

# Azimuth Dance - Where is North?

- for 8 percussionists -

[approx. 3 minutes]

## Transposed Score

NOTES: Instruments are indicated by icons, not by note shape, or, by position on the staff (line or space).

[\*] all tremolos, all parts, are unmeasured.

Accidentals carry throughout the measure.

Horace's *Epistles*: ... "[just the] sky, not [your] spirit changes when you cross the sea."  
"... *coelum non animum mutant qui trans mare current.*"  
-- trans. Lynn Job

Lynn Job

The score is for 8 percussionists, each with a 5/4 time signature and a tempo of Largo (♩ = 60). The parts are as follows:

- Player 1:** Glsp (Glockenspiel). Part starts with a long melodic line, marked *mp*. Includes a first ending bracket (2.) and a section with *mf* and *L.* markings.
- Player 2:** CELESTA. Part starts with a long melodic line, marked *mp*.
- Player 3:** Vib (Vibraphone). Part starts with a long melodic line, marked *mp*, and includes a [motor off] instruction. Includes a *GL.* (gliss.) marking.
- Player 4:** Mallets. Part starts with a long melodic line, marked *mp*. Includes a *WD.* (woodblock) marking and a *GL.* marking with a *fade* instruction.
- Player 5:** Mallets. Part starts with a long melodic line, marked *p*. Includes [High] and [Low] markings.
- Player 6:** Mallets. Part starts with a long melodic line, marked *mp*. Includes a [\*\*] marking and a (same mallets) instruction.
- Player 7:** Mallets. Part starts with a long melodic line, marked *p*. Includes a (hard rubber) instruction.
- Player 8:** Mallets. Part starts with a long melodic line, marked *mf*. Includes a thumb roll and a (finger gliss. across head) instruction.

The score includes various musical notations such as dynamics (*mp*, *mf*, *p*), articulation (*roll*, *gliss.*), and performance instructions. It also features first and second ending brackets (2.) and a final ending bracket (3.).

[\*\*] Lujon pitches are just abstract, guiding toward subtle contours.]