INVENTION – AN ASCENT

(FOR CARRILON)

TOMÁS I. GUEGLIO SACCONE

Invention – An Ascent (for carrilon)

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Performance Notes

Rhythm: the score is notated proportionally. The graphic distance between the notes supposes spacing in time. By no means is this distance to be taken literally. The sought effect is that of a kaleidoscope, floating and *rubato* (except when the opposite is indicated). As a guideline for tempo and pacing, each system lasts around 30''.

Dynamics are reflected in two different ways 1) 4 different notehead size (roughly pp-p-mf-f). The smaller notehead is the softer and the bigger notehead the louder. As with the notation of rhythm, these are not to be taken literally. 2) Linear crescendos and diminuendos are indicated with both notehead size and hairpins between the desired dynamics.

Repeated notes: occasionally repeated notes are indicated with an arrow and a number. This number indicates the amount of times a particular note or chord is to be repeated.

At certain moments, a repeated note pattern is required to be played on the pedals. The speed of the repetition is suggested to be at 48 beats per minute. The graphic relationship between this layer and the one played by the hands is not to be respected. These are two independent layers that eventually come together at the "A Tempo"

Approximate duration: 5'30''

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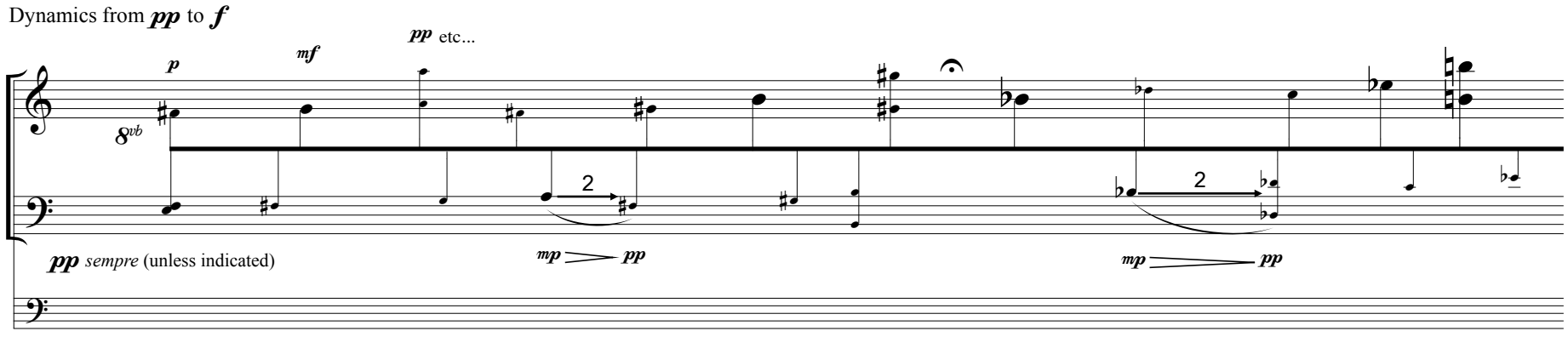
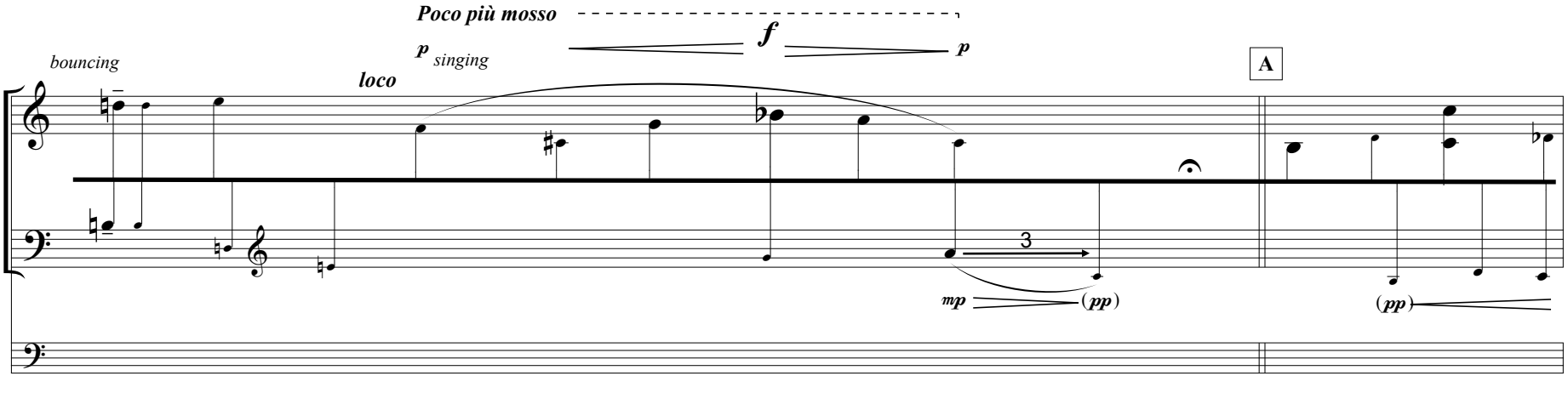
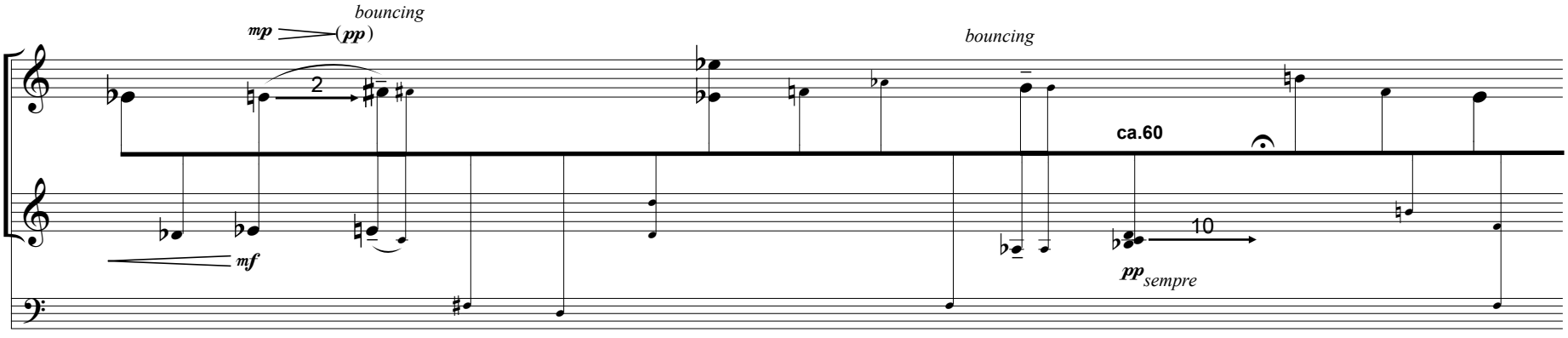
to Joey Brink

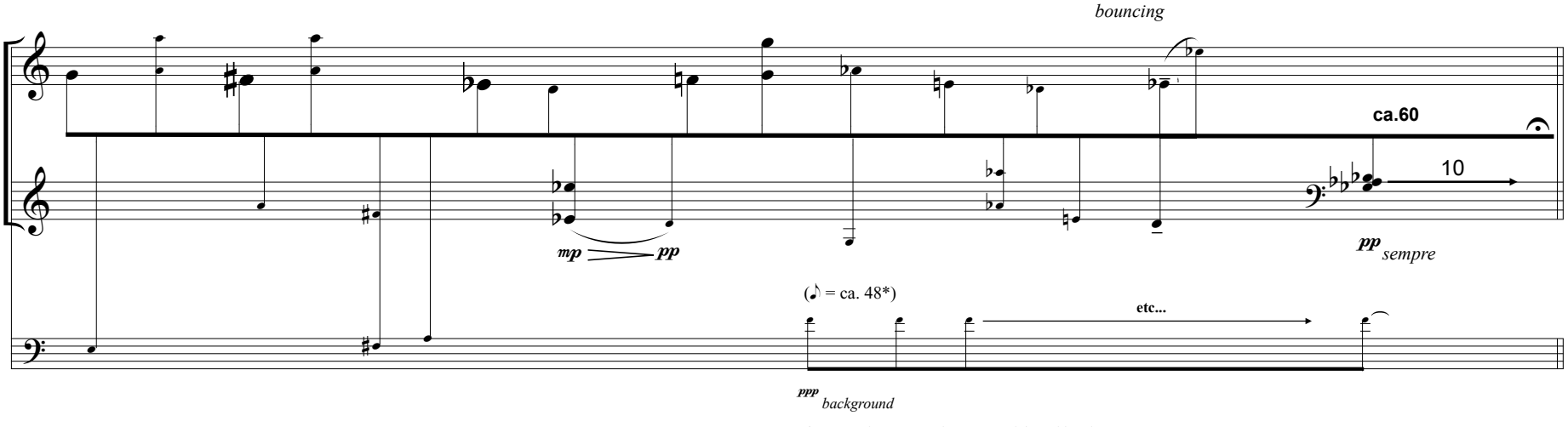
Freely, Rubato, Expressive

Dynamics from ***pp*** to ***f***









* No synch necessary between pedals and hands.
The sought effect is having a pulsed element on top of which rubato music is played.