

1. TRANCE

♩ = Not faster than 30, very floating (Rubatissimo)

Peter Wallin
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128-tones: As fast as possible (Throughout!)

Alto Flute in G

Guitar

Chromatic scales:
See information on bottom of page!!!

CHROMATIC SCALES:

Play every chromatic scale (both instruments throughout) ALMOST as fast as possible in some kind of "ad lib-ish" type of rhythms. Never just play up and down the scales as notated. Use your imagination to varyate the length and dynamics of every scale. Improvise your patterns in the notated range. Just be sure that you play chromatic throughout, thats it!!!

The musical score consists of six systems, each with two staves. The top staff of each system contains a melodic line of sixteenth notes, divided into four groups of six notes each, indicated by a bracket with the number '6' above it. The bottom staff of each system contains a sustained note, represented by a diamond-shaped symbol on the staff with a thick black line underneath that tapers from left to right, indicating a pitch bend or glide. The key signature is one flat (B-flat), and the time signature is 4/4. The melodic lines progress through various intervals, including major and minor thirds, and the sustained notes provide a harmonic foundation for the runs.

6 6 6 6

6 6

Fade...

Fade...

pp

Let ring...

Let ring. (All notes)

Thick thumb!!! ff

Fade...

Normal!

Let ring...

Slide (Gliss.)

p