

# regenwormen :: for brass & percussion

to be performed by Todd Kiefer & Jack Starkey

ROUGH SCORE, text not perfectly centered lol

Jack	12 ; noisy	6 ; hands on instrument	1 ; chopped & screwed	36 note solo	checkpoint cont. after nod
Todd	6 ; noisy	5 ; slowly	2 ; staccato	rest	

Jack	10 ; slo-mo	3 ; abruptly	5 ; flat tires	3 ; w/ an ET	checkpoint cont. after nod
Todd	10 ; loud	16 ; on the "high side"	3 ; show range	rest	

Jack	5 ; flat tires	12 ; noisy	10 ; light speed	rest	checkpoint cont. after nod
Todd	10 ; loud	9 ; swung	5 ; slow	8 ; softly	

Jack	12 ; "sharp"	10 ; w/ var. dynamics	5 ; quietly	rest	checkpoint cont. after nod
Todd	10 ; slo-mo	4 ; as random as possible	5 ; flat tires	35 note solo	

Jack	8 ; softly	10 ; loud	6 ; noisy	rest	checkpoint cont. after nod
Todd	20 ; use ext. technique	4 ; w/ an ET	2 ; noisy	34 note solo	

Jack	10 ; loud	4 ; calmly	2 ; staccato	3 ; show range	5 ; slowly
Todd	10 ; slo-mo	5 ; flat tires	6 ; hands on instrument	4 ; w/ an ET	33 note solo

Jack	checkpoint cont. after nod	10 ; light speed	6 ; hands on instrument	5 ; flat tires	2 ; noisy
Todd		15 ; with eyes closed	3 ; show range	10 ; loud	rest

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Jack	checkpoint cont. after nod	10 ; loud	15 ; with eyes closed	8 ; softly	rest
		Todd	10 ; slo-mo	10 ; light speed	3 ; w/ an ET

Jack	rest	rest	checkpoint cont. after nod	8 ; high -> low	5 ; flat tires
	Todd	1 ; chopped & screwed		32 note solo	5 ; flat tires

Jack	2 ; noisy	1 ; chopped & screwed	31 note solo	checkpoint cont. after nod	10 ; light speed
	Todd	3 ; w/ an ET	3 ; abruptly		30 note solo

Jack	9 ; spin first	8 ; high -> low	28 note solo	rest	checkpoint cont. after nod
	Todd	4 ; w/ an ET	1 ; chopped & screwed	5 ; flat tires	
5 ; quietly					

Jack	5 ; flat tires	12 ; noisy	10 ; light speed	checkpoint cont. after nod	6 ; you won!
	Todd	10 ; loud	6 ; noisy		5 ; slowly

some immediate notes; more detailed in the pages before this one...

for "hands on instrument", produce sound using only your hands on the instrument

for "chopped & screwed" use a singular note to imitate stylistically chopped & screwed music, i.e. slower, maybe glitched or repeated for effect. if you have access to a flanger effect for just this note, use.

for "flat tires" , imitate sonically the flat tiring that occurs with shoes and walking. Play a note right as the other player's note ends. If your opponent does not play quickly, and is not doing some other action, play jolted notes.

for "w/ an ET" and "use an extended technique", use an extended technique of your choice. For the former, play the correct amount of notes and/or create the correct amount of transients, for the latter, feel free to ignore the 20 and just use an extended technique for that value of time.

all articulations are explained and have included optional remarks in the regenwormen "full" score. please visit [braesrecords.com/spelen](http://braesrecords.com/spelen) to download and listen.