

Dmitri Kourlianski

Emergency Survival Guide 2
for 2 automobiles and orchestra

2009

Instrumentation

2* Flutes

2* Oboes - without the reeds

2* Clarinets - without the reeds

2* Bassoons - without the reeds

* - In case of a bigger line up doublings are possible.

4** Horns - with straight aluminium mutes

3** Trumpets - with straight aluminium mutes

3** Trombones - with straight aluminium mutes

1** Tuba - with straight aluminium mute

** - The brass section has 4 different parts - in case of a smaller (or bigger) line up the parts can be distributed between any number of instruments.

8 Percussionists*** - 2 or 4 of them can be musicians from the string section

2 Automobiles****

*** - 2 performers sit inside each car, 2 performers stay outside - on the left and on the right side of each car.

Each percussionist inside the car has 1 big superball mallet and 2 wooden sticks

Each percussionist outside the car has 1 brick of styrofoam (approx. 20x10x5 cm)

**** - the 2 cars are placed on the two sides of the orchestra

The cars must have radio inside (otherwise portable radio can be used).

2 Pianos - or 1 Piano with 2 performers - or 1(2) Piano and 1(2) Harp

Each pianist and harpist has 1 brick of styrofoam (approx. 20x10x5 cm)

2 crystal glasses are placed on high strings inside piano

Violins I - minimum 4 musicians

Violins II - minimum 4 musicians

Violas I - minimum 2 musicians

Violas II - minimum 2 musicians

Violoncellos I - minimum 2 musicians

Violoncellos II - minimum 2 musicians

Double basses I - minimum 1 musician - the low strings are detuned as low as possible

Double basses II - minimum 1 musician - the low strings are detuned as low as possible

Approximate duration - 17 minutes.

Comments

Winds:



- "kissing" noise: suck in the air through the instrument with pressed lips



- multiphonics: play any note and sing into the instrument (not unison), try to achieve a resulting overtone



- **woodwinds**: key noise: change fingerings in any order*;
- **brass**: turn the mute inside the bell shortly and sharply (like screwing it into the bell) - short squeaky noise appears.



- gurgling/champing noises with the tongue into the instrument without normal sound (indefinable tongue articulations like "t-kh-gh-rr-krh-ts" etc.)*



- sharply breath in or out*



- short, sharp and loud air frullato*



* - **NB: in the fast passages the order and rhythms of these playing techniques is to be *ad libitum*!**
The notation represents rather a visualization of a needed result than the exactly notated musical text. Nevertheless please notice that the tongue articulations are regular while the fingering changes (and mutes movements) are quasi rhythmical.

Percussions :



- slide the car surface (metallic or windows) with the styrofoam bricks (about 10x20 cm) to produce loud squeaky noises



- press strongly the styrofoam to the car surface and slowly move to produce low discrete noises

■ / □ - door shut close/open



- tremolo with the wooden sticks between the windscreen and the car panel



- slide the windscreen with the big superball mallet

Piano:



- slide the piano surface (front or side) with the styrofoam bricks (about 20x10x5 cm) to produce loud squeaky noises



- slide the high register strings with the crystal glass to achieve high squeaky noise



- quickly pull up black keys (do not press them!) - like playing piano "from below" *



- quickly "hook" white keys (do not press them!) - like playing piano "from below" *

NB Spontaneously some normal notes can appear (notated in the parts with normal noteheads) – vary the pitches of these notes.



- gliss the black keys without pressing them (only percussive effect)*

- loudly press the pedal (depress immediately)*

and



- press and depress the pedal

* - NB: in the fast passages the order and rhythms of these playing techniques is to be *ad libitum!* The notation represents rather a visualization of a needed result than the exactly notated musical text.

Harp:



- slide the harp body surface with the styrofoam bricks (about 20x10x5 cm) to produce loud squeaky noises

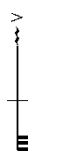


- strike the strings with the palm (leave the palm on strings to prevent from resonance!) *



- play on muted strings *

NB Spontaneously some normal notes can appear (notated in the parts with normal noteheads) – vary the pitches of these notes.



- gliss the muted strings*



- pedal strike - press the pedal and depress immediately to produce the loud strike*

*** - NB: in the fast passages the order and rhythms of these playing techniques is to be *ad libitum*! The notation represents rather a visualization of a needed result than the exactly notated musical text.**

Strings:



- the highest note possible (almost a hissing noise)



- the highest note possible, hard bow pressure (scratching noise), stop the bow on the string



- gliss the body of the instrument (back side) with the palm with the hard pressure to produce loud squeaky noises



- place the bow on the strings (two middle strings), press the bow strongly and turn it extremely slow up and down (like a clock hand - with the center on the strings) to produce discrete scratchy noise



- bow the detuned low string (when playing forte the string beats against the fingerboard)

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Score

for 2 automobiles and orchestra

Dmitri Kourliandski

$\text{♩} = 32$

2 Flutes

2 Oboes

2 Clarinets

2 Bassoons

Horn 1
Trumpet 1
Trumpet 1

Horn 2
Trumpet 2
Trumpet 2

Horn 3
Trumpet 3
Trumpet 3

Horn 4
Tuba

Percussion 1

Automobile 1
Driver 1
Assistant 1

Percussion 2

Percussion 3

Automobile 2
Driver 2
Assistant 2

Percussion 4

Piano 1

Piano 2

Violins I

Violins II

Viola (div. in 2)

Violoncellos (div. in 2)

Double basses (div. in 2)