

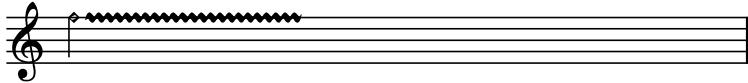
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One, Two, Many

2021



harmonic gliss varying up/down



exaggerated vibrato: increasing/decreasing

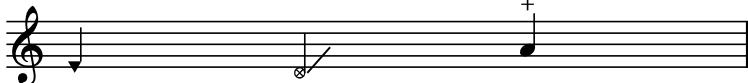


Players can also use normal vibrato in performance.

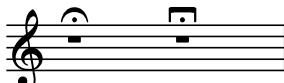
sing lower note while playing upper one



tonge ram jet whistle key slap



long pause



very long pause

The layout of the score intends to allow the players to respond - to each other, to the electronics - while maintaining a degree of coordination. Each page is a unit displaying both parts (with the exception of the final page where flute 2 part spills over) and the players should aim to remain on the same page (literally as well as figuratively). The players can use the choices (next paragraph) to pace themselves against each other so that neither ends up too far ahead.

Repetition marks are optional: players can choose to repeat or not and can also repeat more than once. Players also have some figures in smaller notation and marked 'optional' which they can choose to play or skip ahead. In a few places players have two alternatives to choose from.

The only point of strict coordination is that both players should start page 7 (final section) at the same time. This can be after a brief moment of silence, or a longer moment of pure electronics (if they are active and interesting when that moment arrives).

Flute 1

♩ ≈ 92 Start

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mf *ff* *mp >* *pp <* *p* *< mf*
f < f < f < *ppp* *ord.* *p sub.* *p <* *<<*
mf *n.v.* *p sub.* *<<* *p < p < p < p* *p <<*

Flute 2

Flute 1

Musical score for Flute 1:

- Staff 1: Dynamics: $f > p \ll mf$, $\gg pp$, $\ll p \ll f$, $\gg p$.
- Staff 2: Dynamics: $mf > p \ll mf$, $\gg f = p$, $\gg pp \ll p \ll$.
- Staff 3: Dynamics: $mp < mf \ll f$, $\rightarrow air$, $f \ll mp$, $\ll p sub. \ll p sub.$. Instructions: ord., optional.
- Staff 4: Dynamics: ppp , mf , $f \ll$.

Flute2

Musical score for Flute 2:

- Staff 1: Dynamics: mf , $+ + + + + + +$, $(p) (mf)$. Instructions: key slap, matching dynamics (ord.) + +.
- Staff 2: Dynamics: (p) , (mf) , (p) , $f \ll$, mf , (p) . Instructions: optional.
- Staff 3: Dynamics: (mf) , (p) , $p \ll f \ll$, p . Instructions: optional ord., $\rightarrow air$.
- Staff 4: Dynamics: $p < p \ll p \ll f > mp$.

Flute1

air ord.

sfp < mf

f > p mf f >

(mf) *optional* *air* *pp < ff f > p*

p < p < p < p ff

Flute2

p (mf)

(ord.)

pp f

ff mf

f > p pp p < p < p < p

< f mp f

optional

Flute 1

$\text{♩} \approx 66$

mf *p* mf *bamboo* *ord.* <*ff*> *sffz* *p* <

pp *mf* *ppp* *p* <> *p* <*f*>

pp *p* <*f*> *pp*

Flute 2

$\text{♩} \approx 66$

mf < *p* < *f* > TR *mf* < *p* *p*

bamboo ^ <*f*> (*f*) *p* *f* *p* <*f*> *p* sub.

(-->) *f* > *p* < *p* < *mf* <= >

Flute 1

Tempo I

Flute 1 score (Tempo I):

- Staff 1: Melodic line, dynamics $\langle mp \rangle \langle pp \rangle$, $\langle mf \rangle$, $f \langle f \langle f \rangle \rangle$.
- Staff 2: Dynamics $ff > f$, ff , jet.
- Staff 3: Dynamics ff , p .

Flute 2

Tempo I

Flute 2 score (Tempo I):

- Staff 1: Dynamics $sffz > pp$, $\langle f$, $p <$, $ff > p$, ord., sing, $T R$, f , jet, mp , $\langle ff$, air.
- Staff 2: air, ord., $\langle f$, $T R$, pp , mp , air, $sffz >$.
- Staff 3: $p < ff > p$, air, ord., $\langle ff$, pp , mp , air, f .
- Staff 4: ord., air, pp , mp , pp , f , $f = p$, air.

Flute 1

The musical score for Flute 1 consists of four staves of music. Staff 1 starts with dynamic *p*, followed by *f*, and ends with a double bar line. Staff 2 starts with *mf*, followed by *mf*, then *mf* with a double bar line, then *f*, *mp*, and *ff*. Staff 3 starts with *mf* and ends with *f*. Staff 4 starts with *ff*, followed by *f*, *ff*, and ends with a double bar line. There are two optional sections indicated by brackets: one between Staff 2 and Staff 3, and another between Staff 3 and Staff 4.

Players arrange cues for coordination into final section. Let the electronics sound for a short while if they are active and producing something interesting. Or take a brief pause before starting together on the next page.

Flute 2

The musical score for Flute 2 consists of three staves of music. Staff 1 starts with *mf*, followed by *f*, *mf*, and *p*. Staff 2 starts with *f*, *mp*, *p*, and ends with a dynamic instruction *8va*. Staff 3 starts with *ff*, *mf*, *f*, and ends with *ff*.

Flute 1

Musical score for Flute 1 across ten staves:

- Staff 1: Dynamics: ***ff***, ***p***. Measure 1: ***ff***; Measure 2: ***mf***; Measure 3: ***pp***.
- Staff 2: Dynamics: ***f***, ***ff***, ***p***.
- Staff 3: Dynamics: ***ff***, ***p***.
- Staff 4: Dynamics: ***ff***, ***mf***. Measure 1: ***ff***; Measure 2: ***pp***.
- Staff 5: Dynamics: ***ff***, ***p***. Measure 1: ***ff***; Measure 2: ***mf***.
- Staff 6: Dynamics: ***ff***, ***p***. Measure 1: ***ff***; Measure 2: ***mf***.
- Staff 7: Dynamics: ***ff***, ***pp***.
- Staff 8: Dynamics: ***ffff***, ***mf***.
- Staff 9: Dynamics: ***ffff***, ***p***.
- Staff 10: Dynamics: ***ff***, ***pp***.

Optional measures are indicated by dashed vertical lines above the staff.

Flute 2

Musical score for Flute 2 across six staves:

- Staff 1: Dynamics: ***ff***, ***p***.
- Staff 2: Dynamics: ***ff***, ***pp***.
- Staff 3: Dynamics: ***ff***, ***mp***.
- Staff 4: Dynamics: ***f***, ***ff***, ***pp***.
- Staff 5: Dynamics: ***f***, ***ffff***, ***ppp***.
- Staff 6: Dynamics: ***f***, ***p***.
- Staff 7: Dynamics: ***f***, ***pp***.
- Staff 8: Dynamics: ***f***, ***pp***.
- Staff 9: Dynamics: ***ffff***, ***mf***.

