

After Words for solo flute

(duration ca. 8 minutes)

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After Words is a study of breath and space, the silence between the notes being as important as the notes themselves, and the result is reminiscent of Japanese Shakuhachi music. The flute was chosen for its natural voice-like quality and its ability to move between the notes of the twelve-tone equal temperament scale.

After Words

for solo flute

3

MONICA LYNN

*J = ca. 63
ethereal*

The musical score consists of five staves of music. Staff 1 starts with a 7/4 time signature, dynamic *p*, and includes markings like *~* and *o*. Staff 2 starts with a 3/4 time signature, dynamic *mp*, and includes *sfz* and *pp*. Staff 3 starts with a 4/4 time signature, dynamic *p*, and includes *n.v.*. Staff 4 starts with a 3/2 time signature, dynamic *mp*, and includes *gliss.*. Staff 5 starts with a 7/4 time signature, dynamic *pp*, and includes *sfz* and *pp*. The score concludes with a dynamic *f*.

3 *7* *8va* *wh* *1* *4* *4* *3* *2* *n.v.* *7*

3 *4* *7* *8va* *wh* *1* *4* *4* *3* *2* *n.v.* *7*

7 *4* *3* *4* *4* *pure* *6* *4* *2* *1*

2 *1* *3* *8va* *wh* *1* *5* *4* *5* *8* *tr.* *2* *4*

2 *4* *7* *questioning* *(t)* *(th)* *3* *4* *5* *4* *5* *8* *tr.* *2* *4*

play *gliss.* *mf* *p* *mf* *p* *mf* *p* *mf* *p* *mf* *mf*

play *gliss.* *mf* *p* *mf* *p* *mf* *p* *mf* *mf*

A *J = ca. 72
sudden realization*

play *gliss.* *mf* *p* *mf* *p* *mf* *p* *mf* *mf* *f*

number of notes played can vary

(th) (t) (tut) (th) (tut) (th)

p *f* *mf* *f* *mp*

B *furious*

(tut) **2** **(th)** **gliss.** **5** **3**

mp *f* *mp* *f* *p* *f* *p* *mf*

number of notes played can vary

overblown **(tut)** **overblown**

f *sfp* *mf* *mp* *f*

7 **4** **3** **4**

mp *f* *sfp* *f* *p* *f* *mp* *f* *p*

5 **4** **4** **5** **4**

mp *f* *pfp* *pp* *mf* *sub.p* *f* *f*

number of notes played can vary

7 **4** **3** **7**

p *ff* *f* *p* *f*

32

(tut) **3** 6 number of notes played can vary **5** (tut) **4**

ff sub. **p** sub. **ff** **p** **f** **ff** **mp** < **ff**

4 (tut) **4** **5** **4** **5** **4** **8** **5** **4** **5** **4** **7** **4**

accel. (tut) (tut) N N N N
sub. **p** = **mf** **ff** = **mf** < **f** **ff** **p** = **ff** **p** = **ff**

C ♦ = ca. 60 despairing **8va** **fff** **mf** **p** **mf**

number of notes played can vary **7** **4** **5** **2** **7** **4** **4**

p **f** **p** **p** **p** **mf** **p**

4 **5** **2** **5** **4** **3** **2**

pp **mp** = **p** **mp** = **pp** **pp** **pp** = **ppp**

3 **2** **5** **4** **2** **3** **4** **4**

p = **pp** **pp** **pp** **ppp**

♪ = ca. 88 accel. rit. **4** **2** **3** **4**

mf = **p** **mf** = **p** **mf** = **pp** **p** = **pp** **p** = **pp** **p** = **ppp**

$\text{J} = \text{ca. } 88$

gliss. *tr.* *accel.*

$3\frac{3}{4}$ $5\frac{5}{4}$ $3\frac{3}{4}$ $8\frac{8}{4}$

mf $\xrightarrow{\text{ooooooo}}$ *pp* *mp* $\xrightarrow{\text{oooo}}$ *pp* *mf* $\xrightarrow{\text{oooo}}$ *pp* *mf* $\xrightarrow{\text{oooo}}$ *p*

D $\text{J} = \text{ca. } 96$
peaceful

$8\frac{8}{4}$ $7\frac{7}{4}$ $6\frac{6}{4}$ $5\frac{5}{4}$

pp *gliss.* *tr.*, *rit.* *mf* *gliss.* *ppp* *p* *mf* *p* *p* *mf* *p*

$5\frac{5}{4}$ $2\frac{2}{4}$ $2\frac{2}{1}$ $3\frac{3}{4}$

mp $\xrightarrow{\text{oooo}}$ *f* *pp* *p* *mf* $\xrightarrow{\text{oooo}}$

rit.

$3\frac{3}{4}$ $7\frac{7}{4}$ $6\frac{6}{4}$ $7\frac{7}{4}$ $6\frac{6}{4}$

p *pp* *p* *mf* *p* *mf* *p* *ppp*

$6\frac{6}{4}$ $2\frac{2}{4}$ $5\frac{5}{4}$ $2\frac{2}{4}$ $7\frac{7}{4}$

sfp $\xrightarrow{\text{oooo}}$ *p* *sfp* $\xrightarrow{\text{oooo}}$ *ppp* *sfp* $\xrightarrow{\text{oooo}}$ *pppp*

Notation Guide

quarter flat

three-quarter flat

quarter sharp

three-quarter sharp



harmonic

whisper tone
whnon-vibrato
n.v.

vibrato



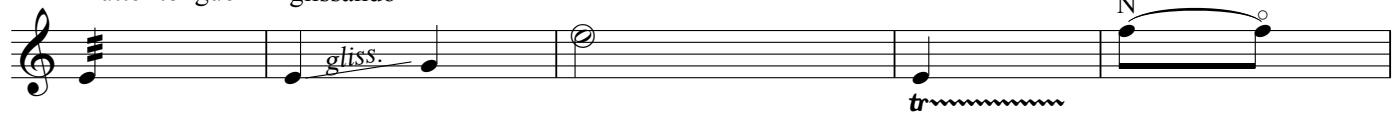
flutter tongue

glissando *

overblown

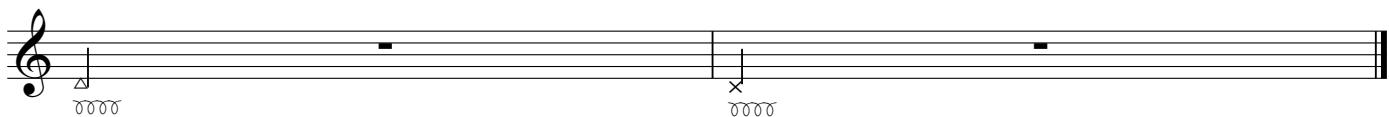
trill

color trill



air sound*

air sound with key clicks*



* The glissando marking indicates a pitch bend, bending as close as possible to the indicated pitch.

* Air sound - blow air directly into the flute with the entire mouth covering the embouchure hole, and with no use of the left thumb, so that no pitch is discernible.

* Air sound with key clicks - play exactly as above (wind) with the addition of random key clicks using the fingers of the right hand; the resulting sound should emulate the fluttering of wings.