

La lavintse

Cyril Bondi & d'incise

2020

For quintet (Trumpet, 2 Flutes, Spinnet, Guitar & objects)

For Marina Tantanuzzi, Mara Winter, Tasso Tataroglu, Christoph Schiller & Clara de Asis

The piece consist of a serie of « pitch trees » and a serie of indication sets.

Each indication sets can be applied to any « tree ».

The « trees » are played in loops. For each iteration, musicians choose freely their path into them.

A « tree » is also considered as a 5 bars mesure.

Each musician divide the bars with its own pattern to choose when to play, with possibly an emphasis on a division of the tempo (unless other indications).

Notes lenght are free (unless other indications).

The indication sets are read :

Vertically for the « tree-loop » indications (5 lines, for the 5 « nodes » of the « trees », « 1-2-4-8-16 »).

Horizontaly for the piece time line.

The tempo is slow and is to be defined for each version (so it may vary from one to antoher).

The durations are to be chosen for each version, between 5 minutes up to any durations.

The sets only indicate proportions of the total timing.

[n°1]	
Timing proportions	
Start	→ End
Go up / down = On each iteration, Your next note is always higher / lower than the previous one. Stop when not possible.	.1.
	.2.
	.4.
	.8.
	.16.

GUITAR [n°1]	
→ morphing →	
Low reg. - Play just after the Spinet	High reg. - Play anytime after the Spinet

SPINET [n°1]	
→ morphing →	
Play the note on the bar begining, then mark the tempo at will with muted sounds. (any rythmical variations)	Play the note on the bar begining, then mark the tempo at will with muted sounds <u>or repeated notes.</u> (any rythmical variations)

TRUMPET [n°1]	
→ morphing →	
High reg.	Low reg.

FLUTE 1 [n°1]	
Go up	
↑	
↑	
↑	
↑	
(sometime repeat the note twice)	

FLUTE 2 [n°1]	
Go down	
↓	
↓	
↓	
↓	
(sometime repeat the note twice)	

[n°2]	
Timing proportions	End
Start →	
K/S = Keep the previous note if possible / or stop playing Ft1 : notes as long as possible, mid register Gt : fast repeated notes, high register	.1.
	.2.
	.4.
	.8.
	.16.

GUITAR [n°2]				
	1/4	1/2	3/4	9/8
Repeated	Repeated	Repeated	Repeated	Repeated
K/S	K/S	K/S	K/S	
K/S	K/S	K/S		
K/S	K/S			
K/S				

SPINET [n°2]	
	2/3
1 note	1 note
2 notes	1 note
« chord »	1 note
« chord »	1 note
« chord »	1 note

TRUMPET [n°2]
Low register (at least 1 octave upper than Ft2) Vary lenght, dynamic, etc.

FLUTE 1 [n°2]				
	1/4	1/2	3/4	9/8
				Sustained
			K/S	K/S
		K/S	K/S	K/S
	K/S	K/S	K/S	K/S
K/S	K/S	K/S	K/S	K/S

FLUTE 2 [n°2]
Lowest register, Vary lenght, dynamic, etc. (sometime play fast tremolo)

[n°3]
Timing proportions Start → End

GUITAR [n°3]
→ morphing →
High reg. Low reg. (Anywhere)
↓ ↓ ↓
Play as close possible after the spinet

SPINET [n°3]
1/3 2/3
Low reg. Harmonics Back to plain notes Mid. reg.

TRUMPET [n°3]	
→ morphing →	
Play the note on the bar begining, then mark the tempo at will, with muted sounds. (any rythmical variations)	Play the note on the bar begining, then mark <u>sparely</u> the tempo at will, with muted sounds <u>or repeated notes.</u> (any rythmical variations)

FLUTE 1 [n°3]	
→ morphing → 7/8	
Add more and more harmonics / multiphonics	only harmonics (unstable)

FLUTE 2 [n°3]	
→ morphing → 7/8	
Add more and more harmonics / multiphonics	only harmonics (unstable)

[n°4]	
Timing proportions	
Start	→ End
TRUMPET & FLUTES on 3 different registers	.1.
	.2.
	.4.
	.8.
	.16.

GUITAR [n°4]
Play at the ~end of the bar

SPINET [n°4]
Play or not
Play or not
Play or not
Play
Ornamentations (not everytime)

TRUMPET [n°4]
Tp+Ft1+Ft2, on cue (Tp), long notes together

FLUTE 1 [n°4]
1/2
Tp+Ft1+Ft2, on cue (Tp), long notes together
Be late and later on the cue

FLUTE 2 [n°4]
2/3
Tp+Ft1+Ft2, on cue (Tp), long notes together
Be late and later on the cue & the F1

[n°5]	
Timing proportions	
Start	End
T / K / Ffff = Double your note's attack with a discreet P, K or Ffff mouth sound.	.1. .2.
Noise = Breath sound colored by the note pitch.	.4. .8. .16.

GUITAR [n°5]
T / K / Ffff - 1 note
T / K / Ffff - 2 notes
T / K / Ffff - « chord »
T / K / Ffff - « chord »
T / K / Ffff - « chord »

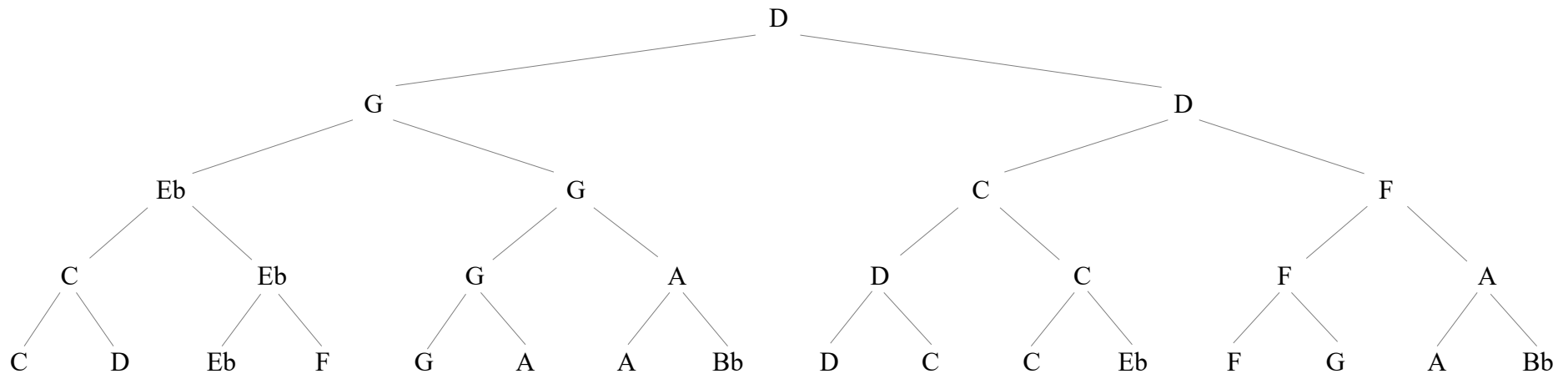
SPINET [n°5]
1/2 → morphing →
T / K / Ffff Spinet silghtly muted

TRUMPET [n°5]		
1/3	2/3	
Do not play	Noise	Tone

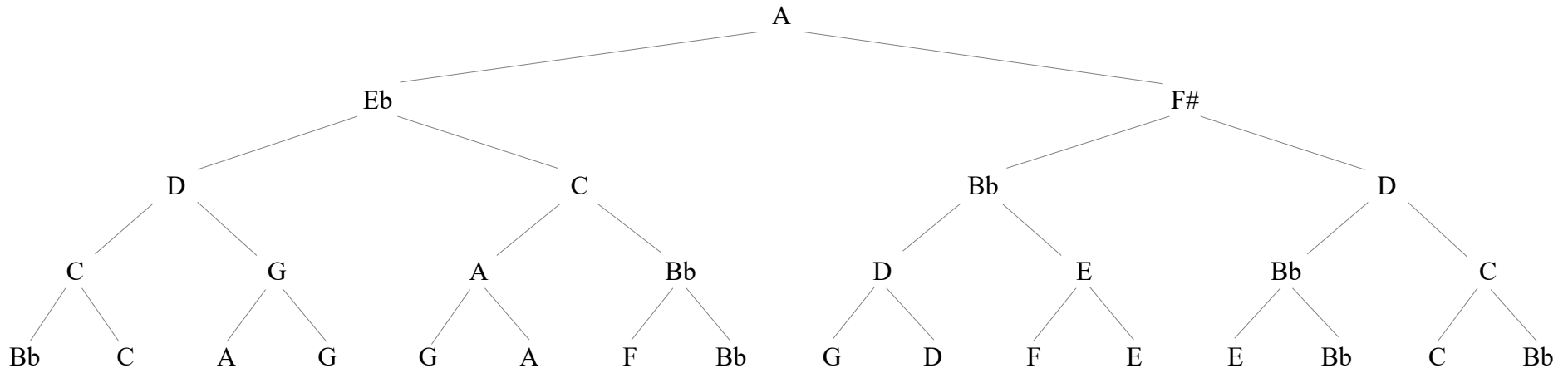
FLUTE 1 [n°5]		
1/3	2/3	
Noise	Noise	Tone

FLUTE 2 [n°5]			
1/3	2/3	4/5	
Tone	Noise	Noise	Tone

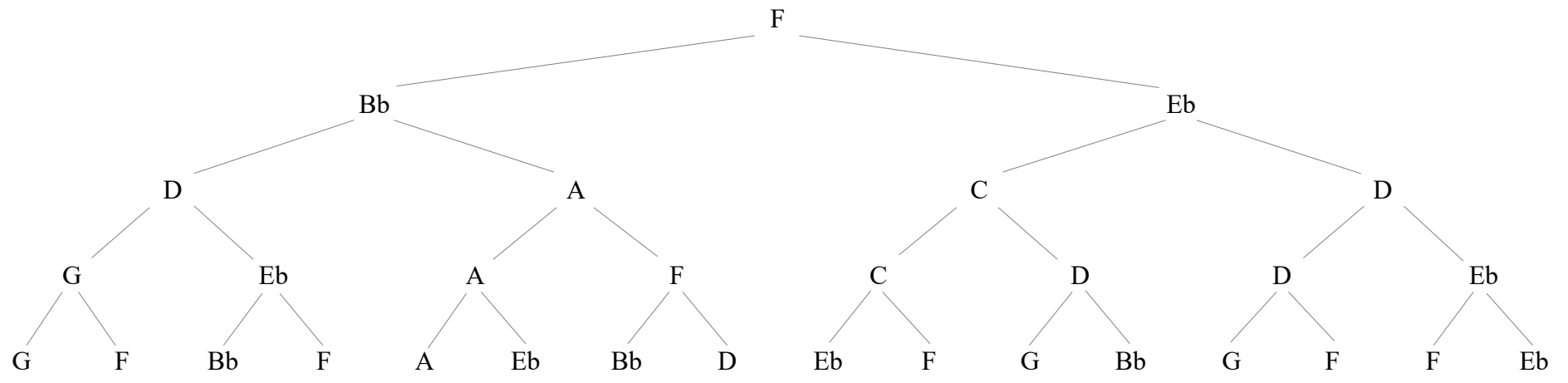
1A



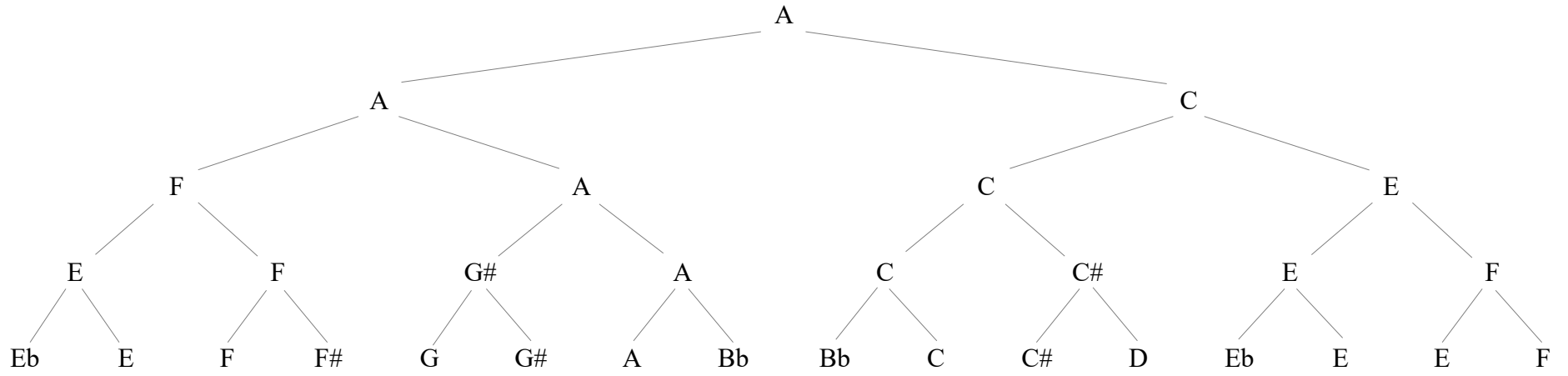
1B



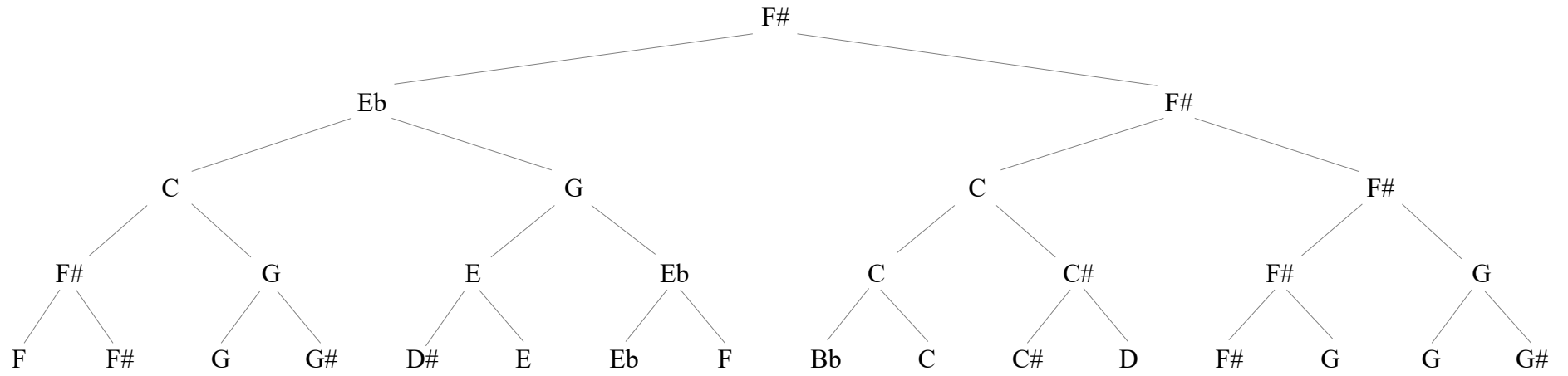
1C



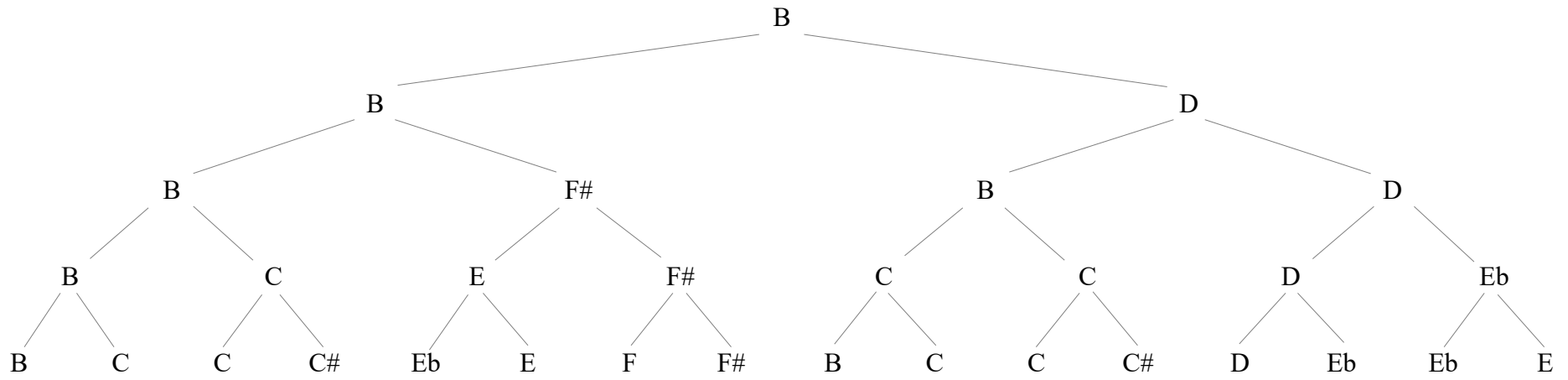
2A



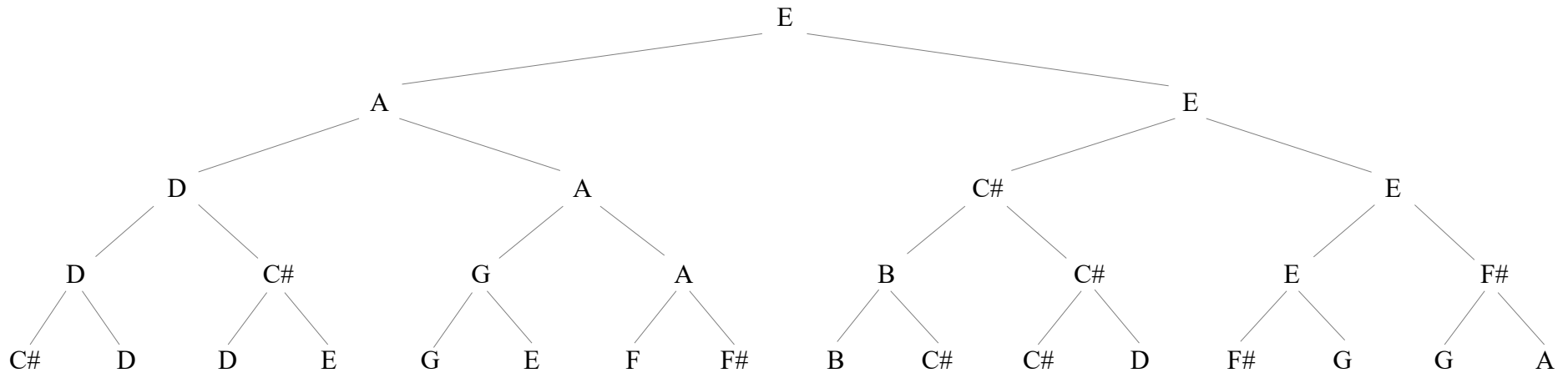
2B



2C



3A



4A

