Douglas C. Wadle

DRIFT

for two five-valved F tubas

PLAINSOUND MUSIC EDITION

DRIFT, for two five-valved F tubas (2010)

Instructions for performers:

Choose one of the curved lines from the materials given or create a similar curve of your own. Taking the page such that the chosen curve runs lengthwise across it, draw a horizontal line that passes through the vertical space covered by that curve. Beyond this, the exact vertical placement of this horizontal line is left to your discretion. Each player is to do this independently of the other. Do not show your performance materials to the other player.

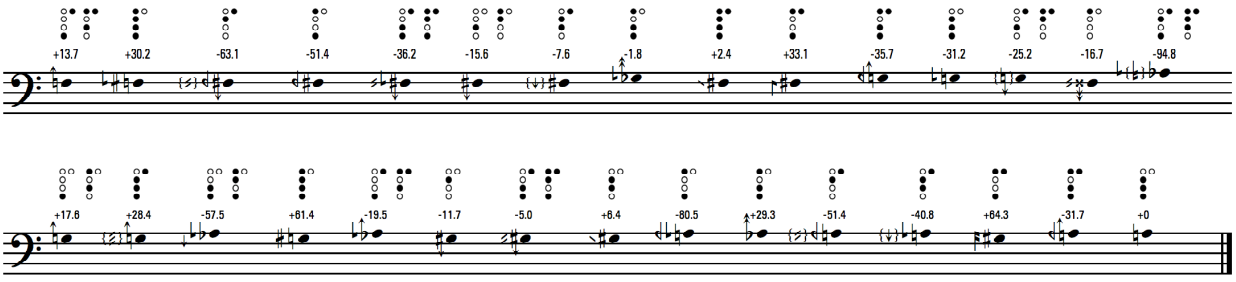
Player one, place your curved line in the orientation that results in a greater portion of the curve falling below the horizontal line you have drawn. Player two, place your curved line in the orientation that results in a greater portion of the curve appearing above the horizontal line you have drawn. In cases where it is not clear which orientation should be chosen, either will suffice.

Attempt, via step-wise motion along the micro-interval scales provided below, to follow the contour of your curve in relation to the sounding pitch of the other player, represented by the horizontal line, even as it shifts. Pitch is represented along the vertical axis, time along the horizontal. Agree upon some duration for the performance, stopping after that duration has elapsed regardless of your progress through the material. Should you finish moving through your material before the designated duration has passed, return to the beginning. You may also choose to prepare more than one page of material.

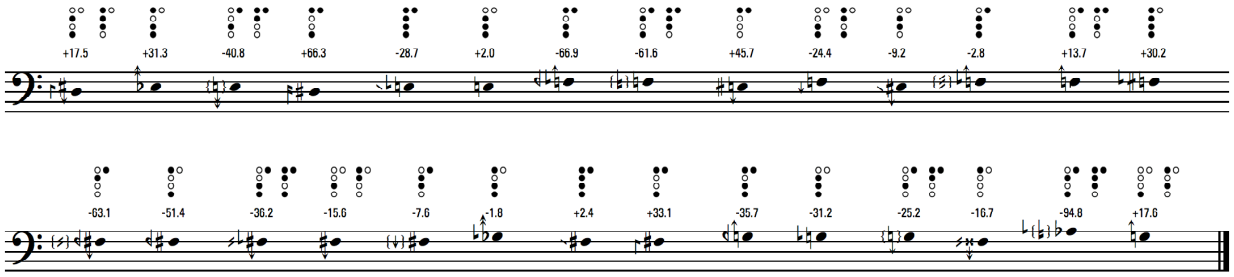
It is expected that the overall pacing will be quite slow due to the shifting pitch references, the potentially contradictory nature of the materials prepared by the two performers, and the awkwardness of the fingerings provided for the micro-interval scales. This expectation is not a rule.

In order to realize the micro-interval scales below, the valves should be tuned, in order, to 2/15, 1/15, 1/5, 1/3, and 1/6 of the open horn's total length. Pitches are notated using Extended Helmholtz-Ellis accidental system. Cent deviations from the nearest equal tempered pitch (indicated by the accidental symbols for the 5-limit) are given above each note.

Micro-Interval Scale for Player One:



Micro-Interval Scale for Player Two:



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