## Contracantus I

## for flute, recorder and live electronics *



* Contracantus can be played as a duet, or as a solo piece for either instrument.
** grey bars above notes indicate how noisy a pitch should be. White, or no color is a normal tone, black is as little pitch as possible. Changes in shade indicate gradual changes.
*** numbers indicate changes in the live electronics part. Circled numbers ONLY control page turns for the visual score display (so timing can be looser)
**** arrows indicate points where players should coordinate when Contracantus is played as a duo.





[^0]

--------------------------> as fast as you can play in rbythm!


stemmed notes are as fast as possible, to end.





wait for sound to die away... continue immediately onto II
\[

$$
\begin{aligned}
& \text { II. } \quad \stackrel{\sim 30-60^{\prime \prime}}{ } \text { one breath - create slight crescendos and decrescendos until you are out of air... wait about } 10 \text { seconds, and continue }
\end{aligned}
$$
\]







6
(2)








 $\oint$


(42)





8






[^0]:    * number cues in parenthesis are only used IF Contracantus is played as a solo piece.

