



CHRISTOPHER HEALEY

La Reve

FOR

Percussion Quartet



2013

Queensland, Australia





La Rêve (The Dream)
Henri Rousseau
1910

Instrumentation:

Player 1: Crotales (struck & bowed), Percussion, Tubular Bells

Player 2: Glock, Percussion, Tubular Bells

Player 3: Vibraphone (struck & bowed)

Player 4: Vibraphone (struck & bowed)

[Percussion: Triangle, Cymbal w/coin]

Performance Notes

La Reve is an introspective piece inspired by various artist impressions of dreams, such as the Rousseau shown on the previous page. Rousseau's painting does not capture the exact spirit of this piece, as the jungle setting is a very overt feature of the Rousseau, while my *La Reve* contains only hints of the exotic. Rather, the imagery provided a point of departure and from there the music, as always, exerted its own unassuageable will over its creation.

In terms of performance, the greatest challenge will be keeping a sense of clarity and resonance throughout. This is especially true for the Tubular Bells, and less so for the Glock, whose sonorous natures could push things towards cacophony if not carefully handled. I've made some comments throughout the score and have tried to indicate where I think care should be taken, however, I leave it in the performers' capable hands to maintain a rich and resonant presence of sound without allowing it to become muddy. Exactly how that is attained, be it by choice of mallets or pedalling, is left to the player's discretion, so feel free to disregard indications if you think there are better ways to achieve those ends.

The vibraphones mostly play a '*sotto voce*' role throughout and I imagine soft mallets will work for the majority of the piece.

I hope whoever is reading this will enjoy the piece. If you find that after becoming quite familiar with the piece that some alternative interpretation than is indicated on the score would work better or emphasise different atmospheres, then by all means go with it - and send me a recording as I would be curious to hear how the music speaks to you.

If you have any questions about the music feel free to contact me at healey.cj@gmail.com.

La Rêve

Score

Christopher Healey

Adagio ♩ = 40
l.v. sempre.

Crotales
pp

Player 1 Percussion

Tubular Bells

Glockenspiel

Player 2 Percussion

Tubular Bells
l.v. sempre
pp
damp.
ppp

Player 3 Vibraphone 1
l.v.
p

Player 4 Vibraphone 2
l.v.
pp

P1. Crt.
p
pp

Glk. P2.

T.B.
damp off.
p

Vib. 1
pp

Vib. 2
bowed.
p
pp

♩ = c. 100

13

P1. Crt. *lv. un po' marcato. sim.*

P2. T.B.

Vib. 1 *pp sim.*

Vib. 2 *Lontano. p*

15

P1. Crt.

P2. T.B. *pp pp*

Vib. 1

Vib. 2

17

P1. Crt.

P2. Perc. *Scrape cymbal with coin.*

Vib. 1

Vib. 2 *Bowed*

19

P1. Crt.

Glk. P2.

Perc.

Vib. 1

Vib. 2

soft and gentle... like a music box...
pp

(struck)

21

P1. T.B.

P2. Glk.

Vib. 1

Vib. 2

pp

Tubular Bells

23

P1. T.B.

P2. Glk.

Vib. 1

Vib. 2

p

pp *p*

mp *cresc.*

* T.B. - Use the damper pedal *ad. lib.* to maintain clarity. Beautiful and sonorous but not muddy!

26

P1. T.B.

P2. Glk.

Vib. 1

Vib. 2

28

P1. T.B.

P2. Glk.

Vib. 1

Vib. 2

mf

mf dim.

mf

f

31

P1. Crt.

P2. Glk.

Vib. 1

Vib. 2

mp

mp

mp

mp

Crotales

Bowed

poch rit.

8
34 *a tempo*

P1. Perc. *Triangle* *p* *p* **Cymbal w/coin* *Triangle*

P2. Glk. *p* *pp* *pp*

Vib. 1 *p*

Vib. 2 *pp*

**Alternatively, using the triangle beater will probably sound much the same.*

38

Crt. P1. *p*

T.B. *Tubular Bells* *pp*

Glk. P2. *mp* *Scrape cymbal w/butt.*

Perc.

Vib. 1

Vib. 2

41

P1. T.B. *pp* *cresc.*

P2. Glk. *pp* *cresc.*

Vib. 1 *pp* *cresc.*

Vib. 2 *pp* *cresc.*

44

P1. T.B.

P2. Glk.

Vib. 1

Vib. 2

46

P1. T.B.

P2. Glk.

Vib. 1

Vib. 2

Hand dampen each note a la gamelan music.

Red. f

mf

mf

mf

48

P1. T.B.

P2. Glk.

Vib. 1

Vib. 2

p

p

p un po' marcato

p

10

P1. T.B. *f*

P2. Glk. *mf*

Vib. 1 *mf*

Vib. 2 *mf*

53

P1. T.B. *lv.*

P2. Glk.

Vib. 1

Vib. 2

55

P1. T.B. *f* *ped. ad lib for clarity*

Glk. *f*

P2. *f* Triangle

Perc. *f*

Vib. 1 *f*

Vib. 2 *f*

57

P1. T.B.

P2. Glk.

Vib. 1

Vib. 2

p

p

mp

p

60

Crt. P1.

T.B.

P2. Glk.

Vib. 1

Vib. 2

mp

3

3

62

P1. Perc.

P2. Glk.

Vib. 1

Vib. 2

Triangle

Scrape Cymbal

Triangle

mp

3

3

65 *rit.*
(l.v. sempre)

P1. Crt.

Glk. P2.

T.B.

Vib. 1

Vib. 2

mf

Adagio ♩ = 40
(Crotales)

69

P1. Crt.

P2. T.B.

Vib. 1

Vib. 2

p

Damp.

pp dim.

dim.

73

P1. Crt.

P2. T.B.

Vib. 1

Vib. 2

pp

ppp

ppp

ppp

ppp