

Parental Discretion

Rusty Banks

for contrabassoon. hi-fi stereo soundfile playback . two lo-fi soundfile playback (boomboxes)

♩ = 72

(Performer synchronizes with wah-guitar clicks on hi-fi soundfile)

Contrabassoon

start soundfile

start boombox 1 (performer should ignore boomboxes after they start)

start boombox 2

7

16

drum groove

(drums)

22

(morph to wind sounds)

(wind sounds)

26

32

(drums)

(random smacking noises)

The musical score is written for Contrabassoon in 4/4 time with a tempo of 72 beats per minute. It consists of six systems of music. The first system (measures 1-6) features a melodic line starting with a *pp* dynamic and a crescendo to *mp*, with a *mf* dynamic at the end. Below the staff are two soundfile playback instructions: 'start soundfile' and two 'start boombox' instructions. The second system (measures 7-15) continues the melodic line with *pp* and *mp* dynamics. The third system (measures 16-21) includes a 'drum groove' section with *mf* dynamics and a *p* dynamic section. The fourth system (measures 22-25) features a 'morph to wind sounds' section with *p* and *f* dynamics, and a '(wind sounds)' section with *sfz* dynamics. The fifth system (measures 26-31) includes a *mf* dynamic section, a triplet of *mf* notes, and a *fp* dynamic section. The sixth system (measures 32-39) includes a '(drums)' section, a '(random smacking noises)' section, and a *mf* dynamic section.

38 *mf* (drums) *mp*

45 *p* *f* *fp* *f*

49 *pp* (drums)

53 *f* *p* *ff* (drums)

(improvise with smaky sounds, wind noises, etc.)

58

66 (drums) *mf*

73

77

etc.

81 (drums out) (drums in)

etc.

85

etc.

89

etc.

93 (drums out) (drums in)

etc.

97 (drums out) (drums in) (drums out)

etc.

102 (drums in) (drums out) (drums in) (drums out) (drums in)

etc.

107 (drums out) (drums in)

etc.

111

etc.

118

etc.

120

123

126

129

(drums out) (drums in)

mp

134

(drums out) (drums in) (drums out) (drums in) (drums out)

mf mp mf mp p mp p