

First Light at Uluru

for Wind Symphony

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1 LIGHTS OFF throughout hall - Very low lighting on stage *

In a free, picturesque & atmospheric style

Position: Back right corner of hall (out of sight)

10"

Wind Machine 1 *ppp* In the distance *p* *pp*

2 Position: Back left corner of hall (out of sight)

15"

Wind Machine 2 *p* In the distance *mp* *p*

(If a 2nd wind machine is not available, WM 1 plays WM 2 part)

3 Stage players

Tempo markings & length of free sections are only a suggestion.
 Choose a tempo that enables a continuous wind sound effect to pass through all instruments.
 Stagger all Air vibrato entries + dovetail into the next entry to avoid breaks in sound.
 Since air sounds are very soft, suggested dynamics are exaggerated to indicate how hard to blow.

10"

4 Stage + Audience players* 5-10"

Saxes, claris, oboes: Place very little mouthpiece (reed for oboe) in mouth.
 Rest tip of reed on bottom lip & blow fast air across top of mouthpiece with upper lip open.
 All instruments use their embouchure to manipulate the up/down air vibrato wind effect.
 All players start with a slow wide vibrato, then at each entry vibrato speed gradually gets faster, creating a slow to faster vibrato effect.

No break in sound
Air sounds dovetail into next section

Piccolo *mp* (rest to next entry)

Flute 1 *mp* (rest to next entry)

Flute 2 *mp* (rest to next entry)

Oboe 1 *mp* (rest to next entry)

Oboe 2 *mp* (rest to next entry)

Cor Anglais *mp* (rest to next entry)

Clarinet in B \flat 1 *mp* (rest to next entry)

Clarinet in B \flat 2 *mp* (rest to next entry)

Clarinet in B \flat 3 *mp* (rest to next entry)

Bass Clarinet + Contra Bass Cl. *mp* (rest to next entry)

Bassoon 1,2 *mp* Reed off Blow air into crook (rest to next entry)

Contrabassoon *mp* Reed off Blow air into crook (rest to next entry)

Soprano Sax *mp* (rest to next entry)

Alto Sax *mp* (rest to next entry)

Tenor Sax *mp* (rest to next entry)

Baritone Sax *mp* (rest to next entry)

Horn in F 1,2 *mp* Invert mouthpiece Blow into opposite end Press half valve with trigger (rest to next entry)

Horn in F 3,4 *mp* Invert mouthpiece Blow into opposite end Press half valve with trigger (rest to next entry)

Trumpet in C 1 *mp* Invert mouthpiece Blow into opposite end Or take out mouthpiece and blow into tube (rest to next entry)

Trumpet in C 2 *mp* Invert mouthpiece Blow into opposite end Or take out mouthpiece and blow into tube (rest to next entry)

Trumpet in C 3 *mp* Invert mouthpiece Blow into opposite end Or take out mouthpiece and blow into tube (rest to next entry)

Trombone 1,2 *mp* Invert mouthpiece at 45° angle Blow into opposite end (rest to next entry)

Bass Trombone *mp* Invert mouthpiece at 45° angle Blow into opposite end (rest to next entry)

Wind Machine 1 *p* *mp*

Wind Machine 2 *p* *mp*

* Audience players: If extra players positioned in the audience is not possible, Stage players play all "Audience" entries.

* General lighting & spotlights is optional. If lighting possibilities are limited, the gradual rise of the lights in the opening to indicate the Uluru's sunrise is preferable.

B In a song-like & emerging feel ♩=60

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Picc. *p* *mp* *mf* *p* *Solo*

Fl. 1 *p* *mp* *p* *Solo* 1 player *p cantabile* *mp*

Fl. 2 *p* *mp* *p* *Solo* *p cantabile* *mp*

Ob. 1 *p* *p cantabile* *mp*

Ob. 2 *p* *p cantabile* *mp*

Cor Angl. *p* *Solo* *molto vib.* *mf* *mp* *mf* *p* 1 player *p cantabile* *mp*

B♭ Cl. 1 *p* *mp* *mp* 1 player *p cantabile* *mp*

B♭ Cl. 2 *p* *mp* 1 player *p cantabile* *mp*

B♭ Cl. 3 *p* *mp*

Bass Cl. + C. Bass Cl. *p* *p cantabile* *mp*

Bsn. 1,2 *p* *p cantabile* *mp*

C. Bn. *p* *p cantabile* *mp*

S. Sx. *mp* *p* *p cantabile* *mp*

A. Sx. *mp* *p* *Solo* *p cantabile* *mp*

T. Sx. *p* *p cantabile* *mp*

B. Sx. *mp* *p*

Hn. 1,2 *mp* *molto espress.* *p* *Solo* 1 player *p cantabile* *mp*

Hn. 3,4 *mp* *molto espress.* *p* *Solo* 1 player *p cantabile* *mp*

C Tpt. 1 *mf* *molto espress.* *p* *Solo* 1 player *p cantabile* *mp*

C Tpt. 2 *mp* *delicato* *p*

C Tpt. 3 *mp* *delicato* *p*

Tbn. 1,2 *mp* *delicato* *p*

B. Tbn. *mp* *delicato* *p*

Euph. 1,2 *mp* *delicato* *p* *Solo* 1 player *p cantabile* *mp*

Tuba 1,2 *mp* *molto espress.* *p*

D.B. *mf* *mf*

Hp. *mp* *mp* (let ring out)

Timp. *p* (let ring out) *Solo With Bow* *mp* *mf* (let ring out)

Perc. 1 *mp* *mp* *mf* *mp*

Perc. 2 *mp* *p* Rain Stick

Perc. 3 *mp* *mf* *p* *mp* *p*