

perc. *sfpp* *p* *sfpp* *p* *pp* *p*

S. *p* *sfpp* *p* *sfpp* *p* *pp* *p*

pios fá - ros san tus pé - des.

perc. *sfpp* *p* *sfpp* *p* *pp* *p*

S. *p* *sfpp* *p* *sfpp* *p* *pp* *p*

pios fá - ros san tus pé - des.

*J*= 100 (poco à poco rall. e dim. - gradually use less parts of the fork; ultimately only the 1st)

*J*= 80

ca. 20th"

Gradually non simultaneous entrances-

perc. *J*=60 *ca.* 40th" *ca.* 10" *5"*

S. *mp* *p* *mf* *p* *mp*

ði-sko-lo

a-ka-tó-rθo-to

ton a-nθró-pon tis psi - cēs

e - ós cie

to na-fi-πῆi-zis

sfá-lma me-já-lo

a-ne-pa-nó-rθo-to

Leave the fork aside and take the water jug

Pour from an altitude so that the over tones can be heard!

Reaches for, and takes the jug

Pour from an altitude so that the over tones can be heard!

Gives the jug back to S1 - with the other hand takes one tuning fork

Abruptly stops her hand-looks in the eyes and says:

holding the same jug-pouring together the water

S1: Delivers the jug and takes the tuning fork

S2: Takes the jug and keeps on with pouring

towards extreme overlapping

Leaves the bowl aside - will be needed soon after

perc.  $\text{♩} = 60 \text{ rall...}$   $\text{♩} = 46$

come sopra, but: on the bowl being filled!

S1 with S2: cross strike

S1: Takes E bowl and keeps the fork-

Do not slap the fork again, if the vibrating force is still on the fork-it will facilitate the diminuendo on the bowl.

S2: Keep the fork

(Sounding pitch of the bowl: A) Pitch of the bowl: ca. Gis)

5" 5" 5" 3" 3" 2" 1,5"

S2: bowl should be full by now

S2: Leave jug aside- Take E bowl- with the fork in the other hand

perc.  $\text{♩} = 112$

Strike from bottom to top- thus *pp* to forte

10"th Lips

25"

Dampen with the hand- take immediately the bowl in your hands- suggested movement in room

perc.  $\text{♩} = 112$

Strike from bottom to top (i.e. to the lips) thus *pp* to *fff*

10"th Lips

25"


Dampen with the hand- take immediately the bowl in your hands- suggested movement in room


9 16


9 16


*pp* *fff* *sffz* *sffz*


**D**


perc. 


S.  *p < f* *p < f* *p < f* *sim.* *sfzpp*


perc. 

S.  *p < f* *p < f* *sim.*


perc.  *>* *l.v.* *sfz*

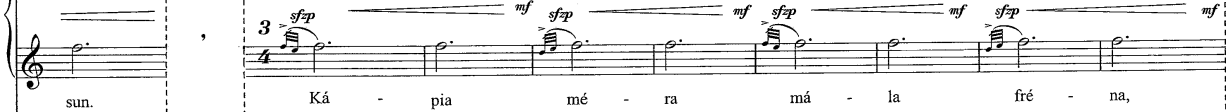
S.  *p < f* *p < f* *sim.* *sfzpp*


perc.  *>* *l.v.* *sfz*

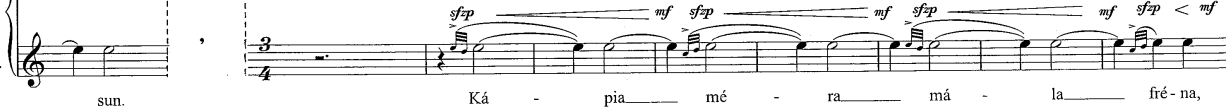
S.  *p < f* *sim.*




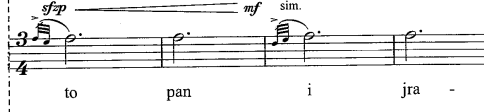
perc.  *>* *l.v.* *sfz*


S.  *sfzp* *mf* *sfzp* *mf* *sfzp* *mf* *sfzp* *mf*

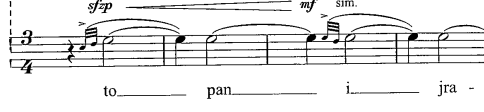
perc.  *>* *l.v.* *sfz*

S.  *sfzp* *mf* *sfzp* *mf* *sfzp* *mf* *sfzp* *mf* *sfzp* *mf*

perc.  *>* *l.v.* *sfz*

S.  *sfzp* *mf* *sim.*

perc.  *>* *l.v.* *sfz*

S.  *sfzp* *mf* *sim.*