

LHOTSE

for alto saxophone & percussion

STEVE DANYEW

NOT FOR DISTRIBUTION OR PERFORMANCE
PERUSAL SCORE

LHOTSE

*Saxophone and percussion arrangement commissioned by Aaron Ragsdale
and South Dakota State University*

Also available for alto and tenor saxophone duo at www.stevedanyew.com

Duration: approximately 12 minutes

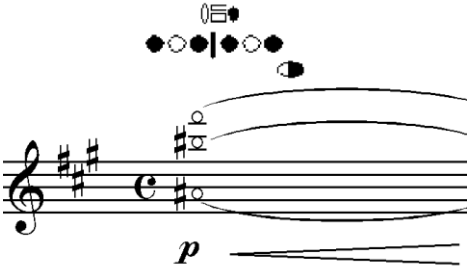
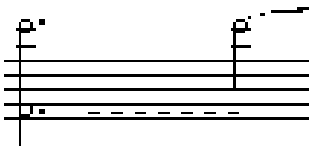
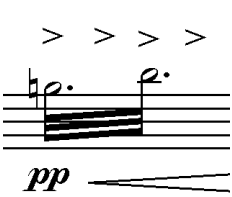
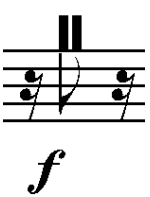

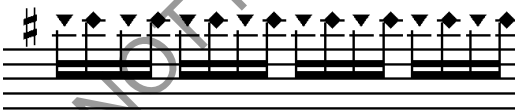
Instrumentation:

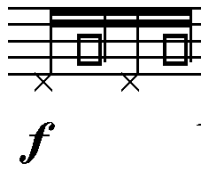
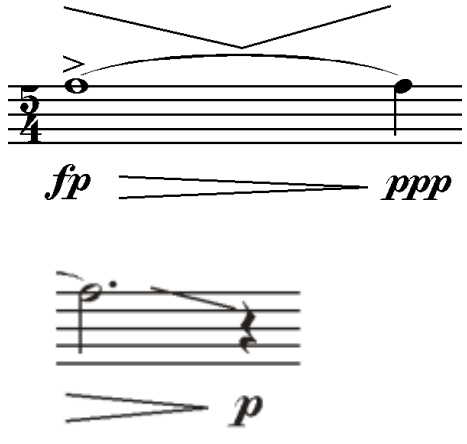
Alto Saxophone in Eb

Percussion (vibraphone, medium and high woodblocks, 3 tom-toms)




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Notation Instructions - Saxophone

	<p>Multiphonic: Sounding multiple pitches at once using the fingering given above the staff.</p> <ul style="list-style-type: none"> ● = key depressed ○ = key open
	<p>Play the given multiphonic and proceed to fade out the bottom pitch, leaving only the top pitch sounding. (Do not change fingering)</p>
	<p>Random Air Accents: Use an increased force of air at a random pace to create air accents. Do not try to coordinate with the other performer.</p>
	<p>Slap Tongue: Quickly remove the tongue from the reed while forcing a small amount of air through the mouthpiece to create a popping sound.</p>
	<p>Alternate between regular fingering for a given pitch, and its harmonic fingering.</p>
	<p>Non-specified Microtones: Depress certain keys while playing a given pitch to slightly alter the note in the direction indicated by the note head. Sometimes microtone keys are given; however, the player must experiment and find what they consider to be the best sounding keys, as this tends to vary by instrument. Note: the exact tuning of the microtone is not specified, and not important. It is only important that the pitch is changed, and changed in the direction specified by the note head.</p>

	<p>Key Clicks: Depress the keys and release without forcing any air through the instrument. X = all keys depressed □ = open all keys</p>
	<p>Note Bends: Bend the specified note according to the direction and length of the line. Multiple lines indicate bending multiple times. Tuning of bend is unspecified and generally unimportant, although bending of between a half step and a whole step is sufficient in all cases.</p>

Notation Instructions – Percussion

	<p>Col legno: Noteheads marked with an X should be played col legno, with the shaft of the vibraphone mallet against the edge of the vibraphone bar.</p>
<p>alternate freely and randomly between ordinary and col legno strokes</p> 	<p>Alternate freely and randomly between col legno strokes and ordinary strokes. It is not important to alternate back and forth one col legno stroke and then one ordinary stroke. The alternation can be less frequent and more random.</p>
	<p>Random accents: within the specified note value, add a few accented notes at random times. Do not try to coordinate accents with the other performer.</p>

LHOTSE

Transposed Score
Duration: 12:00

Steve Danyew

♩ = 60 Calm, Rubato

Alto Sax.

Vibraphone

A

Vib.

A

Vib.

ppp p pp

pp p

mf pp

mf mf p

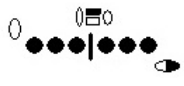
mf f p

p f mf p

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Detailed description: This page contains the first ten measures of a musical score for Alto Saxophone and Vibraphone. The score is in 4/4 time with a tempo of 60 beats per minute and a mood of 'Calm, Rubato'. The key signature has three sharps (F#, C#, G#). The Alto Saxophone part (measures 1-10) features a melodic line with dynamics ranging from ppp to p. The Vibraphone part (measures 1-10) provides harmonic support with chords and sustained notes, with dynamics from pp to p. A second system (measures 5-10) includes a section for the Alto Saxophone (A) and Vibraphone (Vib.). The Alto Saxophone part (measures 5-10) has dynamics from mf to p, including a 3/4 time signature change and a 7-measure rest. The Vibraphone part (measures 5-10) has dynamics from mf to p. A third system (measures 9-10) includes a section for the Alto Saxophone (A) and Vibraphone (Vib.). The Alto Saxophone part (measures 9-10) has dynamics from mf to p, including a 5/4 time signature change and a 6-measure rest. The Vibraphone part (measures 9-10) has dynamics from p to p.

12



slight accel. -----

A

p *mf* *p* *f* *fp*

Vib.

12 (X = col legno) *p* *mf* *p* *f* *ff*

a tempo

A 15 (slap tongue) *ff* *f* *pp* *f* *p*

Vib.

15 *ff*

W.B. Toms

15 Medium Wood Block *ff*

18

A *p* *mf*

Vib.

18 *mf* *mf* *p* *sf*

A

21

p *mf* *p* *mf*

Vib.

21

pp *f* *p* *f* *p* *mf* *mf*

A

25

p

Vib.

25

p

28 ♩ = 52 Slow, freely

A

28

mf

Vib.

28

p *mp* *f* *p*

alternate freely and randomly between ordinary and col legno strokes

A 32 *f* *p* *f* *p*

Vib. 32

A 34 *f* *mf*

Vib. 34 *f* *p* *f*

A 36 *pp* *fp*

Vib. 36 *p* *pp* *fp*

38

A

p *mf* sim. *pp* *f*

Vib.

p *mf* sim. *pp* *f*

A

42

(Non-specified microtones: RH F and E keys - possible microtones)

pp *mf* *p*

Vib.

42

pp *p*

Slightly Faster ♩ = 72

A

44

ff *fp* *ff* *f*

Vib.

44

ff *f*

W.B. Toms

44

3 Tom toms

f *f*

47

♩ = 56 Lyricaly

50

A

Vib.

pedal ad lib. throughout this section

A

Vib.

A

Vib.

58 ♩ = 84 Faster, with energy

A

Vib.

W.B. Toms

A

Vib.

W.B. Toms

A

Vib.

W.B. Toms

67 3

A

Vib.

W.B. Toms

p

pp *ff*

70

A

Vib.

W.B. Toms

f *p*

sfz *p*

72 6

A

Vib.

W.B. Toms

sfz *p* *ff*

p *ff*

74

A

Vib.

p

ff

76

A

Vib.

f *p < f* *mf* *ff*

sfz *p* *ff*

78

A

Vib.

p *ff* *ff* *p* *f*

80

A

f *mf* *p*

Vib.

mf 3

82 $\bullet = 90$ A little brighter, lightly

A

f *p* *mp* *p*

Vib.

p *p* High Wood Block *p*

W.B. Toms

f *p*

86

A

mf *p* *f* *p* *f* sim.

Vib.

mf *p* *p* 3 3 3 3 3 3 3 3 *f* sim.

W.B. Toms

f

89 (key clicks)

A *mp* *p* *mf* *f* *p*

Vib. *p* *mf* *f* *p*

W.B. Toms *p* *mf*

92

A *mf* *p* *f* *p* *f* *ff*

Vib. *mf* *p* *f* *p* *f* *ff*

W.B. Toms *p* *f*

95

A *sfz* *p* *p*

Vib. *sfz*

W.B. Toms *p*

99

A

f *pp* *f* *p* *mf* *p* *f*

Vib.

f *pp* *p* *mf* *p* *f*

W.B. Toms

f

103

♩ = 66 Rubato, passionately

A

p *mf* *p*

Vib.

f *p* *pp* *pp*

108

Freely, like a cadenza

A

mf *p* *mf*

Vib.

mf *pp*

112

A

pp f mf

Vib.

116 (♩ = 66) a tempo

A

pp p

Vib.

120

A

mf p fp

Vib.

125 accel. poco a poco

A

Vib.

(♩ = 72)

A

Vib.

(♩ = 84)

A

flutter

Vib.

W.B. Toms