

# objets à réaction poétique

**A1** ♩ = 76

**A2**

Paul Clift  
composed 2015/16

**4/4** ca. 17"

The score is for a 4/4 piece, approximately 17 minutes long. It features a variety of instruments and percussion. The woodwind section includes Flute I (alto), Flute II, Clarinet in Bb, Soprano Saxophone, and Bassoon (+notepad). The brass section consists of four Trombone parts (I-IV). The percussion section includes Percussion I (med. metal-sheet, spring coil) and Percussion II (med. metal sheet, bass drum). The string section includes Harp (+notepad), Piano I, Piano II (+notepad), Accordion, Violin I, Violin II, Viola, and Cello (+notepad). The score includes dynamic markings such as *pp*, *p*, *pp-mp*, and *p*. Performance instructions include "breathe as necessary and re-enter discreetly" and "etc. ad libitum". Specific techniques like "scordatura" and "bend" are noted. A note for percussionists states: "\*percussionists: bow in a way which creates a lot of noise but which does not allow the metal-sheet to 'speak'; the resulting sound should be very 'airy' sounding;".

Flute I (alto)

Flute II

Clarinet in Bb

Soprano Saxophone

Bassoon (+notepad)

Trombone I

Trombone II

Trombone III

Trombone IV

Perc. I  
— med. metal-sheet  
— spring coil

Perc. II  
— med. metal sheet  
— bass drum

Harp (+notepad)

Piano I

Piano II (+notepad)

Accordion

Violin I

Violin II

Viola

Cello (+notepad)

notepad

*pp-p* breathe as necessary and re-enter discreetly →

*pp-mp*

*pp-p* breathe as necessary and re-enter discreetly →

*pp-p* breathe as necessary and re-enter discreetly →

*pp-p* breathe as necessary and re-enter discreetly →

*pp-p* breathe as necessary and re-enter discreetly →

w/ very little pressure, so only 'air sound' is produced\*  
bend: etc. ad libitum →

w/ very little pressure, so only 'air sound' is produced\*  
bend: etc. ad libitum →

scordatura (alteration from  $\sharp$ )  
8va

\*percussionists: bow in a way which creates a lot of noise but which does not allow the metal-sheet to 'speak'; the resulting sound should be very 'airy' sounding;

3:2

*p*

3:2

*p*