

# I. Abramelin the Mage

\* Slur the given pitches as fast as possible, for the duration of the arrow.

\*<sup>1</sup> Flute: After repeating written melody once, improvise in the same style using only  $D^b, E^b, G^b, A^b, B^b$ . Length of improv. is up to perf. After improv. return to written melody, play once and cue cut-off. Pause until Gong has nearly stopped vibrating, before taking the D.C. al Coda.

\*<sup>1</sup> Oboe } Only Flute and Horn (Gongs) play  
clar. } first time. Clar., Oboe, and Bsn.  
Hom } begin 2<sup>nd</sup> time and continue  
Bsn. } repeating as many times as necessary while Flute improvises. After Flute returns to written melody and plays it once, Flute will cue cut-off. Pause until Gong has nearly stopped vib. before taking D.C. al Coda.