

FLORA

drumset & percussion
score

drumset & percussion

percussion 1 & 2

3 heads

3 wood blocks or similar

3 cymbals / metal

percussion 3

symphonic bass drum

floor tom or similar

3 percussions accessoires

3 cymbals / metal

balafon

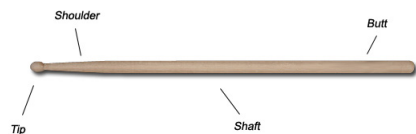
xylophone

drumset 1 & 2

BD LT HT SN HH RC LC

drumset 3

BD SN HH RC LC



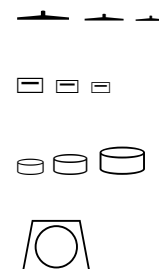
FLORA is a composition including graph notation, conventional music notation and improvisation.

Introduction is written on iPad and played by drummer 3 while all other players improvise in order to create a soft resonance climate.

Percu 1



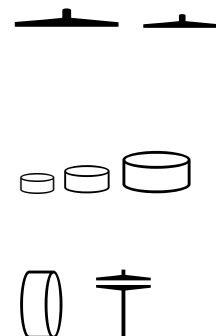
Percu 2



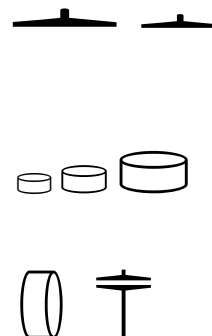
Percu 3



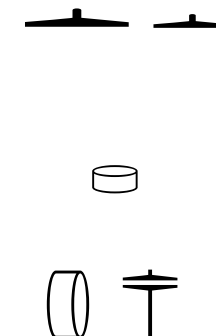
Drumset 1



Drumset 2



Drumset 3



brushes

60 sec.

65 sec.

to stick / brush

stick / brush

65 sec.

to stick / mallet

stick / mallet

60 sec.

to sticks trill

sticks

impro

3:00

2:30

2:00

1:30

1:00

0:30

30 sec.

to broken feel

180 sec.

to mallets

mallets

sticks

100 sec.

to sticks trill

30 sec.

to stick / mallet

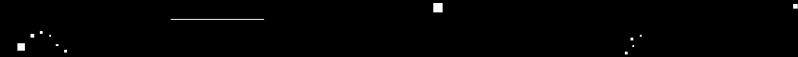
stick / mallet



60 sec.

to stick / brush

stick / brush



65 sec.

to brushes

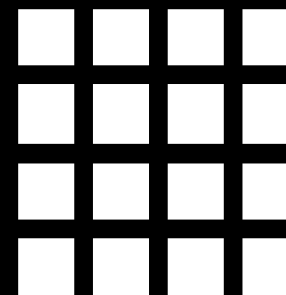
brushes



65 sec.

to time

time



20 sec.

The image displays a detailed musical score for a drum set, organized into several staves. The staves are labeled P1, P2, D1, D2, P3, and D3, representing different drum parts. The score includes various musical notations such as notes, rests, and dynamic markings, along with specific performance instructions like 'drums 3' and 'all'.

Staff P1: 4/4 - 54 bpm ≈ // drums 3 // / tip / $\text{Y} \text{Y} \text{O}$ // all //

Staff P2: 4/4 - 54 bpm ≈ // drums 3 // / tip / $\text{Y} \text{Y} \text{O}$ // all //

Staff D1: 4/4 - 54 bpm ≈ // drums 3 // / tip / $\text{Y} \text{Y} \text{O}$ // all //

Staff D2: 4/4 - 54 bpm ≈ // drums 3 // / tip / $\text{Y} \text{Y} \text{O}$ // all //

Staff P3: 4/4 - 54 bpm ≈ // drums 3 // // all //

Staff D3: // cymbals edge // / butt / // all //

The score is written in 4/4 time with a tempo of approximately 54 bpm. It includes various musical notations such as notes, rests, and dynamic markings, along with specific performance instructions like 'drums 3' and 'all'.

// drums 3 // // drums L - P2 - D1 // / tip / // drums 3 // / bristles / // drums L - P2 - D1 //

// drums 3 // / tip / // drums L - P1 - D2 - PJ // // drums 3 // // drums L - P1 - D2 - PJ // / butt /

// drums 3 // / tip / // drums L - P1 - D2 - PJ // // drums 3 // // drums L - P1 - D2 - PJ // / butt /

// drums 3 // // drums L - P2 - D1 // / tip / // drums 3 // / bristles / // drums L - P2 - D1 //

// drums 3 // // drums L - P2 - D1 // / tip / // drums 3 // / bristles / // drums L - P2 - D1 //

// With V 2 & 3 // // With - V 1 & 4 // // drums // // With - V 1 & 4 // // With V 2 & 3 //

// all /// bristles / // drums 3 // //noisy - add effect// // drums 3 // // drums 3 //

// all /// bristles / // drums 3 // //noisy - add effect// // drums 3 // // drums 3 //

// all /// bristles / // drums 3 // //noisy - add effect// // drums 3 // // drums 3 //

// all /// bristles / // drums 3 // //noisy - add effect// // drums 3 // // drums 3 //

// all /// bristles / // drums 3 // //noisy - add effect// // drums 3 // // drums 3 //

// all // let ring... // LH trill freely // let ring... let ring... // LH trill freely // let ring...

// drums cue // */ bristles /* // all // // drums 3 // 4/4 */ bristles /* // all // */ drums 3 //*
 // drums cue // */ bristles /* // all // // drums 3 // 4/4 */ bristles /* // all // */ drums 3 //*
 // drums cue // */ bristles /* // all // // drums 3 // 4/4 */ bristles /* // all // */ drums 3 //*
 // drums cue // */ bristles /* // all // // drums 3 // 4/4 */ bristles /* // all // */ drums 3 //*
 // drums cue // */ bristles /* // all // // drums 3 // 4/4 */ bristles /* // all // */ drums 3 //*
 // cue // *scrub edge* // no drums // // LH trill freely // *let ring...* // no drums // */ drums 3 //*
 // drums L - P2 - D1 // *m2* // drums L - P2 - D1 // // drums 3 // *m2*
 // drums L - P2 - D1 // *m2* // drums L - P2 - D1 // // drums 3 // *m2*
 // drums L - P2 - D1 // *m2* // drums L - P2 - D1 // // drums 3 // *m2*
 // drums L - P2 - D1 // *m2* // drums L - P2 - D1 // // drums 3 // *m2*
 // With V2 & 3 // // all // // With V2 & 3 // // drums only //

// drums L - P1 - D2 //

// drums L - P1 - D2 //

// drums L - P1 - D2 //

// drums L - P1 - D2 //

// With - V1 & 4 //

// all //

// With - V1 & 4 //

// drums 3 //

// drums 3 //

// drums 3 //

// drums 3 //

// drums 3 //

// drums 3 //

// drums 3 //

// drums only //

// all //

// drums only //

let ring...

Handwritten musical score for a drum set, featuring six staves. The notation includes various drum sounds (snare, tom, cymbal) and rests, with annotations such as */ handle /*, */ bristles /*, and *// drums - open time //*. The score is divided into sections by double bar lines and includes a *// no drums //* section.

Staff 1: */ handle /* (snare), *// drums - open time //* (tom), */ bristles /* (cymbal), *TEILL* (snare).

Staff 2: */ handle /* (snare), *// drums - open time //* (tom), */ bristles /* (cymbal), *TEILL* (snare).

Staff 3: */ handle /* (snare), *// drums - open time //* (tom), */ bristles /* (cymbal), *TEILL* (snare).

Staff 4: */ handle /* (snare), *// drums - open time //* (tom), */ bristles /* (cymbal), *TEILL* (snare).

Staff 5: *// drums - open time //* (tom), */ bristles /* (cymbal), *TEILL* (snare).

Staff 6: *// no drums //* (empty), *// open time //* (empty).

Handwritten musical score for a drum set, featuring six staves. The notation includes various drum sounds (snare, tom, cymbal) and rests, with annotations such as *// all //*, *// drums - open time //*, and *slide*. The score is divided into sections by double bar lines and includes a *// open time //* section.

Staff 1: *// all //* (snare), *// drums - open time //* (tom), *slide* (cymbal).

Staff 2: *// all //* (snare), *// drums - open time //* (tom), *slide* (cymbal).

Staff 3: *// all //* (snare), *// drums - open time //* (tom), *slide* (cymbal).

Staff 4: *// all //* (snare), *// drums - open time //* (tom), *slide* (cymbal).

Staff 5: *// all //* (snare), *// drums - open time //* (tom), *slide* (cymbal).

Staff 6: *// all //* (snare), *// open time //* (empty).

musical score for drums and other instruments, featuring various techniques and notation.

Drum Notation: // drums 3 //

Techniques: slide, TEILL, scrape, / handle /

Other Notation: // open time //, 16th feel, simile ...

The score is divided into two main sections by a double bar line. The first section contains five staves of drum notation, each with a "slide" technique. The second section contains six staves of drum notation, each with a "TEILL" technique. The final staff is labeled "drums only" and includes a "simile ..." instruction.

The musical score consists of multiple staves. The first five staves feature various musical notations, including notes, rests, and dynamic markings. The first staff includes a 'scrape' marking. The second staff includes a 'scrape' marking. The third staff includes a 'slide' marking. The fourth staff includes a 'scrape' marking. The fifth staff includes a 'ring...' marking. The sixth staff is marked with '// drums 3 //'. The seventh staff is marked with '// drums only //'. The eighth staff is marked with '// drums 3 //'. The ninth staff is marked with '// drums 3 //'. The tenth staff is marked with '// drums 3 //'. The eleventh staff is marked with '// drums 3 //'. The twelfth staff is marked with '// drums 3 //'. The thirteenth staff is marked with '// drums 3 //'. The fourteenth staff is marked with '// drums 3 //'. The fifteenth staff is marked with '// drums 3 //'. The sixteenth staff is marked with '// drums 3 //'. The seventeenth staff is marked with '// drums 3 //'. The eighteenth staff is marked with '// drums 3 //'. The nineteenth staff is marked with '// drums 3 //'. The twentieth staff is marked with '// drums 3 //'.

bell

let ring...

// no drums //

/hands/

// drums 3 //

/hands/

// drums 3 //

/hands/

// drums 3 //

/hands/

// drums 3 //

/hands/

// drums 3 //

The musical score is written for guitar and consists of 12 staves. The notation includes various guitar-specific symbols such as "roll", "ring", and "all" with slurs, as well as drum notation "drums 3". The score is divided into measures by vertical bar lines. The first staff begins with a "G" in a circle and a "roll" instruction. The notation continues with various note values, slurs, and dynamic markings like "m2". The score concludes with a final staff featuring a wavy line and a "roll" instruction.

Handwritten musical score for guitar and drums. The score consists of 10 staves.

Staff 1: Guitar part with notes, rests, and slurs. Labels: *ring...*, *// all //*, *ring...*, *ring...*. Drum part with notes and rests. Label: *// drums 3 //*.

Staff 2: Guitar part with notes, rests, and slurs. Labels: *ring...*, *// all //*, *ring...*, *ring...*. Drum part with notes and rests. Label: *// drums 3 //*.

Staff 3: Guitar part with notes, rests, and slurs. Labels: *ring...*, *// all //*, *ring...*, *ring...*. Drum part with notes and rests. Label: *// drums 3 //*.

Staff 4: Guitar part with notes, rests, and slurs. Labels: *ring...*, *// all //*, *ring...*, *ring...*. Drum part with notes and rests. Label: *// drums 3 //*.

Staff 5: Guitar part with notes, rests, and slurs. Labels: *ring...*, *// all //*, *ring...*, *ring...*. Drum part with notes and rests. Label: *// drums 3 //*.

Staff 6: Guitar part with notes, rests, and slurs. Labels: *ring...*, *// all //*, *ring...*, *ring...*. Drum part with notes and rests. Label: *// drums - open time //*.

Staff 7: Guitar part with notes, rests, and slurs. Labels: *ring...*, *// all //*, *ring...*, *ring...*. Drum part with notes and rests. Label: *// drums - open time //*.

Staff 8: Guitar part with notes, rests, and slurs. Labels: *ring...*, *// all //*, *ring...*, *ring...*. Drum part with notes and rests. Label: *// drums - open time //*.

Staff 9: Guitar part with notes, rests, and slurs. Labels: *ring...*, *// all //*, *ring...*, *ring...*. Drum part with notes and rests. Label: *// drums - open time //*.

Staff 10: Combined guitar and drum part. Guitar part with notes, rests, and slurs. Drum part with notes, rests, and slurs. Label: *scratch on stick*.

// COLLECTIVE BACKGROUND IMPRO - LOW AND SOFT ACTIVITY //

// drums - open time //

// COLLECTIVE BACKGROUND IMPRO - LOW AND SOFT ACTIVITY //

// drums - open time //

// COLLECTIVE BACKGROUND IMPRO - LOW AND SOFT ACTIVITY //

// drums - open time //

// COLLECTIVE BACKGROUND IMPRO - LOW AND SOFT ACTIVITY //

// drums - open time //

// COLLECTIVE BACKGROUND IMPRO - LOW AND SOFT ACTIVITY //

// drums - open time //

trill into hh

add cymbals trill

edge

scratch

// COLLECTIVE BACKGROUND IMPRO - LOW AND SOFT ACTIVITY //

// drums - open time //

// COLLECTIVE BACKGROUND IMPRO - LOW AND SOFT ACTIVITY //

// drums - open time //

// COLLECTIVE BACKGROUND IMPRO - LOW AND SOFT ACTIVITY //

// drums - open time //

// COLLECTIVE BACKGROUND IMPRO - LOW AND SOFT ACTIVITY //

// drums - open time //

// COLLECTIVE BACKGROUND IMPRO - LOW AND SOFT ACTIVITY //

// drums - open time //

// stick into brush //

// LH //

fingers trill

1

2

3

to cymbals trill

// LEAVE GRADUALLY COLLECTIVE BACKGROUND //

// drums - open time //

// drums 3 //

/hands/

// drums L - P1 - D2 - RJ //

// drums 3 //

// drums L - P1 - D2 - RJ //

// drums 3 //

// drums - open time //

// drums 3 //

// drums L - P1 - D2 - RJ //

// drums - open time //

// drums 3 //

// drums L - P1 - D2 - RJ //

// drums L - P2 - D1 //

/hands/

// drums L - P1 - D2 - RJ //

// drums L - P1 - D2 - RJ //

// drums L - P2 - D1 //

// drums L - P2 - D1 //

// voices 2 & 3 //

edge

edge

// voices 1 & 4 //

simile...

// With - V1 & 4 //

// drums L - P2 - D1 //
 /hands/

// drums L - P1 - D2 - RJ //
 bell

// drums L - P1 - D2 - RJ //

// drums L - P2 - D1 //

// drums L - P2 - D1 //

// voices 2 & 3 //
 edge
 edge
 // voices 1 & 4 //

scrape
 32nd roll
 scrape

scrape
 32nd roll
 scrape

scrape
 32nd roll
 scrape

scrape
 32nd roll
 scrape

/mallet handle /
 32nd roll
 /mallet handle /
 scrape

// drums only //
 // all //
 // cymbals edge //
 let ring..

-17-

The image displays a detailed musical score for a 12-piece band, organized into 12 horizontal staves. The notation is complex, featuring various musical symbols, notes, and rests. Key elements include:

- Staff 1:** Starts with a balafon part, followed by a drum part with a 'stick into brush' instruction, and then a brass section with a 'cymbal into brush' instruction.
- Staff 2:** Features a balafon part, a drum part with a 'stick into brush' instruction, and a brass section with a 'cymbal into brush' instruction.
- Staff 3:** Includes a balafon part, a drum part with a 'stick into brush' instruction, and a brass section with a 'cymbal into brush' instruction.
- Staff 4:** Shows a balafon part, a drum part with a 'stick into brush' instruction, and a brass section with a 'cymbal into brush' instruction.
- Staff 5:** Contains a balafon part, a drum part with a 'stick into brush' instruction, and a brass section with a 'cymbal into brush' instruction.
- Staff 6:** Features a balafon part, a drum part with a 'stick into brush' instruction, and a brass section with a 'cymbal into brush' instruction.
- Staff 7:** Includes a balafon part, a drum part with a 'stick into brush' instruction, and a brass section with a 'cymbal into brush' instruction.
- Staff 8:** Shows a balafon part, a drum part with a 'stick into brush' instruction, and a brass section with a 'cymbal into brush' instruction.
- Staff 9:** Contains a balafon part, a drum part with a 'stick into brush' instruction, and a brass section with a 'cymbal into brush' instruction.
- Staff 10:** Features a balafon part, a drum part with a 'stick into brush' instruction, and a brass section with a 'cymbal into brush' instruction.
- Staff 11:** Includes a balafon part, a drum part with a 'stick into brush' instruction, and a brass section with a 'cymbal into brush' instruction.
- Staff 12:** Shows a balafon part, a drum part with a 'stick into brush' instruction, and a brass section with a 'cymbal into brush' instruction.

The score is written in a standard musical notation style, with notes, rests, and dynamic markings. The instructions 'stick into brush' and 'cymbal into brush' are written in a stylized font, indicating specific performance techniques. The overall layout is clean and professional, with a clear separation between the different instrumental parts.

// vibra - open time //
 // P2 & D1 //
 // vibra - open time //
 / tip / ^ ^
 // drums L - P2 - D1 //
 // vibra solo - open time //

// vibra - open time //
 / tip / ^ ^
 // vibra - open time //
 // add P1 D2 //
 / bristles / ^ ^
 // vibra solo - open time //

// vibra - open time //
 / tip / ^ ^
 // vibra - open time //
 // add P1 D2 //
 / bristles / ^ ^
 // vibra solo - open time //

// vibra - open time //
 // P2 & D1 //
 // vibra - open time //
 / tip / ^ ^
 // drums L - P2 - D1 //
 // vibra solo - open time //

// VIBRAPHONE //
 // P2 & D1 //
 // add P1 D2 //
 // drums L - P2 - D1 //
 // vibra solo - open time //

// vibra - open time //
 // P2 & D1 //
 // drums - V 2 & 3 //
 let ring...

// drums 3 //
 /roll/ ring... // all // ring...

// drums 3 //
 /roll/ ring... // all // ring...

// drums 3 //
 /roll/ ring... // all // ring...

// drums 3 //
 /roll/ ring... // all // ring...

// drums 3 //
 /roll/ ring... // all // ring...

// drums 3 //
 // all //

// vibra drumsetL- open time //
 // vibra //
 // hands //
 // vibra //
 // drums 3 //
 // vibra //
 // all //
 / bristles /

// vibra drumsetL- open time //
 // vibra //
 // vibra //
 // drums 3 //
 // vibra //
 // all //
 / bristles /

// vibra drumsetL- open time //
 // vibra //
 // slide //
 // bell //
 // vibra //
 // ring... //
 // drums 3 //
 // vibra //
 // all //
 / bristles /

// vibra drumsetL- open time //
 // vibra //
 // ring... //
 // drums 3 //
 // vibra //
 // all //
 / bristles /

// add drums L //
 // P1 P2 D1 D2 //
 // P1 P2 D1 D2 //
 // P1 P2 D1 D2 DL //
 // drums 3 //
 // P1 P2 D1 D2 DL //

// P1 P2 D1 D2 //
 // vibra //
 // P1 P2 D1 D2 //
 // vibra //
 // vibra solo - open time //
 // all //
 / bristles /

/ butt //
 // vibra //
 / bristles /
 // vibra //
 / tip //
 // vibra solo - open time //
 // all //
 / bristles /

/ handle //
 // vibra //
 / bristles /
 // vibra //
 / tip //
 // vibra solo - open time //
 // all //
 / bristles /

/ handle //
 // vibra //
 / bristles /
 // vibra //
 / tip //
 // vibra solo - open time //
 // all //
 / bristles /

/ butt //
 // vibra //
 / bristles /
 // vibra //
 / tip //
 // vibra solo - open time //
 // all //
 / bristles /

// P1 P2 D1 D2 //
 // P1 P2 D1 D2 DL //
 // P1 P2 D1 D2 DL //
 // P1 P2 D1 D2 DL //
 // P1 P2 D1 D2 DL //

// P1 P2 D1 D2 //
 // vibra //
 // vibra //
 // vibra solo - open time //

This musical score is written for a string quartet (four staves) and includes percussion (drums 3) and vibraphone (vibra) parts. The notation includes various musical symbols and performance instructions:

- String Parts (4 staves):**
 - Each staff begins with a `//vibra //` instruction, followed by a box containing a specific bowing or playing technique (e.g., a dot, a wavy line, or a specific note).
 - Each staff then has a `//percu //` instruction, followed by a box containing a specific percussive effect (e.g., a wavy line, a specific note, or a specific bowing technique).
 - The string parts conclude with a melodic line in treble clef, featuring various rhythmic patterns and dynamics.
- Percussion and Vibraphone (drums 3 and vibra):**
 - The `//vibra //` parts include specific techniques like `/ handle /` and `/ bristles /`.
 - The `//percu //` parts include specific techniques like `/ butt /` and `/ bristles /`.
 - The `// drums 3 //` parts include specific techniques like `/ butt /` and `/ bristles /`.
 - The `// vibra solo - open time //` section is a key feature, indicating a solo performance by the vibraphone.
- Performance Instructions:**
 - `//vibra //`: Indicates a vibraphone part.
 - `//percu //`: Indicates a percussive effect.
 - `// drums 3 //`: Indicates a drum part.
 - `// vibra solo - open time //`: Indicates a solo performance by the vibraphone.
 - `/ handle /`: A specific technique for the vibraphone.
 - `/ bristles /`: A specific technique for the vibraphone.
 - `/ butt /`: A specific technique for the drums.
 - `let ring...`: A performance instruction for the vibraphone.

The score is written in a standard musical notation style, with a key signature of one flat (B-flat) and a time signature of 4/4. The overall structure is a continuous piece of music, with various sections and techniques integrated throughout.