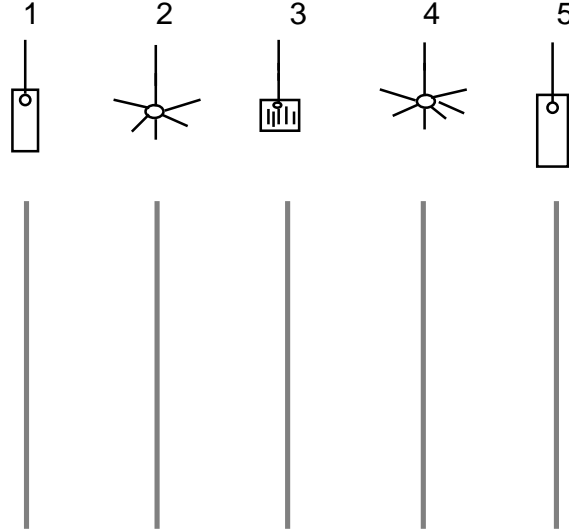


CHANGING STATES 6: Duo Version


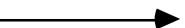
for metal microphones, blowtorches & percussion
Richard Lerman © 1997 BMI



This version with percussion was premiered in February 1997 as part of a series sponsored by the St. Louis New Music Circle at Washington University with percussionist Rich O'Donnell

1. CHANGING STATES is scored for 5 suspended instruments which are amplified with piezo-electric discs and high-impedance preamps.
2. All sound is produced by the flame from small jeweller's type blowtorches on the instruments.
3. The score describes the gestures and actions done by the performer to release sound. The instruments are arranged spatially, as noted on the score, about 1/4 meter from each other.
4. The instruments are as follows:

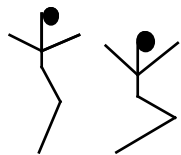
1 & 5: Stainless Steel and Brass Shim Stock (.002 or .003 inches thick) and 6 inches wide by 1 1/2 to 3 feet long (2 1/2 cm wide by 1/2 to 1 meter long).
2 & 4: Harpsichord wire (gauges 2 thru 7) inserted thru holes or soldered to piezo disks. One disk should have 5 wires, the other 6 wires.
3: A small steel lighting 'gobo' or other thin metal piece, (about 3 " x 6" or 1 cm x 3 cm). This metal must be capable of very rapid expansion. A 16mm film can works well, too.

5. Tempi indications are relative and are indicated by traditional note-head values worked into the notation with ♩ = 60 an approximate value.
6. Arrows  denote that events should be played at the same time.
7. Arrows  denote the next events to be played.

CHANGING STATES 6: Duo Version

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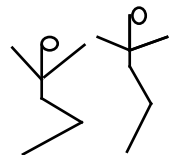
SCORE SYMBOLS



quickly kneel & move torch down the strip



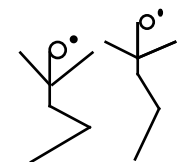
zig zag torch down edge 2 times



begin with bent knees and slowly move torch up the strip



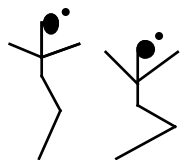
zig zag torch up edge 3 times



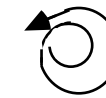
begin with bent knees and very slowly move torch up the strip



rotate torch on surface 2 times--allow flame to go off edge



kneel and move torch down the strip



rotate anti-clockwise



play at the same time



move torch up



move torch down



move torch to right (any speed)



move torch to left (any speed)



move torch left & right (very slowly)



move torch left & right (slowly)



move torch left & right (very quickly)



move torch left & right (quickly)



quickly apply torch to surface



apply torch to surface



move torch up (very fast)



move torch up (more quickly)



move torch down (slowly)



move torch down (fast)



move torch in one circular motion--keep flame on the surface--move from bottom clockwise



as above--begin at top--move clockwise



move torch quickly in circular motion--bottom to top--anti-clockwise



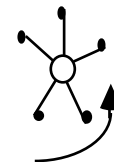
move torch slowly in circular motion



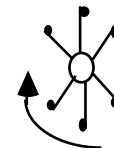
pause



quickly apply torch to surface--but at different places



move torch lightly, anti-clockwise around tines so that each one sounds



move torch lightly, clockwise around tines so that each one sounds

CHANGING STATES 6: Duo Version
 for metal microphones, blowtorches & Percussion
 Richard Lerman © 1997 BMI

The score is organized into five systems, each corresponding to a staff numbered 1 to 5 at the top. The notation includes:

- Staff 1:** Features a vertical line with a small circle at the top. Below it are stick figures and a wavy line with three upward-pointing arrows labeled 1, 2, and 3. A large oval encircles the bottom two staves, with arrows pointing to the first staff.
- Staff 2:** Features a starburst symbol. Below it are stick figures and a wavy line with two upward-pointing arrows labeled 1 and 2. A curved arrow labeled "wider arcs" points to the staff.
- Staff 3:** Features a vertical line with a small circle at the top. Below it are stick figures and a wavy line with one upward-pointing arrow labeled 1. A curved arrow labeled "even wider arcs" points to the staff.
- Staff 4:** Features a starburst symbol. Below it are stick figures and a wavy line with one upward-pointing arrow labeled 1. A curved arrow labeled "wider arcs" points to the staff.
- Staff 5:** Features a vertical line with a small circle at the top. Below it are stick figures and a wavy line with one upward-pointing arrow labeled 1. A curved arrow labeled "wider arcs" points to the staff.

Additional musical elements and instructions include:

- BELLS:** A section with five staves showing notes with stems and flags, with arrows indicating "smaller arcs".
- glass marimba:** A section with five staves showing notes with stems and flags, with arrows indicating "smaller arcs" and "move to glass marimba".
- glass marimba:** A section with five staves showing notes with stems and flags, with arrows indicating "wider arcs", "Different Times For Each Note", "PPP", and "w/ coins".
- TUBE ??:** A section with five staves showing notes with stems and flags, with arrows indicating "sustain 40-60 sec.", "rit.", and "move to cymbal".
- cymbal:** A section with five staves showing notes with stems and flags, with arrows indicating "solo", "Bells Out", and "13 notes".

1 2 3 4 5

1 2 3 4 5

1 2 3 4 5

1 2 3 4 5

VERY SOFT

accel. 3

rit. 3

move cymbal to contact mic # 5

bow & soft mallets

remove cymbal from #5

move to bowed temple bowls

BEGIN TO FADE-UP

PP \triangleleft mF

Temple Bells

stationary bow--move bowls

Same Place on each metal strip

soft & hard mallets

as metal glows brighter

10 Notes

Slower

move to Gong

Gong

Different Places on Metal Strips **HOT**

damp w/ hand

soft & hard mallets

torch follows gong

Ostinato on same tine

Ostinato on two tines

rit.

mF

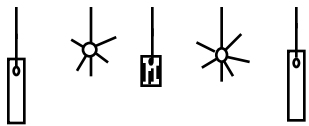
move to wave drum

solo

Heat tine at end, let cool then heat in middle

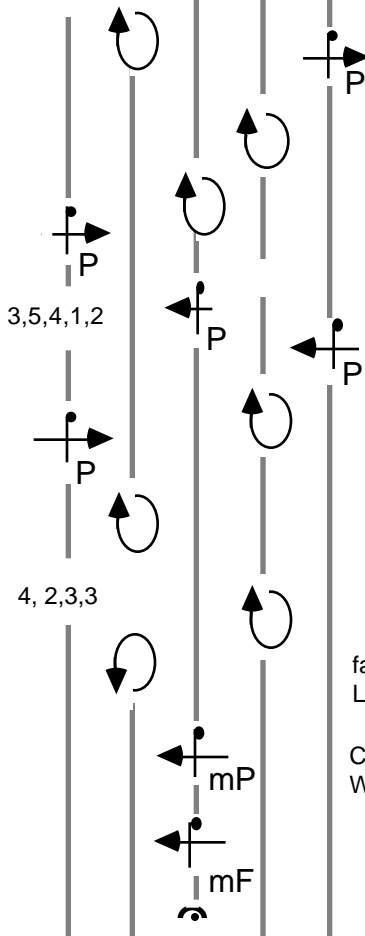
prepare for Chinese gongs

1 2 3 4 5



fast & Light

2,5,4,3,1



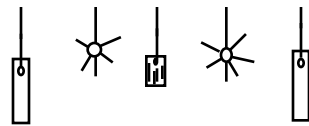
fast & Light on

Skins & wood

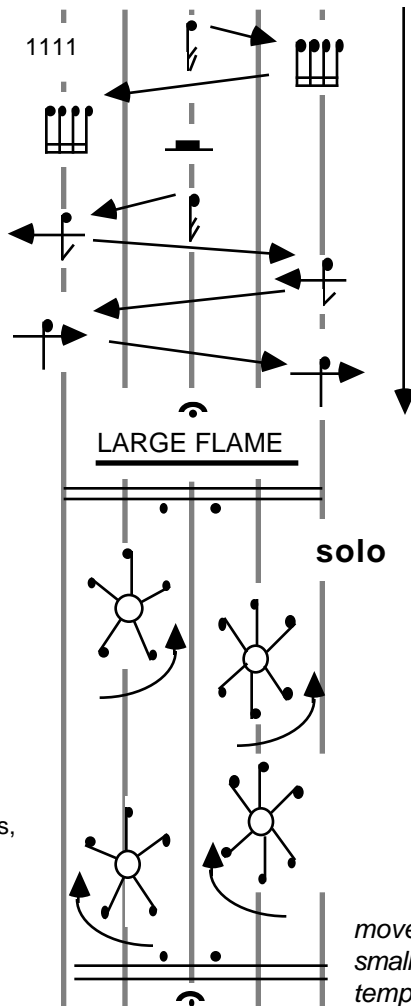
fast & Light on

Chinese Gongs, Wood & Metal

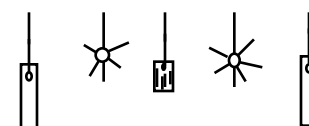
1 2 3 4 5



3, 5555



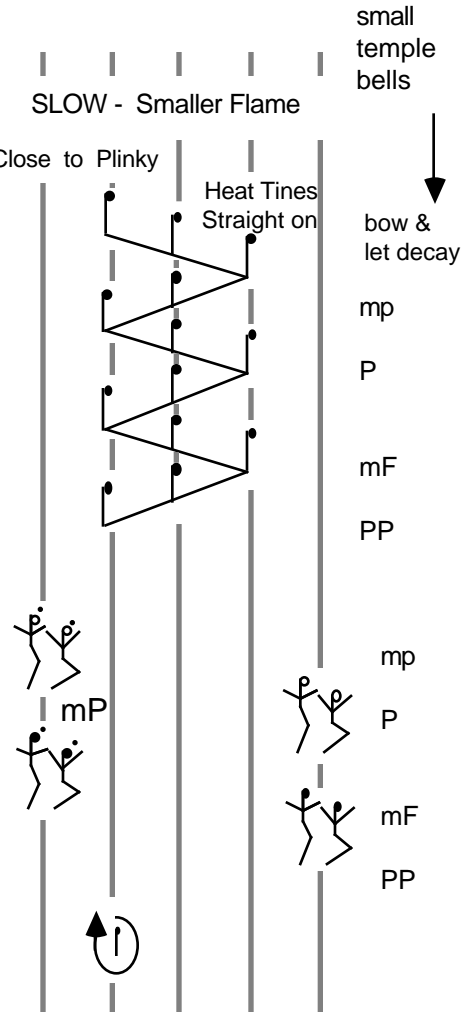
1 2 3 4 5



SLOW - Smaller Flame

Close to Plinky

Heat Tines Straight on



small temple bells

bow & let decay

mp

P

mF

PP

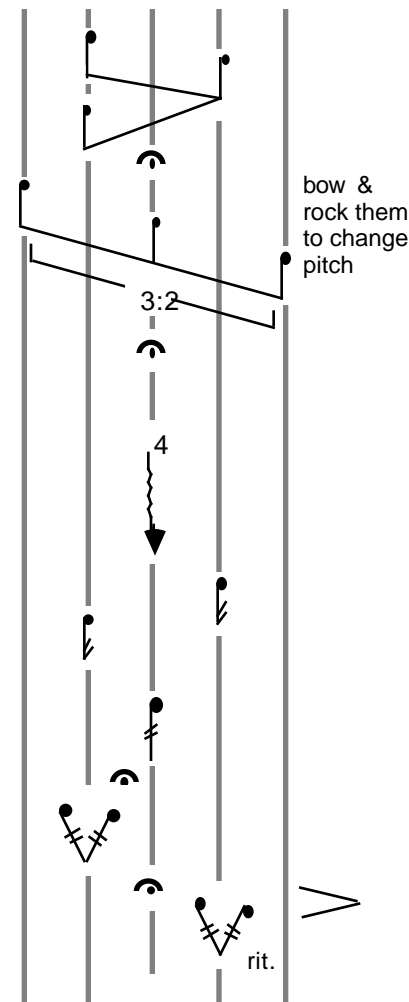
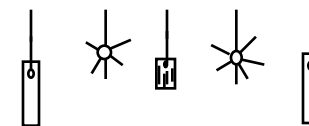
mp

P

mF

PP

1 2 3 4 5



bow & rock them to change pitch

FLAME OFF