

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

(random smacking noises)

(drums)

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 instructions for 'start soundfile' and two 'start boombox' events. 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' and '(drums)' with *mf* and *p* dynamics. The fourth system (measures 22-25) features a melodic line with *p* and *f* dynamics, transitioning into '(wind sounds)' with *sfz* dynamics. The fifth system (measures 26-31) includes a melodic line with *mf*, *p*, *mf* (triplets), *fp*, and *pp* dynamics. The sixth system (measures 32-39) includes a melodic line with *f* and *fp* dynamics, and a box labeled '(random smacking noises)' with 'x' marks on the staff. A '(drums)' line is also present at the bottom.

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)

85

89

93 (drums out) (drums in)

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

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

107 (drums out) (drums in)

111

118

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