drop mallets, to timbales

drop mallets, to tom-toms

poco cresc.
*Continue 32nd notes, accenting the first of each group of four, to the end of this movement.*
II. Solitude

Alto Flute in G

Percussion 1

Percussion 2

Bass

Piano

\( \sum q = 50 \)

\( \sum \)
to 2 vibraphone mallets

mysteriously

22

rit. molto rit. a Tempo

murimba

vibraphone

p

p

26
to 2 glockenspiel mallets, to glockenspiel

change to C flute

to bow
With motion \( \dot{=} 60 \)

*Clightly place a finger on the exact center (node) of the bar to get the harmonic sounding two octaves above.

**Rolls should be delicate and moderately slow, lasting almost a quarter note.*
Tempo I (q = 50)

suspended cymbal

mp

l.v.

marimba

to bow

vibraphone

change to alto flute

alto flute

Tempo I (q = 50)
III. Explorations

Flute in C

Percussion 1

marimba - 4 hard mallets

Percussion 2

vibraphone - 4 hard mallets

Bass

pizz.

Piano

*f

*Vibraphone: When pedaling is not specified, use half pedal as needed (throughout this movement).
Cadenza

delicately, \textit{esp.}

\begin{center}
\begin{figure}
\includegraphics[width=\textwidth]{score.png}
\end{figure}
\end{center}

\begin{itemize}
\item All arpeggios should be rapid, fluid, and continuous.
\item High staccato notes are played at \( \frac{4}{4} = 174 \). Arpeggios are played as in Tempo II. Build intensity to the last
\end{itemize}

\begin{center}
\begin{figure}
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Tempo I

\[ \text{q = 58} \]

Tempo II

\[ \text{q = 116} \]

poco allargando

a Tempo

allargando

pizz.

\[ \text{pizz.} \]

arco

\[ \text{arco} \]
*on the beat (this grace note only)
*Trill with right hand fingers 1, 2, 3.

**Gradually slow trill.
to tom-toms, take wood sticks