

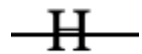

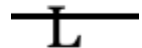
Abyssal Zone – Solo

Composed by Kirsty Devaney

The Abyssal Zone is one of the deepest parts of the ocean and never receives daylight. Creatures that live there have to live in very cold and high-pressured conditions. The word "abyss" derives from the Greek word meaning bottomless.

The music aims to create a strange and unnatural atmosphere of the deep sea. Use the music as a guide for improvisation. Any instrument can perform the music. This part can also be used with the Abyssal Zone score.

The exact pitches are not indicated, but rough ranges are given in the parts:

 High note
 Middle range note
 Low note

Discover 3 new sounds on your instrument that you have never heard before (e.g. breath sounds, tapping etc.). Label each sounds as A, B or C:

A –

B –

C –

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Slow and freely ♩ = 50-65

Solo

The musical score is written on two staves. The first staff begins with a treble clef, a common time signature, and a key signature of one flat. It includes a 'Sound A' box, a first ending box 'A', and a second ending box 'B'. The second staff includes a trill instruction 'trill any low note' with a trill symbol, a first ending box 'C', and a second ending box 'A'. Dynamics include *p*, *f*, *mp*, and *ppp*. Performance markings include hairpins, accents, and a trill.

H
M
L

Sound A

A

B

p *f* *p* *f* *p* *f* *p*

trill any low note
tr

C

A

f *p* *f* *mp* *p* *ppp*