

7

Picc.1 *pp* picc. 1

Picc.2 *pp* picc. 2

Ob.1 1. *pp*

Bass-Cl. 2. bass clarinet *p* 2. take B \flat -Clarinet *p* 1. *pp*

Cbsn. 2. take bassoon *pp*

Hn. 1, 2 *mp* senza sord.

Hn. 3, 4 *mp*

Tpt. 1, 2 *f* *pp* senza sord.

B. Tbn. *pp* port. senza sord.

Tba. *pp* *pp* *p* *ppp*

Timp. *pp* *mp* *p* *ppp*

Perc. 1 crotales to vibraphone *p* vibra. *p*

Perc. 2 glass wind chimes *p*

Perc. 3 (metal wind chimes) *p*

Cel. 7

Hp. *ff* *p* *A \sharp* *G \sharp* *E \flat* *B \flat*

Vln. I *pp* un poco vib. *pp*

Vln. I(b) *pp* un poco vib. *pp*

Vln. II *pp*

Vln. II(b) *pp* *pp*

Vla. *pp* *pp* *< pp*

Vc. *pp* *ff* *pp* *mp* *pp* *mp*

Cb. *pp*

accel. ♩ = 66 *poco rit.*

Fl.1 *pp*

Picc.2 (Fl.2) take flute

Ob.1 *ppp* *pp*

Ob.2 *ppp* *pp*

Cl.1 *pp*

Cl.2 *pp*

Bsn.1 *pp*

Bsn.2 *pp*

Hn.2 2.

Timp. *ppp* < *mp* >

Perc.1 (crotales) to vibes *p*

Perc.2 to tubular bells *mf* to claves

Perc.3 to bell plates *mf* to small wind chimes *mf*

Cel.

Hp. *mf*

CD [2] ... I wouldn't remember much." ["I can't even remember what happened yesterday."]

Vln. I *ppp* *ff*

Vln. I(b) *ppp* < *ff*

Vln. II *ppp* (*senza cresc.*)

Vln. II(b) *ppp* *ff*

Vla. *pp*

Vc.

Cb. *ppp* < *mp* >

34 ♩ = 58

Fl.1 (Picc.1) take piccolo *pp*

Fl.2 (Picc.2) take piccolo *pp*

Ob.1 *pp* *mp* *p*

Ob.2 *pp* *p*

Cl.1

Cl.2

Bsn.1

Bsn.2 take contrabassoon

Hn. 1, 2 *pp* *con sord.*

Tpt.1 *pp* *con sord. (cup)*

Tpt.2 *pp* *con sord. (cup)*

Timp. place muffers on drums (A, E flat) *ppp* *mf*

Perc.1 *pp* wind chimes *pp* to triangle

Perc. 3 *pp* to temple blocks

Cel.

Hp. *mf* *pp* *8va*

Vln. I *pp* *gliss.**

Vln. I(b) *pp* *gliss.**

Vln. II

Vln. II(b) *pp* *gliss.**

Vla. *pp* *gliss.**

Vc. *pp* *gliss.**

Cb. *pizz.* *ppp*

*E♭ . F# . G# . A♯
B♭ . C♯ . D♯*

* Glissandi should not be uniform. Players should slide at different rates to create a blurred effect.