# Jukka Tiensuu: 

## Kиuhiomo

a microtonal proludi
for any ensemble of melody instruments and/or voices

## Performance note:

All participating musicians play the same part, but not in unison. Instead, each musician constantly slows down and speeds up (rall. / accel.) in alternation. A steady tempo or a sudden tempo change is not allowed (e.g. two consecutive $8^{\text {th }}$ notes must never be of the same length). The rall. / accel. should not be excessive, though; a hectic run-through or a total standstill are not desired. A medium tempo of ca. 40 to a quarter note is practical, and the extreme tempi at any turning point could (and maybe should) reach up to ca. 80 and down to ca. 30. The bar lines are for reference and rehearsal aid, only.


#### Abstract

Always play legato, when not otherwise indicated. The glissandi should be played evenly during the whole indicated time value. If it is impossible to play a glissando smoothly this way, faking it through bending and microtonal fingerings is acceptable.


In order to avoid longer notes (longer than a quarter note) preventing the movement in simultaneous shorter ones coming through, they should be played softer or at least with a quick diminuendo.

The first note would best be started by the quietest instrument, then adding up to the loudest. The end note can be played either by the instruments gracefully "dying out" (one by one in reverse order to the beginning), or by doing a few bars crescendo and boldly blasting off on the last note, everybody stopping at the same time. Choice depending on what comes next in the program.

The limited range of the piece allows a wide selection of instruments, like practically any classical wind or string instrument, but also e.g. quarter tone accordion, syntheziser, electric guitar, theremin , voice, and many non-European string and wind instruments. A low or high version of the piece through simple transposition is also possible.

While the ensemble could be uniform (like a string sextet), it should preferably consist of instruments (and/or voices) of different kind, yet dynamically matching. The absolute minimum size would be four, while six would probably be ideal (while already creating an exciting density, it still allows the musicians to hear and follow each other). Larger ensemble, up to an orchestra, is possible and might create an interesting "space" effect. It's then also possible that one musician reads the notation "as is", while the others "run ellipses around" him or her.

Each accidental, including the microtonal ones, cancels the previous accidental.
$\not \ddagger d \quad$ Quarter tone sharp and flat, respectively.
$\downarrow \quad$ A sixth-tone flat (for harmonic 7th).
Bars 24-25 and 34-35: The players should agree beforehand which of the notes each one selects, then play the upward arpeggio of the preceding bar, stop on the chosen note and hold it until moving to the other notes of the chord. An alternative for larger ensembles: just keep your selected note and play irregular swells $<\boldsymbol{s f}>$ on it. These bars are senza tempo (but slow by nature). Dwell on them as long as you find it meaningful or enjoyable. The one who gets bored first, will rush to bar 26 (36) and the others will follow (at slightly different time intervals).

Part/Score in C
Kuuhiomo
a proludi in quarter tones for any ensemble of melody instruments

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30<d<80
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