

Abyssal Zone

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 slow, dark and low texture to represent the deep sea.

Use the music as a guide for improvisation. Any instrument can play any part and not all parts are needed to make the music. Each player plays at their own speed, except for part 2, which is to be played at the same speed as all the other part 2 players.

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

—H— High note
—M— Middle range note
—L— Low note

Solos are encouraged over the top of this texture. See Abyssal Zone solo page for some help!

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