

Percussion

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# Flugbahn

For piano, percussion, video and objects

**2021/2023**

# Percussion

## Flugbahn

*dedicated to Jennifer Torrence and Ellen Ugelvik*

Jorge Gómez Elizondo  
2021 / 2023

♩ = 60

② ④ ⑥

Moving wheel very slowly now and then touching spokes with fingers softly.

Percussion

⑧ ⑩ ⑫

Perc. (mf) (mf)

⑭ ⑮ ⑯ ⑰

Perc. Light switch sound f rototom ff

⑳ ㉔ ㉔

Perc. rototom ff ff

㉖ ㉘ ㉚ ㉜ ㉞ ㉟ ㊱ ㊲ ㊳ ㊴ ㊵ ㊶ ㊷ ㊸ ㊹ ㊺ ㊻ ㊼ ㊽ ㊾ ㊿

Perc. (closely tuned) f mp mp ff Metal plate Crotal l.v. p f

㉓ ㉕ ㉗ ㉙ ㉛ ㉝ ㉟ ㊱ ㊲ ㊳ ㊴ ㊵ ㊶ ㊷ ㊸ ㊹ ㊺ ㊻ ㊼ ㊽ ㊾ ㊿

Perc. rototom mf ff Spin wheel strongly (f)

# Percussion

2

Perc. (36)

Thin mallet on spokes (plastic)

6/4

mp

f

4/4

rototom

mp

Perc. (38)

Metal plate

5/4

ff

p

l.v.

(40) gently

rototom

5/16

mf

4/4

gliss.

f

gliss.

5/4

A

Perc. (44)

gliss.

5/4

mp

ff

gliss.

4/4

ff

mf

gliss.

5/16

Perc. (46)

f

ff

mf

Ratchet fixed on resonant surface

changeover ratchet

(48)

Letting snares vibrate or something similar rattling with vibrations of plate (near snare) metal plate

4/4

Perc. (50)

metal plate

l.v.

mf

rototom

f

mf

gliss.

# Percussion

52 **metal plate** *l.v.* 54 *l.v.* 3

Perc. *ff* *gliss.* *mp*

slowly and continuous

**metal plate near snare** **B** Spin wheel very strongly

Perc. 56 58 *fff*

Moving needle across the spokes, without slowing wheel down, loud

Perc. 60 *fff*

62 **Voice** *pp* *sffz* *pp* 64

Whispering near the microphone imitating sound of spokes, filtering with different vowels

Perc.

66 68 *mp* *p* *f* *p* **slower** **Whisper + Foot bellow**

Perc. *(f)*

## Percussion

Separating beater from spokes  
now and then, gradually altogether

Perc.

70

slowly  
( $\infty$ )  
*p*  
Whisper + foot bellow  
freely, now and then

72

(Wheel may keep  
spinning slowly)

Perc.

74

slowly  
( $\infty$ )  
*p*  
Whisper + foot bellow  
freely, now and then

76

78

*ppp*

*ppp*

Perc.

80

vibrator on amplified  
(or resonant) surface  
short buzzes at first

82

Crotal on prepared snare drum

*p*

84

leave on surface

Perc.

86

*ff*

88 *l.v.*

90

Vibrator off  
(coordinated)

**C** Repetition

92 Spin wheel very strongly

Moving needle across the spokes,  
without slowing wheel down, loud

Perc.

92

*(fff)*

*(fff)*

# Percussion

5

Perc.

94

96

Voice

*pp* < *sffz* *pp*

Whispering near the microphone imitating sound of spokes, filtering with different vowels

Perc.

98

100

102

*mp*

*p* *f*

*p*

*slower*

Whisper + Foot bellow

(*f*)

Perc.

104

106

slowly

*p*

Whisper + foot bellow freely, now and then

Separating beater from spokes now and then, gradually alltogether

(Wheel may keep spinning slowly)

Perc.

108

110

112

*pp*

*p*

*pp*

slowly

*p*

Whisper + foot bellow freely, now and then

crotal on prepared snare drum

Perc.

114

116

*ff*

10"

*l.v.*

# Percussion

6

**D**

118 **rototom** 120 122

Perc.

124 126 128 130

Perc.

Right in front of microphone letting wind make a deep rumbling sound

stop

(f)

132 134 136

Perc.

ff

(f)

138 140 142 144

Perc.

still spinning

Stop

(f)

146 148 150 152

Perc.

stop fidget

ff

mf

Very marked rhythm

swift air with bow

# Percussion

7

Perc.

154 Ribbed stick

156

Plastic stick

158

*f*

stop

*ff*

Perc.

( $\square \vee$ ) freely

*sfp*

with small explosions (ribbed stick)

*ff*

160

162

diagonally (very fast from frog to tip)

*mf*

same sound as stick

voice

Perc.

164 simile

3

6

166

*ff*

Perc.

168 Metal Stick

*ff*

170 abrupt interruption

172 very slow and clear transition

flicking

*f*

Perc.

174

176

178

flicking

very marked rhythm

3

3

5

16

Perc.

180

182

G

ribbed stick

*sffz*

Percussion

8

184

Perc.

186

Perc.

*ff*

187

going back low

Perc.

188

Perc.

less and less

190

*p*

192

Soak sponge with water and leave hanging, dripping water into resonant amplified bucket

194

Perc.

(Let water drip freely)

H

196

Higher portion flicking upwards letting it slam moving creating filter very small movements

198

*ff*

$\frac{3}{4}$   $\frac{4}{4}$

200

continue small movements with every attack

202

204

Perc.

Perc.

( $\square \vee$ )

206

208

Perc.

210

I

212

**Ping Pong explosion on instruments!**

214

Plastic stick flick with card loudly

*ff*

Falling loudly on instruments

Perc.

Very slowly at first

216

**Throw ping pong balls to the other side**

218

Perc.

220

if balls run out keep attacking (or turn into other objects)

222

**SHOUT**

Let balls bounce

Perc.

224

Bow stick strongly rattle loudly

*pp*

voice s..

*fff*

*pp*

*sffz*

# Percussion

10

(226) **rototom** slow gliss towards lower limit

Perc. *gliss.*

(228) *gliss.*

(229) *gliss.*

(230) *gliss.*

(232) *slowly at first* *fast and continuous* *moderate and continuous*

(234) Throw object to the middle of the stage

Perc.

(236) on beat *fff* *f* *ff*

(238) spin wheel strongly upon impact

Perc.

Always strike pedal  
while throwing object

Receive, show  
object, throw

240

Perc.

Musical notation for measures 240-243. Measure 240 is in 4/4 time, measure 241 is in 6/4 time, and measures 242-243 are in 4/4 time. The notation includes a series of eighth notes with accents and dynamic markings, and a series of quarter notes with accents and dynamic markings. Hand icons indicate the sequence of actions: receive, show, throw, receive, show, throw.

Peel gafa tape

faster towards the end

242

244

Perc.

Musical notation for measures 242-245. Measure 242 is in 4/4 time, measure 243 is in 2/4 time, and measures 244-245 are in 4/4 time. The notation includes a series of eighth notes with accents and dynamic markings, and a series of quarter notes with accents and dynamic markings. A hand icon indicates the action: peel gafa tape.

throwing as fast  
and constant  
as possible

J

248

Perc.

Musical notation for measures 246-247. Measure 246 is in 4/4 time, and measure 247 is in 4/4 time. The notation includes a series of eighth notes with accents and dynamic markings, and a series of quarter notes with accents and dynamic markings. A hand icon indicates the action: throwing as fast and constant as possible.

Pedal

f

250

252

254

Perc.


Musical notation for measures 250-253. Measure 250 is in 4/4 time, measure 251 is in 4/4 time, measure 252 is in 4/4 time, and measure 253 is in 4/4 time. The notation includes a series of eighth notes with accents and dynamic markings, and a series of quarter notes with accents and dynamic markings. A hand icon indicates the action: Snare drum.

Percussion

256

Hexbug in thin box on membrane

258

Moving freely towards  improvising

260


Perc.

*ff*

*p*

*fff*

5/4 5/4 3/4 4/4






262

264

Perc.

4/4 4/4



266

268

270

Slowly activate all objects

Let objects sound

Perc.

6/4



272

274

rototom


*ff*

pedal

Spin strongly

Perc.

6/4 2/4 6/4 4/4 8/4



# Percussion

13

276 Walking out towards line position

278 Frozen with light

Walk Stop W S W faster

Perc.

8/4

4/4

5/4

ff

fff

Boom whacker

280 Frozen in attack position

282 immediately reposition

284 Slow motion attack

immediately reposition

Frozen in attack position

Perc.

3/4

5/4

ff

attack each other

286 Slow motion attack

Slow reposition

Perc.

5/4

4/4

2/4

ff

288 always repositioning

290

292

Perc.

2/4

3/4

2/4

294

296

Perc.

2/4

4/4

298

Perc.

Lower boomwhackers very slowly, drop them at the same time. Stare at each other for ca. 10 seconds. Lights off.