

Horse

Bass Saxophone
and
Stereo or Surrround
Media

Mark Snyder

Commisioned by
Greg Sigman

The electronic portion of Horse was created by manipulating the sounds of a Bass Saxophone and a child's rocking horse.

In performance, it is best to have access to a stop watch, or the track counter on the CD player for reference. Each quarter note is equal to a second on the counter, but my only desire is for the entrances to coincide with the markings in the score, how the performer interprets the durations after that is up to them.

The second half of the piece is quite rhythmic and the quarter notes no longer equal one second, but cues in the score make sense after the first listening. The cues represent the Saxophone drum set on the tape. Try to lay back and not rush this section, in other words try to play behind the beat or on it.

51

51

59

59

67

67

ff

74

74

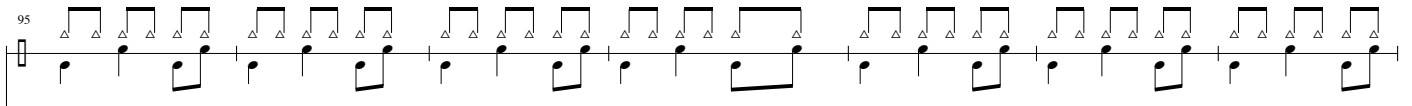
81

81


88

88

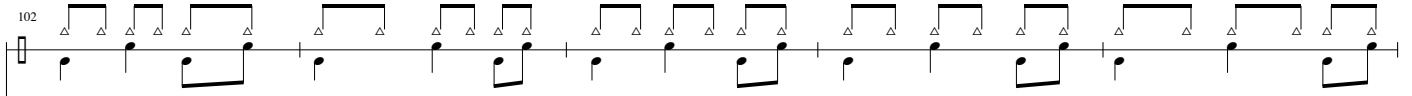
95



95



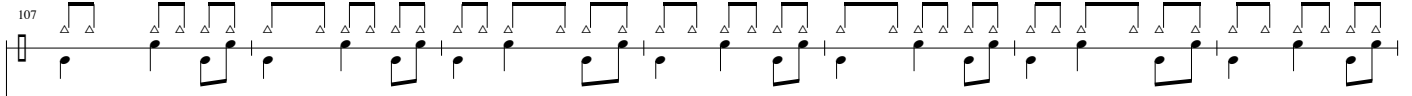
102



102



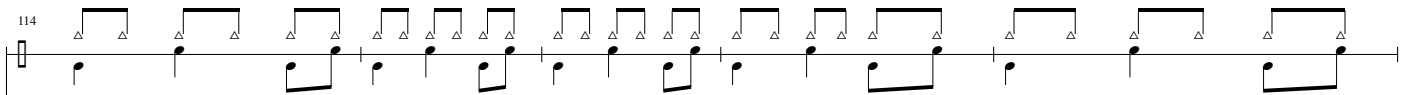
107



107



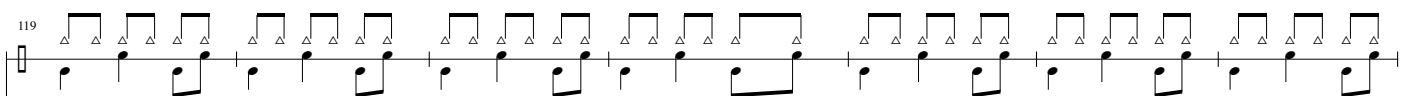
114



114



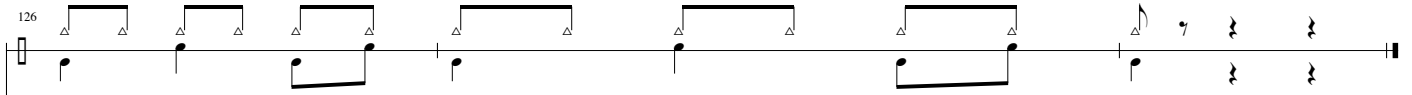
119



119



126



126

