L.R.
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REA

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David Worrall

# GLASS GAMES

L.R.
789.99092
REA

B1784627-4

INSTRUMENTATION:

Flute
Clarinet (Bb)
Violin
Violoncello
Percussion - one player

- Cym. - Suspended Cymbal
- Gk. - Glockenspiel
- Mar. - Marimba
- Marac. - 2 Maraccas
- T.T. - Tam-Tam
- Timp.- 1 large timpani
- Vib. - Vibraphone
- Xyl. - Xylophone

Piano
Stereo tape recorder (15 ips) and playback equipment

*Glass Games* was commissioned by The Seymour Group with assistance from the Music Board of the Australia Council.

## DIRECTIONS FOR PERFORMANCE

1. All players play from full score.
2. ↓ = signal (down beat) from the conductor.
3. All timings are approximate (to fit with the tape which runs continuously from [A] through [I]). Note durations are approximate: players should be guided by the length of the beams on the notes.
4. Notes joined thus: ♪♪♪ are to be played legato.

   ♪ leaves the duration of the note to the discretion of the player.

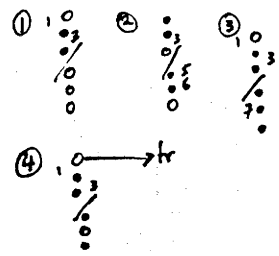
   ● = staccato  ● = mezzo staccato

   ⇑ = as fast as possible

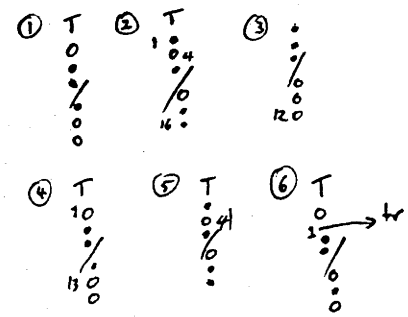
4a. ┼ in the tape part indicates the start of different harmonic material cues should be synchronised with this as close as possible.

5. Phrasing, bowing, pedalling and breathing points are at the discretion of the player when not specifically marked.
6. The clarinet sounds 1 tone lower than written.
7. Accidentals apply only to the note to which they are prefixed except in the barred sections.
8. Notes/sections enclosed in a solid box thus: [ ] are to be played in the notated order.
   The order of those in a broken box thus: [ ] is at the discretion of the player.
   Any boxed group of notes may be repeated though not before playing at least one other boxed group - except for those with ‖: :‖ signs.
9. Dynamics for [G] through [I] should be balanced with those on the tape. In general avoid rapid changes in dynamics.
10. Multiphonic fingerings

Flute

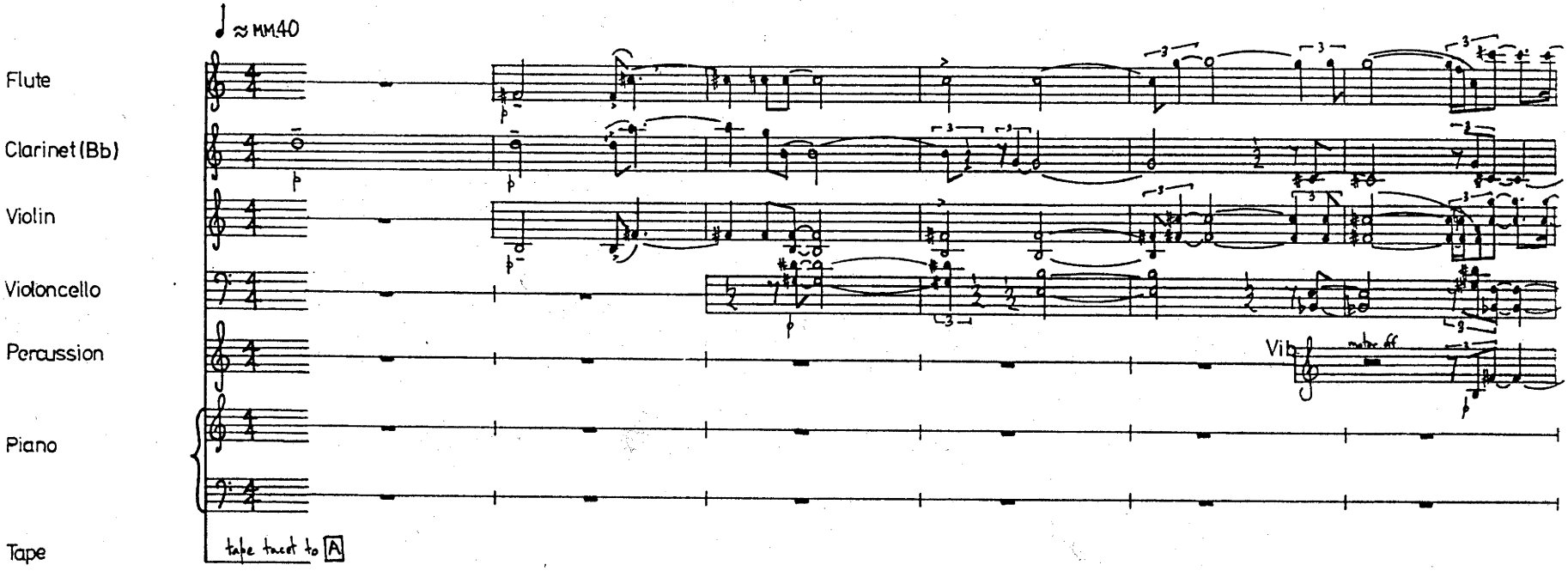


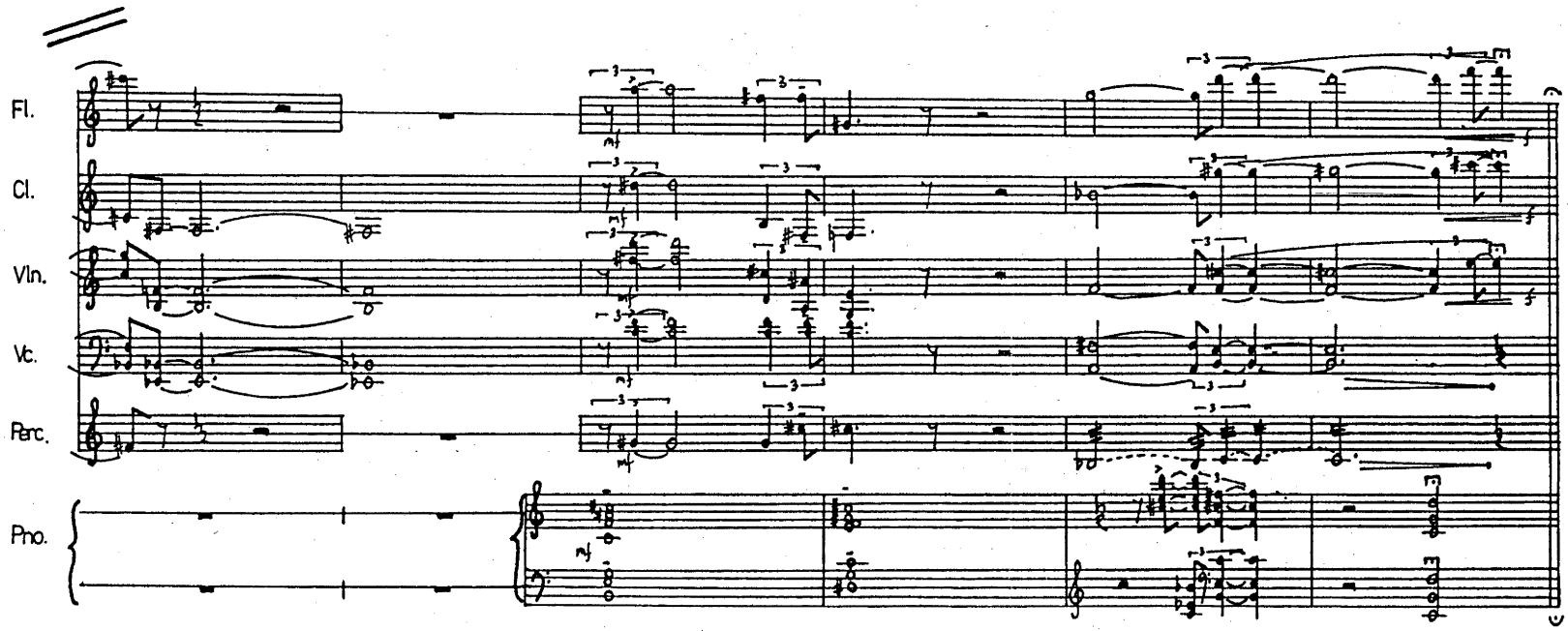
Clarinet



# GLASS GAMES

DAVID WORRALL

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A

15"

8"

10"

5"

7"

2.

Fl.

Cl.

Vln.

Vc.

Timp.

Perc.

Tape

s1
e0

s2
e0
23"

27"

3"

2"

1"

3"

3"

cres

cen

do

p

Fl.

Cl.

Vln.

Vc.

Perc.

Pno.

f

Tape

s3
e1
45"

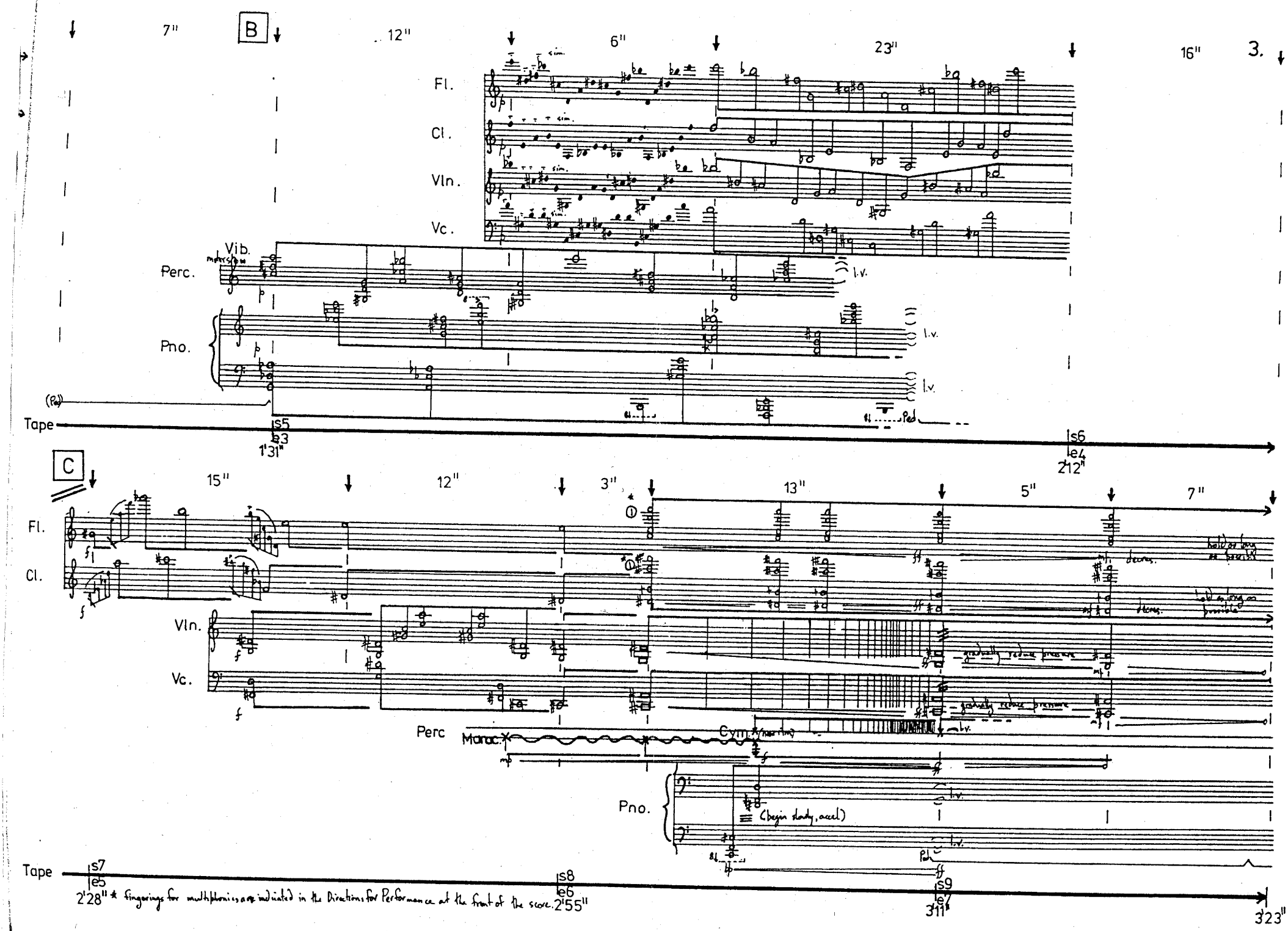
s4
e2
1'17"

Tape

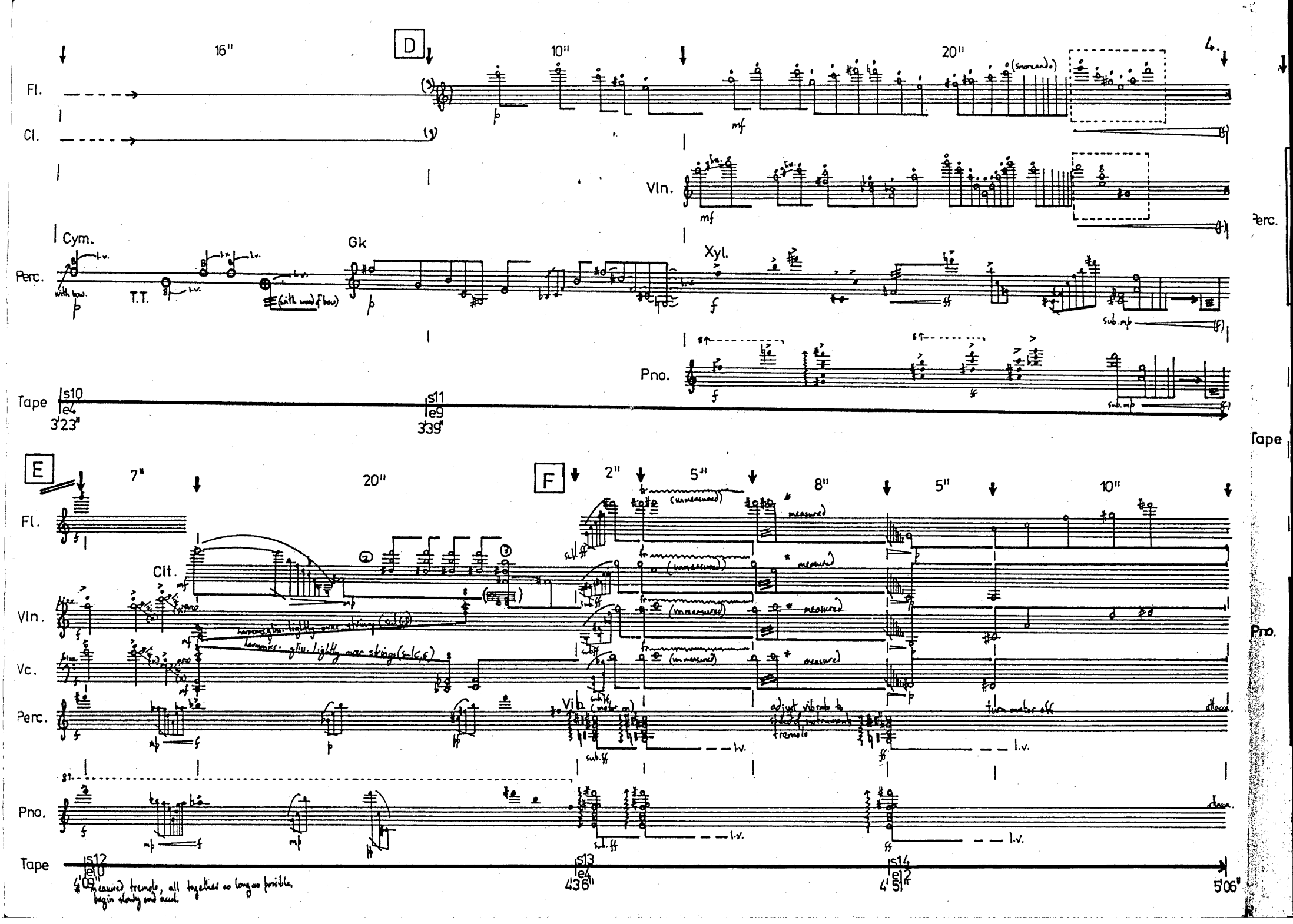
Fl.

Cl.

Tape




* fingerings for multiphonics are indicated in the Directions for Performance at the front of the score.


D
16"
10"
20"
Fl.
Cl.
Vln.
Perc.
Cym.
T.T.
Gk
Xyl.
Pno.
Tape
s10
e4
3'23"
s11
e9
3'39"
E
7"
20"
F
2"
5"
8"
5"
10"
Clt.
Vc.
Vib.
Tape
s12
e10
4'09"
s13
e4
4'36"
s14
e12
4'51"
5'06"
measured tremolo, all together as long as possible.
begin slowly and accel.

G

20"

45"

Perc.

Xyl.

very sparse → dense

play single notes in any order without playing the same note more than 3 times in succession

without playing the same note more than twice in succession

without playing the same note thrice in succession

Mar.

Mar.

Mar.

Mar.

Cym.

Tape

s15 e13 5'06"

s16 e2 5'26"

s17 e1 5'45"

6'17"

Pno.

very sparse → dense

play single notes in any order without playing the same note more than 3 times in succession

without playing the same note more than twice in succession

without playing the same note thrice in succession

Thumbnail glide over lower strings

OR

OR

H

15" 30" 12" 29"

Perc.

Vib. Vib. Vib.

Gk. Vib. Vib. T.T. Gk. Vib.

Mar. Mar. Mar.

Vib. Vib. Vib.

Perc. Pno. Tape

Tape

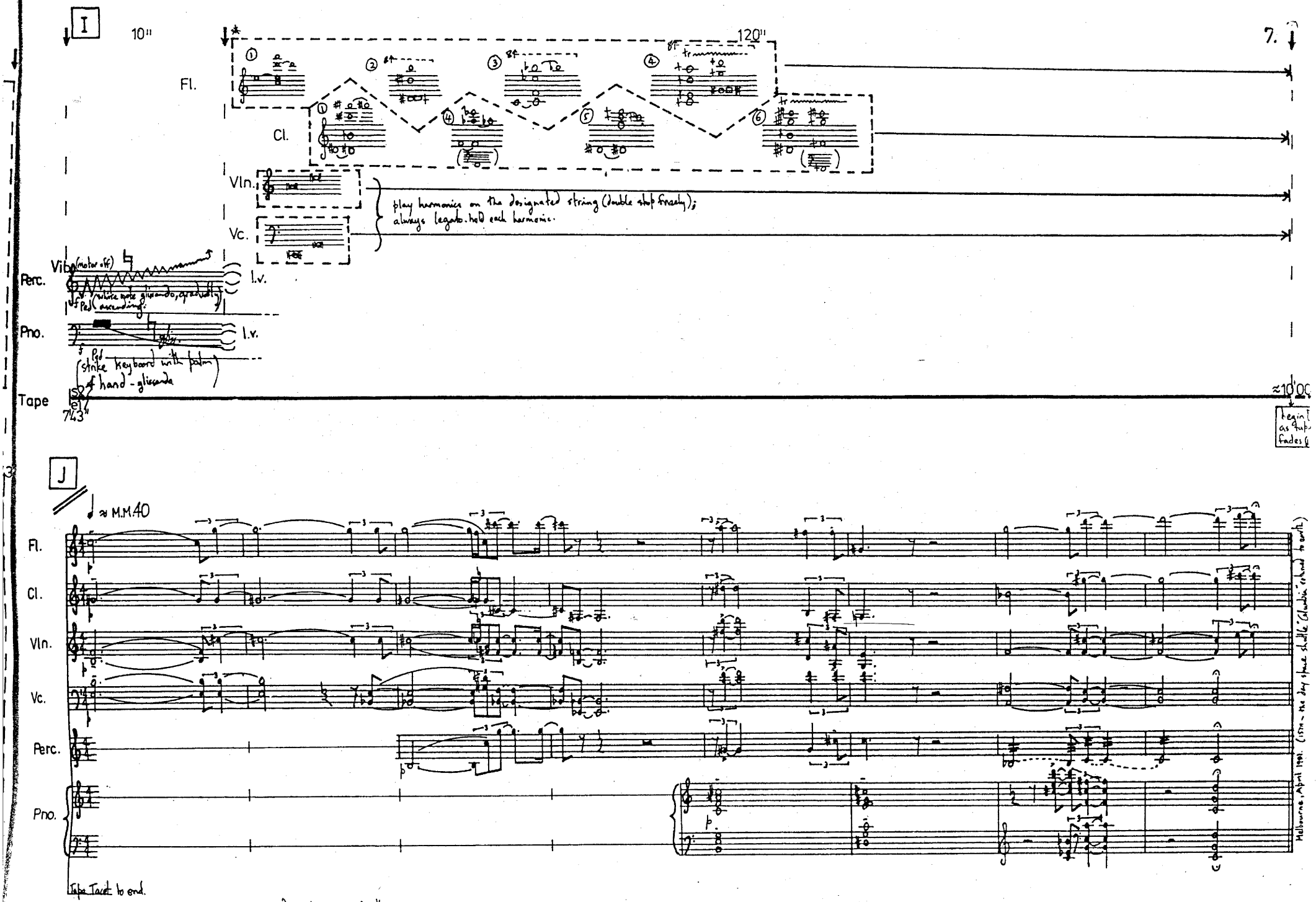
s18 e14 6'17" | s19 e1 6'32" | s20 e15 7'02" | s21 e16 7'14" 7'43

Pno.

freely repeat a chord or 2 successive chords ped. ad lib.

×2

Fl. Cl. Vln. Vc. Perc. Pno.


I
10"
120"
Fl.
Cl.
Vln.
Vc.
play harmonics on the designated string (double stop freely); always legato. hold each harmonic.
Vib. (motor off)
Perc.
l.v.
(white note glissando, gradually ascending)
Pno.
l.v.
(strike keyboard with palm of hand - glissando)
Tape
7'43"
≈10'00
J
≈ M.M.40
Fl.
Cl.
Vln.
Vc.
Perc.
Pno.
Melbourne, April 1991. (15th - the day space shuttle "Columbia" returned to earth)
Tape Tacet to end.
* Legato in all instruments. Every sound must occur gradually