

Session 21/2/80

Taxation selon durée
portée au programme

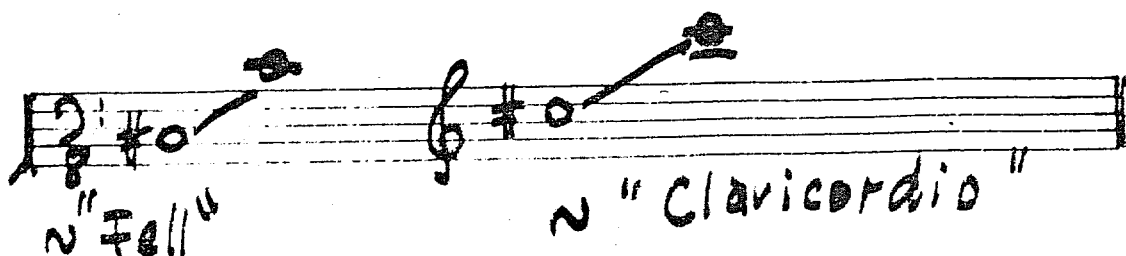
Gustavo Becerra Schmidt
1979

CHARIVARI

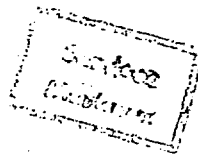
Eine Liturgie für Drei.

Flöten: Piccolo, Flöte, Baßflöte.

Schlagzeug: Scheitern, Kuhglocken, 4 Java-Buckelgongs, 4 hängende Becken, 1 Paar Fingerzymbel, 1 Donnerblatt, 4 Tamtams, 4 Wooden-Blocks, 5 Temple-Blocks, 2 Bongos, 2 Tumbas, 1 Pedal-Groß-Trommel, Vibraphon, Milotimba, Cuica, 4 Timpani u. prepariertes Klavier:



"Charivari"
eine Liturgie für Drei.



SOCIÉTÉ DES AUTEURS COMPOSITEURS, EDITEURS DE MUSIQUE	
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Gustavo Becerra-Schmidt
1979.

Introito

1. Alle Musiker stehen hinter den Culissen.

Cuica

black out Saal

Donnerblatt

ff

f

mf

p

2) $\text{♩} = 96$

spot Bühne

poco cresc

==

2. Begleitet von der Cuica treten die Musiker, langsam wie in einer Prozession im Saal ein, besteigen die Bühne und nehmen ihre Anfangspositionen auf. Grüßen nicht!

Cuica

..... mp, dim.

... pp

3. Ruhe tritt ein! attacca I.

==

1) "~~~~", so lange wie möglich oder ausklingen lassen.

2) " ", Wiederholungsfenster. " ", Fensterende.

I Purificación

Baßflöte

Glocke

Vibraphon

Xilokimba

Klavier

Luftschl. B

Bogenschl. B

arco!

pppp

arco!

ppp

♩ = 88

pppp

x 6

x 5

//

B.F.

V.

X.

K.

Bogenschl.

pppp

pp

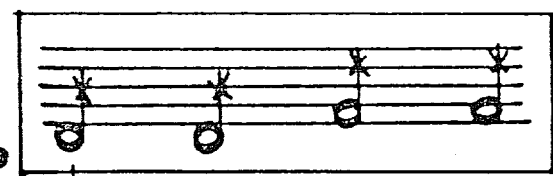
pp, pppp

x 4

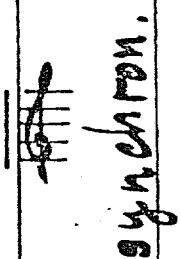
x 3

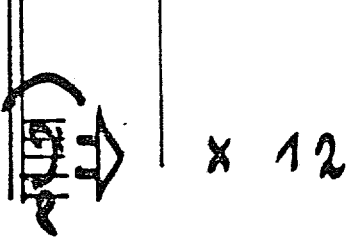
x 2

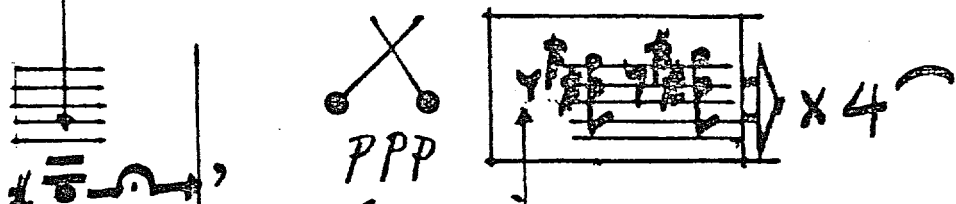
x 2

B.F.  x 3

V. 

X.  synchron.

K.  x 12

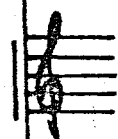
pp  x 4

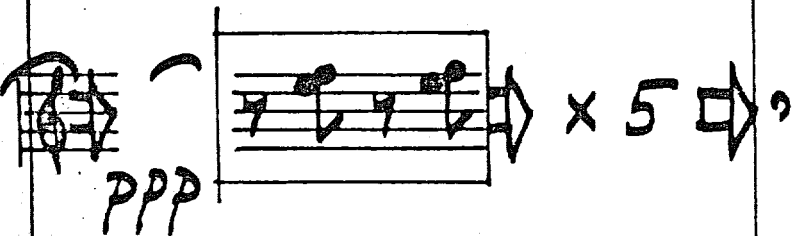
ppp  x 4

pp  x 9

PAUSE!

B.F. 

V. 

X.  x 5

ppp

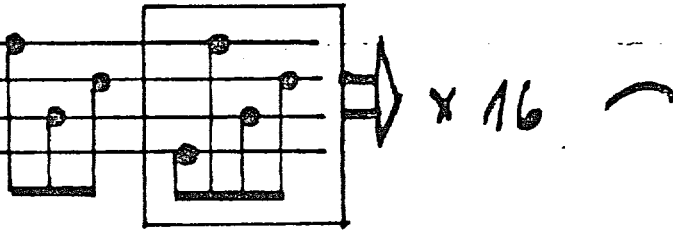
Bpos.
Cgas.

K/v.

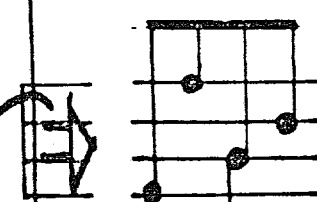
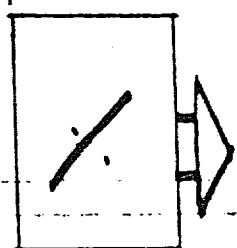
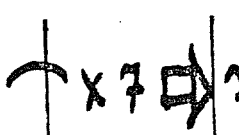
x 3  x 4

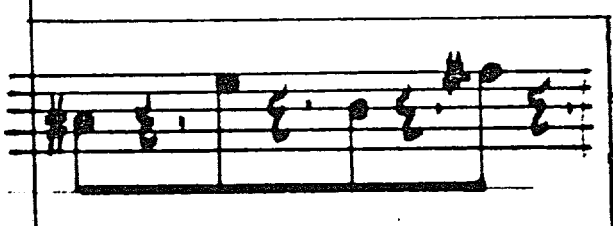
p

synchron.

pp  x 16

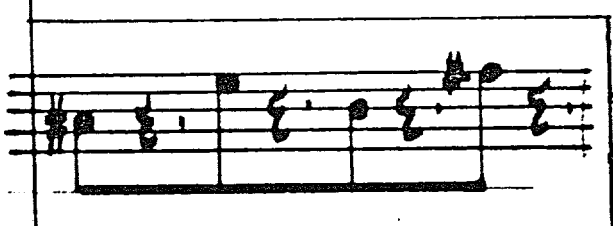
FB. 

Bgs. Cgas.   

Gongs  

K. 



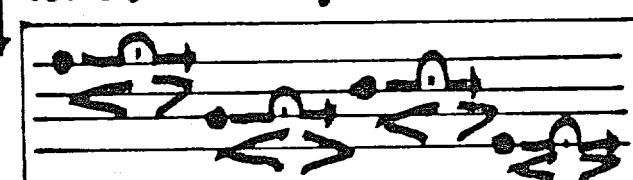


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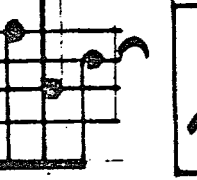
FB. 

Ggs. 

h. Beck. 

arco asyn. 







Handwritten musical score for four staves (BF, V., Ggs., K.) and a central piano (P) section.

BF: Treble clef, key signature of one sharp (F#). Initial notes are marked with *p* and *pp*. A slur is present over the first few notes.

V.: Treble clef, marked *non vib.* (non vibrato). Notes are marked with *p* and *pp*. A slur is present over the first few notes.

Ggs.: Bass clef, marked *pp*. Notes are marked with *p* and *pp*. A slur is present over the first few notes.

K.: Bass clef, marked *p*. Notes are marked with *p* and *pp*. A slur is present over the first few notes.

Central Piano (P) Section: A large rectangular box containing a piano part. The top staff is in treble clef, and the bottom staff is in bass clef. The piano part is marked with *p* and *pp*. A slur is present over the first few notes. To the right of the box, there are markings: *x 4*, *x 3*, *max.*, and *max. x 2*.

=

Handwritten musical score for four staves (BF, Ggs., Tam-Tams, K.) and a central piano (P) section.

BF: Treble clef, key signature of one sharp (F#). Notes are marked with *p* and *pp*. A slur is present over the first few notes.

Ggs.: Bass clef, marked *pp*. Notes are marked with *p* and *pp*. A slur is present over the first few notes.

Tam-Tams: A staff with a treble clef and a key signature of one sharp (F#). Notes are marked with *p* and *pp*. A slur is present over the first few notes.

K.: Bass clef, marked *p*. Notes are marked with *p* and *pp*. A slur is present over the first few notes.

Central Piano (P) Section: A large rectangular box containing a piano part. The top staff is in treble clef, and the bottom staff is in bass clef. The piano part is marked with *p* and *pp*. A slur is present over the first few notes. To the right of the box, there are markings: *x 4*, *x 3*, *max.*, and *max. x 2*.

Tam-Tam - Wasserspiel: A diagram showing four circles labeled I, II, III, and IV. Each circle contains a wavy line representing water. The circles are arranged in a row. Below the circles, the text "tauchen $\hat{=}$ t. $\rightarrow$ " is written. To the right of the circles, the text "I bis IV" is written. Above the circles, the text "Tam-Tam - Wasserspiel beim tauchen: I bis IV" is written.

Other markings: *max. x 1* is written above the Tam-Tams staff. *max. x 1* is written below the K. staff. *p* is written below the central piano section. *[12/p]* is written above the central piano section.

1) "•—•" $\hat{=}$ max. Länge + Vertiefen.

BF. || G - -

T.T. $\text{pp} \text{---} \text{mp}$ $\text{t.} \rightarrow \text{III}$ $\text{mp} \text{---} \text{mf}$ $\text{t.} \rightarrow \text{II}$ pp

K. H

BF. f $\text{t.} \rightarrow \text{IV}$ asyn.

T.T. pp h. Beckn. pp usw.

K. H

BF. H

h. Beckn. H

K. H

Handwritten musical score for the first system, featuring five staves:

- BF.** (Bassoon): A single note at the beginning, followed by a melodic line starting with *pp* and *mf* dynamics.
- Trpt.** (Trumpet): A melodic line starting with *pp* and *p* dynamics, enclosed in a box.
- Gr.C.** (Glockenspiel): A melodic line starting with *pp* and *p* dynamics, enclosed in a box.
- K.** (Klarinet): A melodic line starting with *pp*, enclosed in a box.
- 9ed. 2** (9th Edition 2): A handwritten note with a double slash below it.

Handwritten musical score for the second system, featuring three staves:

- BF.** (Bassoon): A melodic line with a slur, starting with *mf* and *p* dynamics.
- Trpt.** (Trumpet): A melodic line with a slur, starting with *mf* and *p* dynamics.
- K.** (Klarinet): A melodic line with a slur, starting with *mf* and *p* dynamics.

Handwritten musical score for the third system, featuring three staves:

- BF.** (Bassoon): A melodic line with a slur, starting with *pp* and *mf* dynamics.
- Trpt.** (Trumpet): A melodic line with a slur, starting with *pp* and *mf* dynamics.
- K.** (Klarinet): A melodic line with a slur, starting with *pp* and *mf* dynamics.

ggh

Трм
Г. С. Т. В.

R. ३३

attacca II

II EXERCIS MO.

Lento, serioso, rubato.

Handwritten musical score for various instruments, including Zymbel, Fl., WBl., T.Bi., Vibr., Vlon., Glek., Solli, H. J. J. J., Pti., Tims., Riv., Ggs., Bgs., Tbs., and q.c. The score is written on multiple staves, showing musical notation, dynamics (p, mp, f, pp), and performance instructions (Lento, serioso, rubato).

Zymbel

Fl. *trant* *frull. m. m. m.*

WBl.

T.Bi.

Vibr.

Vlon.

Glek.

Solli

H. J. J. J.

Pti.

Tims.

Riv. *mp*

Ggs.

Bgs.

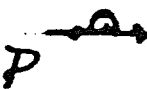
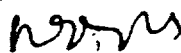
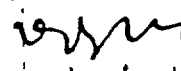
Tbs.

q.c.

p *mp* *f* *pp* *s. corde*

II

9₁

Glek. 
+ Schllm. 
+ Knglchm. Pf 

II

9₃

Vbr.

Glek.

Ph: 2.
4.

T. Tams

Klvr.

2. 4.
3.

s. corde

II

9₄

Wbl.
Tbl.

Vbr.
Xil.

Pti. 2.
4.

J. Tams.
2. 4. 3.

Klvr.

s. corde

s. corde

The musical score is handwritten and arranged in a semi-circular pattern. It includes staves for various percussion instruments: Wbl. Tbl. (Woodblock/Tam-tam), Vbr. (Vibraphone), Xil. (Xylophone), Pti. (Percussion, 2. 4.), J. Tams. (Jagged Tams, 2. 4. 3.), Klvr. (Klaxon), and s. corde (s. corde). The notation includes notes, rests, and dynamic markings like 'pp' and 'p'.

9_{5,6,7}

II EXERCIS MO.

Lento, serioso, rubato.

Handwritten musical score for various instruments, including Zymbel, Fd., WBL, Tbl., Vib., Klon., Glck., Sdlk., Kglck., Pti., Tlms., Kltr., Ggs., Kps., Trs., and G.C. The score is written on staves with musical notation, including notes, rests, and dynamic markings such as *p*, *mp*, *f*, *pp*, and *fz*. The tempo/mood is indicated as *Lento, serioso, rubato*. The notation includes various musical symbols, including clefs, time signatures, and articulation marks.

II EXERCIS MO.

Lento, serioso, rubato.

Handwritten musical score for various instruments, including Flute (Fl.), Violin (Vln.), Viola (Vla.), Cello (Vcl.), Double Bass (Kontr.), Piano (P), and others. The score is written on staves with musical notation, including notes, rests, and dynamic markings such as *p*, *pp*, *f*, and *fz*. A large, solid black circle is drawn over the central portion of the page, obscuring the musical notation in that area.

II EXERCISMO.

Lento, serio, rubato.

This is a handwritten musical score for a piece titled "II EXERCISMO." The tempo and mood are indicated as "Lento, serio, rubato." The score is written on a single page and includes parts for the following instruments:

- Zymlol** (Zymlol)
- Fd.** (Flute)
- Wbl.** (Wood Bass)
- Tal.** (Trombone)
- Vcllo** (Violoncello)
- Vilon.** (Violon)
- Gldh.** (Glockenspiel)
- Schlk.** (Schlagwerk)
- Kglckn** (Kglckn)
- Pti.** (Piano)
- Tlms** (Tlms)
- Klbr** (Klbr)
- Org.** (Organ)
- Fls.** (Fls.)
- G.C.** (G.C.)

The score features various musical notations, including dynamics such as *p* (piano), *mp* (mezzo-piano), *f* (forte), and *pp* (pianissimo). There are also markings for *trant* (trant) and *trant* (trant). A large black circle is drawn over the center of the page, obscuring some of the musical notation. The score is written in a cursive, handwritten style.

9a
5

Lento, serio, rubato.

Handwritten musical score for a symphony, featuring various instruments and dynamic markings. The score is written on multiple staves, with some parts marked "p" (piano) and "pp" (pianissimo). The instruments listed on the left include Fl. (Flute), Wal. (Waltz), Sal. (Saxophone), Viol. (Violin), Viola, Clari. (Clarinet), Bassi. (Bassoon), Horns, Trombe. (Trumpet), and Tuba. The score includes various musical notations such as notes, rests, and dynamic markings.

q.b.
(scanning ↑)

II EXERCIS MO.

Lento, serioso, rubato.

Handwritten musical score for various instruments, including Flute (Fl.), Violoncello (Vcl.), Violon (Vlon.), Glockenspiel (Glock.), Salsa, Kajak, Piano (Pti.), Trombone (Tbn.), Kbr, and G.C. The score is written on multiple staves, showing musical notation, dynamics (p, mp, f, pp), and performance instructions (e.g., "Lento, serioso, rubato").

Instrument list on the left:

- Zymlol
- Fl.
- Wbl.
- Sal.
- Vcl.
- Vlon.
- Glock.
- Salsa
- Kajak
- Pti.
- Tbn.
- Kbr
- G.C.

Key musical elements and dynamics:

- Fl.:** Features a melodic line with a trill and a fermata. Dynamics include *p*, *mp*, and *f*.
- Vcl.:** Includes a section with a trill and a fermata. Dynamics include *p*, *mp*, and *f*.
- Vlon.:** Includes a section with a trill and a fermata. Dynamics include *p*, *mp*, and *f*.
- Glock.:** Includes a section with a trill and a fermata. Dynamics include *p*, *mp*, and *f*.
- Salsa:** Includes a section with a trill and a fermata. Dynamics include *p*, *mp*, and *f*.
- Kajak:** Includes a section with a trill and a fermata. Dynamics include *p*, *mp*, and *f*.
- Pti.:** Includes a section with a trill and a fermata. Dynamics include *p*, *mp*, and *f*.
- Tbn.:** Includes a section with a trill and a fermata. Dynamics include *p*, *mp*, and *f*.
- Kbr:** Includes a section with a trill and a fermata. Dynamics include *p*, *mp*, and *f*.
- G.C.:** Includes a section with a trill and a fermata. Dynamics include *p*, *mp*, and *f*.

III Cortejo:

$\text{Ggr.} \quad \text{PPP} \quad \text{poco cresc...} \quad \text{PPP} \quad \text{poco cresc...} \quad \text{PPP} \quad \text{poco cresc...}$
 $\text{Schln.} \quad \text{PPP} \quad \text{PPP} \quad \text{PPP}$

$\text{Ggr.} \quad \text{PPP} \quad \text{poco cresc...} \quad \text{PPP} \quad \text{poco cresc...} \quad \text{PPP} \quad \text{poco cresc...}$
 $\text{Schln.} \quad \text{PPP} \quad \text{PPP} \quad \text{PPP}$

==

$\text{Ggr.} \quad \text{P} \quad \text{poco cresc...} \quad \text{mp} \quad \text{poco cresc...} \quad \text{poco cresc...}$
 $\text{Schln.} \quad \text{PP} \quad \text{P} \quad \text{PPP}$
 $\text{Gr. C. I.} \quad \text{poco cresc... (sempre)}$

==

$\text{Bcln.} \quad \text{PPPP} \quad \text{poco cresc...} \quad \text{PPP} \quad \text{poco cresc...} \quad \text{PP} \quad \text{poco cresc...} \quad \text{poco cresc...}$
 $\text{Gr. C.} \quad \text{PPP} \quad \text{poco cresc...} \quad \text{PP} \quad \text{poco cresc...} \quad \text{P} \quad \text{poco cresc...} \quad \text{poco cresc...}$
 $\text{K.} \quad \text{mp} \quad \text{non cresc...}$

$\text{Bcln.} \quad \text{PPPP} \quad \text{poco cresc...} \quad \text{PPP} \quad \text{poco cresc...} \quad \text{PP} \quad \text{poco cresc...} \quad \text{poco cresc...}$
 $\text{Gr. C.} \quad \text{PPP} \quad \text{poco cresc...} \quad \text{PP} \quad \text{poco cresc...} \quad \text{P} \quad \text{poco cresc...} \quad \text{poco cresc...}$
 $\text{K.} \quad \text{mp} \quad \text{non cresc...}$

Bckn.

Gr. C.

K.

x 6

Bgs.
Tbs.

poehss. cresc...

BF.

f, p

x 5

mp, pp

mf, pp

BF.

Bgs.
Tbs.

K.

x 4

x 3

BF. *mf* *mute in Fl* $\times 2 \left[\frac{6}{4} \right]$

Bgs. Tbs.

K.

BF.

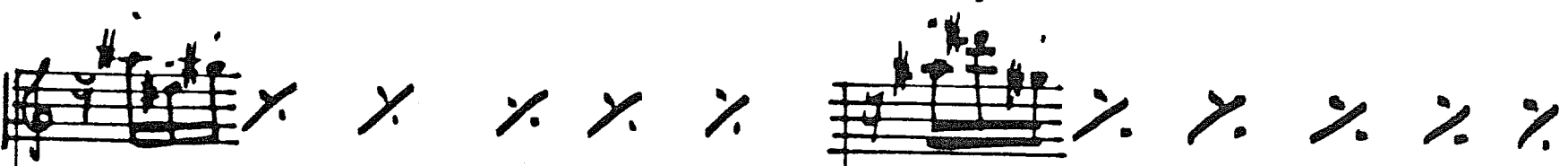
Bgs. Tbs.

K.

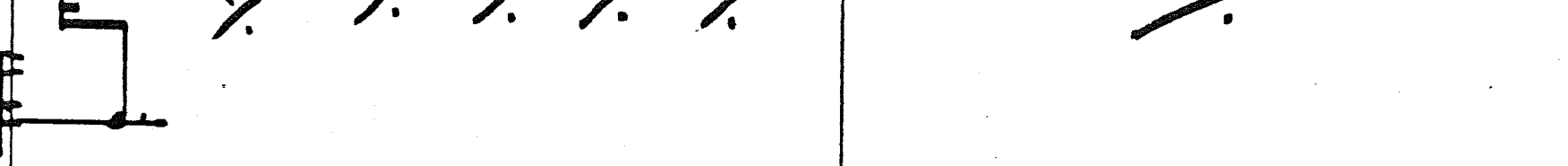
Fl.

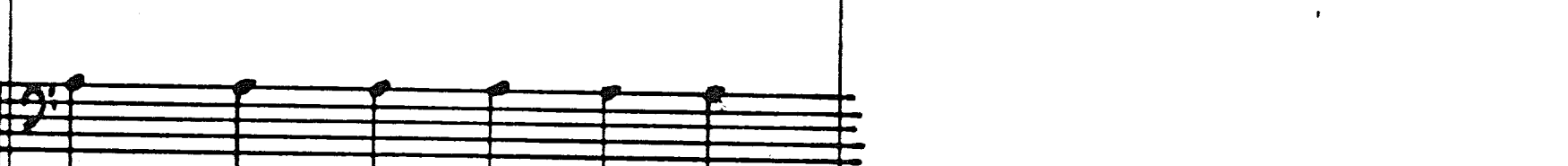
Bgs. Tbs.

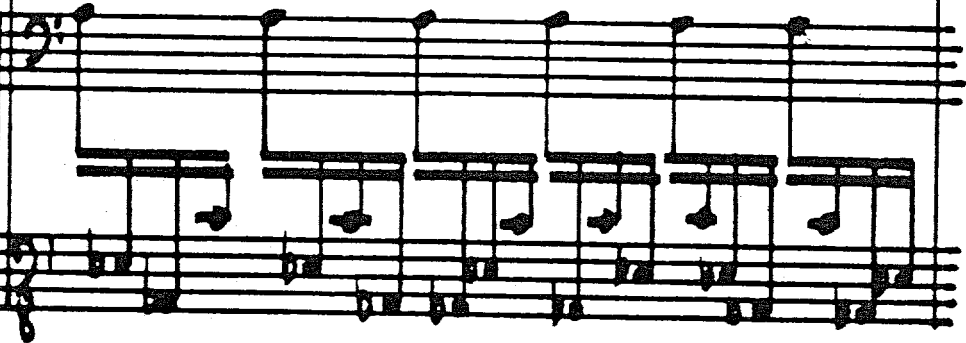
K.

Fl. 

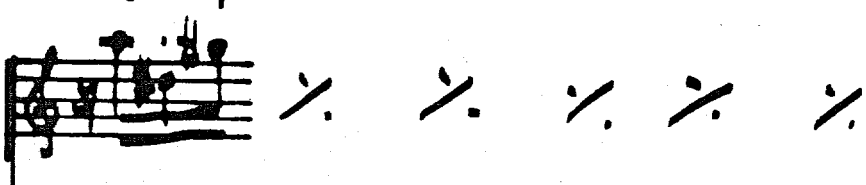
Tbl. 

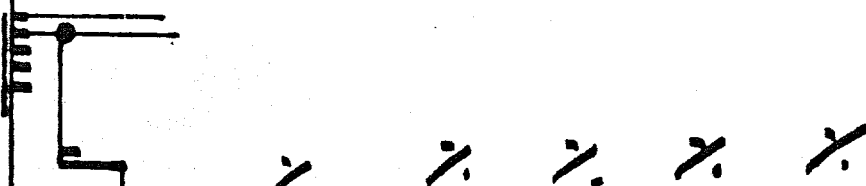
Bgs. 

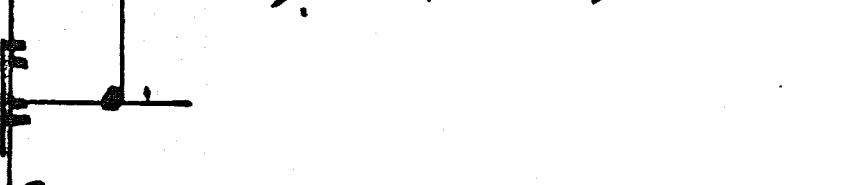
Tbs. 

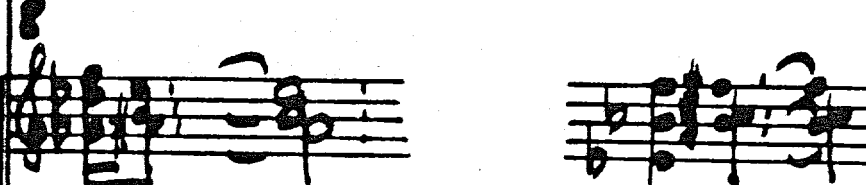
K. 

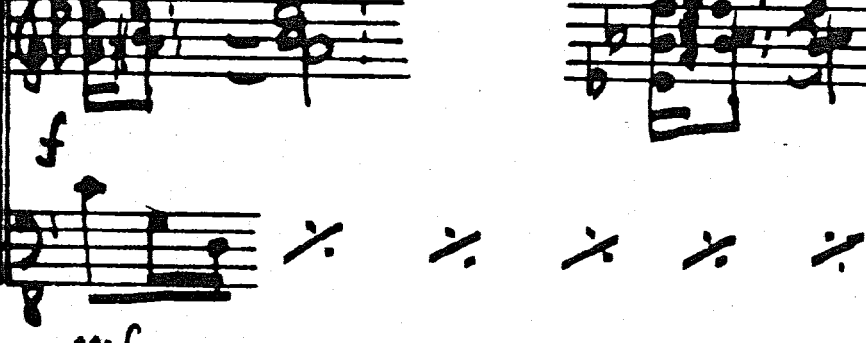


Fl. 

Tbl. 

Bgs. 

Tbs. 

K. 

f 

mf 

Fl. *f* *muto in Piccolo*

Tbl. *mf*

Bqs. *mf*

Tbs. *mf*

K. *f* *mf*

Vib. *f*

Xilor. *mf*

Gr. C. (Gr. Trommel) *mf*

Klavier *mf*

x2

cresc...

x6

x12

FP. *max.*

Vib. *max.*

Xil. *max.*

Gr. C. *max.*

Tamt. *max.*

K. *sfz*

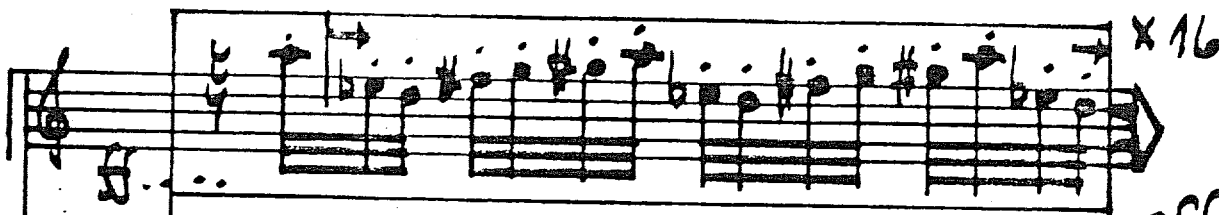
x2

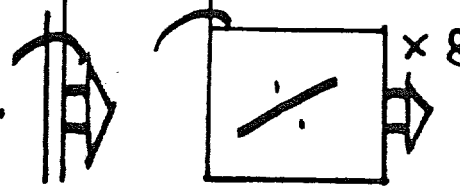
asyn.

x7

x1

*) Wanderakkord. Auf jeden $\frac{1}{16}$ innerhalb $17 \cdot 4 \cdot 4$ zu spielen.

FP.  x16

T.T.  x8

G.C. 

R. 

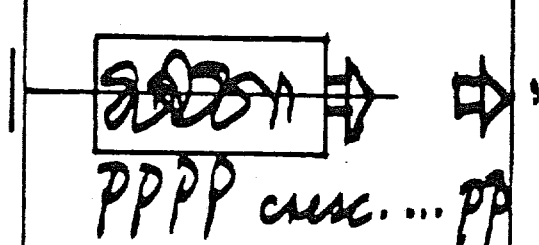
... sffz

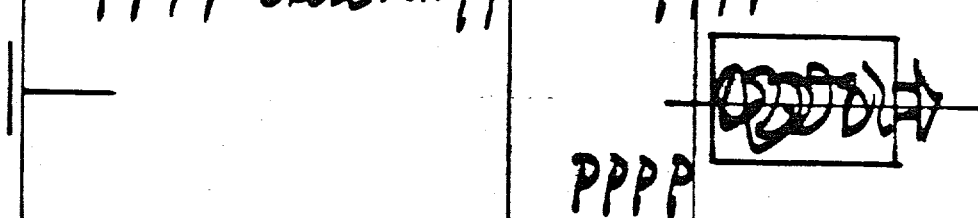
PAUSE!

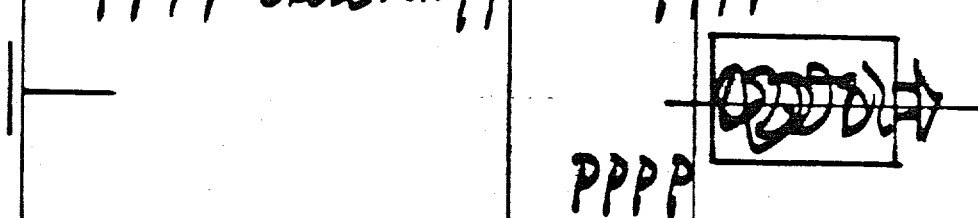
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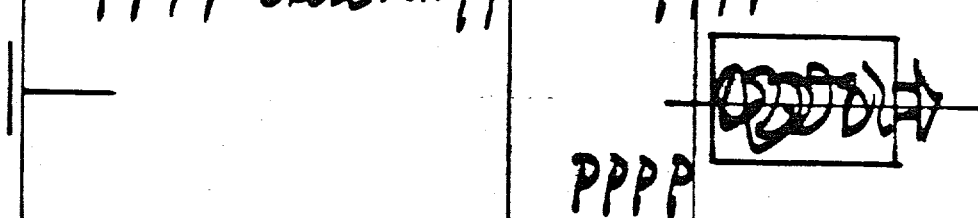
IV Exorcismo Final (Lento)

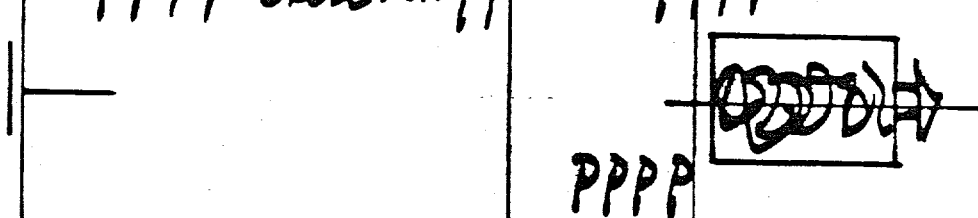
FP. 

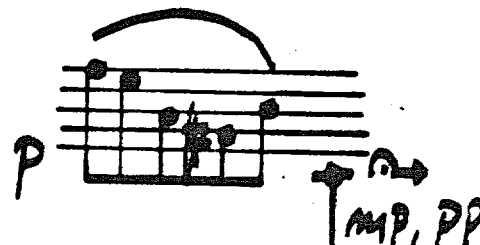
Schlu.  PPPP cresc... pp

Uglicku.  PPPP

Thi.  PPPP

T. Tams  PPPP

K.  PPPP

 mp, pp

 P

mp

ped. 2

FL.

Prestissimo subito!

ohne Pausen!

Kugelpfeife
Doppelpfeife

Schln.
Knglchn.

K.

ohne Pausen!

==

F.P.

Kpf.
Dopp.

1) 2x Schln.
+ Knglchn
Glehn.

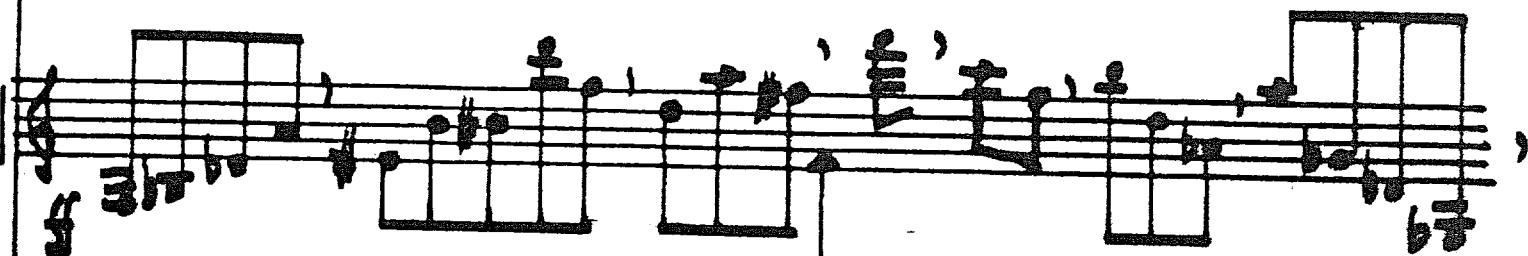
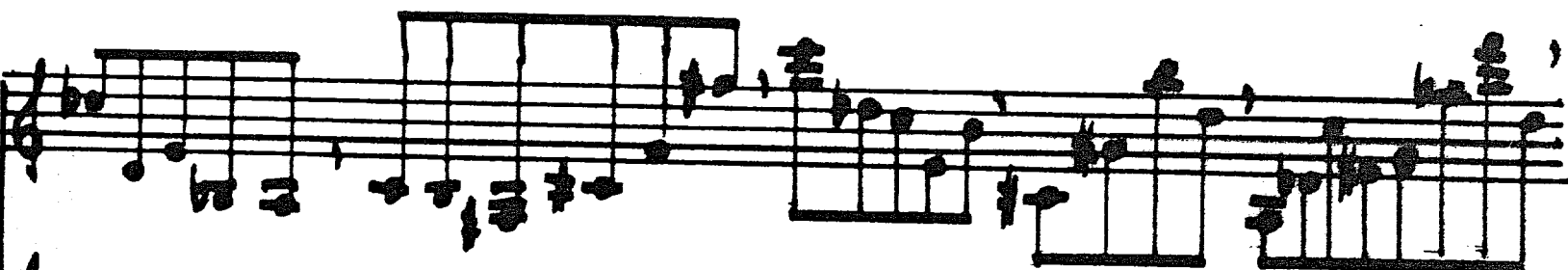
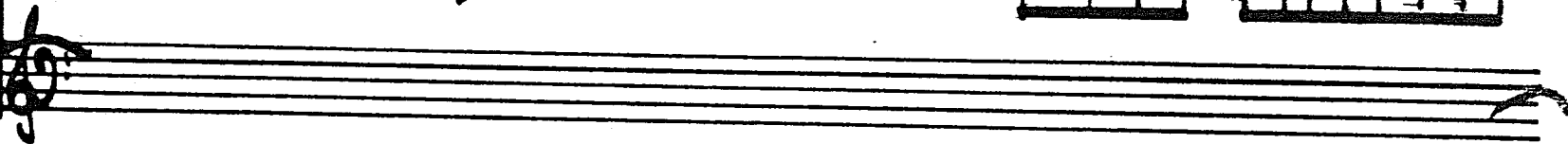
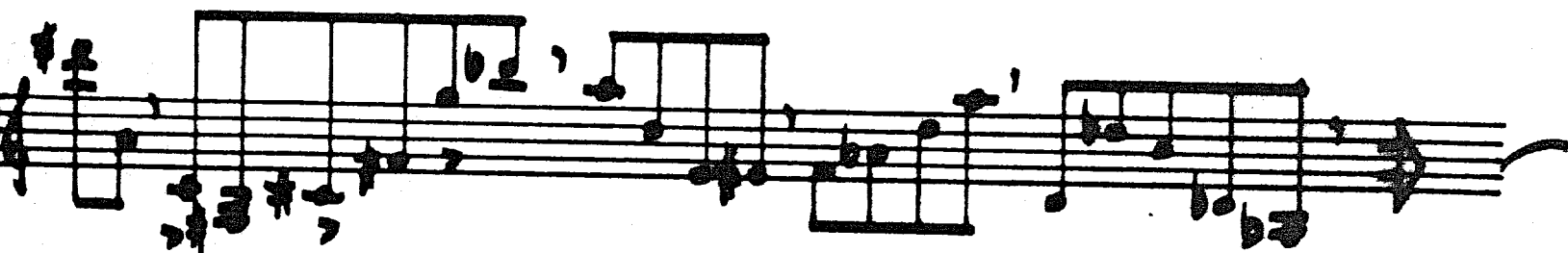
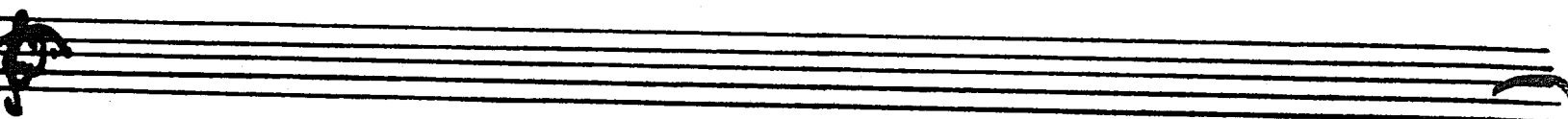
K.

Kopf &
Füße.
Ärme.

mf

1) 5 Bänder je Spieler: 1° Kopf, 2° Ärmel, 3° Füße:



f p. Xilor. K. Kanon $\pm n \times 8$ Anfang.Xilor. K. Xilor. K. 

Schellen des FP., anziehen wie K.

FP.

Pfeifen.

Xilor.

Glock.

K.

Vibr.

FP.

Vibr. non vib.

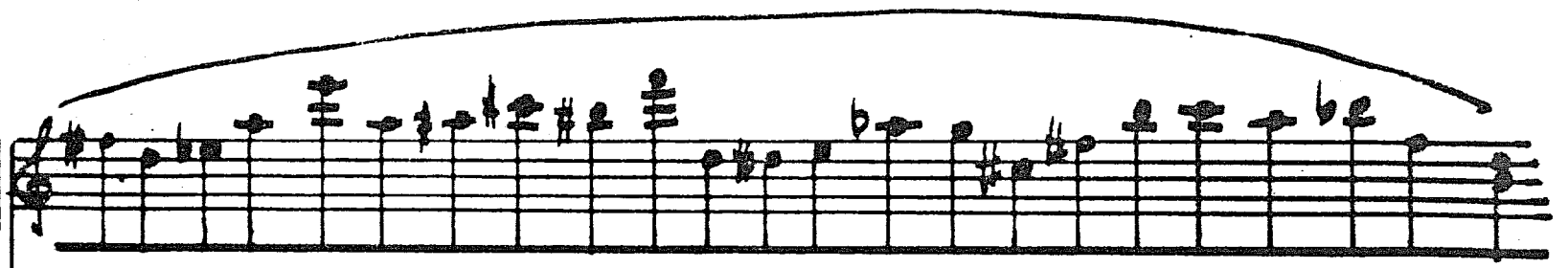
Xilor.

K.

Kanon I, $\pm nx 8^a \rightarrow$

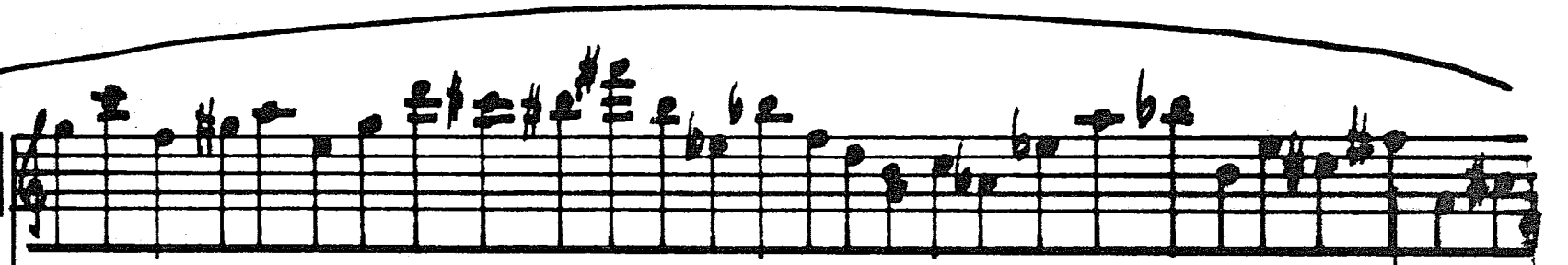
Kanon II, $\pm nx 8^a \rightarrow$

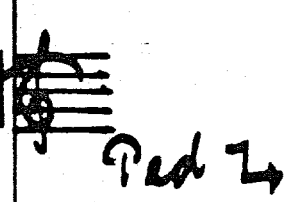
1) Atmen nach Bedarf.

F.P. 

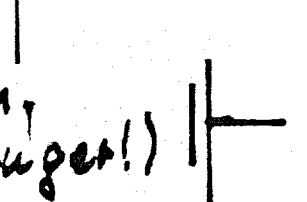
Vibr. 

K. 

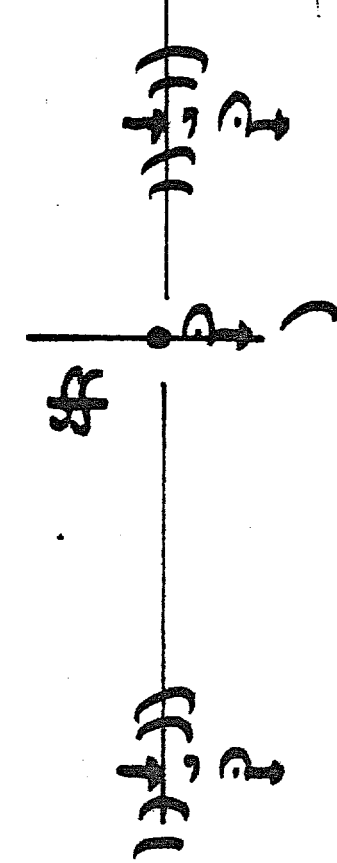
FP. 

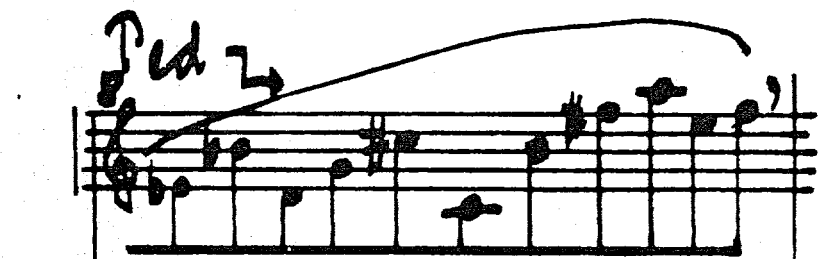
Vibr. 

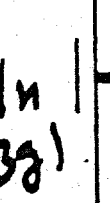
gk. 

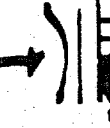
Schlln. (Schlzen ger!) 

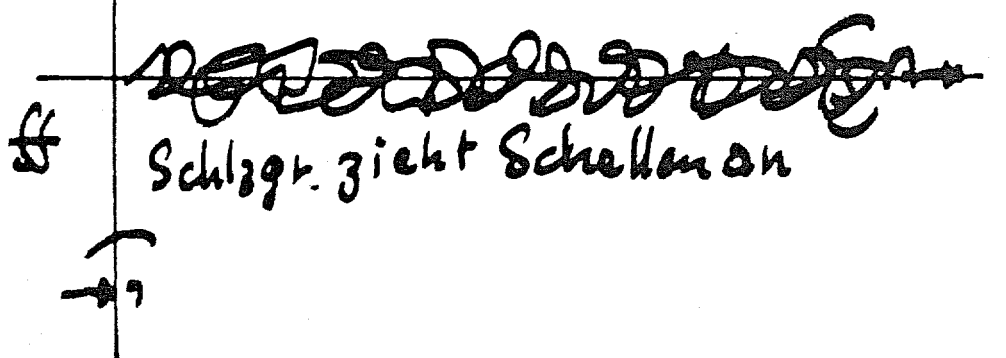
K. 



FP. 

Schlln (Schl3g) 

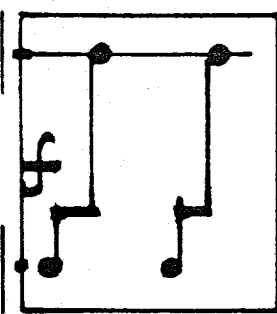


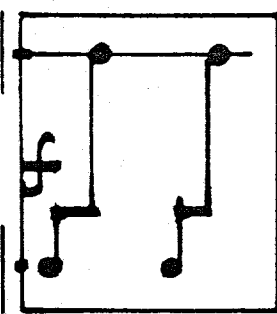


V Ronda y Sacrificio:

- 1°. Spieler stehen auf: *mf* →
- 2°. Marchieren: $\text{♩} = 80$ (stampfen!). Im Kreis! 
- 3°. Alle tragen Schlägel.
- 4°. Alle schlagen auf die Instrumenten die sich in Reichweite befinden, so wie im System "Schl3g." überschrieben ist, notiert ist.

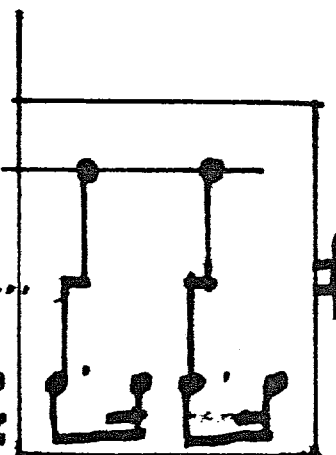
Erste Runde: $\text{♩} = 80$

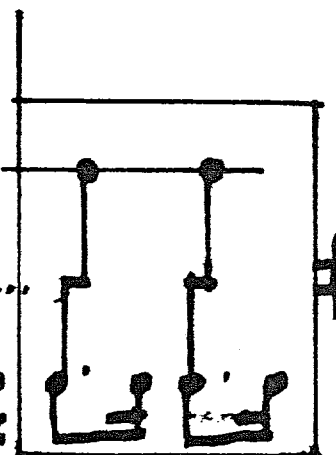
Schl3g.  *poco cresc. ...*

Marsch 

Gngs.  *ff*

Zweite Runde:

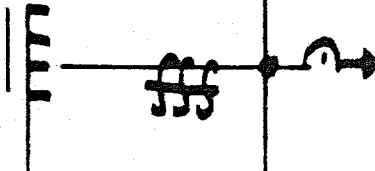
Schl3g.  *ff ...*

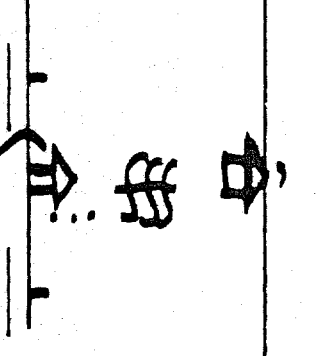
Marsch 

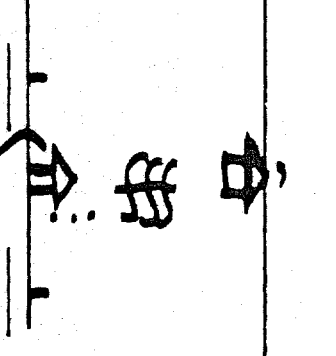
Gngs.  *ff*

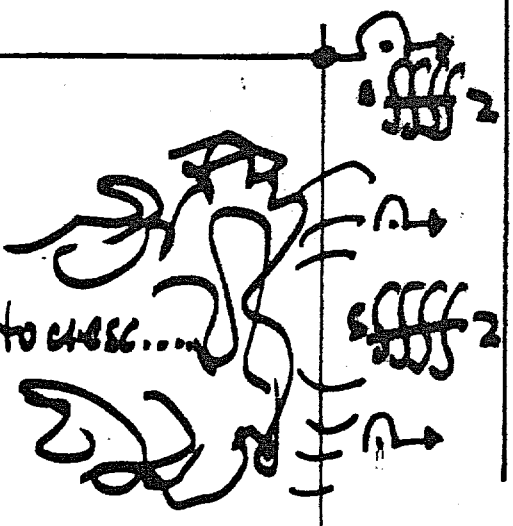
≡

Dritte Runde:

Gngs.  *ff*

Schl3g.  *ff*

Marsch 

 *molto cresc. ...*