

The Great Chord

*for electronic sound, harmonium and
wind instruments*

Phil Legard

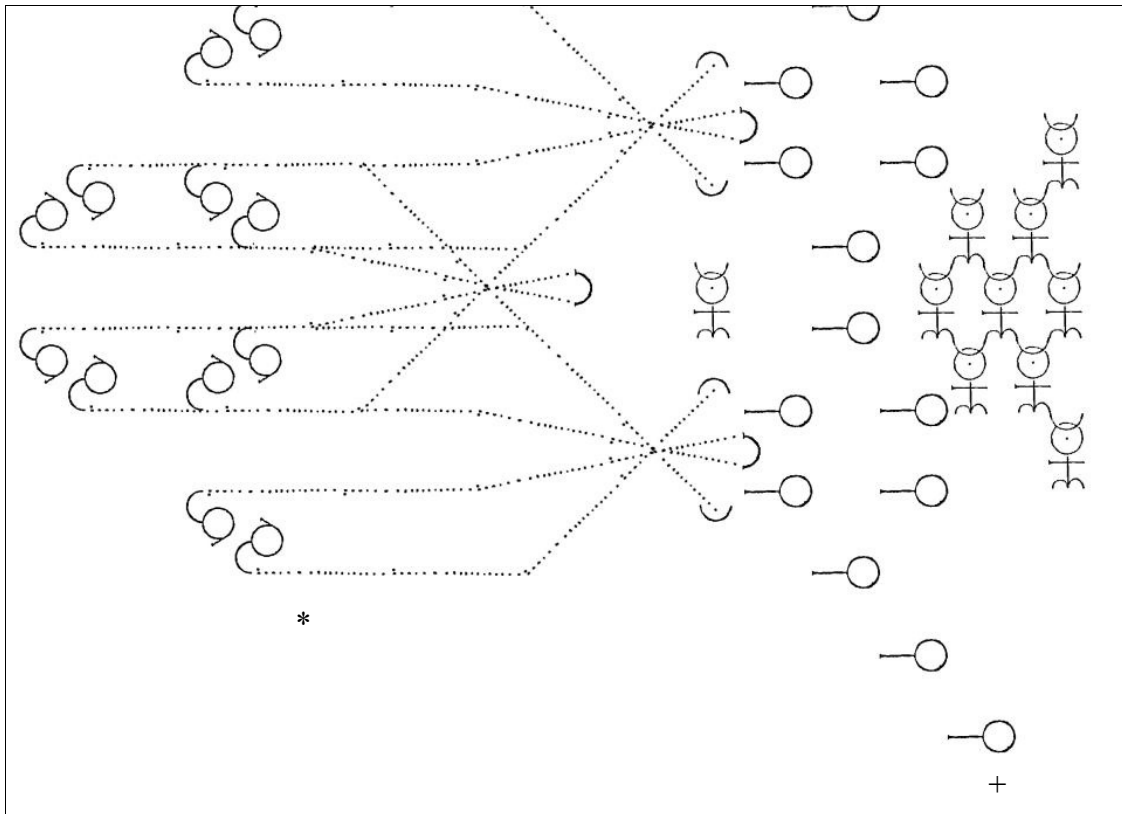
2012

Larkfall Press
MMXIII

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0. Electronic sounds are prepared using image-to-sound software for the following image (excluding * and + signs). The realisation should last 555, 666, 777, 888 or 999 seconds duration.



1. Let a place be chosen with atmospheric and acoustic richness.
2. The harmonium plays a sustained texture across four octaves beginning from a root of C:

C, D, G, D', G', D'', D'''.

Articulations may be expressed via the pump.

3. Initially the wind instruments should begin with a limited range of tones (C, D, G) along with their overtones. Players may begin expanding their range of tonal colour after the * indicated on the graphic score.
4. Players should allow themselves to gradually become intoxicated by the chord, electronic sounds and acoustics of their chosen environment.
5. The players should 'peak' at the + sign, and gradually begin to decay into the environmental surrounds until the piece is finished.
6. Percussion (bell, gong, cymbal or harmonic bowl) may also be used.

Realised at West Kennet Long Barrow, 2011/12.