

# regenwormen :: for brass & percussion

to be performed by Luke Bielfeldt & JD Fuller

rough draft ; need to center everything

JD	10 ; loud	2 ; staccato	8 ; softly	3 ; show range	5 ; quietly	checkpoint cont. after nod
Luke	10 ; light speed	1 ; chopped & screwed	10 ; slo-mo	4 ; w/ an ET	rest	

JD	10 ; slo-mo	8 ; high -> low	5 ; flat tires	rest	rest	rest
Luke	8 ; softly	1 ; tenuto	5 ; slowly	4 ; gliss'd	3 ; show range	5 ; quietly

JD	checkpoint cont. after nod	5 ; quietly	10 ; w/ var. dynamics	1 ; tenuto	3 ; show range	4 ; well-devised
Luke		20 ; with pride	3 ; show range	rest	rest	rest

JD	checkpoint cont. after nod	15 ; w/ pizazz	5 ; slowly	2 ; quickly	4 ; well-devised	rest
Luke		5 ; flat tires	10 ; light speed	4 ; w/ an ET	1 ; chopped & screwed	36 note solo

JD	checkpoint cont. after nod	20 ; with pride	10 ; w/ var. dynamics	rest	checkpoint cont. after nod	take a lap then play 15
Luke		10 ; slo-mo	12 ; noisy	2 ; noisy		20 ; with pride

JD	5 ; flat tires	4 ; as random as possible	2 ; noisy	checkpoint cont. after nod	15 ; with eyes closed	5 ; quietly
Luke	10 ; w/ var. dynamics	rest	rest		10 ; slo-mo	5 ; flat tires

JD	2 ; staccato	3 ; show range	4 ; well-devised	checkpoint cont. after nod	10 ; light speed	5 ; flat tires
Luke	8 ; high -> low	rest	rest		15 ; with eyes closed	4 ; well-devised

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JD	43					
	4 ; w/ an ET	1 ; chopped & screwed	6 ; hands on instrument	35 note solo	checkpoint cont. after nod	2 ; noisy
Luke	5 ; quietly	3 ; show range	rest	rest		8 ; high -> low

JD	49					
	3 ; w/ an ET	4 ; w/ an ET	zone out for a sec ; play 2	33 note solo	checkpoint cont. after nod	8 ; softly
Luke	10 ; light speed	5 ; flat tires	2 ; noisy	34 note solo		5 ; flat tires

JD	55					
	10 ; w/ var. dynamics	5 ; quietly	3 ; show range	1 ; tenuto	checkpoint cont. after nod	5 ; quietly
Luke	2 ; noisy	4 ; w/ an ET	10 ; light speed	rest		10 ; slo-mo

JD	61					
	6 ; w/ an ET	8 ; softly	5 ; slowly	rest	rest	rest
Luke	4 ; w/ an ET	5 ; flat tires	1 ; chopped & screwed	3 ; w/ an ET	2 ; noisy	32 note solo

JD	67					
	checkpoint cont. after nod	10 ; loud	6 ; flat tires	2 ; staccato	4 ; well-devised	rest
Luke		12 ; noisy	5 ; flat tires	3 ; w/ an ET	1 ; chopped & screwed	31 note solo

JD	73					
	5 ; quietly	8 ; softly	5 ; slowly	3 ; randomly	rest	checkpoint cont. after nod
Luke	5 ; flat tires	5 ; flat tires	2 ; noisy	8 ; high -> low	22 note solo	

JD	79					
	5 ; you won!		some immediate notes; more detailed in the pages before this one...			
Luke	3 ; try again next time...		for "hands on instrument" , use only your hands to produce sound			
		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 that.				
		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" use an extended technique of your choice.				
all articulations are explained and have included optional remarks in the full score. please visit <a href="http://braesrecords.com/spelen">braesrecords.com/spelen</a> to download and listen.						