

SCORE IN C
(mark trees sounding two octaves higher than written)

Accidentals: They affect the whole bar when placed in the same octave

Microtones: -quarter flat.....
-three quarter flat.....
-quarter sharp.....
-three quarter sharp.....

note that the marktree has a smaller subdivision of the octave (1/36) steps. octaves of a tone have been notated as added arrows (up or down) as well as the corresponding numeric reference of the requested chime

Commissioned by The Royal Academy of Music
in celebration of its 200th anniversary

Rubens ASKENAR
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Bronze Clinics #1
for solo percussion playing a flex-a-tree

A

$\bullet = 70$ Andante moderato. Sempre espressivo e delicato, ma come senza gravità

Percussion

Flex-a-tree parts:
- Two 36 pieces mark trees (one mark tree muted by placing a long stripe of duct tape across all chimes)
- Deconstructed flexatone:
Cut the two mallets attached to the flexatone from the base. These mallets will be used to play accurately the Mark tree and also the flexatone.
- Full flexatone
Please see QR codes for further performance explanations

(deconstructed flexatone)

(chime number) ① (use tiny hard mallets obtained from the deconstructed flexatone)

(open Mark Tree)

(muted Mark Tree)

ppp *f*

(Chimes tune reference)

fr. mar. adapt. woo. chimes tune reference has tree brand 'fame'. If using it follow the chimes number accordingly. Add stickers with numbers in order to help reading

scan me!
(score for further explanations)

scan me!
(score for rehearsal ref.)

scan me!
(rehearsal mark A)

4

17

10

ppp *f* *ppp*

9

8

f *ppp* *f* *ppp*

14

B

5

5

5

ppp

ppp

f

ppp

Fine

19

5

5

5

ppp

f

ppp

f

ppp

30

31

20

25

5

5

5

ppp

f

ppp

ppp

ppp

14

30

5

5

5

f

ppp

f

ppp


f

21

25

4 **C** Simile, con flessibilità

51



scan me!
(rehearsal mark C)

36

20

ppp sottovoce

ff

36

2

1

14

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

34 33 32 31


6

57

♩ = 90

♩ = 70

D Subito prestissimo ♩ = 220



EXTRACT

30

Two lines ascending. The length of the scale is determined by the bar extension or the note value on top i.e. half note, crotchet, etc. Play always as fast as possible, chopping or extending the pattern based on the length values.

ffz *ffz*

4

3

5

fff

62

E Andante moderato ♩ = 70

F

36

2

1

36

2

1

14

30

ff *ff* *ff* *ff*

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

pp *f* *pp* *pp* *f* *ppp*

Ricochet:
Hit the wood of the mallet with the metal part of the mallet in order to produce a natural bounce. Hit the area corresponding to the notated chime/colour. The bounce length must always be accurate, lasting the exact duration of the written rhythmic value.

(ricochet)

ff

68

♩ = 90

♩ = 70

G Subito prestissimo ♩ = 220

34 33 32 31

4

3

30

30

20

10

30

ff *ffz* *ffz*

f *f* *p*

f *pp* *f* *pp* *ppp* *f*

fff