

Norbert Rudolf Hoffmann

Kanzonetta

Instrumentation:

	Name in the score
1 Flute (in C)	Flute/Fl
Percussion 1:	
1 Crash (cymbal, suspended)	Crash
1 Ride (cymbal, suspended)	Ride
3 Tom-Tom	3 Tom- tom
1 Kick Drum	Kick Drum
Percussion 2:	
3 Woodblocks	3 Wood- blocks
1 Snare Drum	Snare Drum
1 Ratchet	Ratchet

Duration: 5 min

Explanations

Flute

blow without tone

quarter note half note

opportunity of breathing

Vibrato: uniform change of *volume*

The figures above the notes indicate the approximate number per second of the volume maxima

molto vibrato
2

poco vibrato
2 → 4

molto vibrato: big change of volume;
2: about 2 maxima per second

poco vibrato: small change of volume;
2...4: begin with 2 maxima per second,
get faster until 4 maxima per second

Percussion: general

Sticks, increasing hardness

Drum stick

2 single strokes, as fast as possible
Tom-tom, small drum: double-stroke

roll

roll with one single stroke at the end (the second quarter note);
no rest in between!

snare drum: rim shot

Cymbals

stroke the rim stroke the dome Crash:
slightly hold on the rim with thumb and forefinger
to produce a clatter

Ratchet

Single pulses,
roughly with the notated rhythm:

Notation:
a) heads below the 5 lines, and
b) staccato dots

It is hardly possible (and not necessary) to play the rhythms exactly.

Pulse series:
turn slowly and uniformly
The figures above the notes indicate the approximate number per second of the pulses

Notation:
Heads below the 5 lines, but without staccato dots

Example: Tempo ♩ = 60

4 7 = 7
4 pulses per second 7 pulses per second

4 = 8 pulses within 2 seconds

Example: Tempo ♩ = 120

4 4 = 4 pulses within 1 second

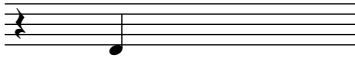
Variable pulse series:

2 → 4
First 2 pulses per second,
get faster,
finally 4 pulses per second

Noise:

turn so fast that the single pulses are not perceptible

Single pulses:
turn slowly

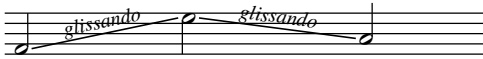


Notation:
below the 5 lines

Noise:
turn fast - the higher the note, the faster



Notation:
within the 5 lines

Example: glissando of noise

Turn fast:
first with increasing, the with decreasing velocity

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Largo (♩ ≈ 52)

blow without tone

Musical score for measures 1-5. The score is for a percussion ensemble and a Flute. The Flute part starts with a first measure marked '1' and the instruction 'blow without tone'. The dynamics range from *p* to *fff*. The percussion parts include Crash Ride, 3 Tom-tom, Kick Drum, 3 Wood-blocks, Snare Drum, and Ratchet. The Ratchet part has a '4' above the first two notes and a '4 → 2' above the next two notes. A 'glissando' is indicated over the Ratchet part in measure 5. The time signature changes from 3/4 to 5/4 and back to 4/4.

Musical score for measures 6-9. The score is for a Flute (Fl) and a percussion ensemble. The Flute part starts with a first measure marked '6'. The dynamics range from *f* to *ff*. The percussion parts include Crash Ride, 3 Tom-tom, Kick Drum, 3 Wood-blocks, Snare Drum, and Ratchet. The Crash Ride part has a 'p' above the first measure and a 'f' above the second measure. The Ratchet part has a 'glissando' indicated. The time signature changes from 4/4 to 3/4 and back to 4/4. The tempo is marked 'Con moto (♩ ≈ 76)'. The Flute part has 'molto vibrato' and '2' above the notes in measure 7, and '5' above the notes in measure 8.

10

Fl

Crash Ride

3 Tom-tom

Kick Drum

3 Wood-blocks

Snare Drum

Ratchet

p *f* *ff*

f *ff* *ffz*

f *con corde* *p* *ff* *con corde* *p*

14

Fl

Crash Ride

3 Tom-tom

Kick Drum

3 Wood-blocks

Snare Drum

Ratchet

f *p* *f*

f *rim shot* *rim shot* *rim shot*

18

Fl

Crash Ride

3 Tom-tom

Kick Drum

3 Wood-blocks

Snare Drum

Ratchet

ff *f* *fff*

f *fffz*

3

3

6

2 → 4

23

Fl

Crash Ride

3 Tom-tom

Kick Drum

3 Wood-blocks

Snare Drum

Ratchet

p *f* *f* *fff*

5

3

Fl 27

Crash Ride

3 Tom-tom

Kick Drum

3 Wood-blocks

Snare Drum

Ratchet

p *ff*

f *ff* *3*

f *con corde* *3* *ff* *pp*

Fl 30

Largo (♩ ≈ 52)

blow without tone *poco vibrato*

2 → 4

Crash Ride

3 Tom-tom

Kick Drum

3 Wood-blocks

Snare Drum

Ratchet

f *pp* *ppp*

ff

p *3* *3*

rim shot *fff*

*frullato
molto vibrato*
2 → 5

34

Fl

Crash Ride

3 Tom-tom

Kick Drum

3 Wood-blocks

Snare Drum

Ratchet

36

Fl

Crash Ride

3 Tom-tom

Kick Drum

3 Wood-blocks

Snare Drum

Ratchet

Con moto (♩ ≈ 76)

38 *senza vibrato*

Fl *p* *f*

Crash Ride *fff* *f* *muffle*

3 Tom-tom

Kick Drum

3 Wood-blocks *p* 3

Snare Drum *ff* *f* 3 *con corde* 3

Ratchet

42

Fl *ff* 3 6 3 5 *p* *f sub.* *ff* 6 3 *f sub. poco dim.*

Crash Ride *fff* *f* *muffle*

3 Tom-tom

Kick Drum

3 Wood-blocks

Snare Drum

Ratchet

45

Fl

Crash Ride

3 Tom-tom

Kick Drum

3 Wood-blocks

Snare Drum

Ratchet

p

let sound

p

pp

p

3

tr

senza corde

tr

ff

p.fff

pp

49

Fl

Crash Ride

3 Tom-tom

Kick Drum

3 Wood-blocks

Snare Drum

Ratchet

f

ff

f

ff

pp

ff

sffz

f

glissando

53

Fl

Crash Ride

3 Tom-tom

Kick Drum

3 Wood-blocks

Snare Drum

Ratchet

56

Fl

Crash Ride

3 Tom-tom

Kick Drum

3 Wood-blocks

Snare Drum

Ratchet

60

Fl

Crash Ride

3 Tom-tom

Kick Drum

3 Wood-blocks

Snare Drum

Ratchet

64

Fl

Crash Ride

3 Tom-tom

Kick Drum

3 Wood-blocks

Snare Drum

Ratchet

67

Fl

Crash Ride

3 Tom-tom

Kick Drum

3 Wood-blocks

Snare Drum

Ratchet

f

ppff

70

Fl

Crash Ride

3 Tom-tom

Kick Drum

3 Wood-blocks

Snare Drum

Ratchet

p

fff sub.

ff

ff

fff

f

ff

fff

f

con corde

Largo (♩ ≈ 52)

blow without tone

73

Fl

dim...

p *fff*

Crash Ride

3 Tom-tom

Kick Drum

3 Wood-blocks

Snare Drum

Ratchet

Player frantically catches the ratchet

with the greatest effort!

poco ritard.

relaxed

glissando

4 → 2

80

Fl

Crash Ride

3 Tom-tom

Kick Drum

3 Wood-blocks

Snare Drum

Ratchet

muffle

fff

p

pp

ff

ff

con corde

ff

3

83 *p* *pp* *ff* *molto vibrato* 2

Fl

Crash Ride

3 Tom-tom

Kick Drum

3 Wood-blocks

Snare Drum

Ratchet

85 *p* *f* *ff* *5* *senza vibrato* *f* *ff* *6* *Con moto* (♩ ≈ 76) *frullato* *muffle* *con corde rim shot* *fff*

Fl

Crash Ride

3 Tom-tom

Kick Drum

3 Wood-blocks

Snare Drum

Ratchet