

# **Trombone 4 (bass)**

## **Music for Octet & Computer**

*for trombone quartet, percussion quartet, and live computer*

**by Cort Lippe**

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### **3 Tenor Trombones and 1 Bass Trombone** cup and plunger mutes

#### **Percussion Instrument List**

##### **Percussion 1**

small, medium and large suspended cymbals  
small suspended Chinese cymbal  
hi-hat  
medium bass drum  
26" and 29" timpanis  
vibraphone

##### **Percussion 2**

medium suspended cymbal  
medium-sized woodblock  
sleigh bells  
medium tambourine  
small, medium, and large toms  
medium bass drum  
23" timpani  
glockenspiel

##### **Percussion 3**

large suspended cymbal  
triangle  
small-sized woodblock  
rattle  
small, medium, and large toms  
snare drum  
32" timpani  
glockenspiel

##### **Percussion 4**

large bass drum  
snare drum  
orchestral chimes (tubular bells)  
large tam-tam  
20" timpani  
marimba

Accidentals hold throughout a measure unless cancelled by a natural sign.



Event marker in score for computer events.

#### **Electronics:**

- Each trombone should be amplified with 1 microphone.
- Each percussion set-up should be amplified with 2-4 microphones, depending on availability, etc.
- A reverb unit can be used in conjunction with amplification.
- A mono mix of the amplified (un-reverberated) ensemble should be sent (via a pre-fader aux send) to the computer input.
- The computer, running the software in Max/MSP should be output as a stereo mix.
- Sections can be rehearsed separately, and in any order. Events are triggered by the computer operator.
- See the Max/MSP computer patch for further instructions.

**I** **1**

$\text{♩} = 120$

5 10 15

Bass Trombone 4

**B**

20

*pp* *p* *pp*

25 **C**

*pp* *p* *pp*

30 **D** 35

40 **E**

(pedal) *mp* *p*

45 **F** 50

*mp*

55 **G**

plunger

*f* *p* *mf* *cresc...*

60

plunger simile

*f* *ff*

2

# H

65

Musical staff 1: Bass clef, starting at measure 65. It features a half note G2 with a *mf* dynamic, followed by a half note F2 with a *mf* dynamic. The staff then contains several whole rests. At the end, there is a half note G1 with a *mf* dynamic, marked with a 'I' above it.

70

Musical staff 2: Bass clef, starting at measure 70. It begins with a triplet of eighth notes (G2, F2, E2) with a *f* dynamic. This is followed by a half note G2 with a *f* dynamic, and then several whole rests.

75

Musical staff 3: Bass clef, starting at measure 75. It begins with a half note G2 with a *mp* dynamic, followed by a half note F2 with a *mp* dynamic. The staff then contains several whole rests. At the end, there is a half note G2 with a *mf* dynamic, marked with a 'J' above it, followed by a half note F2 with a *f* dynamic.

80

Musical staff 4: Bass clef, starting at measure 80. It begins with a half note G2 with a *f* dynamic, followed by several whole rests.

85

Musical staff 5: Bass clef, starting at measure 85. It contains several whole rests, followed by a half note G2 with a *mf* dynamic, and then a half note F2 with a *f* dynamic.

# K

90

Musical staff 6: Bass clef, starting at measure 90. It begins with a half note G2 with a *mp* dynamic, followed by a half note F2 with a *mp* dynamic. The staff then contains several whole rests. At the end, there is a half note G2 with a *mp* dynamic, marked with a 'K' above it. A dynamic hairpin starts at measure 90, reaching *ff* at measure 92.

95

Musical staff 7: Bass clef, starting at measure 95. It begins with a half note G2 with a *ppp* dynamic, followed by a half note F2 with a *ppp* dynamic. The staff then contains several whole rests.

# L

Musical staff 8: Bass clef, starting at measure 95. It contains several whole rests, followed by a half note G2 with a *mp* dynamic, and then a half note F2 with a *f* dynamic. A dynamic hairpin starts at measure 95, reaching *f* at measure 97.

100

*mp* *p* *pp*

(breathe as necessary) 105 **M** *portamento-like gliss.*

110

*mp*

**N** 115

*pp* *mf*

120 **O**

*p* *mp* *p*

125

*mp* (rapid, small gliss)

**P** 130

*mp* *mf*

*f* *ff*

4

**Q**

135

*f*

140

**R**

**S**

145

150

**T**

155

*mp*

160

*ppp*

**U**

165

170

*f* *p*

# III

5

$\text{♩} = 100$  *Lightly*

*accel...*

*rit...*

5 *a tempo*

**A**

Bass  
Trombone 4

10

15 **B**

*rit...*

(air sound) *a tempo*

20

**C**

25

**D**

30

*accel...*

*a tempo*

35

**E**

40

*rit...*

**F**

45 *a tempo*

50

**G**

55

**H**

60

65 **I**



110 (normale)

*mf* *f*

*accel. poco a poco...*

115

**P**

3

$\text{♩} = 110$

120

*ff* *fff*

IV

♩ = 50

Bass Trombone 4

*mp* *cresc. poco a poco...*

*accel...* *f* *ff*

A ♩ = 60

5

B ♩ = 50

*mp* *cresc. poco a poco...* 10

*accel...* 3 3

C ♩ = 60

*ff* 3

> 15

**D** plunger  
 mf (slowly open/close) *decresc. poco a poco...*

*rall... 20* **E** ♩ = 50  
 mp *p*

25

**F** 30 (breathe as necessary)  
 (simile ad libitum plunger + o slowly)  
 pp

*accel...* **G**  
 non cresc...

35 **H** ♩ = 60

40 **I** ,  
 (ad libitum plunger + o faster and faster) *pp* *ff* (plunger + o rapidly)

(no plunger) 45  
 f

**J**

50 (gliss towards next note)

**K**

*cresc. poco a poco...*

55

*ff*

**L**

*decresc. poco a poco...*

60

*f* *p*