

1. The horn part is written transposed.
2. Pages may be played in any order. Not all pages need be played in any given performance.
3. The center clouds image has one entrance and six exits. The four measures that surround the image represent one entrance and three exits. The performer chooses the path and uses the clouds as a central improvisation point based on the material, entrance, and exits. Where no improvisation is included, the four measures may be played in order.

For Lydia Busler-Blais

Sequenza Nova

Dennis Báthory-Kitsz

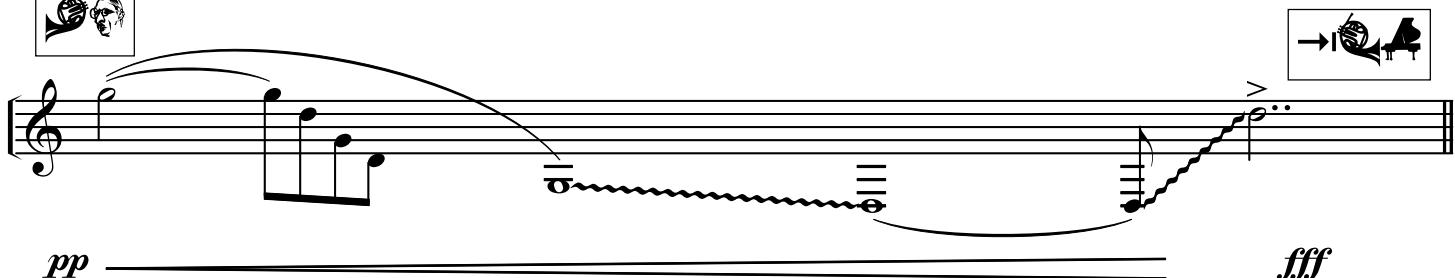
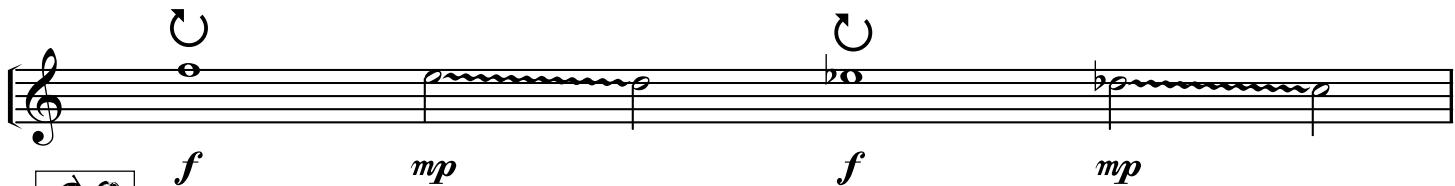
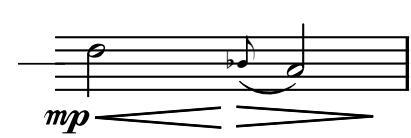
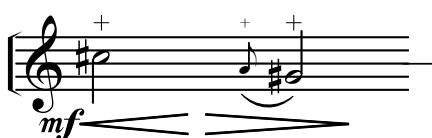
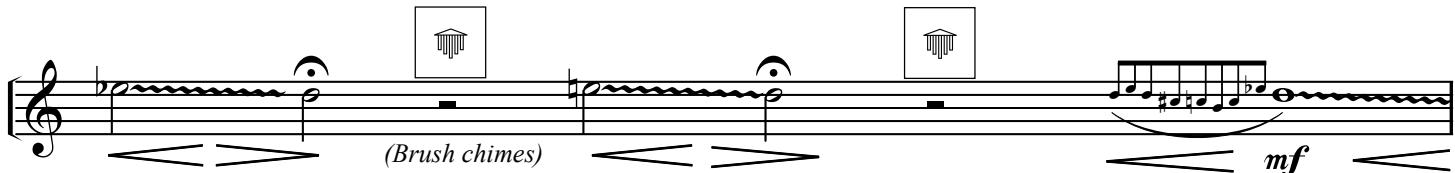
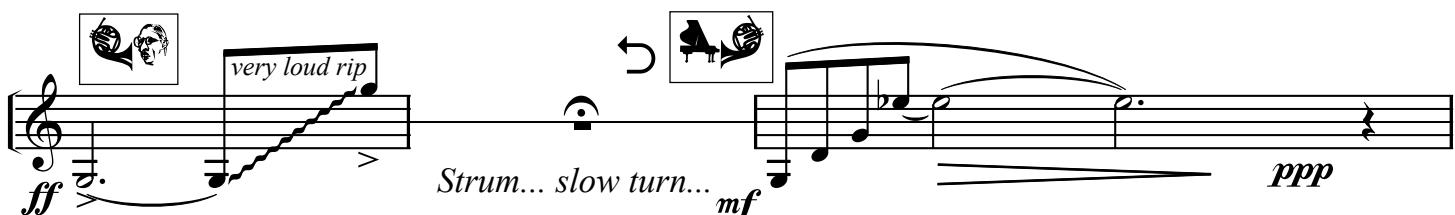
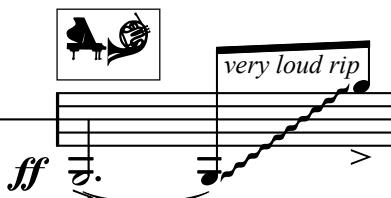
Horn

Walk on stage. Already present are chimes, stand with mute, and piano prepared with ping-pong balls in the low octave.



Brush chimes with shoulders, walk to piano (which should be close enough to be an ensemble) and strum middle range.

Brush chimes again and strum again, quickly, then while they are sounding:



mf — *ff* > > > >

f *ff* *fff* <———— *ffff* + *ooo*

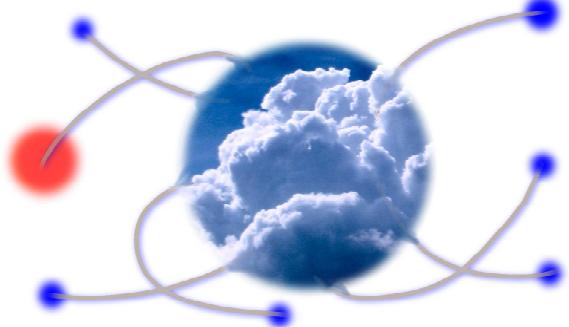
Strike chimes, strum loudly, hold horn up.

mp — *ff* (Diamond notes are voice) *fff*



ooo



ooo



ooo



vΦ

vΦ

pp

 *con sordino*



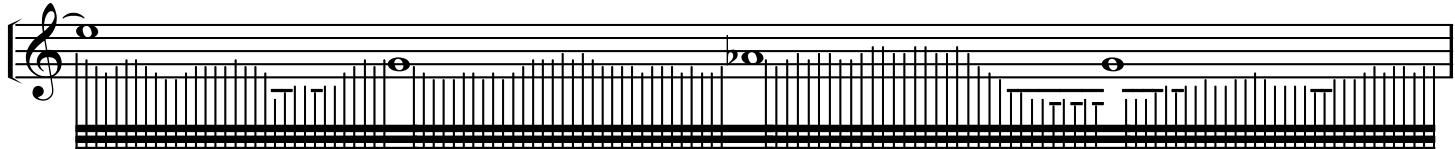
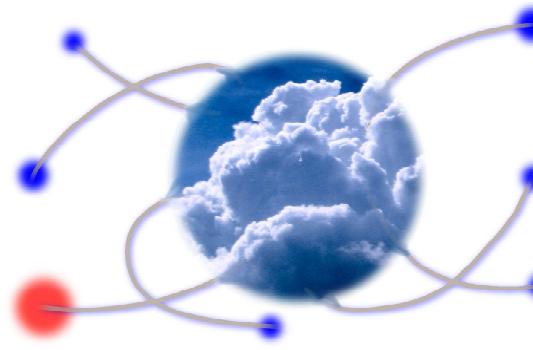
 *(con sord...)*

mf





Pluck strings rapidly & randomly, moving to loud strums after the clouds

(ping pong balls will rattle around)

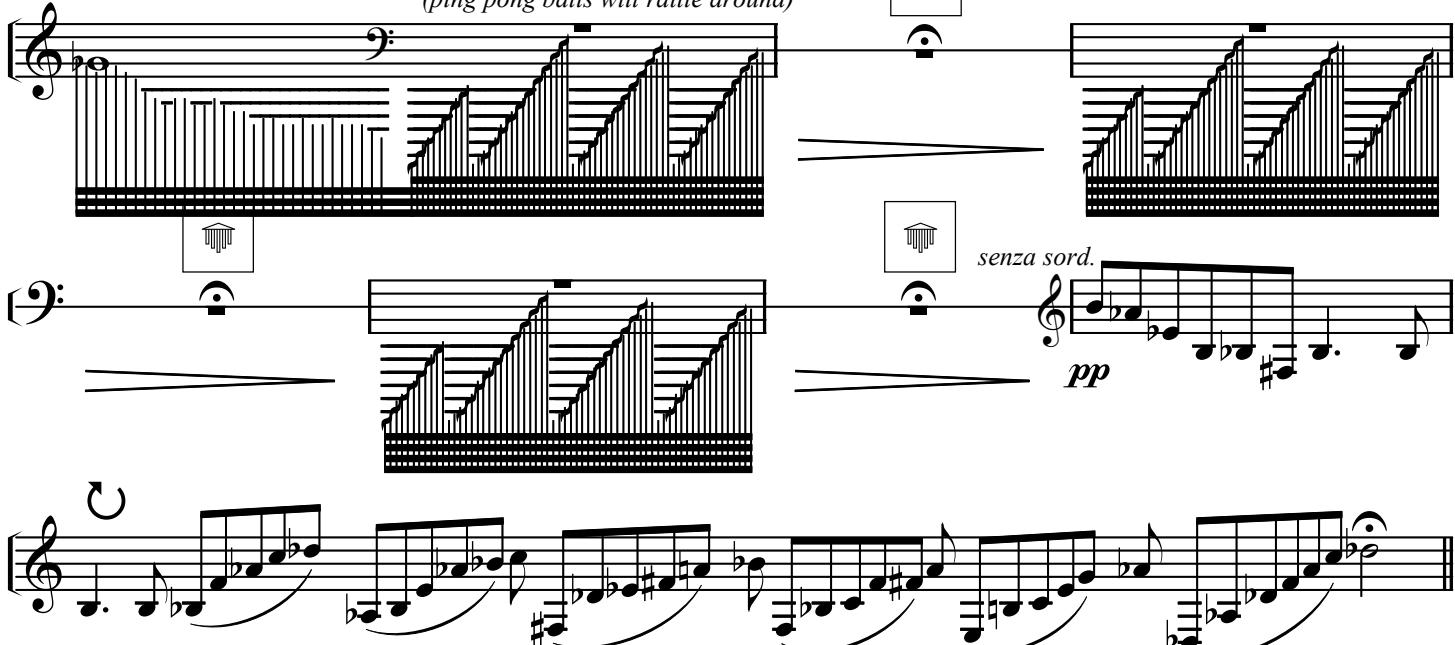






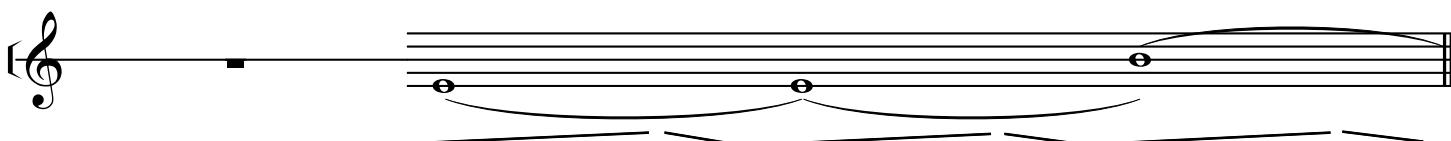
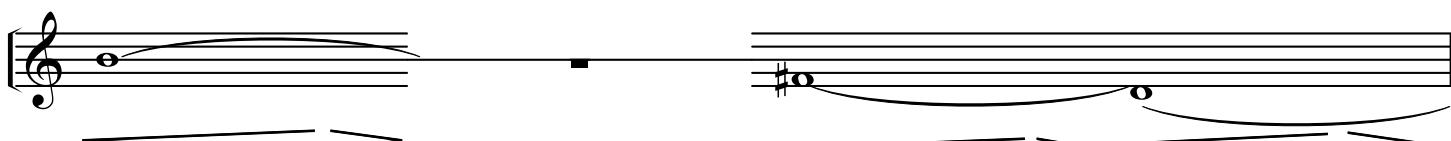
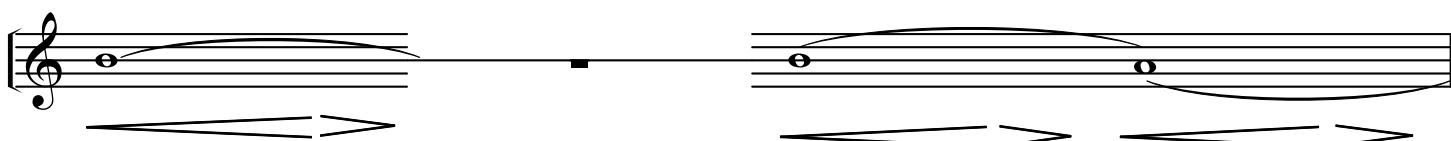
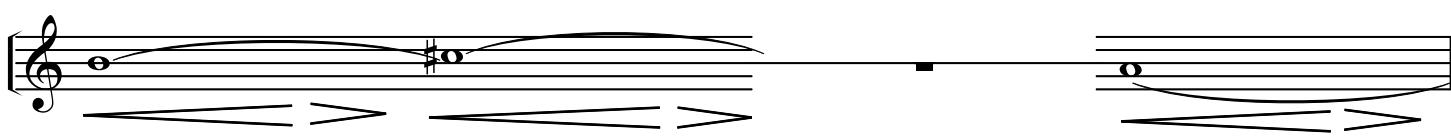
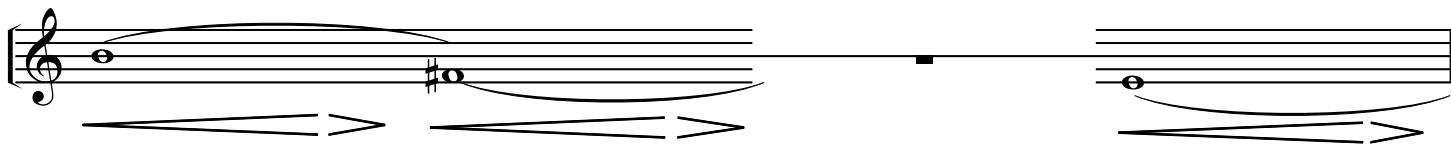
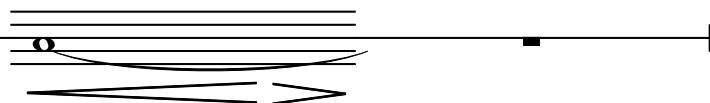
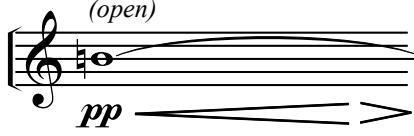
senza sord.

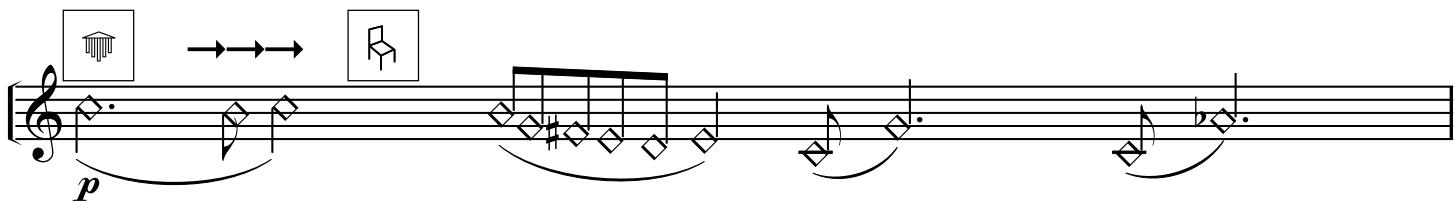
pp



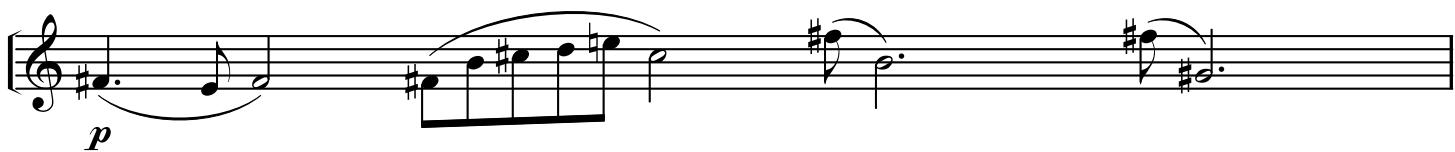
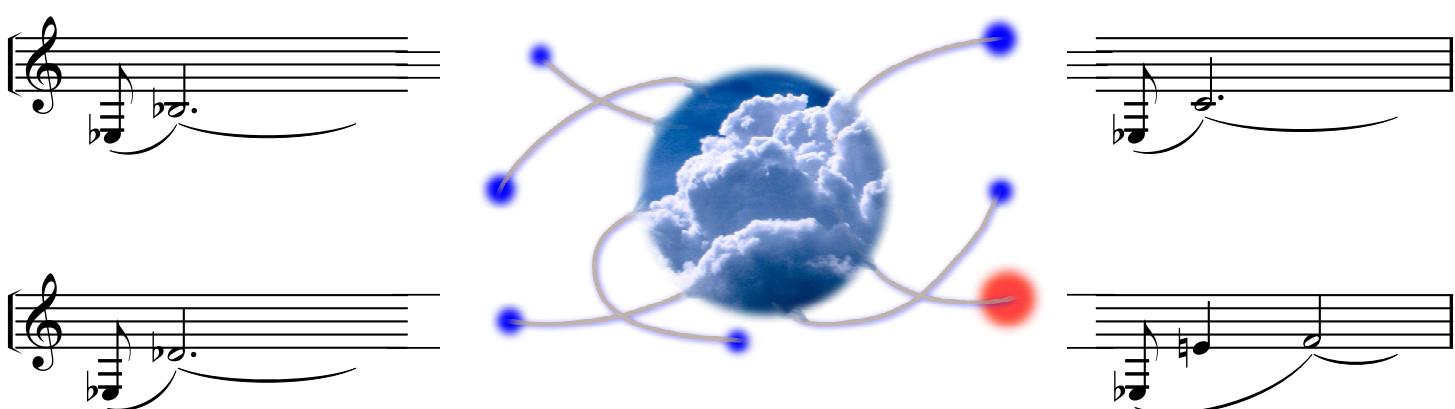


(open)





Musical score for voice and piano. The top staff features a melodic line with a 'no repeat' symbol and a piano part with a piano icon. The middle staff shows a piano part with a dynamic 'p'.



Musical score for voice and piano. The top staff shows a melodic line with grace notes and a dynamic 'p'. The bottom staff shows piano chords with '+' symbols indicating specific notes to play.

Musical score for voice and piano. The top staff is labeled 'voice & plucked piano'. The bottom staff shows a melodic line with grace notes and a dynamic 'pp'.

 *sempre*

5:4 6:4 15:8 21:8

ff accel. to meet tuplets



reach back & strum loudly

fff

fffff

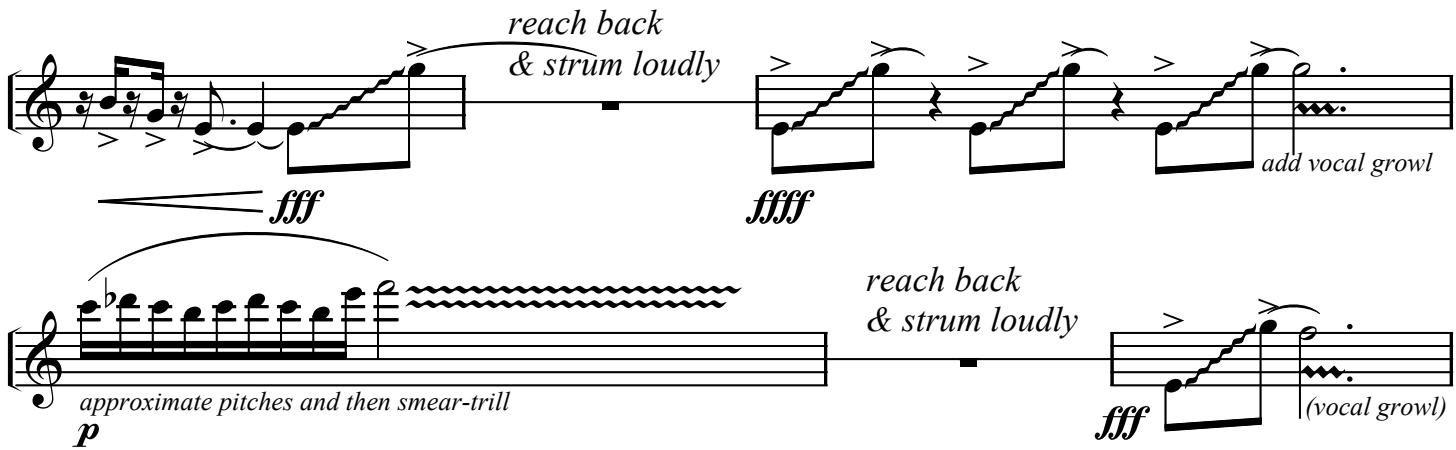
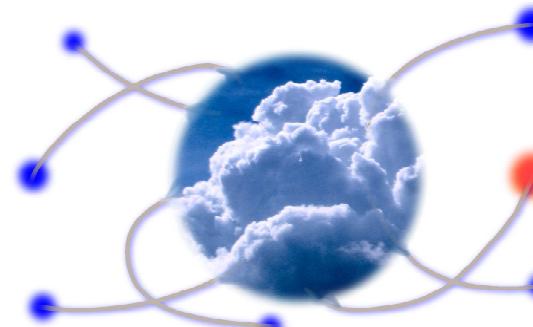
add vocal growl

approximate pitches and then smear-trill

p

reach back & strum loudly

fff (vocal growl)

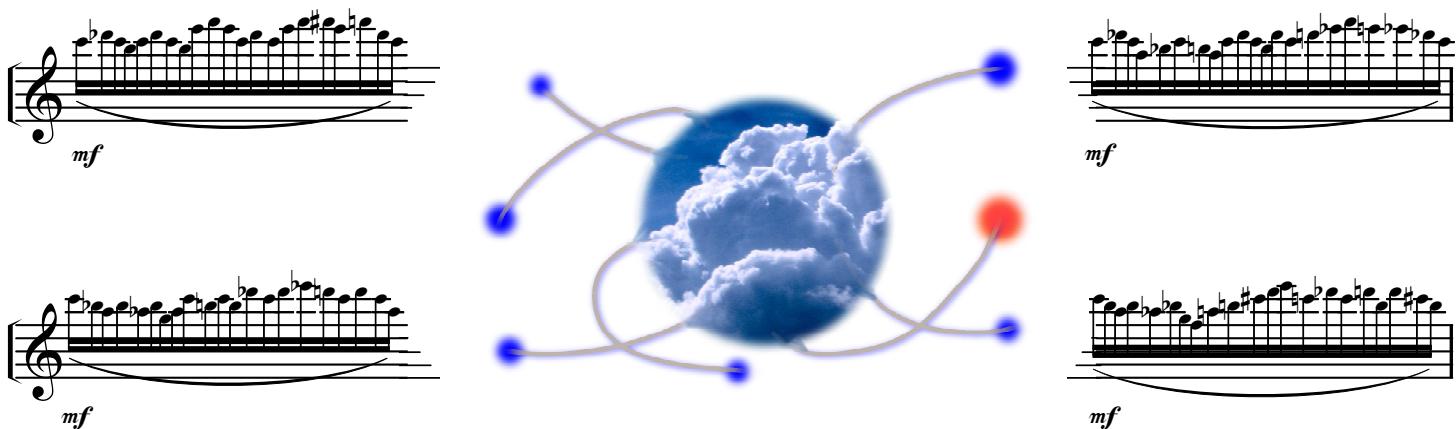



mf

mf

mf

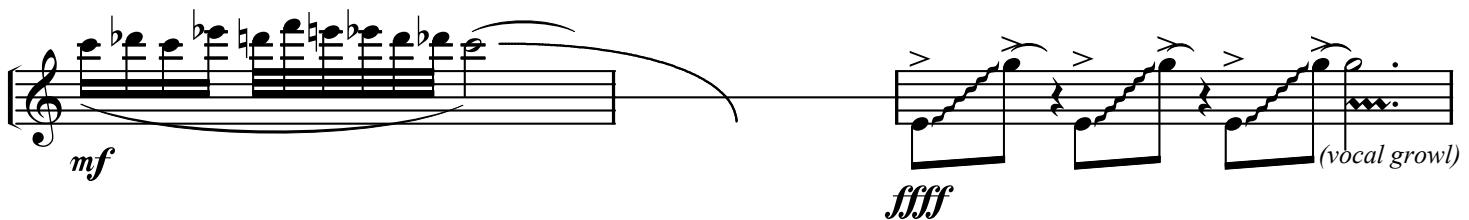
mf



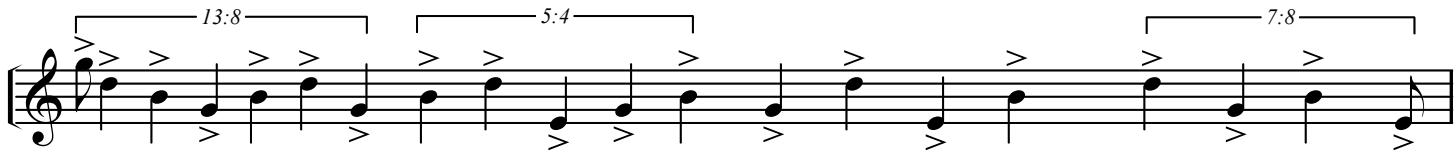
mf

fffff

(vocal growl)



13:8 5:4 7:8



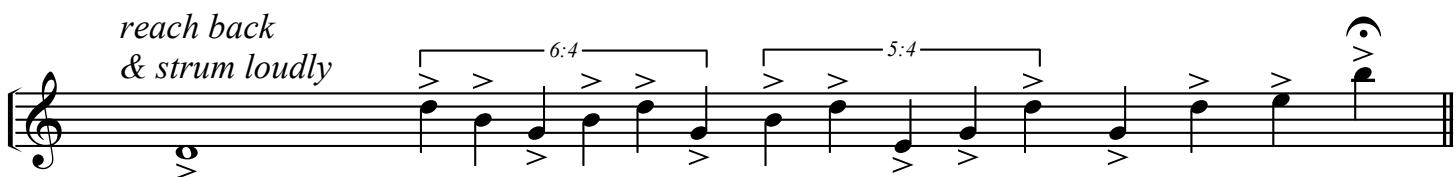
reach back & strum loudly

fffff

5:4

5:4

v



Musical score for a single melodic line:

- Measure 1: Trumpet icon, circle arrow, dynamic *mf*, ending with *fffff*.
- Measure 2: Chime icon, circle arrow.
- Measure 3: Chime icon, circle arrow.
- Measure 4: Chime icon, circle arrow.
- Measure 5: Chime icon.

Musical score for a single melodic line:

- Measure 1: Chime icon, dynamic *mf*, ending with *fffff*.
- Measure 2: Chime icon, dynamic *mf*.
- Measure 3: Chime icon, dynamic *mf*.
- Measure 4: Chime icon, dynamic *mf*.

Musical score for a single melodic line:

- Measure 1: Piano icon, dynamic *pp*.
- Measure 2: Chime icon, dynamic *pp*.
- Measure 3: Chime icon, dynamic *pp*.
- Measure 4: Chime icon, dynamic *pp*.
- Measure 5: Chime icon, dynamic *pp*.

Musical score for a single melodic line:

- Measure 1: Trumpet icon, dynamic *mf*.
- Measure 2: Chime icon, dynamic *mf*.
- Measure 3: Chime icon, dynamic *mf*.



Musical score for a single melodic line:

- Measure 1: Chime icon, dynamic *mf*.
- Measure 2: Chime icon, dynamic *mf*.
- Measure 3: Chime icon, dynamic *mf*.

Musical score for a single melodic line:

- Measure 1: Chime icon, dynamic *f*.
- Measure 2: Chime icon, dynamic *mf*.
- Measure 3: Chime icon, dynamic *mp*.
- Measure 4: Chime icon, dynamic *f*.

Musical score for a single melodic line:

- Measure 1: Trumpet icon, dynamic *f*.
- Measure 2: Chime icon, dynamic *mf*.
- Measure 3: Chime icon, dynamic *mf*.
- Measure 4: Chime icon, dynamic *mf*.
- Measure 5: Chime icon, dynamic *mf*.

Musical score for a single melodic line:

- Measure 1: Trumpet icon, circle arrow, dynamic *mf*, ending with *fffff*.
- Measure 2: Chime icon, circle arrow.
- Measure 3: Chime icon, circle arrow.
- Measure 4: Chime icon, circle arrow.
- Measure 5: Chime icon, circle arrow.