

Balázs HORVÁTH

kábé 10

– in memoriam EP –

for Alto Saxophone in E-flat and Harp

2016

to the Duo SeRa

PLAYING SCORE

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kábé 10 (circa 10) was composed in the memory of the Hungarian writer Péter Esterházy in 2016. It is dedicated to the *Duo SeRa* (Erzsébet Selejto – Saxophone and Anasztázia Razvaljajeva – Harp) who requested the piece.

However the title the piece contains 11 movements. The reason for this is that Péter Esterházy mentioned that he writing his novel *Egy nő (A women)* he wanted to create circa 100 sections but not exactly 100. Therefore I created circa 10 movements which are actually 11.

The repetitions at the end of the longer movements are to be repeated any number but start the repetition at least once. If you have to finish together agree in a specific place or communicate clearly with each other during the performance.

Durata / Duration: ca. 8-9 min.

kábé 10 was composed with the financial help of the National Cultural Fund, Hungary.







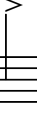
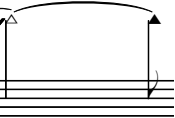
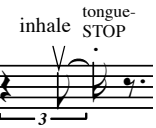
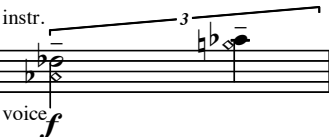


Nemzeti
Kulturális
Alap

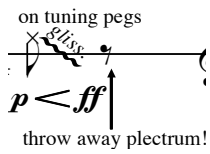
World premiere: ??/02/2017, ??? (H) by *Duo SeRa* (Erzsébet Selejto – Saxophone and Anasztázia Razvaljajeva – Harp)

Special signs

Alto Saxophone in E-flat

	<p>Quartertone alteration up, down.</p>
<p>air</p> 	<p>Blow air into the instrument using the given finger-key (romboid notehead).</p>
<p>½ air</p>	<p>Half air (breath) / half normal sound</p>
	<p>Open slap (hard)</p>
<p>slap</p>	<p>Slap-tongue (softer sound)</p>
	<p>Key-clicks with the given keys</p>
	<p>Multiphonic sound with the given pitch should dominating or built on this pitch.</p>
<p>growl (throat)</p> 	<p>Growl with throat</p>
	<p>Bite the reed</p>
	<p>Highest possible pitch</p>
<p>inhale tongue- STOP</p> 	<p>Inhale, then stop the sound with the tongue</p>
<p>instr.</p>  <p>voice <i>f</i></p>	<p>Sing and play simultaneously</p>

Harp



Glissando on the tuning pegs with plectrum. (Throw away – drop down the plectrum after the sound – to fulfil this action many times in the piece, prepare 6-7 plectrums, bank cards.)



Mute the sound at the given moments.



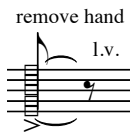
Place your left hand (edge of the hand) on the strings softly and damp the strings (harder than for flageolet). Create half-flageolet sounds.



'Buzz' sound with soft pedal motion.



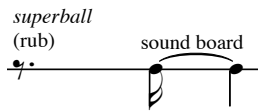
Hit the strings at approx. the given register and keep your hands there – strong dampening sound.



Remove your hand from the strings so that they resonate softly. (You need to keep your hand on the strings after the previous 'hit' action and remove your hand here *quasi f* to get a soft resonating result.)



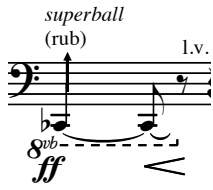
Pedal gliss. with 'buzz' sound – the pedal should stay at the arriving position (the next alteration always fits to this pitch).



Take a *superball* (small rubber ball – this superball is used by percussionists) and rub the sound board. (Downward motion is recommended.)



Press left hand firmly to the strings (NO flageolet) so that the pitches will be quite noisy.



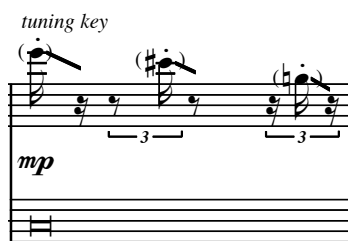
Rub the given string with *superball*. (The direction of the arrow will not show the ideal direction – you may rub downwards.)



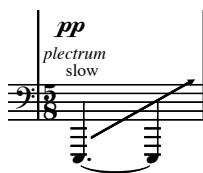
Gliss. across the strings with nail.

l.v.

Let it vibrate



Pluck the given pitch (brevis – A-natural) and place the tuning key at the given pitches to play glissando. (Keep the plectrum in your hand while plucking so that you can continue the next bar.)



Scratch the string lengthwise (with *plectrum*).
(Scratch the string with fingernails OR paper tissue twisted around the string – see mouv. 03).



„Normal” gliss. across the strings (with *plectrum*).



Rub the string and gliss. across the strings simultaneously (with *superball*). Start with upward motion from the soundboard and slide across strings only a bit later.

to the Duo SeRa

kábé 10

- in memoriam EP -

01

HORVÁTH Balázs
(*1976)

INTRO

I

♩ = 144 frull. air 5
f

♩ = 120 key-click 5 3 3 3
mp

fff *f* *mf*

plectrum on tuning pegs
p < ff
throw away plectrum!

fast ord.
ff

mp gliss.

ff buzz hit (mute)

vibr. 5
♩ = 144 vibr. 5
ff

key-click
f

slap
f

frull. air 9
key-click
f

superball (rub)
mf

sound board
mf

press firmly

growl (throat) bite
ff *f* *f*

slap
f

♩ = 50
p

frull. air 5
mp

instr. voice *f*

Pedal
C♯ B♭ E♭
f

superball (rub)
1.v.
ff

p

mp *f*

press firmly

press firmly

12 *slap* 3

ord. 3 5 3 3 5 3 3 5 3 3 5

f *p* *mp*

II 16

(♩ = 120)
vibr. bisbigl. vibr. *slap* *frull.*

ff *f* *mp* *ff*

glissando *superball (rub) sound board*

22 ♩ = 144

slap *air* *slap* *instr.* *voice*

f *p* *f* *f*

8va *(8vb-1)*

27 ♩ = 120

ord. 3 *slap* *vibr.* *vibr.*

mp *f* *ff*

8va *gliss.*

III $\text{♩} = 120$

32 *slap* *7♭:3♭* *5* *key-click* *"p"*

ff *mp* *tuning key* *press firmly*

plectrum on tuning pegs *mp* *C♯* *plectrum slow* *F♯* *plectrum*

slow *mf* *pp* *pp*

37 *8♭:3♭* *3* *5* *senza sincr.* *ca. 5-6 sec.* *sim. (2-4x)*

press firmly *E♭* *plectrum* *ord.* *senza sincr.* *sim. (2-4x)*

IV

a tempo

41 *slap* *fff* *mf* *3* *C♯* *B♭* *A♯* *G♯* *mf* *p*

press firmly *flag.* *ord.*

45 *mf* *press firmly* *flag.* *ord.*

48 → air ord. → slap

ppp secco *mf*

press firmly

flag. ord.

51

mf

press firmly

flag. ord.

54

mf

press firmly

flag. ord.

57

pp

8va

3 5

V Repeat and Fade out (freely)

$\text{♩} = 120$

ff vibr. bisbigl. vibr. gliss. vibr.

ff 3 glissando gliss. glissando

INTRO

I

♩ = 144 frull. air

♩ = 120 key-click

II

17 (♩ = 120)

growl (throat) *ff* bite *f* slap *f* frull. *mp* instr. *f* (♩ = 144)

superball (rub) sound board *f* l.v. *mp* *f*

8vb *ff*

22 slap *f* *f* *p* (♩ = 50) *ff* *mp* (♩ = 120)

press firmly

superball (rub) l.v. *ff* gliss.

26 III (♩ = 120) slap *ff* *mp* tuning key *p* key-click *p*

hit (mute) *mp* C♯A♭ *pp* plenum slow B♭ press firmly *pp* plenum

31 (♩ = 120) senza sincr. ca. 5-6 sec. sim. (2-4x)

press firmly E♭ *pp* ord. senza sincr.

10 IV

a tempo slap ----- key-click 7 sim. 3

fff *mf* *p* *ff* *f*

plectrum
papírszepilköröm??? fast sim.

slap ----- slap -----

mf *p* *p* *mf* *p* *ff*

(8^{vb}) "f" "f" "f"

V

rit. ----- *rit.* -----

f *p* *f* *f* *p*

slow *fast* *sim.* *slow* *fast*

(8^{vb}) "pp" "f" "f" "pp"

slap -----

f *f* *p* *p*

slow fast *slow fast* *slow* *med.*

(8^{vb}) "pp" "pp" "pp" "pp"

Repeat freely then finish the movement anywhere (together)

f

fast *sim.* *fast* *slow* *fast*

(8^{vb}) "f" "f" "f" > "p" > "pp" "f"

$\text{♩} = 120$

ff *ff* *f* *ff* *mp*

superball (rub)
sound board

f *ff* *ff* *ff* *ff*

growl (throat) *bite* *gliss.*

3 *3* *3*

l.v. *l.v.*

hit (mute)

05

$\text{♩} = 50$

The musical score consists of two staves. The top staff is in treble clef and the bottom staff is in bass clef. The tempo is marked as quarter note = 50. The music is in 2/4 time and begins with a piano (*p*) dynamic. The melody in the treble staff starts with a quarter rest, followed by a quarter note G4, a quarter note A4, a quarter note B4, a quarter note C5, a quarter note B4, a quarter note A4, and a quarter note G4. The bass staff starts with a quarter note G2, a quarter note A2, a quarter note B2, a quarter note C3, a quarter note B2, a quarter note A2, and a quarter note G2. Both staves feature several triplet markings over groups of three notes.

$\text{♩} = 144$

instr. 3

voice *f*

f

INTRO

I

Musical score for guitar and piano. The score is divided into measures 1-4, 5-7, 8-11, and 12. It includes various performance instructions such as *frull. air*, *key-click*, *gliss.*, *ord.*, *fast*, *vibr.*, *growl (throat)*, *bite*, *slap*, *superball (rub)*, *sound board*, *pedal*, *press firmly*, *hit (mute)*, *frull. air*, *instr.*, *voice*, and *ord.*.

The score features dynamic markings including *f*, *mp*, *fff*, *mf*, *p*, *ff*, *mf*, *f*, *ff*, *f*, *mf*, *f*, *p*, *mp*, *f*, *mp*, *f*, *p*, *mp*, *f*, *f*, *p*, and *mp*.

The tempo markings are $\text{♩} = 144$, $\text{♩} = 120$, $\text{♩} = 120$, and $\text{♩} = 50$.

The score includes specific performance techniques such as *frull. air* (frullato air), *key-click*, *gliss.* (glissando), *ord.* (order), *fast*, *vibr.* (vibrato), *growl (throat)*, *bite*, *slap*, *superball (rub)* (superball rub), *sound board*, *pedal*, *press firmly*, *hit (mute)*, *frull. air*, *instr.* (instrumental), and *voice*.

The score is written for guitar and piano. The guitar part is in the upper staves, and the piano part is in the lower staves. The score includes various performance techniques and dynamic markings.

II

17 *instr.* *voice* *f* *mp* *voice* *f* *mp* *p*

key-click *instr.* *key-click*

3 *5* *3* *5* *3* *3* *3*

♩ = 144 *♩ = 120* *♩ = 144* *♩ = 120* *♩ = 50*

22 *key-click* *frull.* *vibr.* *slap* *frull. air* *key-click*

mp *mp* *ff* *f* *3* *5*

8va *5*

press firmly

♩ = 120

26 *instr.* *air* *vibr.* *slap* *instr.* *key-click*

voice *f* *mp* *ff* *f* *voice* *f* *mp* *pp*

3 *5* *3* *5* *3* *5* *3*

press firmly

♩ = 144 *♩ = 120* *♩ = 144* *♩ = 120*

51 *slap* *come prima* *slap* *come prima* *come prima*

mf *f* *mf* *f* *f*

56 *slap* *slap* *slap*

mf *f* *mf* *f* *mf*

glissando *sempre f* *gliss.*

61 *V* $\text{♩} = 50$ *sempre f*

glissando *gliss.*

65

gliss. *gliss.* *gliss.*

69 *any pitches*

gliss.

INTRO

I

♩ = 144 frull. air

♩ = 120 key-click

on tuning pegs
throw away plectrum!
fast ord.
gliss.
gliss.
buzz
hit (mute)

vibr.
key-click
slap
frull. air
superball (rub)
sound board
press firmly

growl (throat)
bite
slap
Pedal
superball (rub)
i.v.
press firmly
8va
press firmly

12 *slap* *f* *p*

II
17 *frull.* *mp* *air* *ff* *slap* *p* *p* $\text{♩} = 50$

$\text{♩} = 120$
22 *growl (throat)* *f* *bite* *slap* *ff* *vibr.* *slap* *f* *ff* *bite* *f* *slap* *f*

27 *frull.* *mp* *air* *p* *air* *mp* *ord.* *mp* $\text{♩} = 50$

♩ = 120

33 III

slap

7♭:3♯

5

key-click

f *mp* *p*

tuning key

C♯G♯

D♯C♯B♭

F♯A♭

press firmly

plectrum slow

pp

38

8♯:3♯

3

5

senza sincr.

ca. 5-6 sec.

sim. (2-4x)

press firmly

E♭

plectrum

ord.

senza sincr.

IV

a tempo

rit. molto al_

(♩ = 90)

42

slap

fff *pp*

3

ord.

3

5

C♯ B♯ A♯ G♯

pp

♩ = ♩

(♩ = 72)(rit. molto al) (♩ = 50) (♩ = 80)

46

5

8va

hit (mute)

3

sempre pp

♩ = 120

50 *sempre pp*

1/2 air → air

slap

inhale

tongue-STOP

slap

1/2 air → air

slap

(8va)

remove hand l.v.

come prima

l.v.

54

come prima

1/2 air → air

slap

1/2 air →

(8va)

l.v.

58

air

slap

G. P.

(8va)

l.v.

V

62

slap

1/2 air → air

G. P.

slap: semi-tone higher at each repetition

(8va)

l.v.

(INTRO)

 $\text{♩} = 144$

frull.
air

5

f

plectrum
on tuning pegs

p

gliss.

throw away plectrum!

fast

ord.

The musical score is for guitar and consists of two systems. The first system has a treble clef and a 3/4 time signature. It begins with a whole rest, followed by a sixteenth-note triplet of eighth notes, then a quarter note, and a half note. A slur covers the triplet and the quarter note. Above the triplet are the markings 'frull.' and 'air', and a '5' above the first note. A dynamic marking '*f*' is placed below the quarter note. The second system has a grand staff (treble and bass clefs) and a 3/4 time signature. It starts with a whole rest, followed by a quarter note, and a half note. Above the quarter note is the instruction 'plectrum on tuning pegs' and a 'gliss.' marking with a wavy line. A dynamic marking '*p*' is below the quarter note. Below the quarter note is the instruction 'throw away plectrum!' with an arrow pointing to the quarter note. The rest of the system contains a fast, ordered sequence of notes, with 'fast' and 'ord.' markings above. The sequence ends with a whole note chord marked with a circled cross symbol.

♩ = 120

frull.

air.

ord. 3

mp

8va

mp

3

5

INTRO

I

♩ = 144 frull. air

♩ = 120 key-click

5
frull. air
f
mp
fff
f
mf

on tuning pegs
gliss.
p < ff
throw away plectrum!

fast ord.

hit (mute)

5
vibr.
♩ = 144
♩ = 120
key-click
slap
frull. air
key-click

ff
f
superball (rub)
sound board
mf
press firmly

8
growl (throat)
bite
slap
♩ = 50
frull. air
instr.
voice
f

ff
f
f
f
p
mp
f

Pedal
superball (rub)
I.v.
press firmly
press firmly

12
slap
ord.
p
A♯
G♯
E♯
mp

II

17 $\text{♩} = 50$ $\text{♩} = 120$ $\text{♩} = 144$

slap

p *f* *f*

21 $\text{♩} = 120$ $\text{♩} = 50$

vibr.

slap

ff *f* *p* *ff*

25 $\text{♩} = 120$

slap

vibr.

growl (throat)

bite

slap

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

superball (rub) sound board *f* *f* *gliss.* *sub-ff* *l.v.*

30 $\text{♩} = 144$ $\text{♩} = 120$ $\text{♩} = 50$

instr.

voice *f* *ff* *p*

vibr.

f *ff* *p*

30 $\text{♩} = 120$

34 III *slap* *7♭:3* *5* *key-click* *mp* *tuning key* *3* *3* *3* *3* *"p"* *pp* *press firmly* *plectrum* *slow* *16* *32*

39 *8♭:3* *3* *5* *senza sincr.* *ca. 5-6 sec.* *sim. (2-4x)* *press firmly* *E♭* *plectrum* *ord.* *senza sincr.* *3* *5*

43 IV *a tempo* *slap* *3* *5* *ord.* *slap* *fff* *mf* *p* *press firmly* *C♯* *B♯* *A♯* *G♯* *mf* *p* *ord.* *3*

48 V *slap* *vibr.* *3* *p* *p dolce* *superball (rub)* *l.v.* *glissando* *l.v.* *8^{ub}* *p* *p*

53 G. P. *Repeat freely then finish at Coda* **CODA** *p* *l.v.* *glissando* *p*