Susanna Payne-Passmore

Voyages

for Flute, Harp, and Percussion

Composed for the Archaea Tree Ensemble. Premiered at Troublesome Gap 2015.

Score and parts available on request.
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Performance Notes

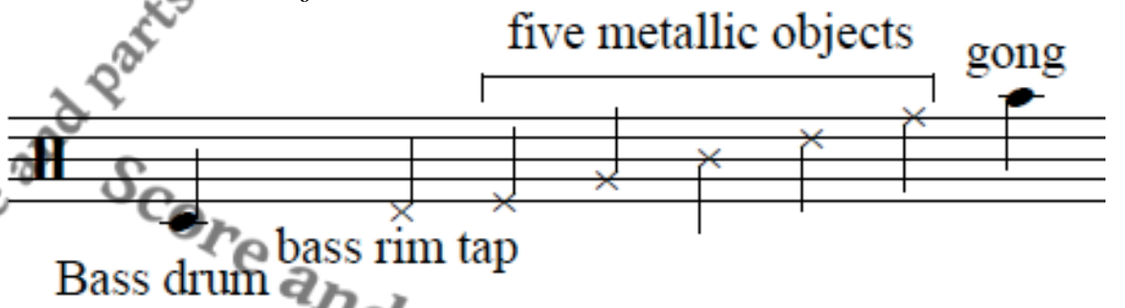
Voyages *evokes the exploration into the unknown. To learn something new, one must traverse this troublesome gap between what is known and what is not yet understood, a process that can be exhilarating or frightening. As an exploration of new techniques, this piece was a journey into the unknown for me. Performers may also take a journey of their own learning new extended techniques for their instruments. And I hope that listeners may find these new sounds exciting as they listen to this piece and traverse a troublesome gap of their own.*

~Susanna Payne-Passmore

Rehearsal letter F is unmetered and, for ease of coordination, the whole score is provided for this section. Refer to the harpist for pacing and visual cues. Be comfortable with silences. Use presence to dissuade clapping.

Percussion

- glockenspiel
- bass drum
- medium gong
- bucket of water
- superball mallet
- five metallic objects



Select five metallic objects that are partially pitched, with a half-step to a third between each. The melodic contour should resemble the glockenspiel's opening motif. In sections A, B, and C, use a mallet that brings out pitch. In sections D and forward, use mallet that brings out more noisy qualities.

In measure 28, play the gong while dipping into and out of a container of water. Cue harpist when ready to move on to section C.

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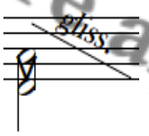
Harp

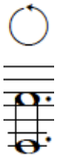
Extra materials needed:

- palm-sized paper piece
- superball mallet
- five tiny hairclips
- small table for items

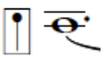


Scrape strings with paper, starting fast and slowing. Pitch descends.

Hit strings with palm of hand.

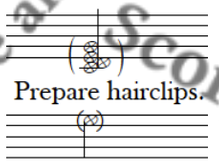


Rub side of strings with both palms in circles. Avoid pulsing. Should be an eerie drone with slight pitch.

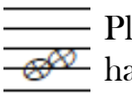


Scrape superball mallet against strings vertically for a moaning/whale-like sound.

Strike string with superball mallet.



Clip tiny hairclips onto any *5* midrange strings.

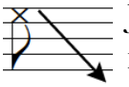


Pluck any two strings with hairclips.

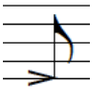
Flute

Fully voiced

Half voiced

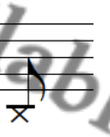


Jet whistle with noise pitch following arrow.



Slap-tongue

HT!



Tongue ram

BUZZ Blow directly into the embouchure hole with lips compressed enough to vibrate together.

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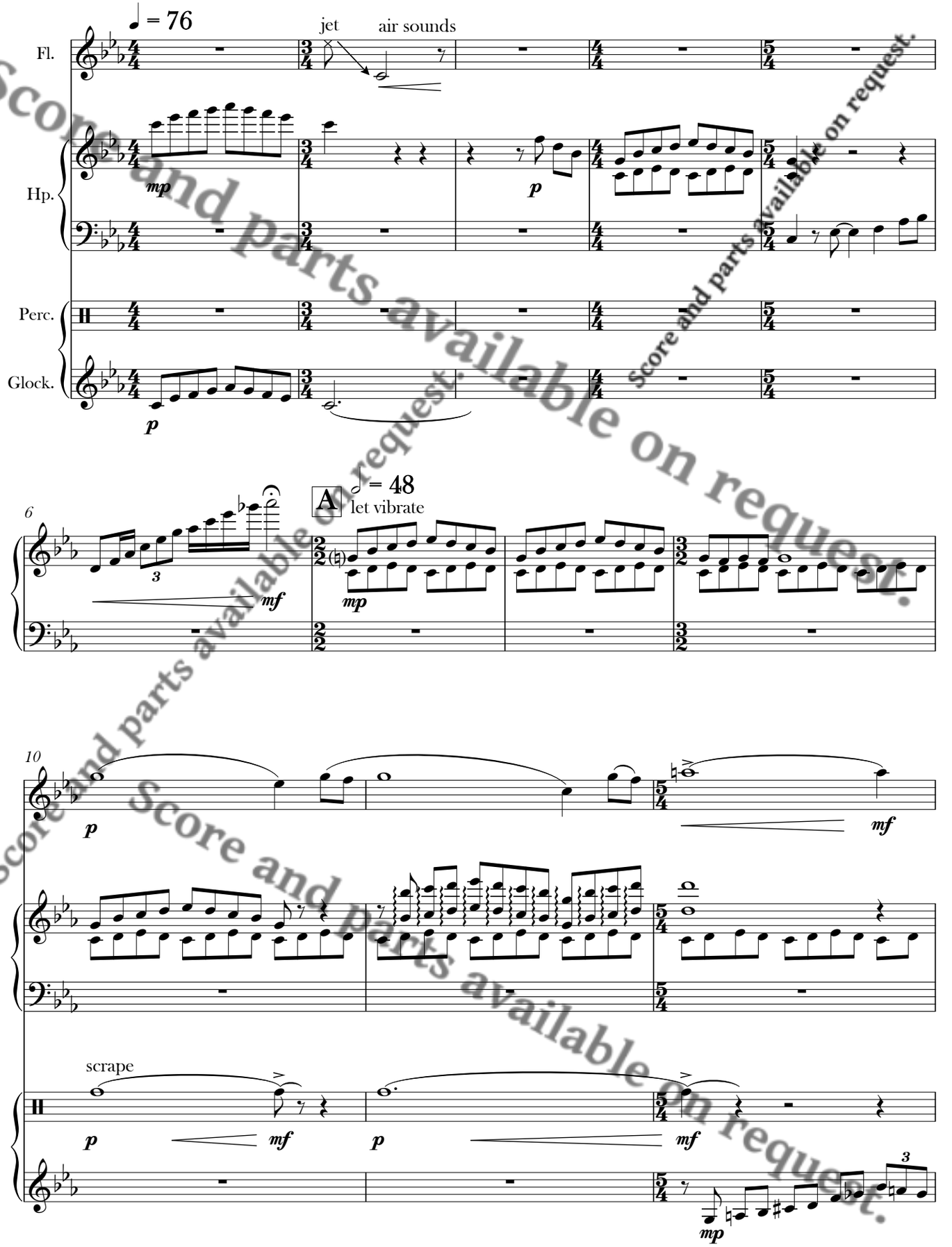
I. Embarking



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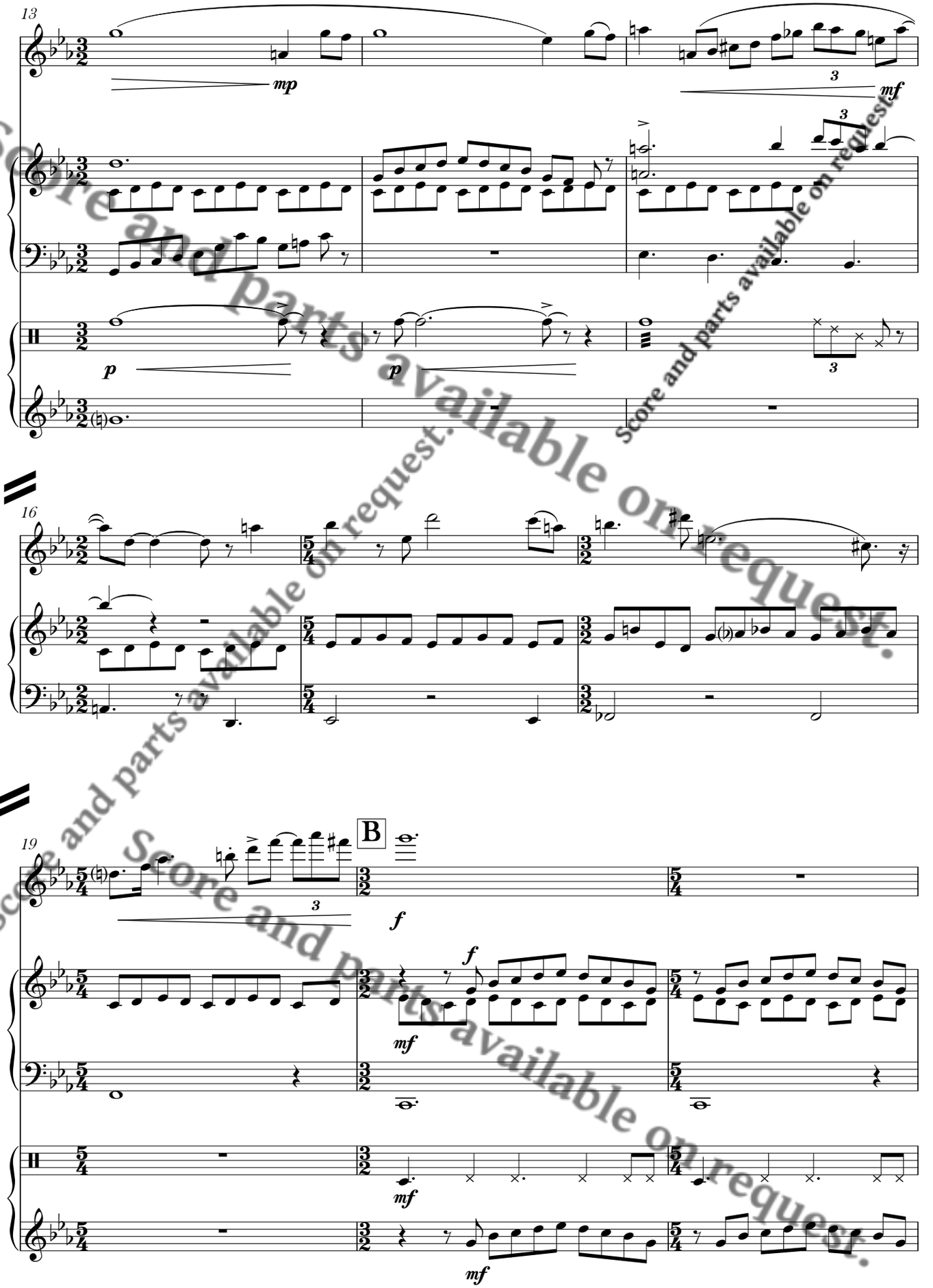

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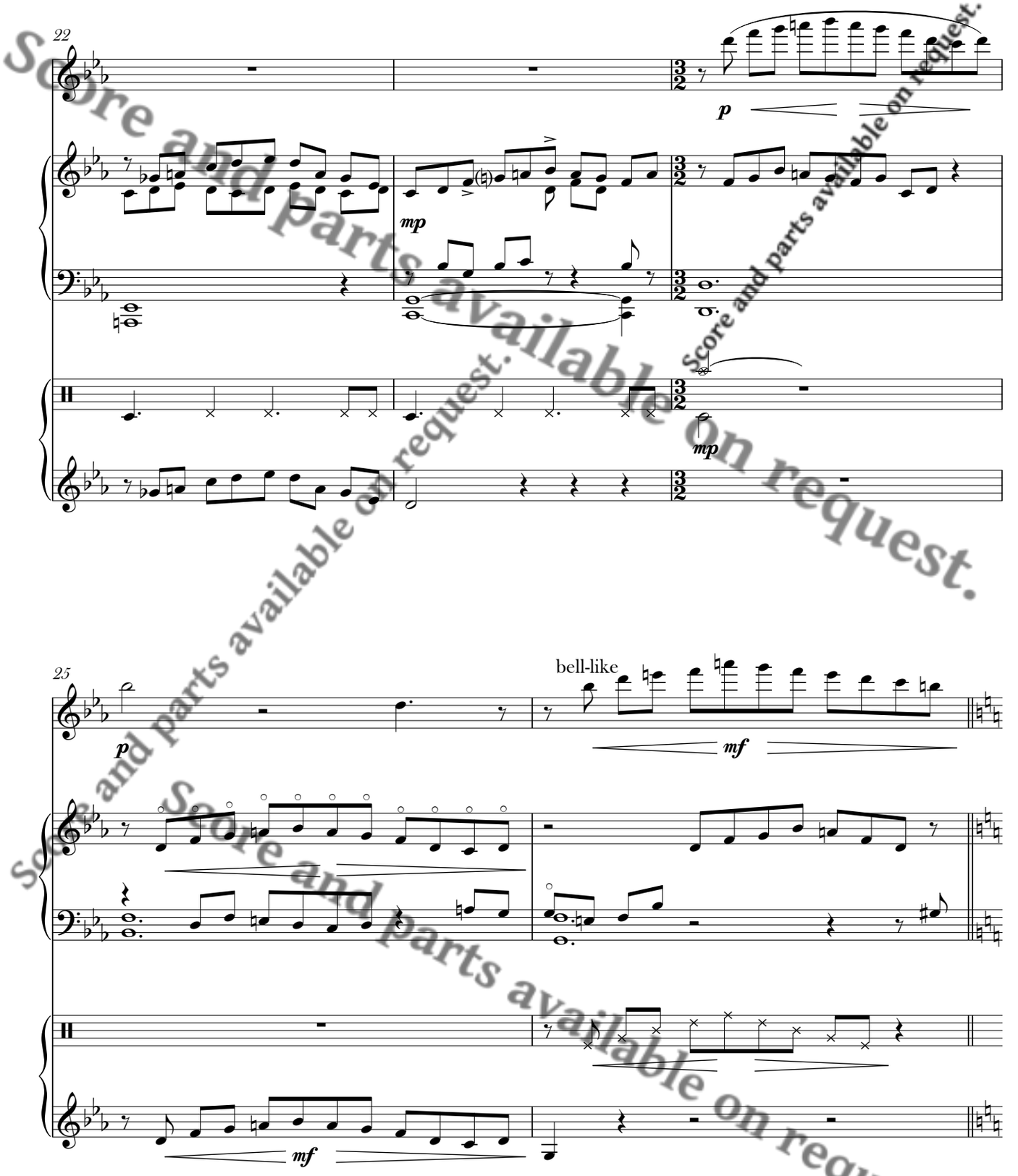

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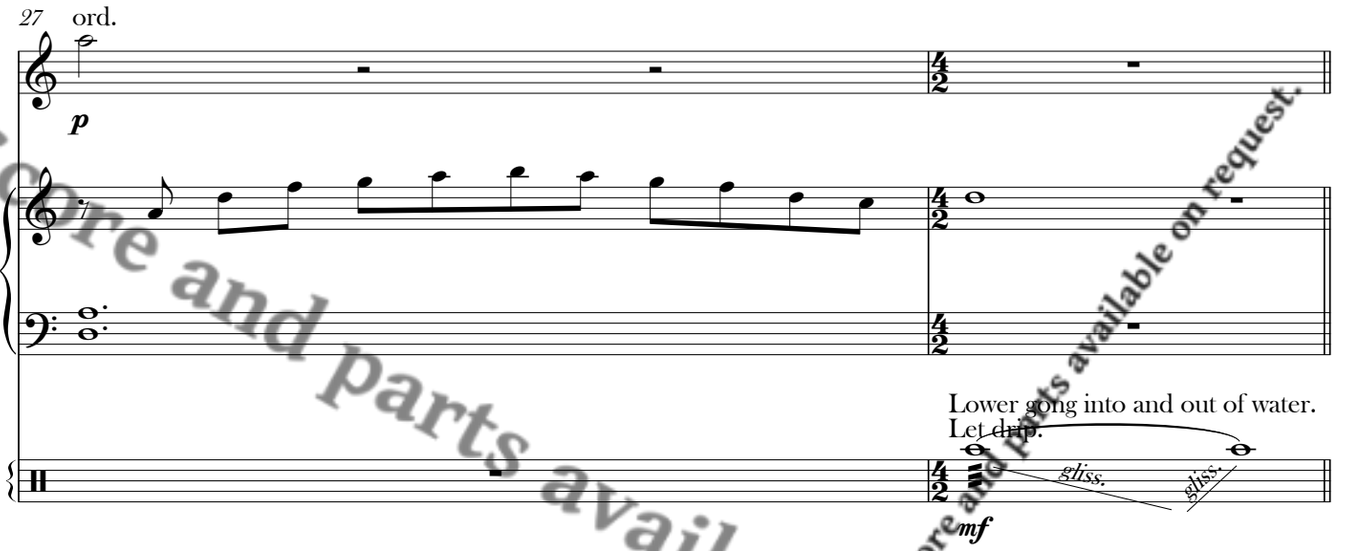
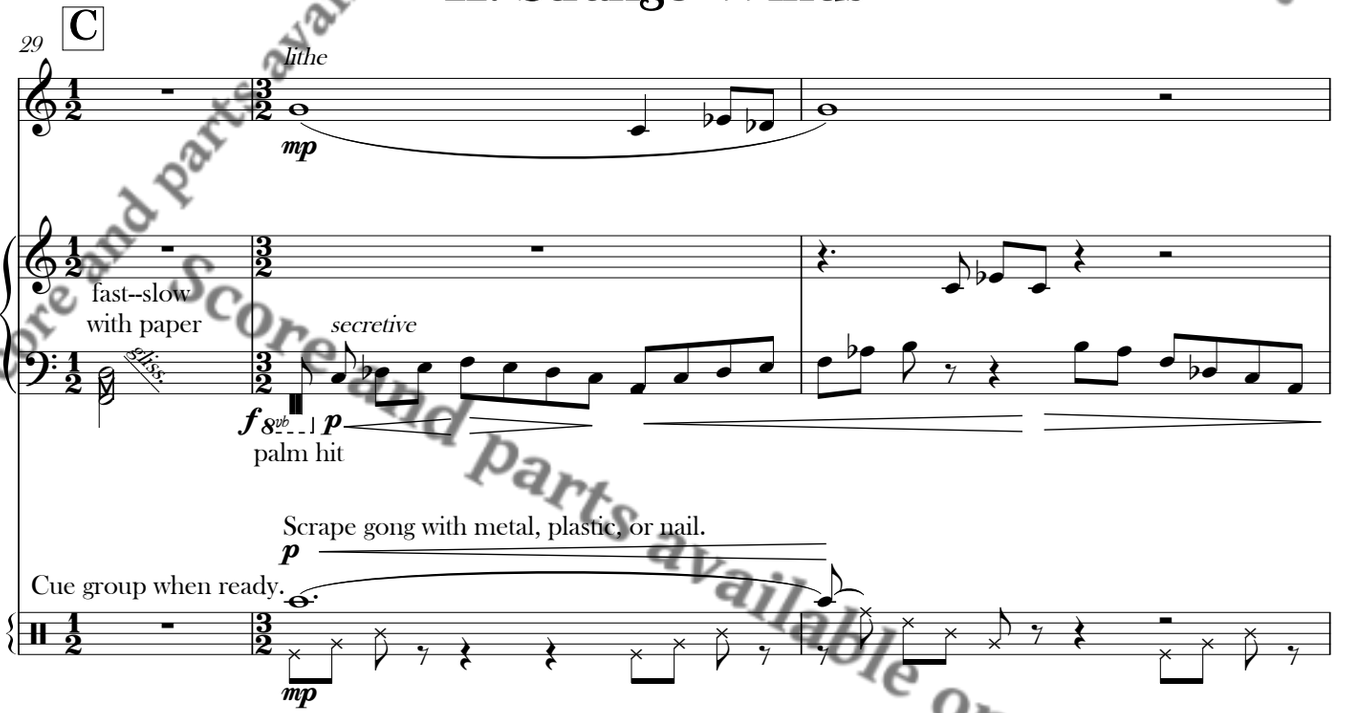


Proceed at percussionists cue.

II. Strange Winds



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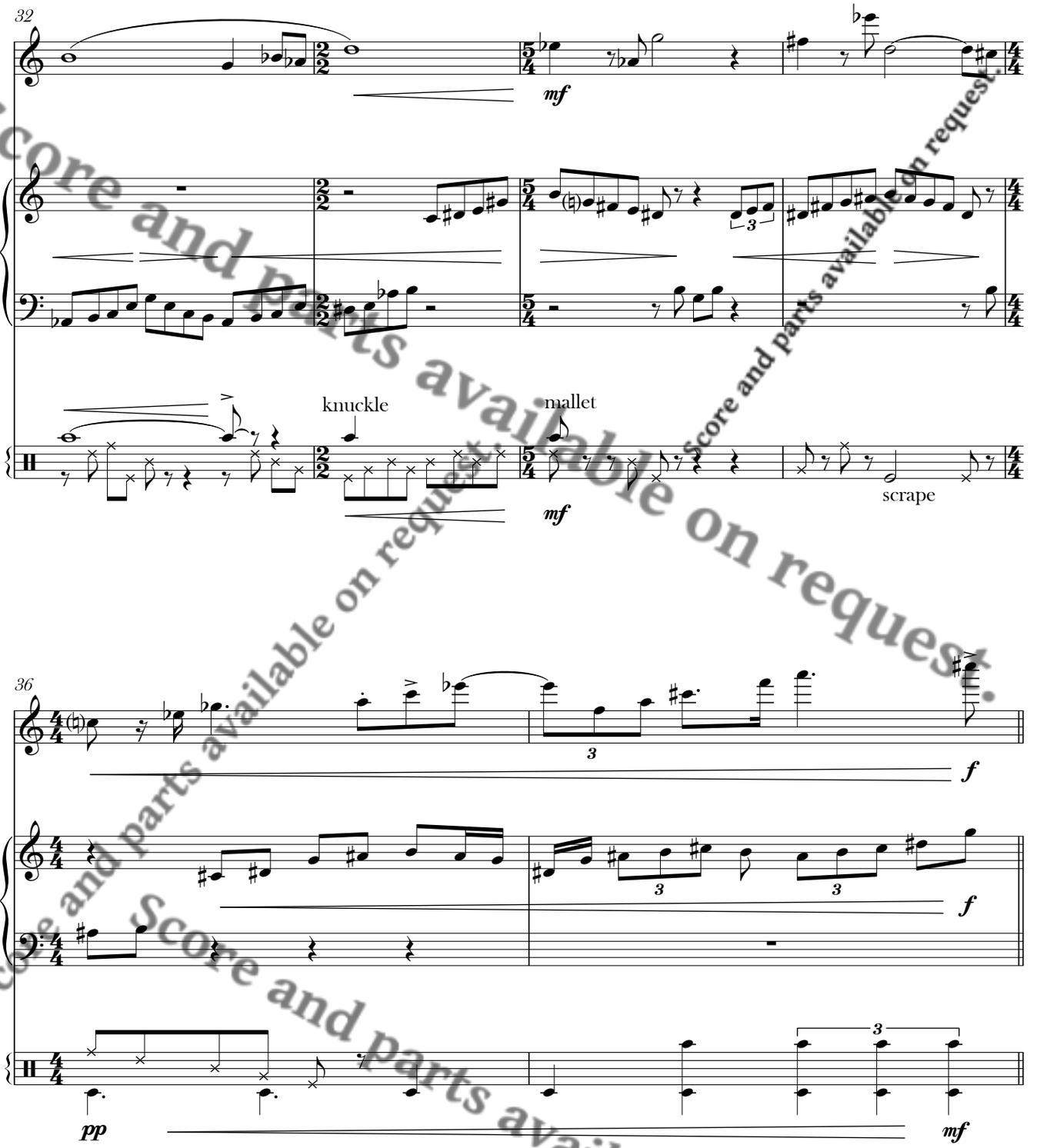

Continue after short pause.

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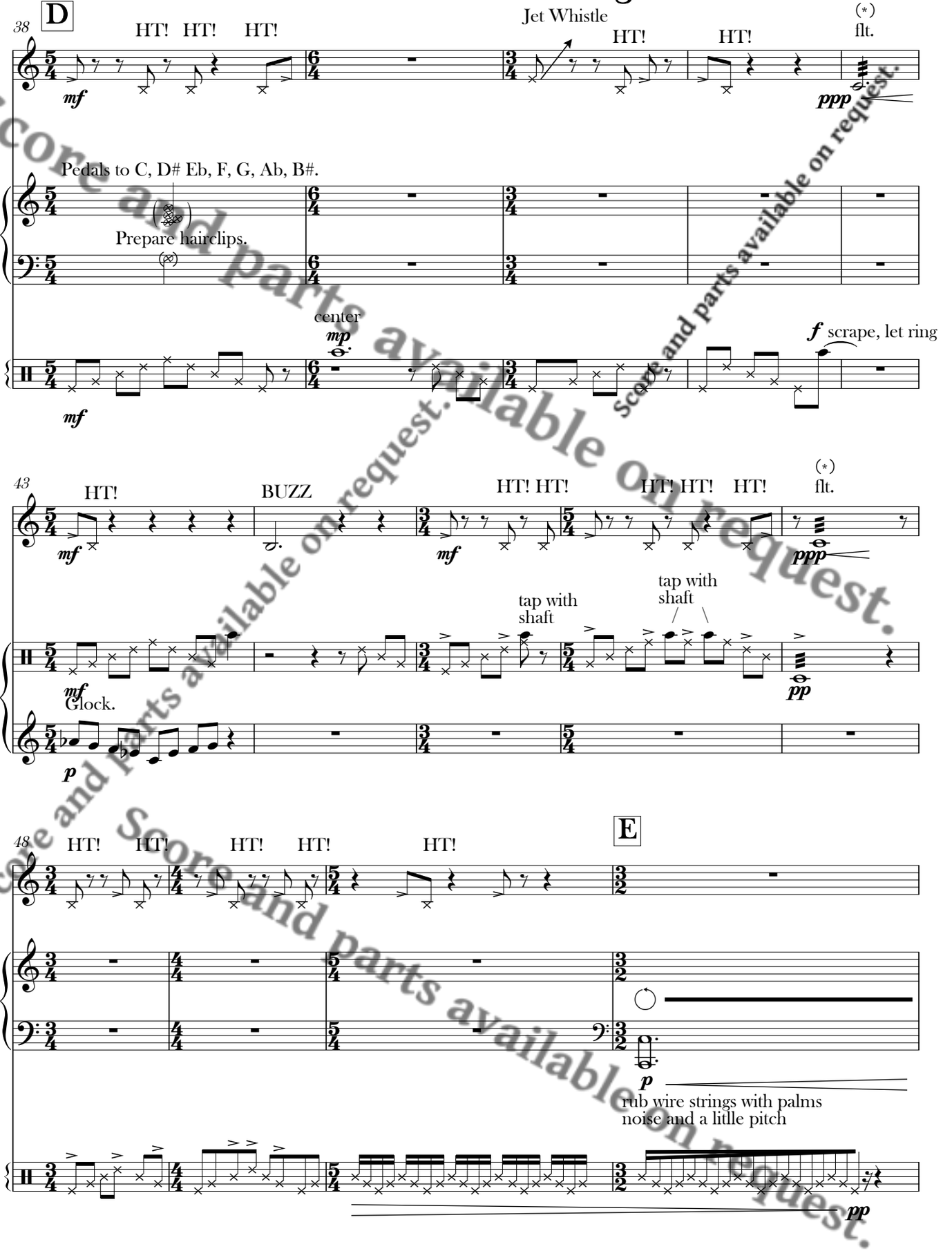
III. Unknown Bearings



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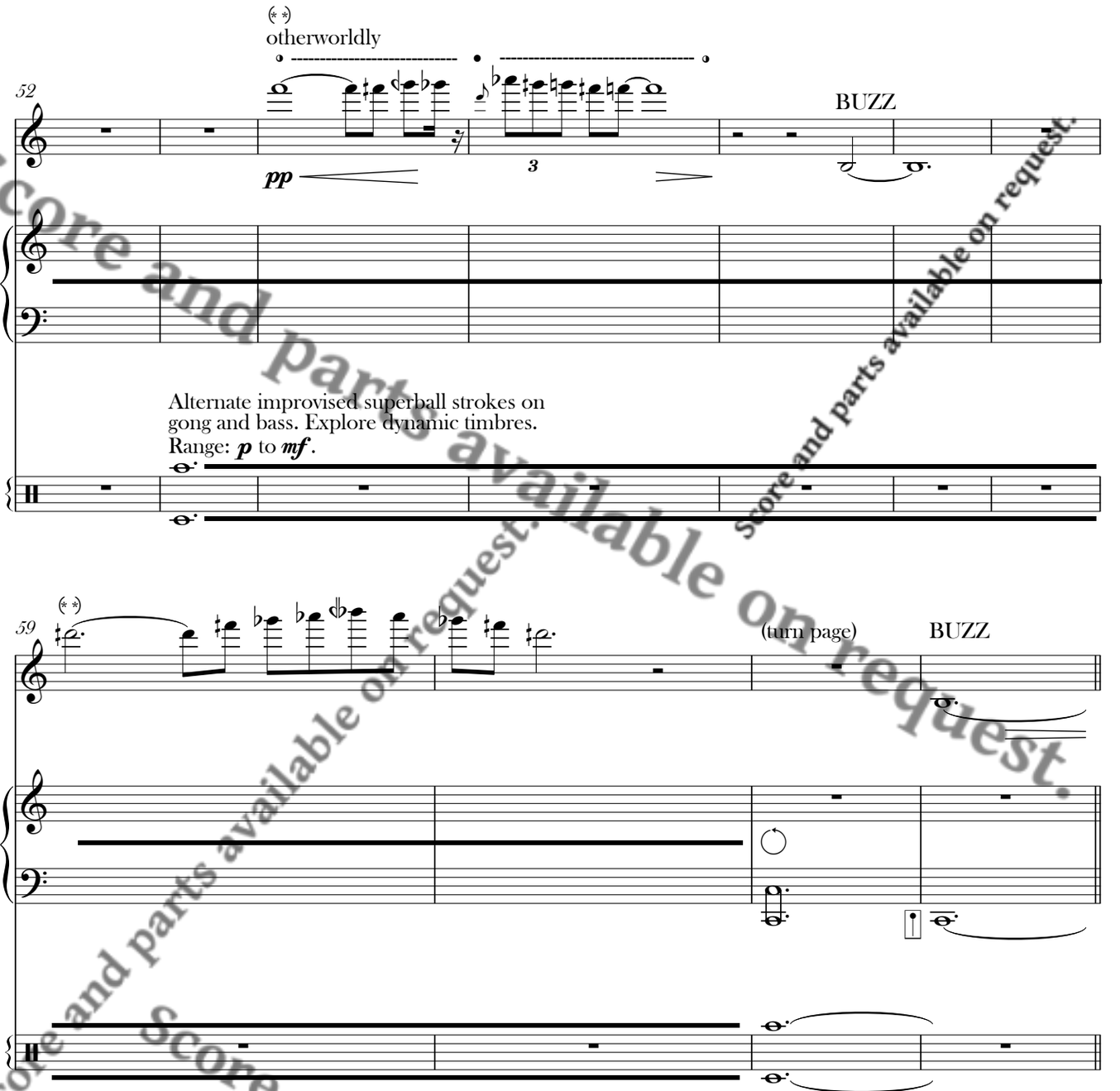
(*) May be partially voiced and contain noise or air sounds.



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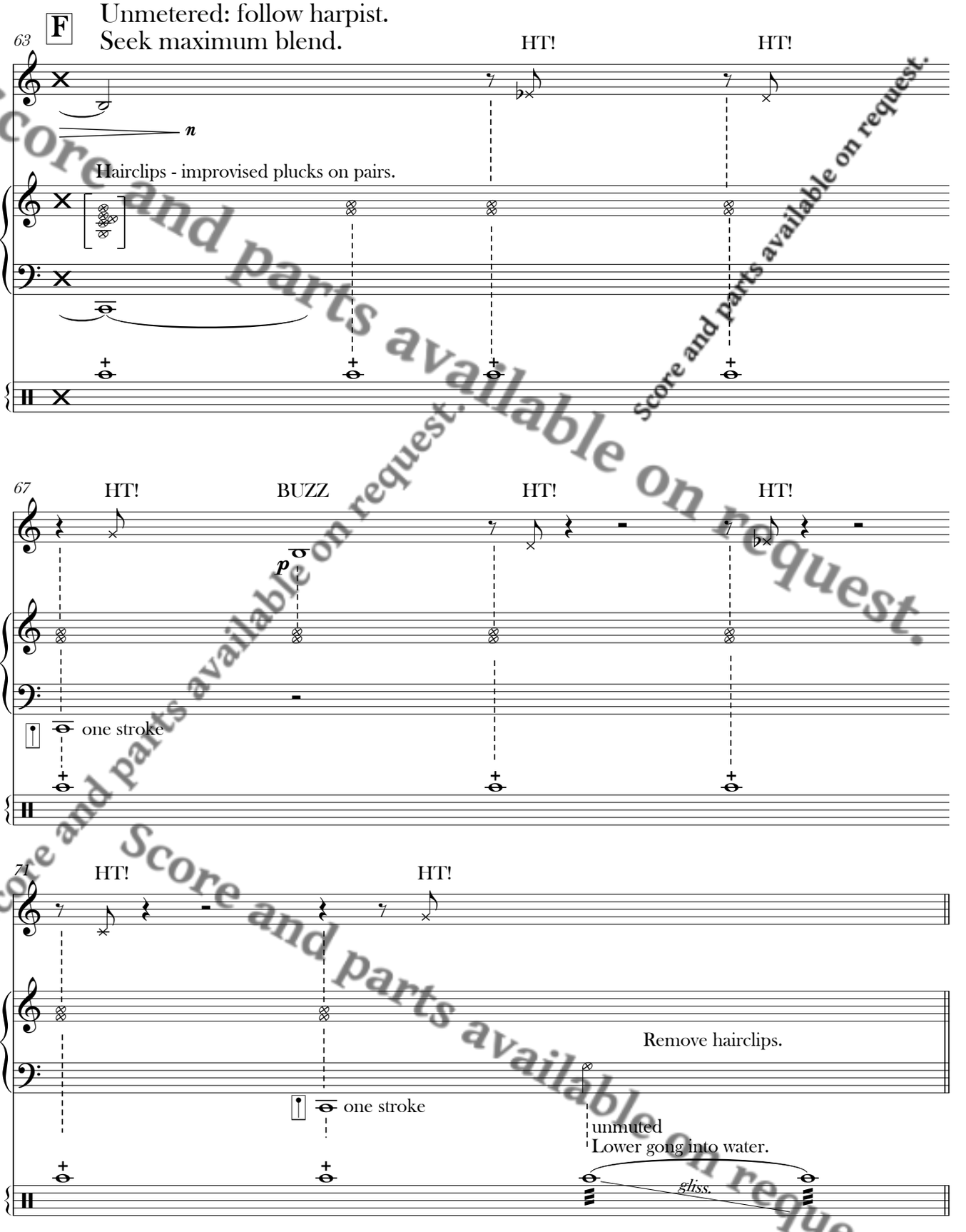
(**) Any microtonal tuning.



Harpist begins vamping immediately after gong gliss.

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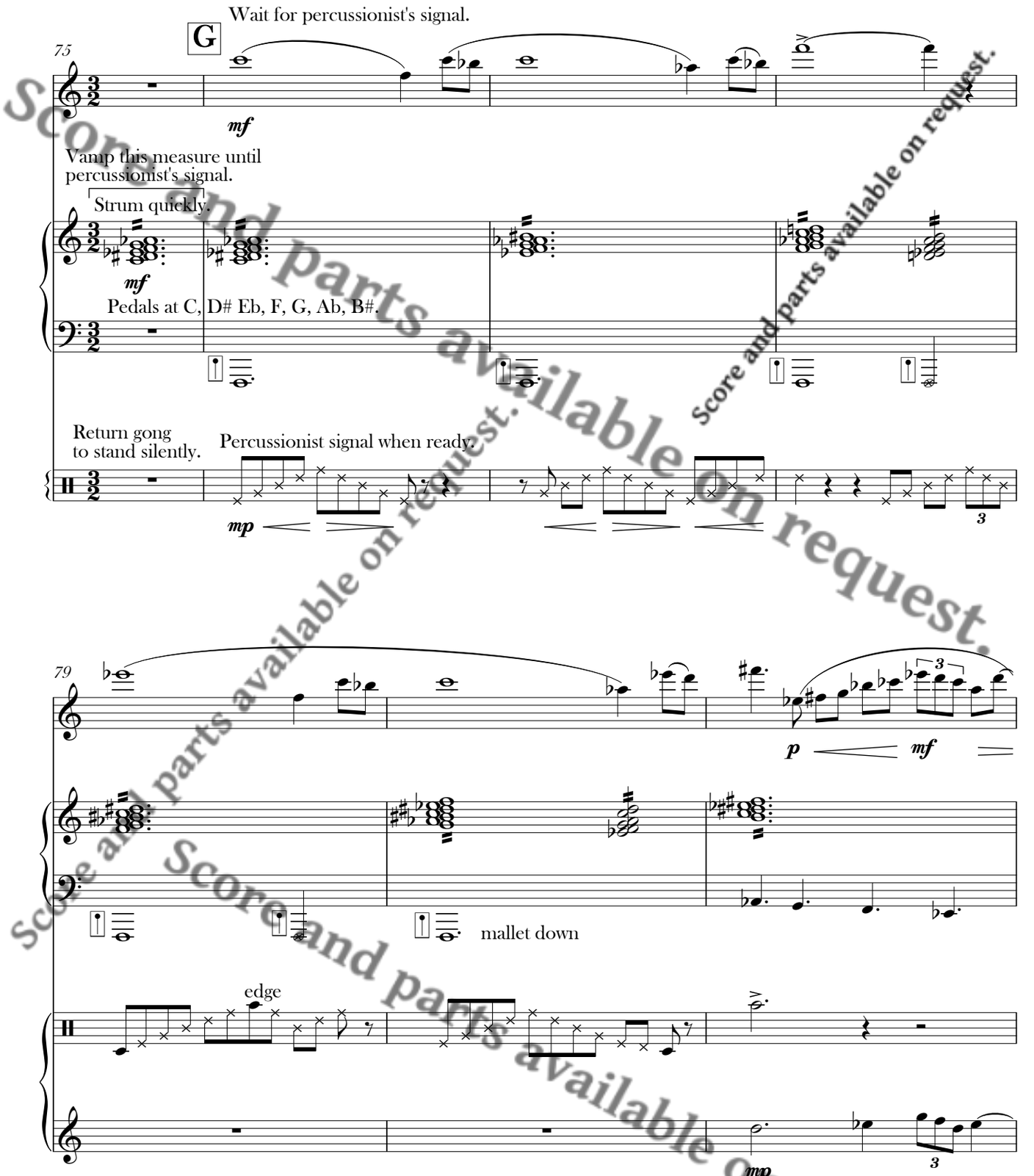
IV. Return



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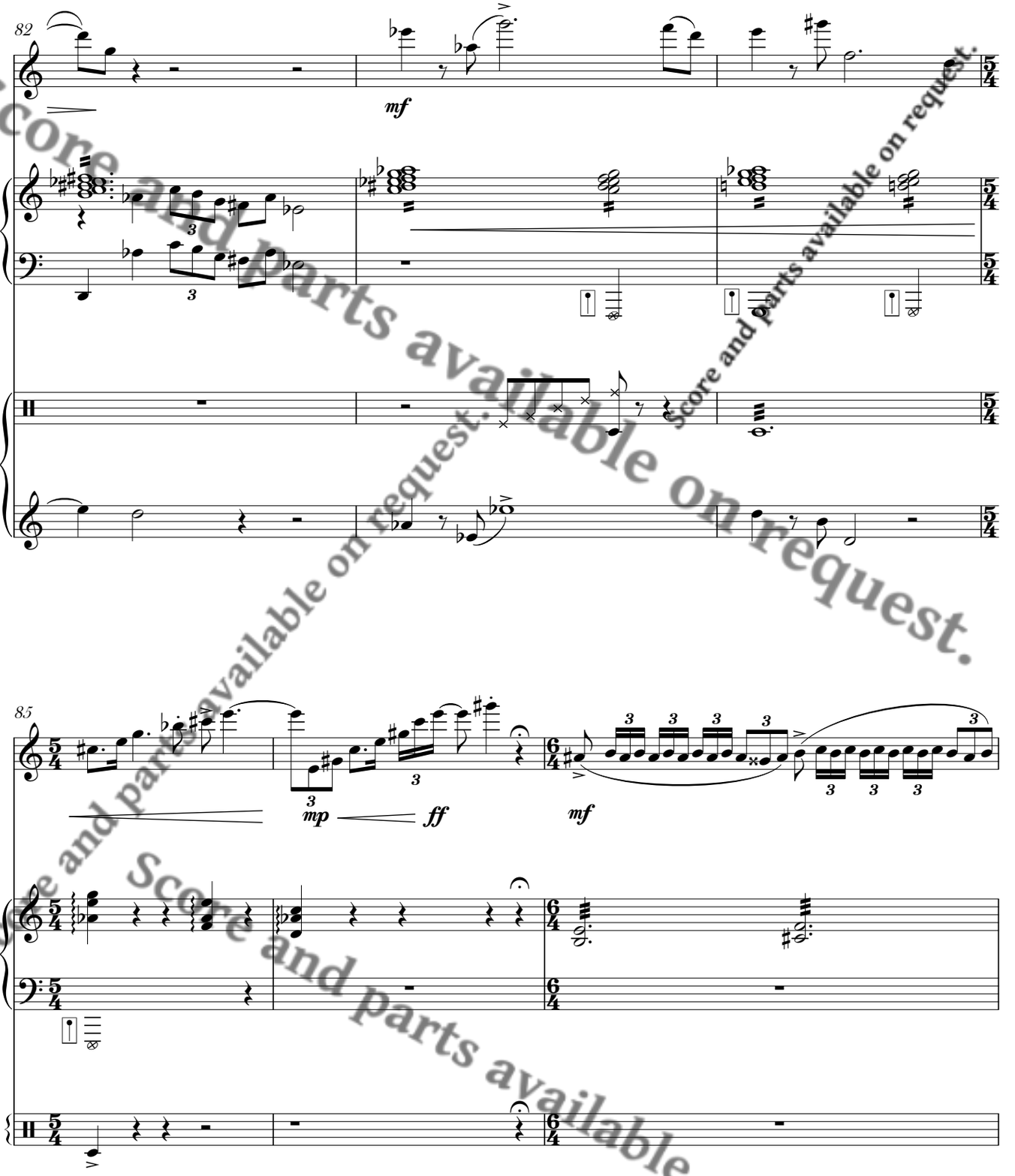

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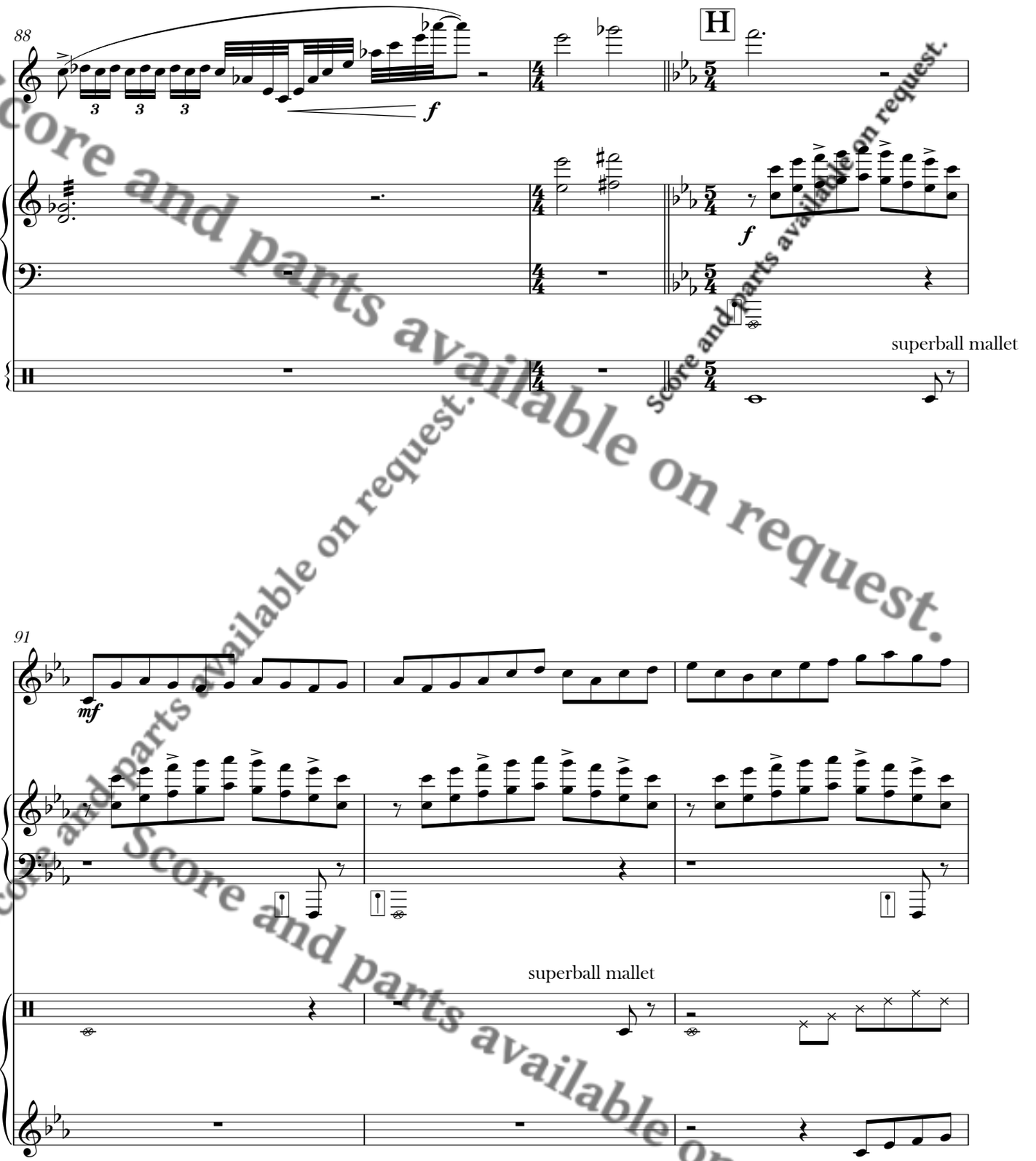

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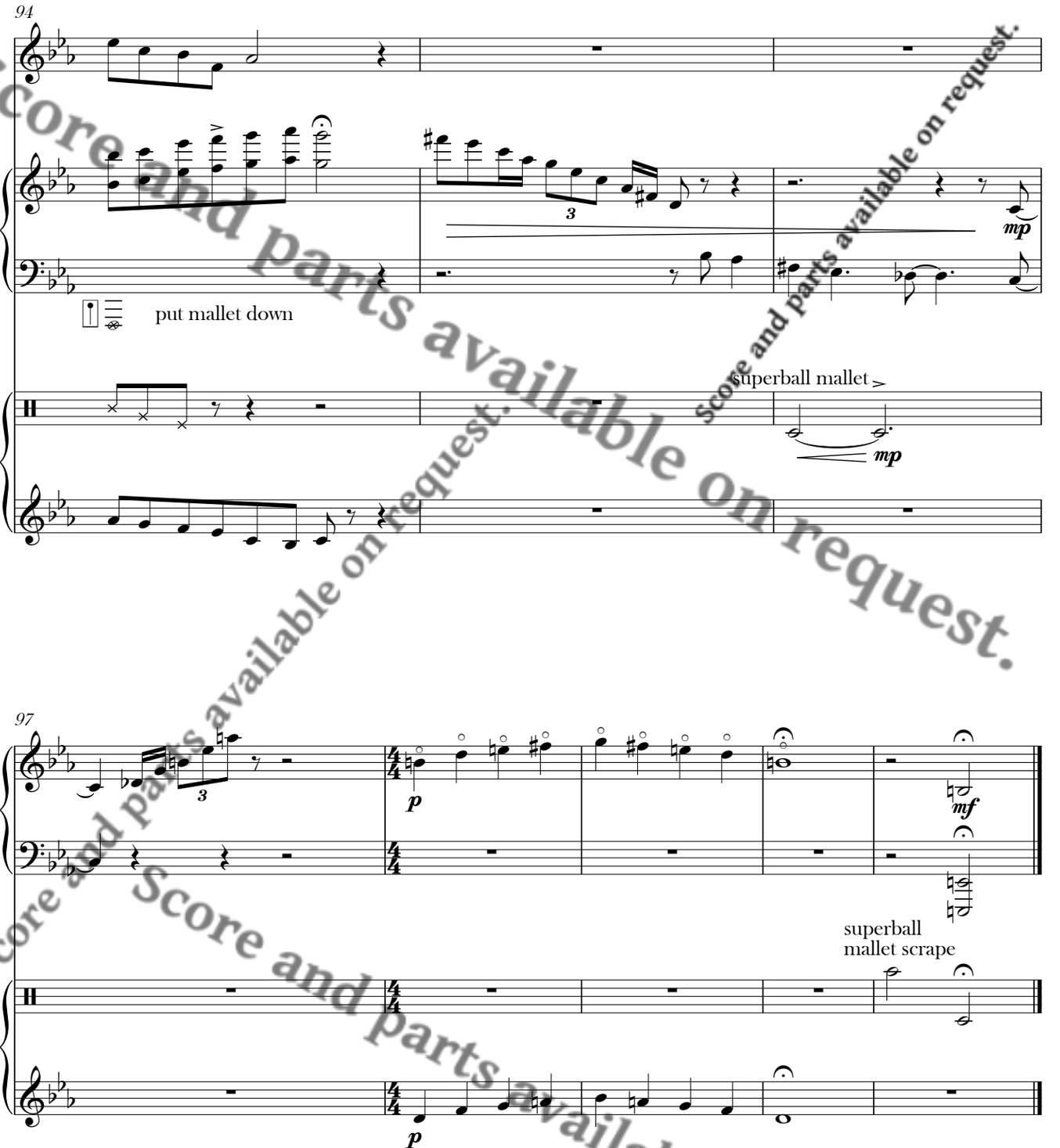

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