

for Jiri van der Kaay

# Phylum Euphoria

for Euphonium & Playback

Dennis Báthory-Kitsz

Fingering for melody sequence marked [+M] ... canceled by [-M]

Empty diamond notes = keyclicks. Do not breathe through instrument.

1 *Breathe* *ppp* [+M]

**Tape Starts** Solid diamond notes = keyclicks + breathing through instrument.

2 *Breathe* [+M]

00:20 Solid square notes = keyclicks + breathing + humming  
*Breathe + Hum (any parallel pitch)*

3 *pp* [+M]

00:40 Empty square notes = breathing + humming  
*Breathe + Hum (parallel fifths pitch class)*

4 *p* [+M]

01:00 *Hum slides (with notes use parallel fifths pitch class)*

5 [+M]

01:20 [+M]

6 *mp* *mf*

01:40

7

02:00 Singingly

Musical staff 8: Singingly. A bass clef staff with a key signature of one flat (Bb). The melody consists of eighth and quarter notes, some beamed together, with a slur over the first six measures.

02:20

Musical staff 9: Continuation of the melody from staff 8, featuring a slur over the first four measures and a large slur encompassing the final six measures.

02:40

Voice louder... ...and louder... ...slowly changing to gargle and crescendo

Musical staff 10: Voice louder... The staff shows a series of whole notes on a single pitch (Bb), with a crescendo hairpin starting under the first measure and ending under the last. The notes are underlined.

03:00

Musical staff 11: Continuation of the whole notes from staff 10. The notes are underlined. A large slur covers the final six measures, which end with a sharp upward inflection.

03:10

Trill and hard gargle Moving into parallel cries in voice & instrument

Musical staff 12: Trill and hard gargle. The staff shows a trill on a whole note (Bb) followed by a hard gargle. A crescendo hairpin leads to a series of parallel cries (downward arcs) and three solid black circles. Dynamics range from *fff* to *mf*.

03:20

Cries increasing in randomness Flapping lips

Musical staff 13: Cries increasing in randomness. The staff shows three solid black circles followed by a series of increasingly irregular downward arcs. A crescendo hairpin leads to a section of rapid, dense notes labeled 'Flapping lips' with a *mp* dynamic.

03:30

Gargle and playing devolve into gasping through instrument...

Musical staff 14: Gargle and playing devolve into gasping. The staff is filled with a dense, chaotic pattern of notes, representing gasping through the instrument.

03:40

...and devolve further into quieter gasping but very loud key clicks Pitch begins to arise

Musical staff 15: Quieter gasping but very loud key clicks. The staff shows a dense pattern of notes with occasional sharp upward spikes (key clicks). A crescendo hairpin is present. The text 'Pitch begins to arise' is accompanied by a wavy line.

04:00

Pitch fades into silence except for key clicks, then rest

Musical staff 16: Pitch fades into silence. The staff shows a few final notes and key clicks, followed by a long rest. The dynamic is *pppp*.

04:30 Singingly again

17 *mf*

04:45

18 *mf*

05:00

19 *p* Humming

05:15

20 *mp* Relaxed

05:30

21 *mp*

05:40

22 *mp*

05:50

23 *ff* Begin fluttertongue or gargle...

06:10

24 *ff* Deep breathing

06:30

25 Breathing out through instrument[+M]

07:00 [+M] Valve click rhythm may be randomized

26

07:15 More random and now add vocal "fffwwshhh" sound ("fwsj")

27

07:30 [-M] Headless notes with accidentals = change harmonic series

28

07:45

Long breathing notes begin to resonate pitches...

29

08:15

Very long (as long as a full breath)

30

08:45

Continued deep breathing at least one minute

31

10:00 Humming (resonant!)

32

10:20

*f* Notes approximated, heading toward [+M retrograde]

33

10:40

Increasingly heading toward [+M retrograde]

34

11:00

Moving back to vocal "fffwwshhhhh" sound ("fwsj")

35

11:15

36

12:00 *Elegant and liquid*

37

*mp*

12:10

38

12:20

39

*p*

12:30

40

*mp*

*Faster, but still elegant and liquid*

12:40

41

*mf*

12:50

42

*f*

13:00

43

*ff*

13:10

44

13:20

*Full of energy*

45

13:30

*Faster...*

46

13:40

*Breathless!*

47

13:50

*Quickly slower...*

*...and relax.*

48

14:00

49

14:30

*Lips smears & squeals to higher harmonics*

50

15:00

*Add voice and swing the smears + improv*

51

15:30

*Improv in this range: smears, clicks, tongue slaps, mouth clicks, etc.*

52

*fff*

16:00 Smears, clicks, tongue slaps, mouth clicks, etc., continue with sudden stop for valve clicks

53

*ff pp ff pp ff pp ff*

16:20 Fewer smears, clicks, tongue slaps, mouth clicks, but valve clicks louder

54

*f Dynamics simile, but decrescendo overall*

16:40 Breathe loudly; smears, clicks, tongue slaps, mouth clicks, vanishing; valve clicks continue

55

*mf*

17:00 Breathe loudly; smears, etc., gone; hum with valve clicks continue

56

*mp*

Breathe passionately with relief; hum with valve clicks continue

17:20

57

*p*

17:40

58

*pp*

18:00

59

*ppp*

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