

# SYNCHRONISMS N<sup>o</sup> 1

for Flute and Electronic Sounds

MARIO DAVIDOVSKY

1963

♩ = 50

START 1

CH. 1

TAPE

CH. 2

Flute

*p* *pp* *p* *sf p sub.*

Flutter

STOP

START 2

*f* *sff* *p* *pp* *mp* *f* *pp*

6 13 sec. 3 3

*pp* *sff sub.* *mp* *mp* *ff*

5 5 3 5

Flutter

*mp* *dim.* *p dim.* *ppp sempre*



**STOP** **START 3**

*fff* *A tempo*

*Lunga (ad lib.)*

16 sec. 18 sec.

*sfff* *f* *fff* *fp sub.* *mf* *mp*

*pp* *p* *p* *fff* *fff* *p*

*Flutter...*

*very short pause*

**STOP**

*fff* *f* *pp* *ff* *pp sub.*

32 sec.

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

Start this part right after electronic cue #3 is finished.

Φ = Air + Percussion

+ = Percussion only.



START 4

*ff pp ff* *f* *ff* *piuf* *sff pp* *sff pp*

*fff* *ffff* *p cresc.* *ff*

from as fast as possible Rit. poco a poco. ad lib. (.....) 11 sec.

*mf* *fff* *p* *fff*

*p* *fff* *mp* *fff* *mp* *f* *fff*



percussion-like sound

*ff* *ffff* Start slow, accel. po a poco (as fast as possible 28 sec.)

STOP

Tacet until the Cue 4 finishes.

*pppp* 45 sec.

Più lento (♩ = 72) (Freely)

*pp* *pppp* *sf* *pp* *sf* *pp* *mf* *pp* *ppp* *pp*

Più Lento (♩ = 50)

*ffff* *sf* *pp* *pp* *sf* *sub.* START 5 STOP *pp*

lunga