## **Notes**

## **Staff and Note heads**

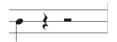


= The centre staff line indicates to look straight ahead.

In between the centre staff line and the upper staff indicates to look ca. 30 degrees to the right.

In between the centre staff line and the lower staff indicates to look ca. 30 degrees to the left.

The upper staff line indicates to look ca. 80 degrees to the right, whilst the lower staff line indicates to look ca. 80 degrees to the left.



= Black note heads indicate closed mouth.



= Half-rounded note heads indicate half-open mouth (only used in bar 11-12).



= Round note heads indicate mouth wide open.



= Clapping the beak together fast and hard, causing the beak to make a short tremolo on its own.



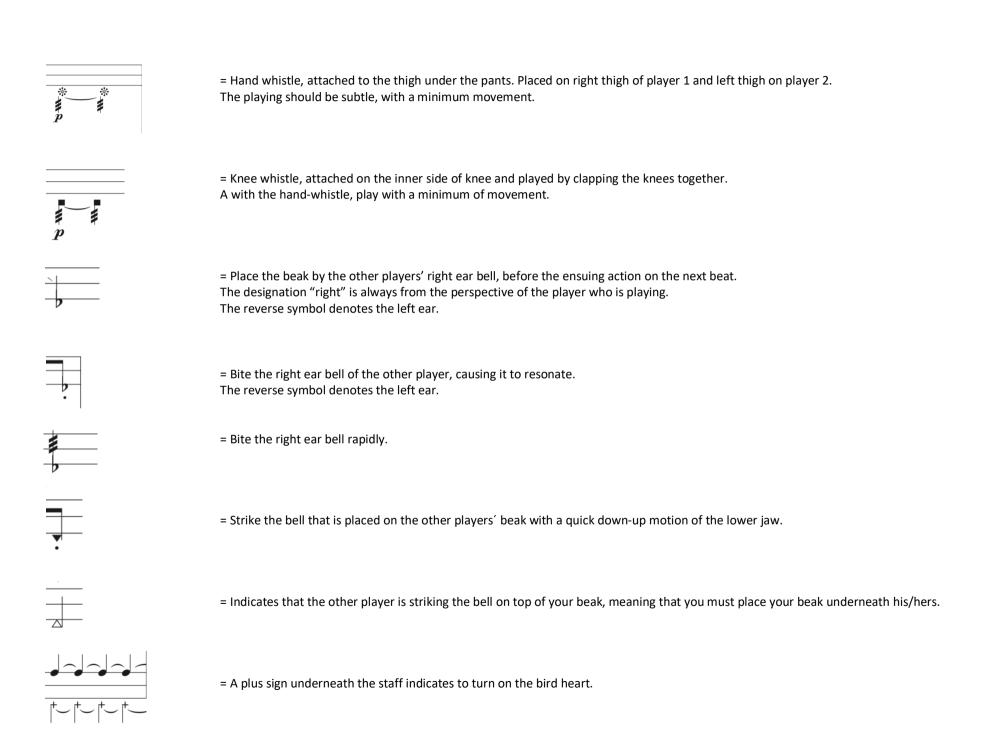
= Beak tremolo, played with the jaw. Let the beak bounce up from the lower teeth with a minimum of movement by the jaw.



= Fast tremolo on the edge of the other players beak. Apart from measure 31, this occurs in an interlocking formation where player 2 bites the upper beak of player 1, while player 1 bites the lower side of player 2's beak. It is necessary that player 1 opens the beak wide a microsecond before player 2's action start.



= Scraping with the chin on the other persons shoulder blade, where a resonating surface is placed.

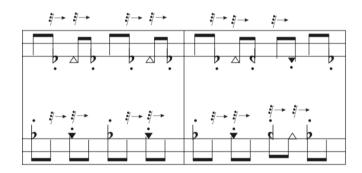


## Movement

All head movements are instantaneous, without being hectic, unless a rounded arch shape is prescribed, as explained below.



= A stippled slur indicates an arch-like movement, performed by first tilting the head up fast so that the beak points towards the sky, and then turning and lowering it towards the designated arrival point.



= In section E, the two players strike each other's ear and beak bells interchangeably, which requires a high degree of coordination. For want of a better way to notate the implied movements at present, a small 32<sup>nd</sup> rest with an arrow above a note head indicates that as soon as the action on the beat has happened, one moves immediately to where the next action will happen.

It is great if the head movements of the two performers can appear to be instantaneous and synchronised.

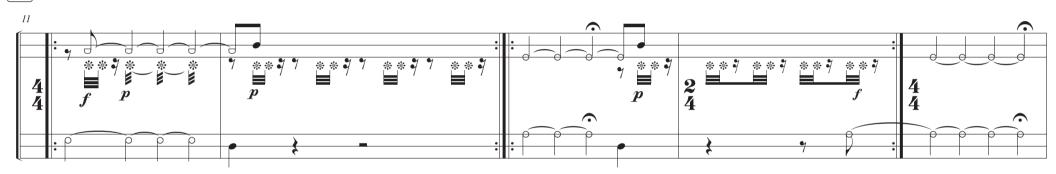
A = 74

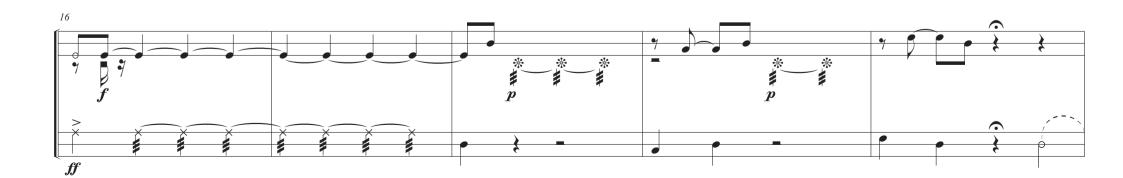
Diomedeidae

Head movements as instantanious as possible without being hectic.

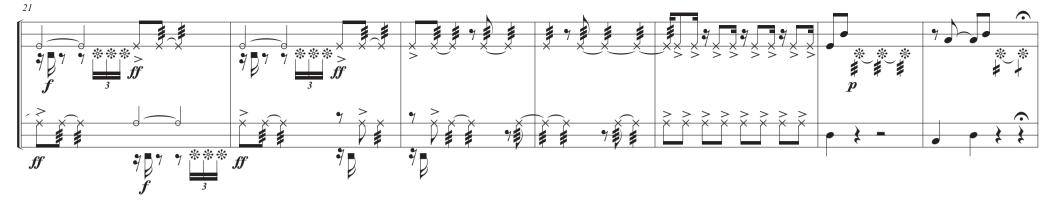












Arch-like movement, point the beak upwards fast, and lower it down slowly while turning.

