

N° 1126a

Eve Beglarian

In and Out of the Game

2010

for multiple trombones and pre-recorded electronics



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PROGRAM NOTE

In and Out of the Game (2007, rev 2010) began life as part of the score for a collaboration with choreographer David Neumann called **FeedForward**. In 2010, I made a video for the piece using footage I shot on my trip down the Mississippi River the previous fall. I made this new version of the piece for the trombone quartet, Guidonian Hand. It is dedicated to Paul, whom I met in Cape Girardeau on 15 October 2009. You can read about our meeting at:

<http://evbvd.com/riverblog/2009/10/17/reaching-out/>

The title for the piece comes from this excerpt from Walt Whitman's **Leaves of Grass**.

Apart from the pulling and hauling stands what I am,
Stands amused, complacent, compassionating, idle, unitary,
Looks down, is erect, bends an arm on an impalpable certain rest,
Looks with its sidecurved head curious what will come next,
Both in and out of the game, and watching and wondering at it.

Backward I see in my own days where I sweated through fog with linguists and
contenders,
I have no mockings or arguments I witness and wait.

In and Out of the Game is October 17th in my ongoing project **A Book of Days**.

TO THE PLAYERS

In and Out of the Game can be performed by a flexible number of trombones. I have enclosed two scores: one with four parts and the other with six. You can play the piece with as few as four or six trombones, but a trombone choir is always wonderful thing.

It is probably necessary to use a click track to stay aligned with the pre-recorded tracks. You can load the pre-recorded tracks into any audio program, set the correct meter and tempo and you're all set. I can also supply you with a version of the piece in Ableton Live which is set up for live performance including the video.

Please let me know about performances of the piece.

Score

in and out of the game quartet version

eve beglarian

$\bullet = 160$

P1 **16**

P2 **16**

P3 **16**

P4 **16**

repeat a total of five times, starting pp and getting louder with each repetition

17

P1

P2

P3

P4

24

P1

P2

P3

P4

Score

in and out of the game six-part version

eve beglarian

$\text{♩} = 160$ repeat a total of five times, starting pp and getting louder with each repetition

16

P1

P2

P3

P4

P5

P6

This block contains the first system of the musical score, measures 1 through 16. It features six staves, P1 through P6, each in bass clef with a key signature of three flats (B-flat, E-flat, A-flat) and a 6/4 time signature. The tempo is marked as quarter note = 160. A dynamic marking of '16' is placed above the first measure of each staff. The music consists of a series of half notes, some with slurs, and some with ties. The parts are arranged in a six-part setting.

25

P1

P2

P3

P4

P5

P6

This block contains the second system of the musical score, measures 25 through 40. It features six staves, P1 through P6, each in bass clef with a key signature of three flats and a 6/4 time signature. The measure number '25' is written above the first measure of each staff. The music continues with half notes and slurs, maintaining the six-part texture.