

composition for percussion, loops, blips and flesh

doNNachHa DEEnnEhY

A1 $\text{♩} = 128$
 All events should be bowed (using a bass or cello bow) until otherwise notified
 * See performance note below

Marimba 1
 Marimba 2
 Marimba 3
 Marimba 4
 Marimba 5
 Marimba 6

Exact LowAFuzz Rev Shift Fuzz 2 shift fuzz2 red2

* Flexibility is encouraged in relation to the duration of events. Indeed it is encouraged that each player takes short gaps between one event and the next within the timespan available. Each sound should fade into nothing.

Sample page only

Mrb. 1
 Mrb. 2
 Mrb. 3
 Mrb. 4
 Mrb. 5
 Mrb. 6

shift fuzz 6 (reasonably constant)

13 **A2**

Mrb. 1

Mrb. 2

Mrb. 3

Mrb. 4

Mrb. 5

Mrb. 6

Fuzz Blip

Sample page only

24 **A3**

Mrb. 1

Mrb. 2

Mrb. 3

Mrb. 4

Mrb. 5

Mrb. 6

Fuzz Add

Shift Fuzz 6

31 **A3b**

Mrb. 1

Mrb. 2 *mp (sounding)*

Mrb. 3 *mp (sounding)*

Mrb. 4

Mrb. 5

Mrb. 6

7

Sample page only

40

Mrb. 1

Mrb. 2

Mrb. 3

Mrb. 4

Mrb. 5

Mrb. 6

46 **A4** (variation of A1)

Mrb. 1

Mrb. 2

Mrb. 3

Mrb. 4

Mrb. 5

Mrb. 6

Fuzz Blip Light

shift Juzz 5 (reasonably constant)

Sample page only

58 **A5**

Mrb. 1

Mrb. 2

Mrb. 3

Mrb. 4

Mrb. 5

Mrb. 6

etc.