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Concert for Orchestra

Nikolaus Gerszewski

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Instructions

The piece can be performed by String- Wind-, mixed Orchestra or (and)
Choire. Percussion instruments (likewise any other sound sources) may be
used, as far as fulfilling specific **requirements** concerning sound production
(continuous sound; *quartertones*; *slides*; *splitting*; at least 2½ *octaves*
pitch range).

Bigger ensembles (more than 20 players) may be devided in **groups** (either
seperate String-, Wind / Percussion sections, or mixed groups), conducted
seperately (optinally each by an individual conductor).

Instruments proceed in *sequences* of alternately a single note (any pitch),
and a pause, currently in durations **1,2** or **3** units (**1** ~ 60), non *unisono*.

e.g.: *(musical notation example)*

Pitches **change** with each single attac (any interval permitted).

Conductor permanently takes influence on the sound surface, by giving
commands, in free sequence (regarding *timbre*, tempo, volume or mode of
progression).

For communication between conductor and the orchestra, *commands* must be
transformed into **handsigns** (by no means use cardboard markers!).

A *command* is currently valid unless *countercommand* is not given. *Commands*,
given subsequently, should be executed in **addition** (e.g.: high pitch + pulse
+ loop + accelerate...), unless they do not stand in contradiction.

As commands currently refer to the subsequent attac, they appear to be
executed with a little **delay**.

As the conductor gives a signal for **start**, instruments enter *unisono*.

The piece may be performed in one, or in several **movements**, of indeterminate
duration.

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Commands

↑ – **high**   ↓ – **middle**   ↓ – **low** (change register)

⊞ – **constrict**: (proceed only in *full-* or *halftones*)

> – **softer**   < – **louder**

‖ – **stop** (break)   ✳ – **reversal** (all commands neutralized)

⊗ – **white noise** (toneless)   ⩙ – **grey noise** (crunching)

⌀ – *splitting* (multiphonic)   ≣ – *tremolo* (tremble / flutter)

∞ – *loop*: (repeat *sequence* literally)

↥ – **raise**   ↧ – **lower** by a **quartertone** (refering to previous note)

↗ – **up**   ↘ – **down** (*slide*, over a short distance)

•••••• – **pulse**: (tone repetition, 2-3 attacs per *quarter*)

∿∿∿ – *thrill* (*half-tone* alteration, quite fastly)

⌐_⌐ – **ascend**   ⌐‾⌐ – **decend**

proceed up-/downwards, in small intervals*(subsequently to **high/low**).

singing – vocals: a, u, i, o / toneless: ha

accel. – accelerate   **rit.** – retard   *sff / spp* (sudden change of dynamics)

* 1- 3 halftones

sff

accel.

rit.

singing

spp