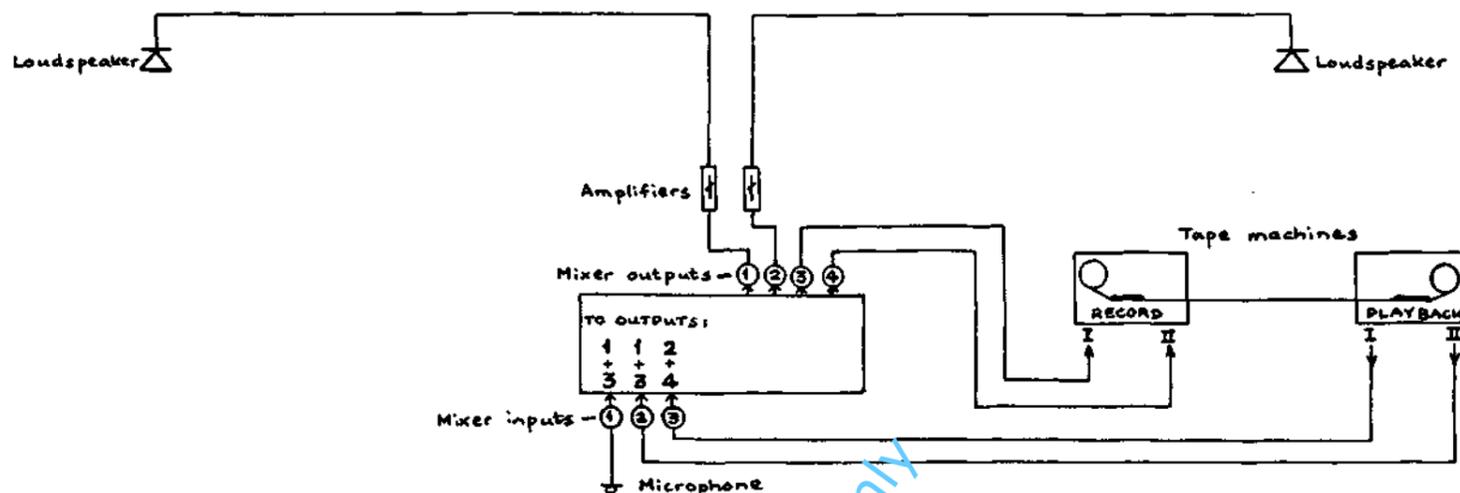


WINDS OF HEAVEN
for amplified tenor recorder and tape delay

CHRISTOPHER FOX

The two parts (① and ②) of WINDS OF HEAVEN may be played successively (in the given order) or separately. When both parts are played, ② should begin immediately after the last delay repeat of ①.

TECHNICAL SET-UP:



One or two air microphones should be used to pick up the recorder sound. Ideally the player should be behind the loudspeakers to minimise feedback. The two tape machines should be so positioned as to give a delay period of exactly 12 seconds. Playback and record levels should be adjusted so that material in the delay has disappeared by the sixth repeat.

NOTATION: Each phrase on page 1 is to be played without a break. (Gaps between noteheads and lines serve only to aid legibility.)

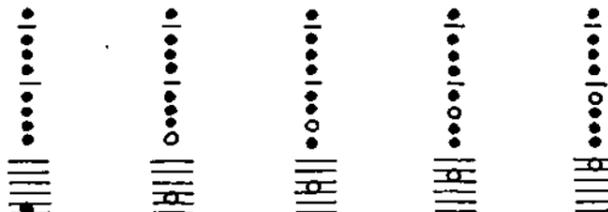
Glissandi should be as smooth as possible.

⊙ = play directly into microphone; ⊙ OR ⊙ = play with instrument to left OR right of microphone.

-----> = move between positions (the resulting movements should produce audible changes in the level of the amplified recorder sound).

V = an audible in-breath

On pages 2 and 3 a 6 line (5 space) stave is used. Fingerings are as follows:



Dynamics on pages 2 and 3 should be in the range *mf*, *ff* and the player should exploit dynamic changes to vary the overtones produced by each fingering. Breathing is left to the player. If possible breath should only be snatched on the second ♯ of ♯ groups.

WINDS OF HEAVEN was commissioned by Peter Hannan with funds provided by the Arts Council of Great Britain.

WINDS OF HEAVEN for amplified tenor recorder and tape delay

Christopher Fox

The musical score is written for an amplified tenor recorder and tape delay. It consists of eight staves of music, each with a treble clef and a key signature of one sharp (F#). The score includes various dynamics and performance markings:

- Staff 1:** 0'00" to 0'48". Dynamics: *p*, *mp*, *p*, *mp*, *mf*, *p*, *mf*, *p*.
- Staff 2:** 0'48" to 1'36". Dynamics: *p*, *mp*, *p*, *pp*, *p*, *mp*, *p*, *pp*, *p*, *mp*, *p*, *mp*, *p*.
- Staff 3:** 1'36" to 2'24". Dynamics: *p*, *mp*, *p*, *mp*, *p*.
- Staff 4:** 2'24" to 3'12". Dynamics: *mp*, *p*, *f*, *p*, *ff*.
- Staff 5:** 3'12" to 4'00". Dynamics: *p*, *mp*, *p*, *mp*, *p*, *mp*.
- Staff 6:** 4'00" to 4'48". Dynamics: *mp*, *mf*, *p*, *pp*, *p*, *mp*, *p*, *f*.
- Staff 7:** 4'48" to 5'36". Dynamics: *p*, *pp*, *p*, *mp*, *p*, *mp*, *p*.

Performance markings include slurs, accents, and breath marks (indicated by a small circle with a vertical line through it). Time signatures are indicated by minutes and seconds (e.g., 0'00", 0'12", etc.).

