

Michael Baldwin

euphoria

- for speaker, alto flute, and percussion -

2010

euphoria

For Alto Flute, Percussion, and Reader
Dedicated to Laura Laubenthal

Michael Baldwin

Duration - 6:30

delicately ♩ = 42

Reader

Alto Flute

Wind Chimes (Bamboo)
Bongos High/Low
Tom-toms Medium/Low
(Meditation Bowls) (♩)

8

Rd.

A. Fl.

Perc.

Notehead is a placement indication.
Rhythm of word is to be decided by reader.

euphoria found

air sound

ord. p.v.

yam

l.v.

s. f.

17

Rd.

A. Fl.

Perc.

Read text freely.
Location in score is only approximate.
Rhythm should be free and unaligned with ensemble.

Delicate lilies fancifully gliding,
Brushing by, rugged jutting.
Moving in and out, origin unbeknownst.

There starts - blurred.
exceptional tranquility lost along the bank,
crashing trickles
finding their way.

Rub the skin of the drum
with palm of hand.

nails

with ball of finger tip.

with palm.

with ball of finger tip.

No articulation should
be heard in tom-tom.

Rd. serene chirping of the yellow finches refreshes the palate
diluted by aboriginal barking that perks the ear

A. Fl. 22

Perc. 22

Rd. A state of total distress followed through,
the process unbound. rewards
clouded, shrouded, amidst.

Deep Thick Mist

Deep Thick

Fog

lily

A. Fl. 25

Perc. 25

Rd. hushed

A. Fl. 33

Perc. 33

euphoria

Read text over time allotted.
Rhythm should be free and unaligned with ensemble.

Senza meter

The touch violates my senses - It awakens

- pffffff -----> (to

-unreal-

Key clicks. Interspersed tongue pizz on C# and D# randomly.
Improvise on gesture for duration indicated.

Rub the skin of the drum.
Rub skin faster and slower at own discretion.

On the rim.

40

Rd. *shush* *hushhhhed* *Senza meter* *mp* *p* *mf* *p* *ppp*

A. Fl. *ppp* *mp*

Perc. *p* *mf* *p* *ppp*

44

Rd. *nothing*

A. Fl. *p.v.* *n* *p* *n* *n < mp* *p* *pp* *pp*

Perc. *mf* *pp* *l.v.* *mp* *pp*

50

Rd. *to* *worry* *euphor-----ia*

A. Fl. *ppp* *tongue pizz*

Perc. *p* *pp* *ppp*

55

Rd. *Hold until last articulation from ensemble.*