

***rumor quase branco***

(2016)


For alto flute and guitar

**João Caldas**


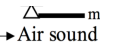
# Performance Notes

- The part of the alto flute is transposed a perfect 4th below, with the exception of the singing note.
- The rhythm in this piece should be played freely but toward a sense of continuity and flow.

## Guitar

-  — Pull the 6th string until it encloses the 5th string, then release. Both strings should vibrate.
- Muted → Harmonic — In order to mute, leave your left hand fingers (1, 2, 3 and 4) over the strings but with the 2nd finger on the desired fret. Then, gradually remove all the fingers but the 2nd to obtain the harmonic sound.

## Alto Flute

-  — With the given dynamic and air pressure the pitch should sound a semitone lower. Then, with the crescendo, the pitch returns to the original notes.
- Gradually in air →  — obtained by distending the embouchure.

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Senza Misura

The musical score is divided into three systems, each with an Alto Flute (In G) and Guitar part. The Alto Flute part includes various techniques such as Jet Whistle, Key clicks, Air sound, Real sounds, Gradually in air, and Flz. (Flautando). The Guitar part includes techniques like Muted, Harmonic, sul ponticello, ord., Rasgueado, Whistle, and damp. Dynamics range from *pppp* to *fff*. The score is marked "Senza Misura" and includes performance instructions like "max. poss." and "ad lib."

**System 1:**

- Alto Flute (In G):** Jet Whistle (*f*), Key clicks (*simile*, *ad lib.*), Air sound (*max. poss.*), Real sounds (*ppp*), Gradually in air (*p*), Key clicks (*max. poss.*).
- Guitar:** Muted, Harmonic, *mf* sul ponticello (*simile*, *ad lib.*, *ord.*), *fff*.

**System 2:**

- Alto Flute (In G):** Flz. (*ppp*), Real sound (*p*), *mf*, *p*, *mf*, *mp*, *f*.
- Guitar:** *fff* with fingernail, *mp*, *f*, *mp*, *f*, *p*.

**System 3:**

- Alto Flute (In G):** Bisbigliando (*f*), *ff*, *pppp*, *max. poss.*, Sing (real sound) (*f*, *ca 3"*), Key clicks, Flz. (*pp*), *fp*, bend, *ca 5"*, damp.
- Guitar:** Rasgueado (*f*), *ff*, *p*, *fff*, Whistle, Muted, Harmonic (*p*), Whistle, *s.p.*, *f*, *ord.*, *mf*, *5*, *6*.

Fl. A.

Jet whistle *ff*

**A** Flz. 2" *f p*

**B** Key clicks 2" *mf* Air sound

**C** 2" *mf f*

Repeat with different combinations between A, B and C, always preceded by the initial gesture (jet whistle).  
(Ex: Jet whistle - A - B - C; Jet whistle - B - A - C; etc.)  
Change suddenly of system on the cue of the guitar, even if in the middle of a repetition.

Gtr.

(Only the 1<sup>st</sup> stroke is synchronized)

1. *ff* scord. 2. 3. etc. *f* scord.

**A** Muted 3" *f* s. p.

**B** 3" *mf f*

**C** 3" *mp* ② ③ ⑤ ① ④

Repeat with different pairs between A, B and C, always preceded by the initial gesture (*scordatura*).  
(Ex: scordatura - A - B - C; scordatura - C - B; etc.)  
Continue to the next system when 6<sup>th</sup> string is approximately tuned in E.

Fl. A. *p* *pp*

Gtr. *f* *mp* ⑤ ⑥ *mp* ⑤ ⑥ *f* ①

Key clicks  
Air sound  
s. p.

\* Tune the 6<sup>th</sup> string rigorously in E

A. Fl. *Bisbigl.* *mf* *PPP subito* *p*

Gtr. *mp* *mf* *s. t.* ①

A. Fl. *ppp* *mf* *ppp* *p* *mf* *Molto vibrato*

Gtr. *f* *mf* *pp* *mf* *f*

A. Fl. *Flz.* *fp* *bend* *mf* *Key clicks* *Gradually in air...* *Air sound* *max. poss.*

Gtr. *p* ② ③ *mf* *s. t.*

\* Tune the 6<sup>th</sup> string rigorously in E

A. Fl. (Senza Misura)

Gtr. *f* *p* *mf* *mp* *f*

Con Misura (♩ = approximately 60)

④ ③ ③ + + +

3 3 5

Slow

A. Fl.

Gtr. *f* *p* *mf* *mp* *f*

*dolce*

④ ③ ③ + + +

3 3 3

Less Slow

A. Fl. Con Misura (♩ = approximately 60) Molto vibrato

Gtr. *p* *f* *mf* *f* *subito pp* *p*

3 3 6 3 3

Più Mosso

Più Mosso

**Senza Misura**

A. Fl. *mf* *mf* *ppp* *p* *fp* **Flz.**

Gtr. *f* *mf* s. p. **ord.** *p*

Key clicks  
Air sound  
Muted  
Harmonic  
Whistle

**Con Misura** ( $\text{♩} = \text{approximately } 60$ )

A. Fl. *mp* *mf* *cresc.* *f* *ff* **Senza Misura** *p* **Bisbigl.** *rall.* *ca 5"* *max. poss.*

Gtr. *mf* *cresc.* *f* *fff* **Senza Misura**

A. Fl. *p* *senza cresc.* *fp* *bend* *ca 3"* **Jet whistle** *mf* *max. poss.*

Gtr. *mp* *mf* s. p. *pp* *fff*

Muted  
gliss.