approx. 9 min

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INSTRUMENTATION

flute

soprano saxophone

accordion

TRANSPOSED SCORE

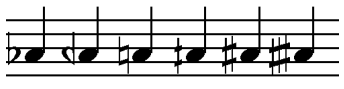
INSTRUCTIONS

general

dynamics are written in two different ways:

mp = sounding dynamic: mezzo piano. a great amount of action/power might be necessary to reach the written dynamic level.

“ff” = action dynamic: fortissimo. sounding result is probably much softer.

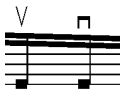


half tone flat, quarter tone flat, natural, quarter tone sharp, half tone sharp, three quarter tones sharp.

staccato, always as short and dry as possible.

playing techniques

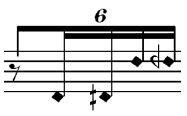
FLUTE



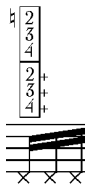
air sound; breath in/breath out. breath out when there is no indication of breathing direction.

closed embouchure. as long as the line continues.

tongue pizz. always as short and dry as possible.



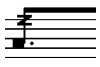
aeolian sounds; pitches mixed with much air sound. this is produced by placing the mouth further away from the embouchure than is usual. the pitches will be approx. a halftone sharper than usual.



key clicks. use 2nd, 3rd and 4th finger of right hand simultaneously for each note.

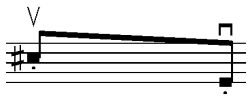
bend pitch down as much as possible.

tongue ram.

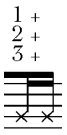


flutter tongue (air sound).

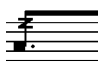
SOPRANO SAXOPHONE



air sound; breath in/breath out. breath out when there is no indication of breathing direction. staccato air sounds should always be played very short and stopped with the tongue to produce a soft, percussive sound when cutting off the air stream (both when breathing in and out).

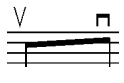


key clicks. use key no. 1, 2 and 3 simultaneously for each note.



flutter tongue (air sound).

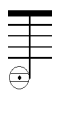
ACCORDION



pull/push the bellows.

bend pitch down as much as possible.

air sound (air button).



sounding register change; percussive sound from pushing the register button. continue to play with this registration. when register changes are written above the system they should be done as silent as possible.

beep

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♩ = 55

(closed embochure)

(air sound)

senza misura

ca. 45 sec

(aeolian sounds)
(non legato)

fl.

(pizz.)

(air sound)
(key click)

sempre sim.

s. sax.

*) staccato air sounds should always be played very short and stopped with the tongue (both when breathing in and out)

♩ = 55

senza misura

ca. 45 sec

(silent register change)

(sounding register change, continue with new register)

acc.

sempre

(air sound)

(bend down)

♩ = 72

sempre sim.

5

(key clicks)

♩ = 55

♩ = 72

♩ = 55

10

(aeolian sounds)
(tongue ram)

3X

(bend down)

2 C1
3 B♭
4
5
6

3X

(repeat 12-tuplet)

key sound

13

15

17

20

3X

2 Cl
3 B♭
4
5
6

3X

key sound

23

27

sempre sim.

(flz.)

sempre sim.

(flz.)

31

♩ = 55

2 Cl
3 B♭
4
5
6

key sound

♩ = 72

35

39

43

47

51

55

♩ = 55

"f" ppp

"f" ppp

"f" ppp

"ff"

2 C1
3 B♭
4
5
6

p ppp p ppp

♩ = 55

key sound

pp 12

non dim.

59

6X

p "f" p "f" pp

p "mf"

6 + C +

6 + C +

6 + C + sempre sim.

"mf"

6X

p 3 pp 3

pp 3

3 "ff"

pp 3

p "f" p "f" pp

"f" pp

"mf" "f" pp

62

"ff"

2 C1
3 B♭
4
5
6

pppp

p

p ppp

"mf"

key sound

12

pppp

p 3 "ff"

"mf"

65

♩ = 55

senza misura

ca. 45 sec

"f" p "f"

"ff"

2 Cl
3 B♭
4
5
6

p ppp p ppp

♩ = 55

senza misura

ca. 45 sec

key sound

pppp

non dim.

pp

"f"

pppp

68

pppp

pp p pp p

"mf"

"ff"

pppp

2 Cl
3 B♭
4
5
6

p

pppp

pp

"mf"

72

p

"mf"

4 +
5 +
6 +
C +

sempre sim.

"ff"

ff

sim.

"mf"

"ff"

76

ff

f

sim.

"*ff*"

78

ff

f

"*ff*"

80

2 Cl
3 B♭
4
5
6

pppp

p

pppp

pppp

83

♩ = 72

start/end each note unnoticeably; dal niente/al niente

pp pppp pppp

♩ = 72

start/end each note unnoticeably; dal niente/al niente

pp pppp

90

pp pppp pp pp

96

pppp pp pppp pppp pp pppp pp

104

10 sec

pp

pppp

111

119

5 sec

127

3 sec

3 sec

3 sec

3 sec

135

7 sec

7 sec

7 sec

7 sec

143

3 sec

3 sec

3 sec

3 sec