Frederic Rzewski

CRUSOE

for various instruments
(1993)

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Each piece = 15".
Total duration (with pauses of about 2" between each piece) = 18'30" ca.

Crusoe may be played by groups of different size and instrumentation (4—8 players optimally, although an ensemble of 12 or more is possibl A group may make its own fixed arrangement, or leave decisions to be made in performance, with a different reading each time.

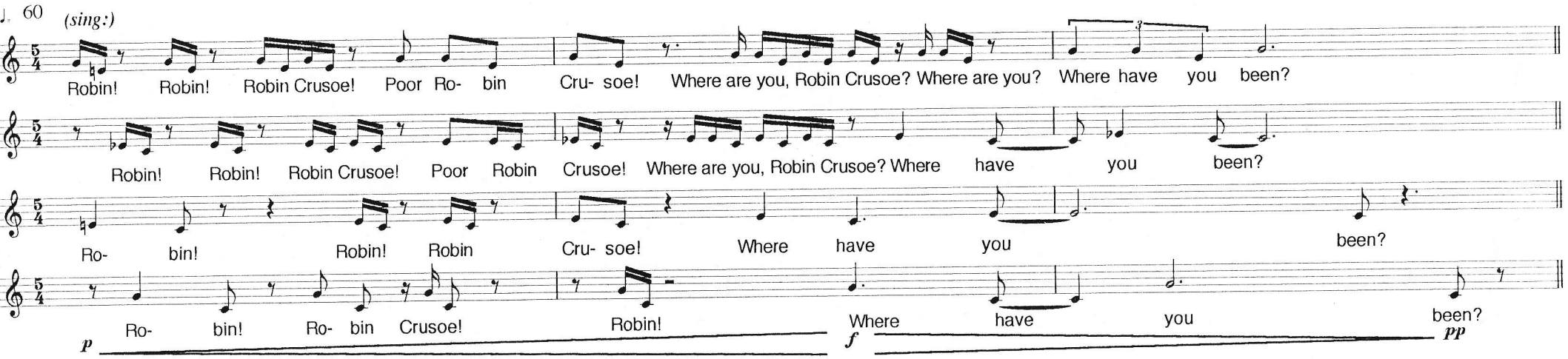
(May, 1993)

CRUSOE

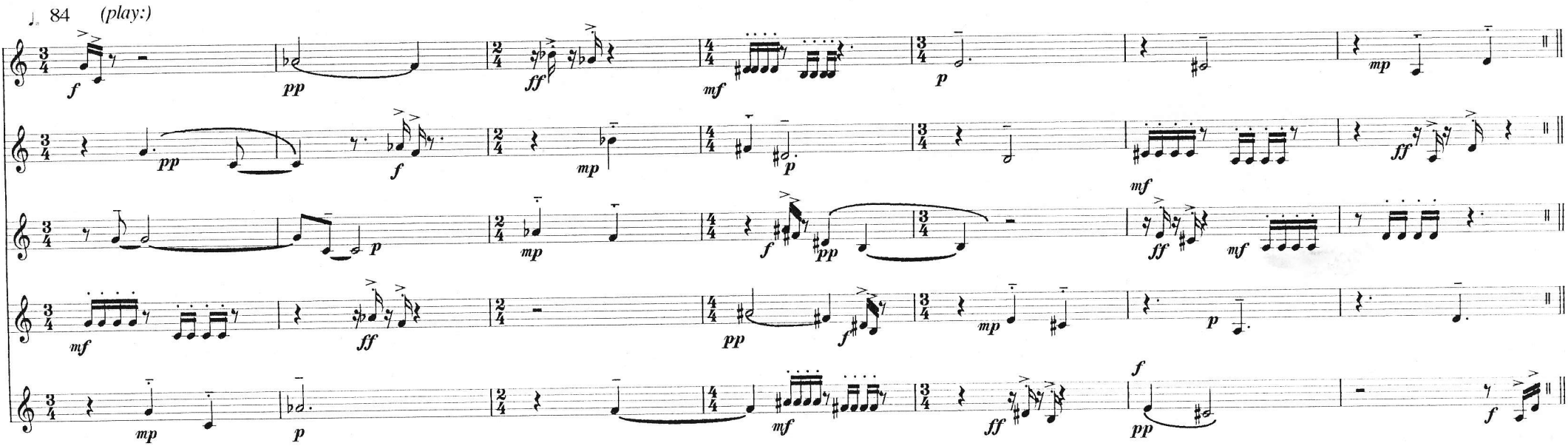
For 4—8 Players

Frederic Rzewski

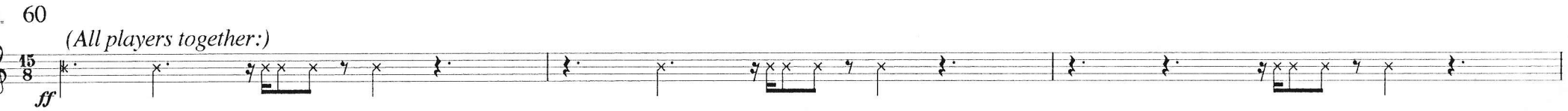
1. Intro 1: Poll's Song



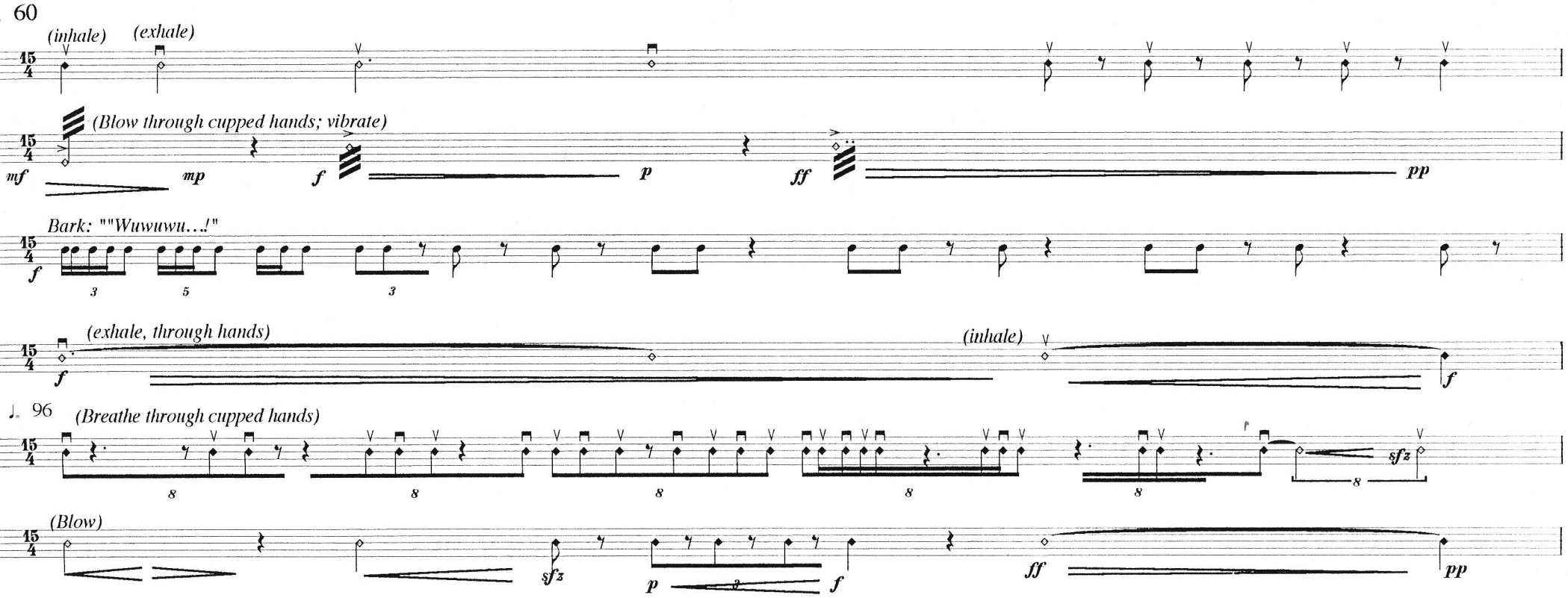
2. Intro 2: Sextet #1



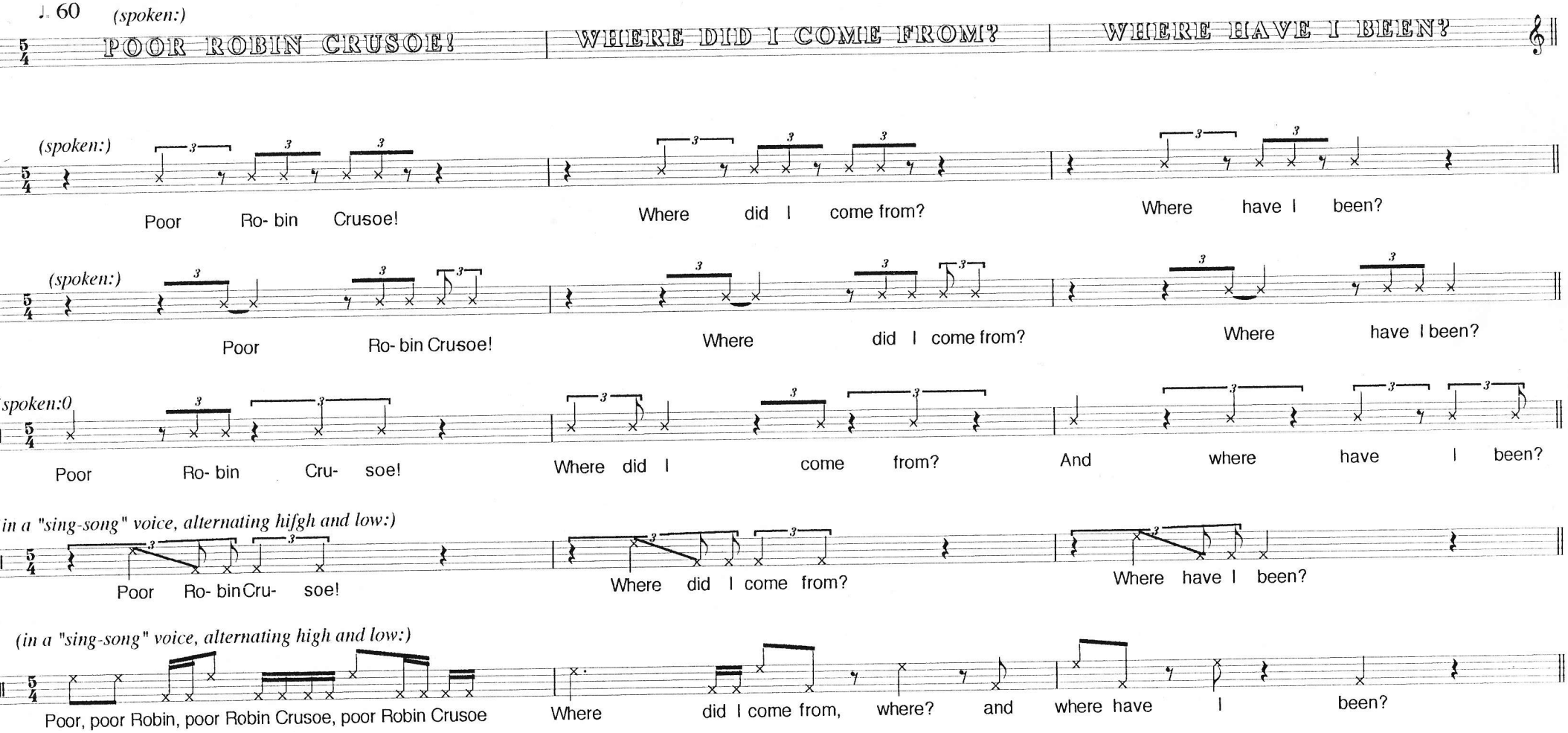
3: Bang #1: Hit something.



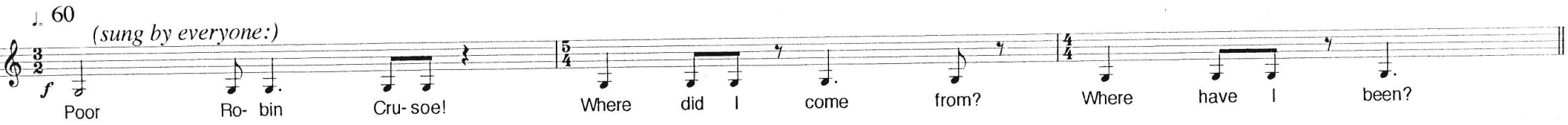
4. Breath #1



5. Conundrum #1

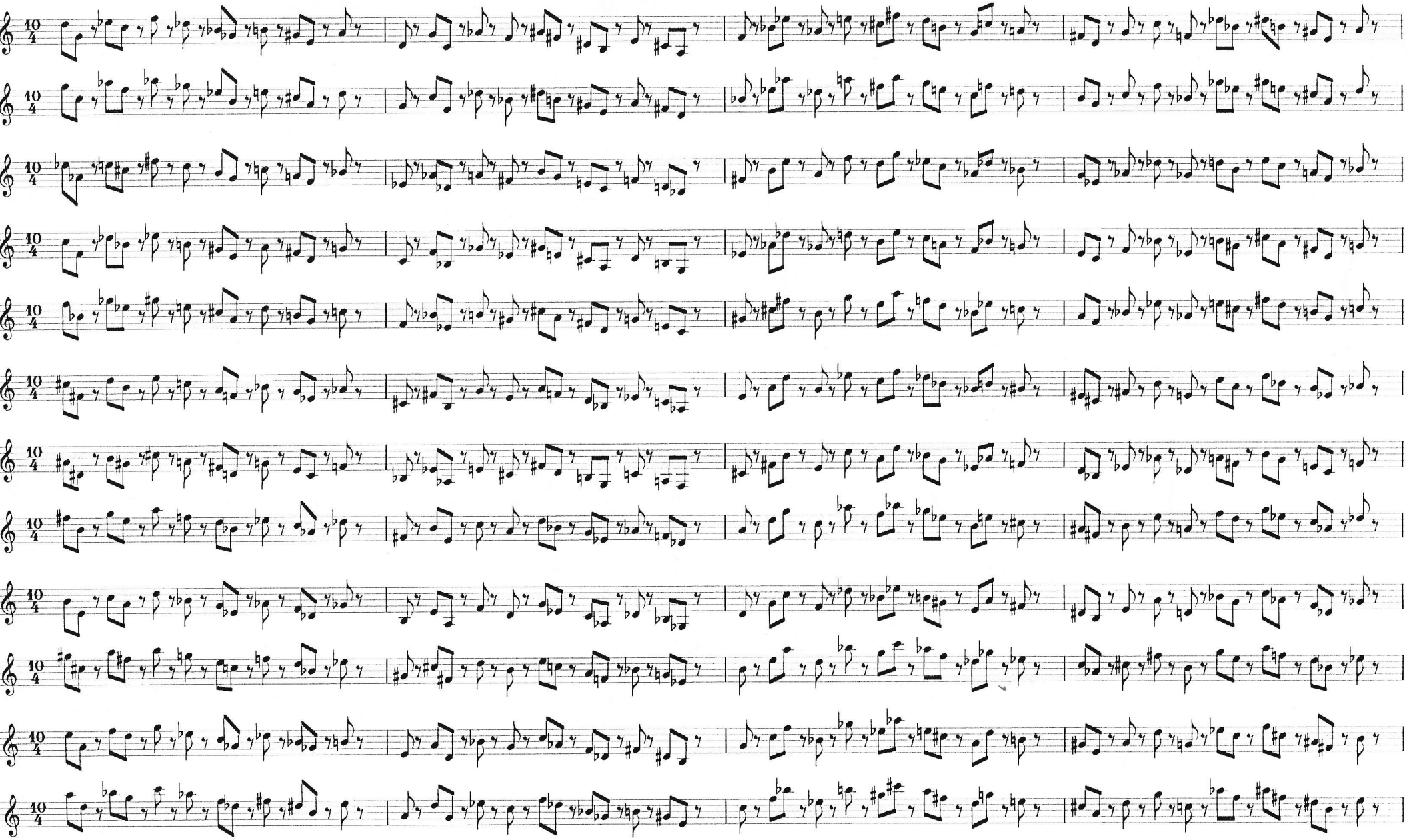


6. Chant #1

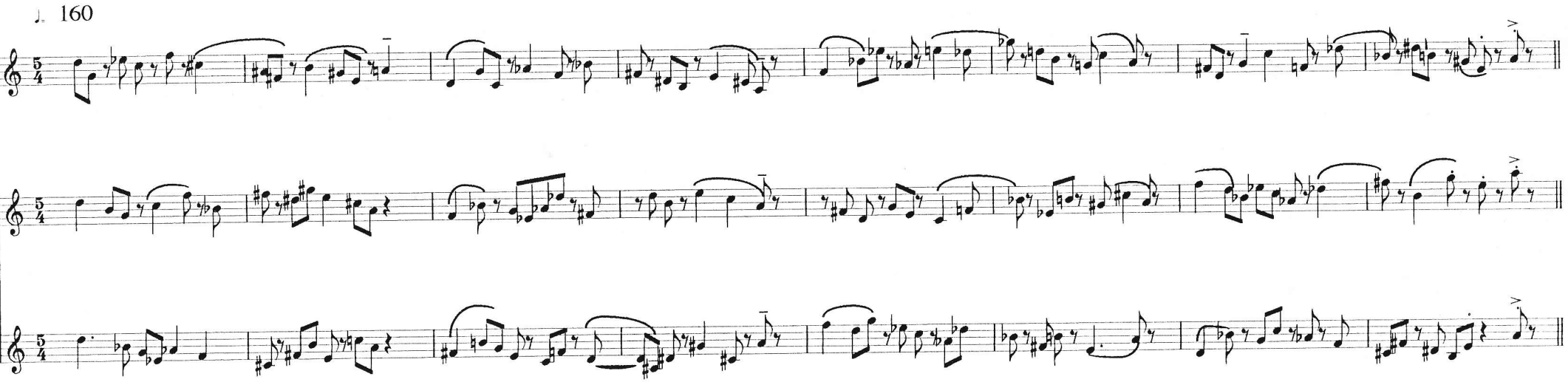


7. Nolo #1

160 One person plays line 1; the others play bits and snatches of any of the other lines, jumping from one to another, always together with the solo line, but only playing about half the time.



8. Trio #1



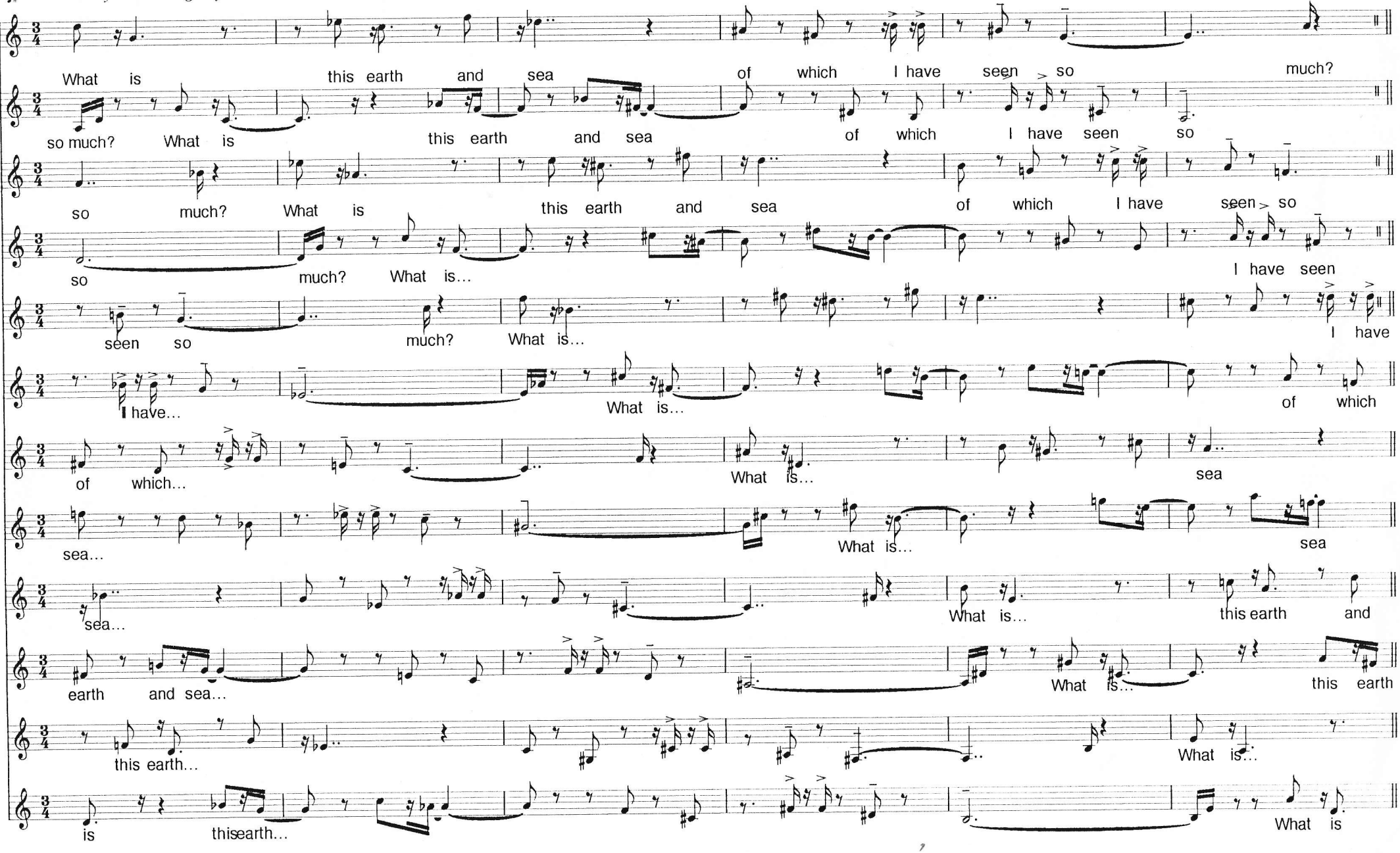
9. Money #1

(Each line = 1.5 seconds = MM 40)

I smiled
to myself
at the sight
of this
money.
"O drug!"
said I aloud,
"what art
thou
(whisper: good for?"

10. Symphony #1.1

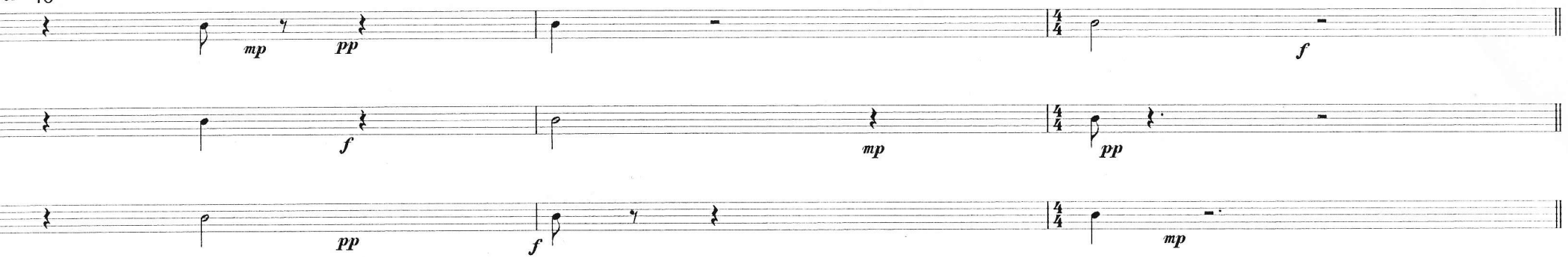
♩. 72 *Play and/or sing any line:*



11. Bang #2: Bong!

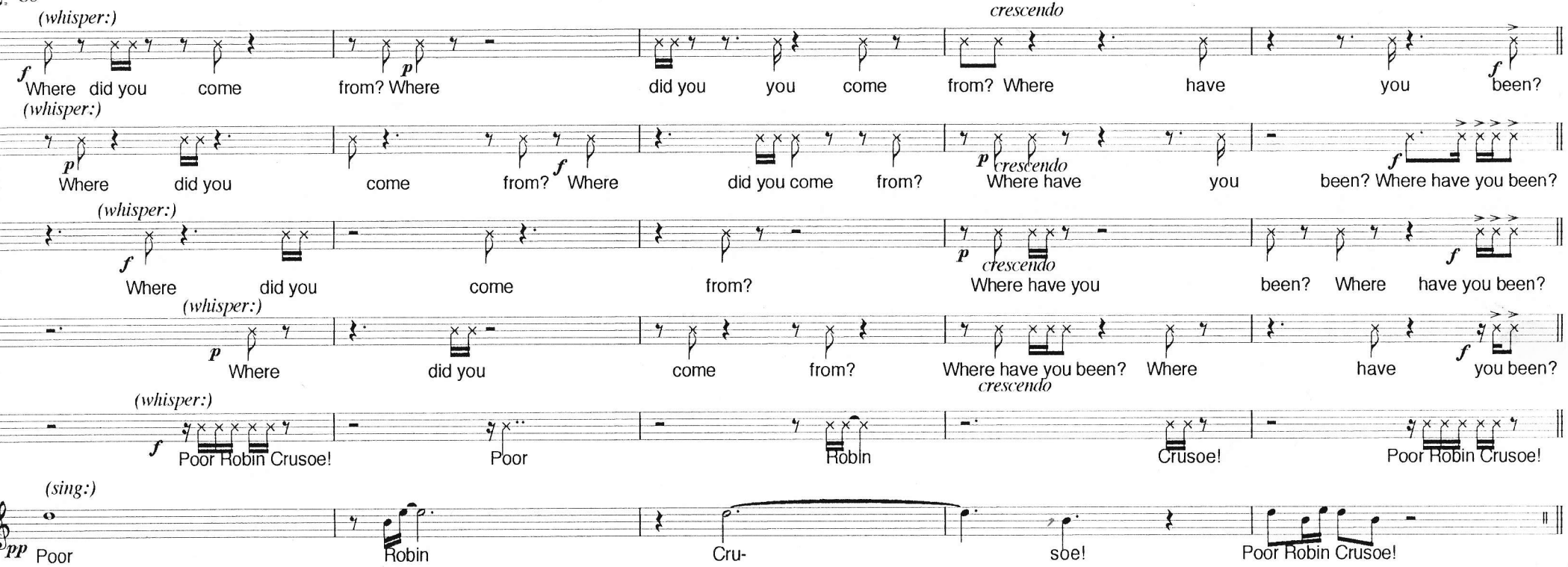
Play any one of the 3 lines. Use 3 different percussive sounds: one dry, one resonant, and one in between.

♩. 40



12. Breath #2

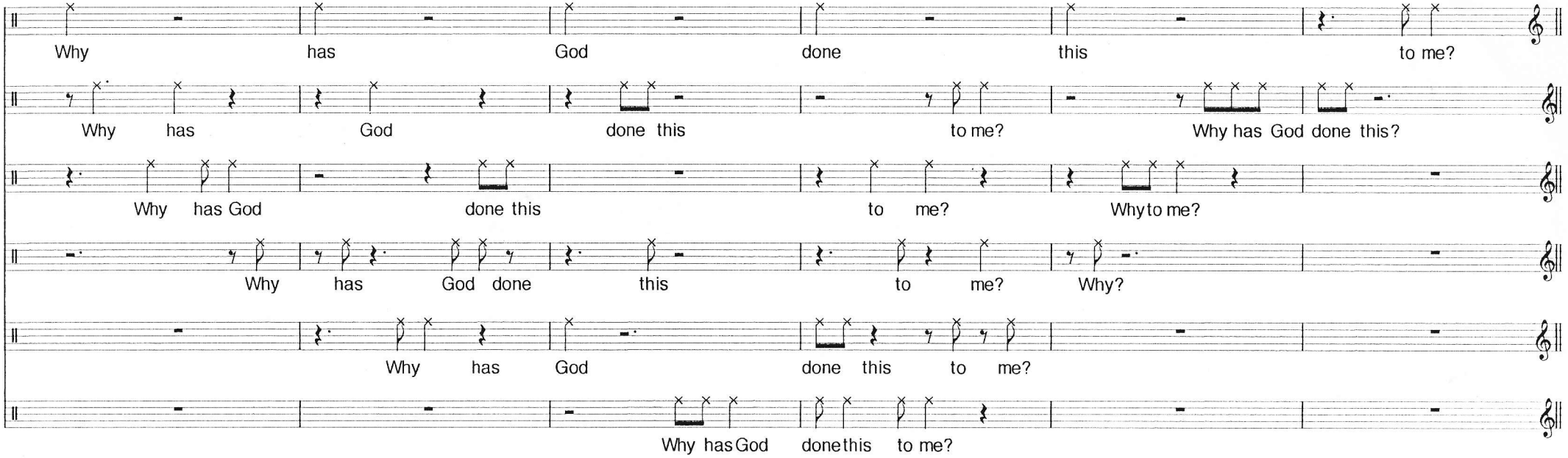
♩. 80



13. Conundrum #2

♩. 96

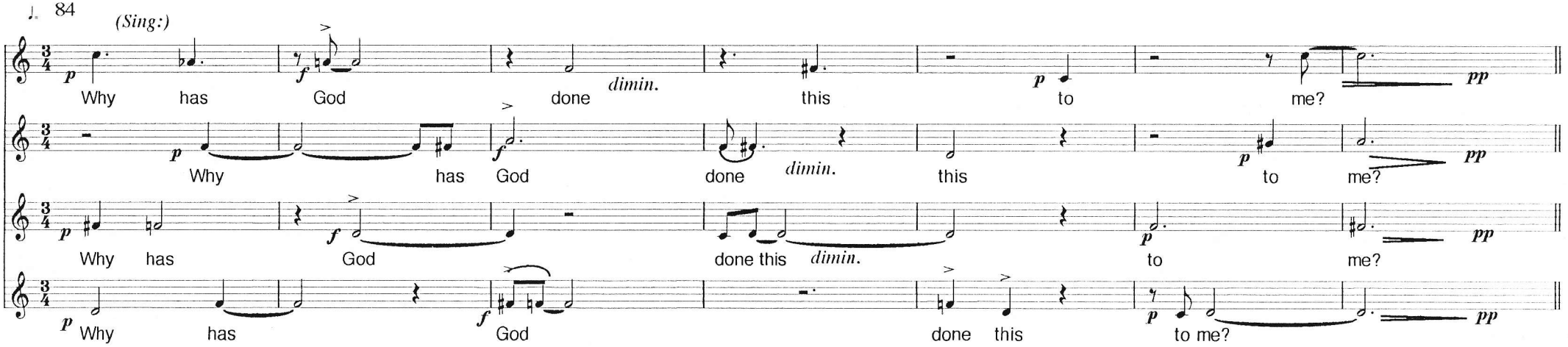
(spoken:)



14. Chant #2

♩. 84

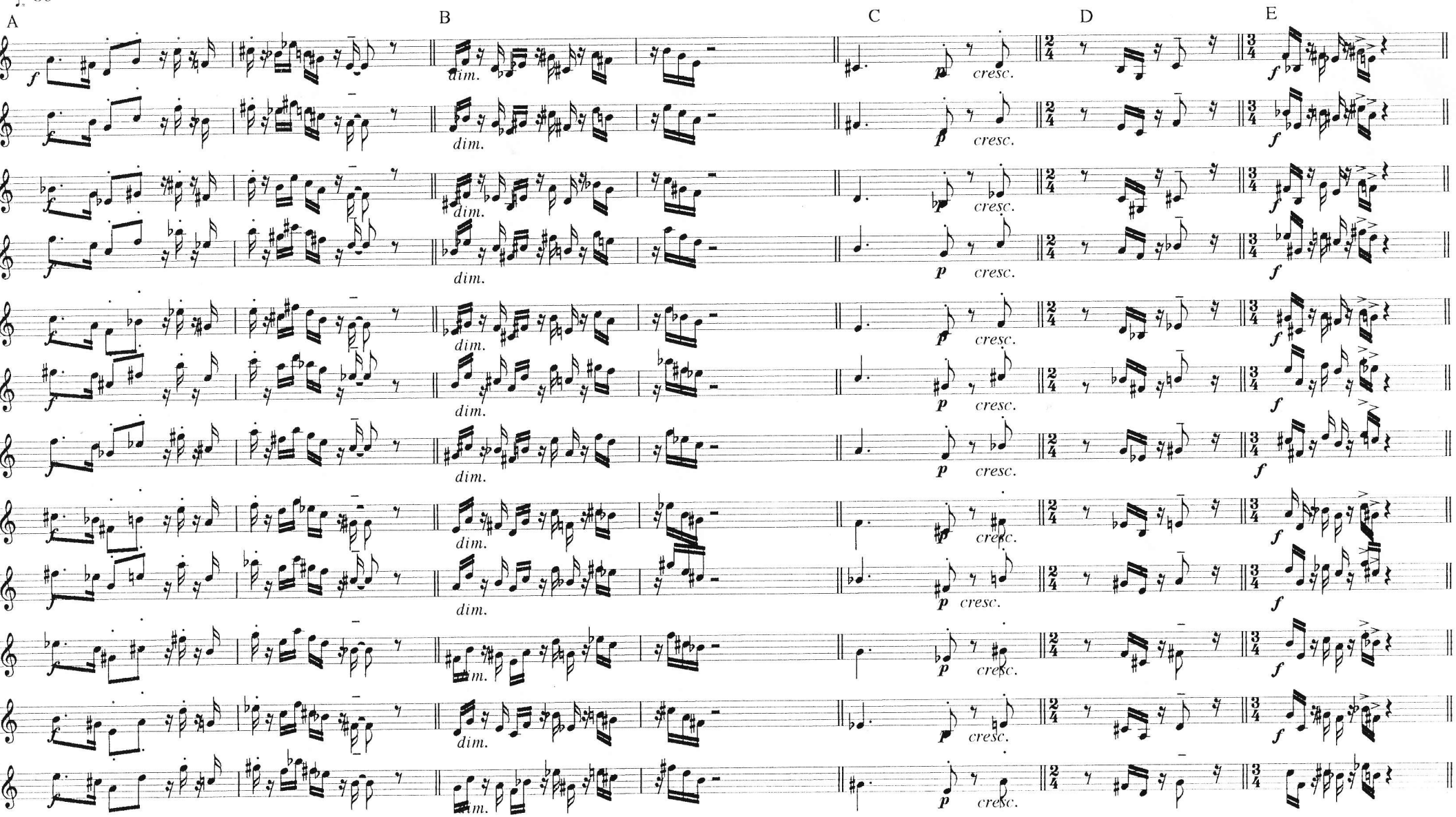
(Sing:)



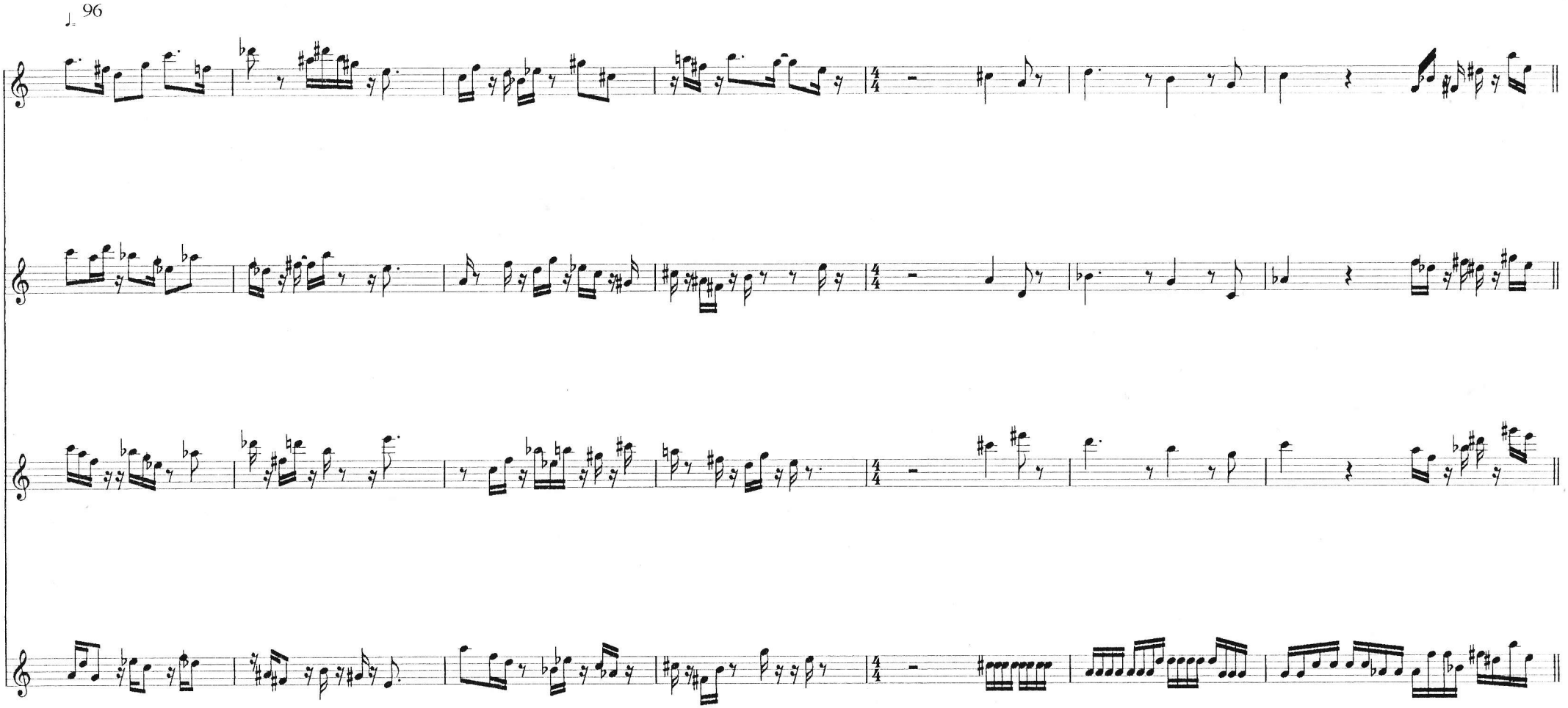
15. Nolo #2

One player plays all of line 1; the others play any two of the five sections A — E, on any line.

♩= 80



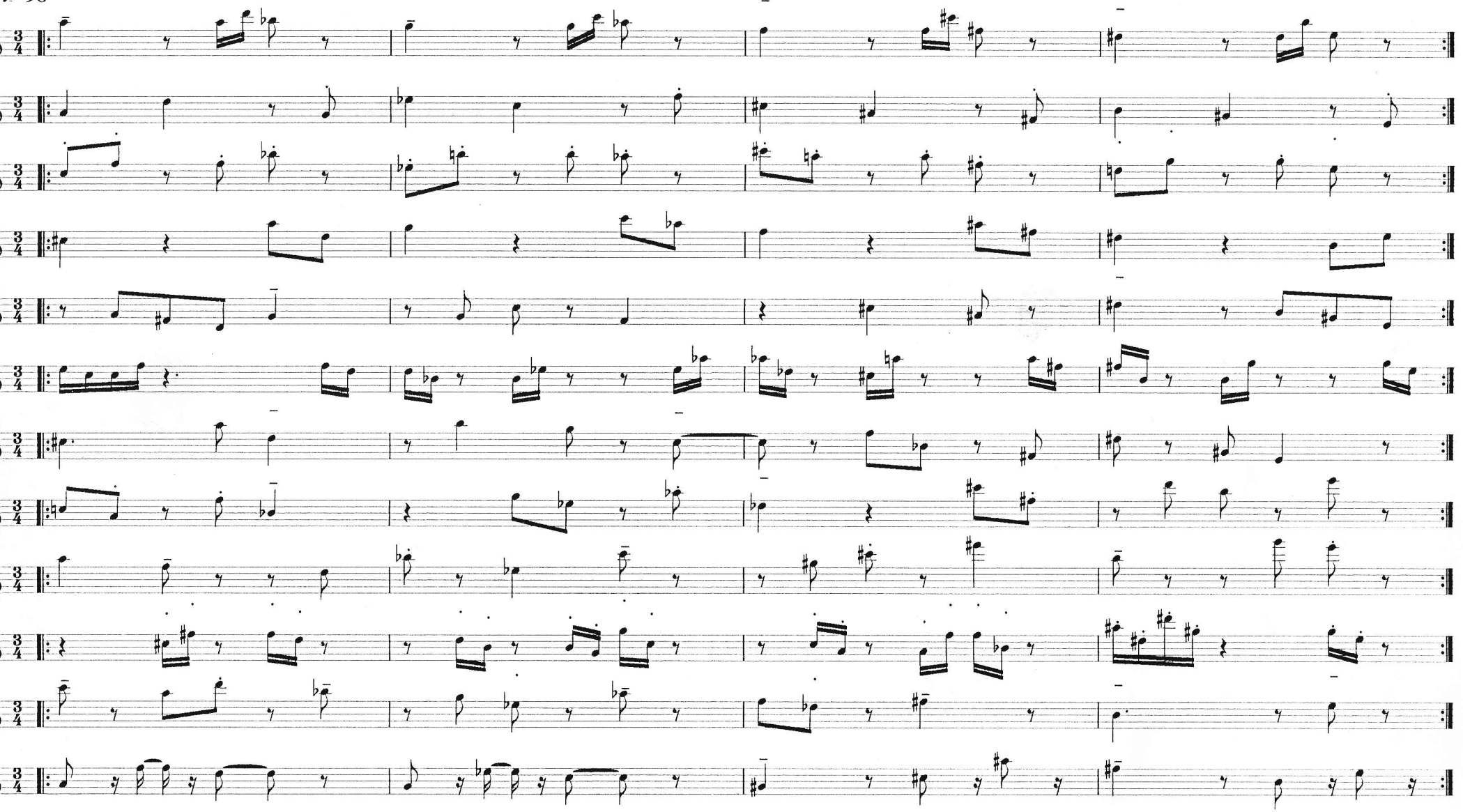
16. Quartet



17. Symphony #2.1

Play any two lines.

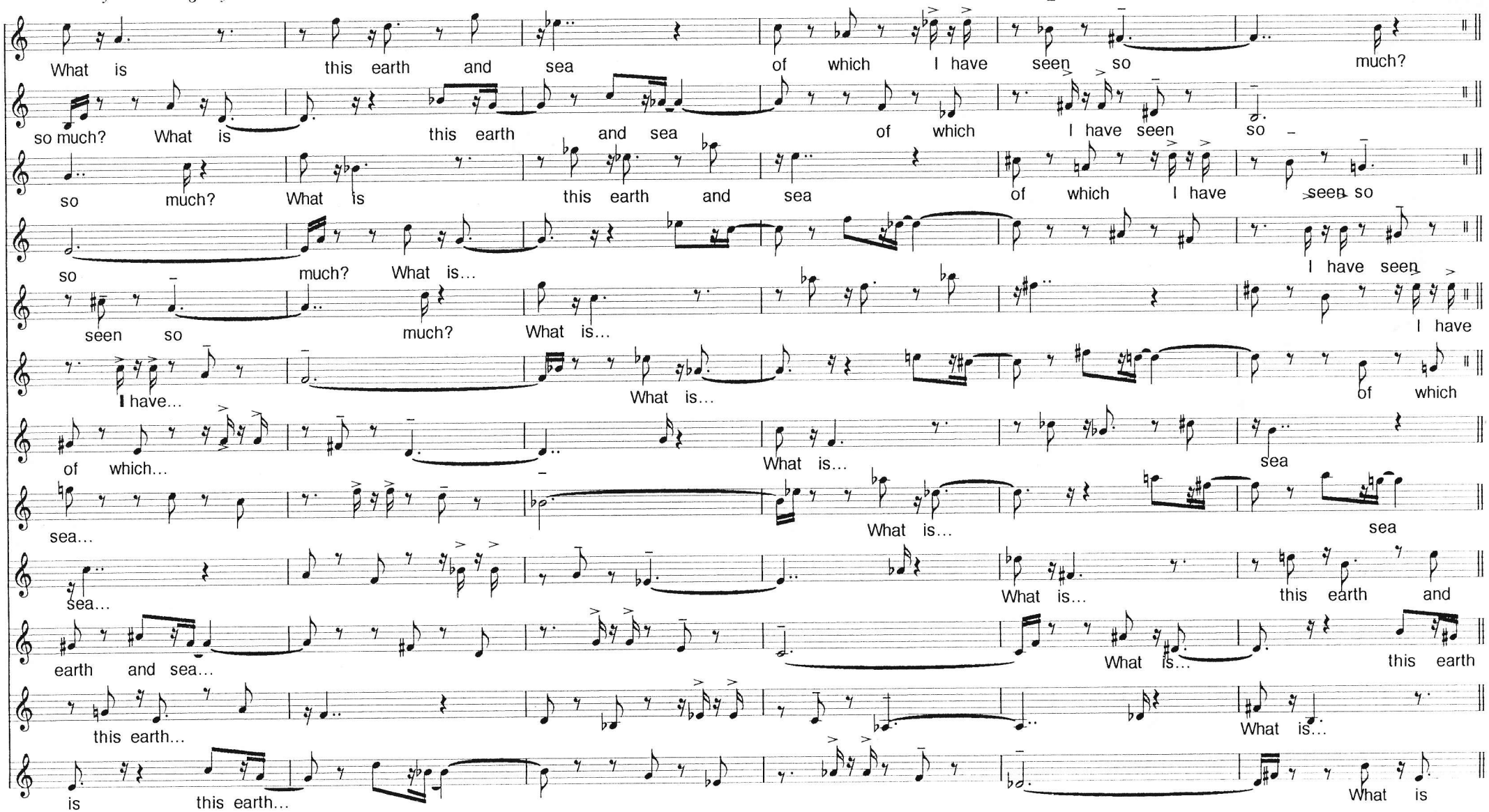
♩. 96



18. Symphony 1.2

♩. 72

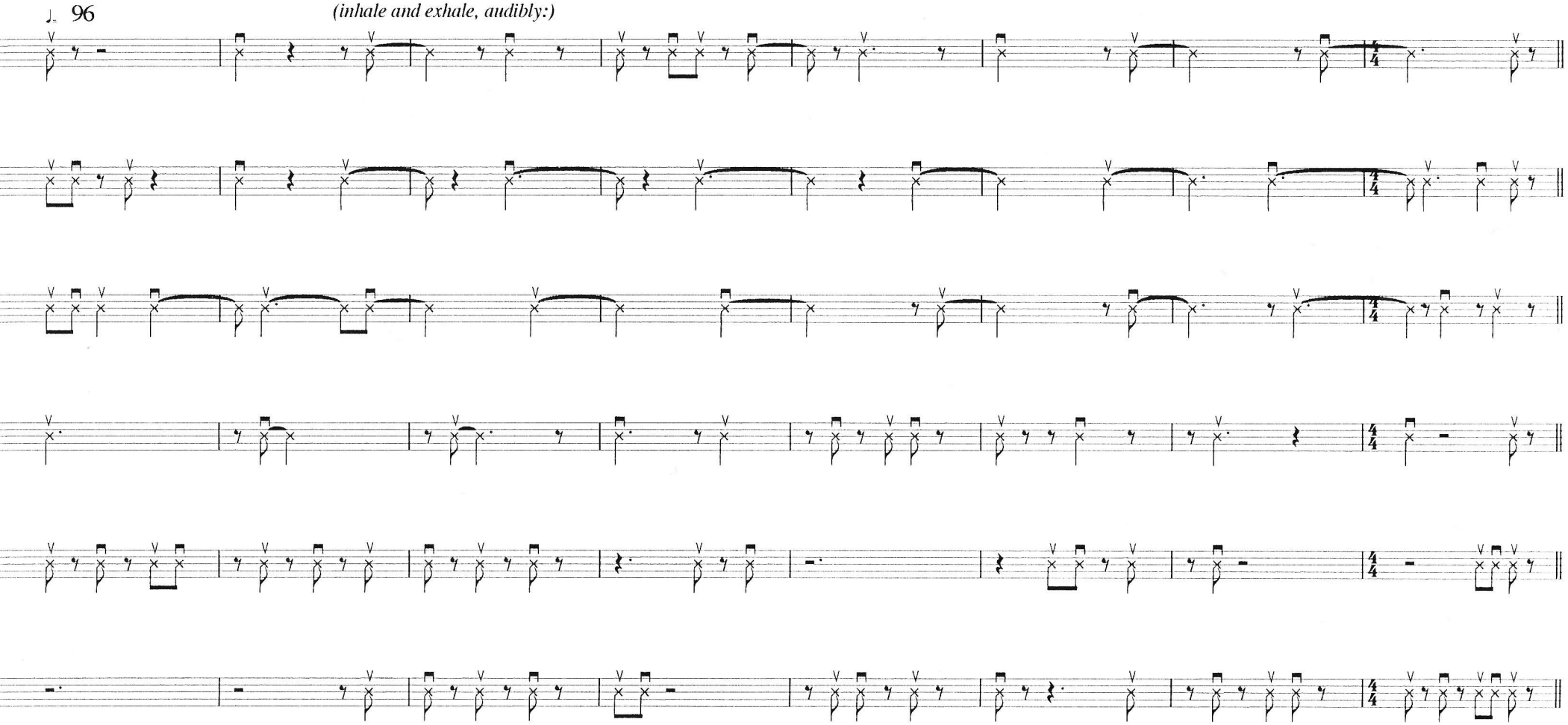
Play and/or sing any line:



19. Bang #3: Stick

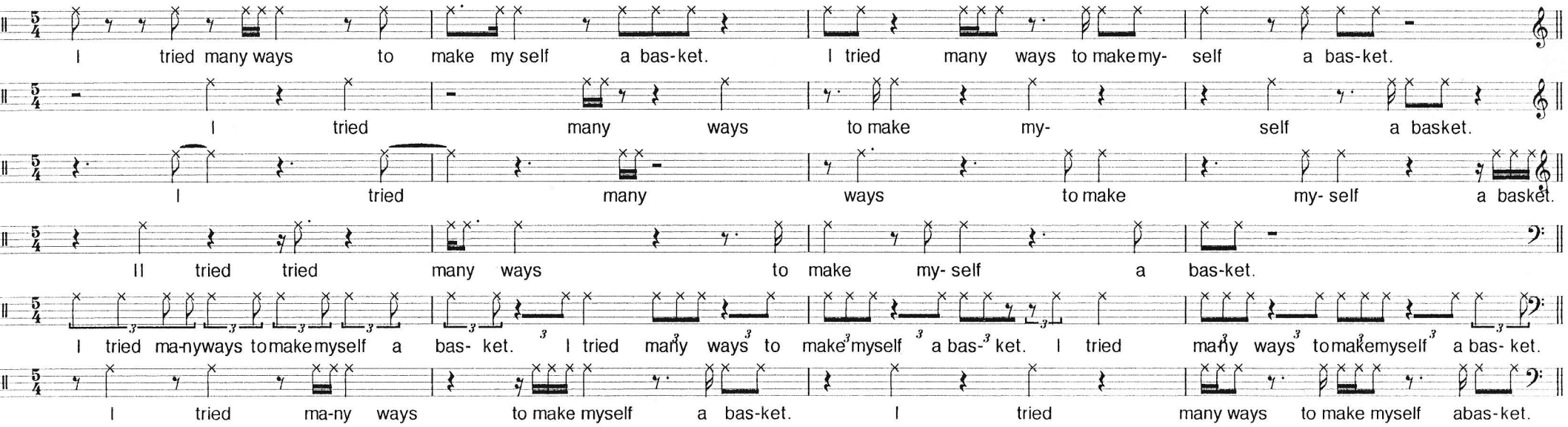
In 15 seconds, snap the twigs off a dead tree branch to make a stick.

20. Breath #3



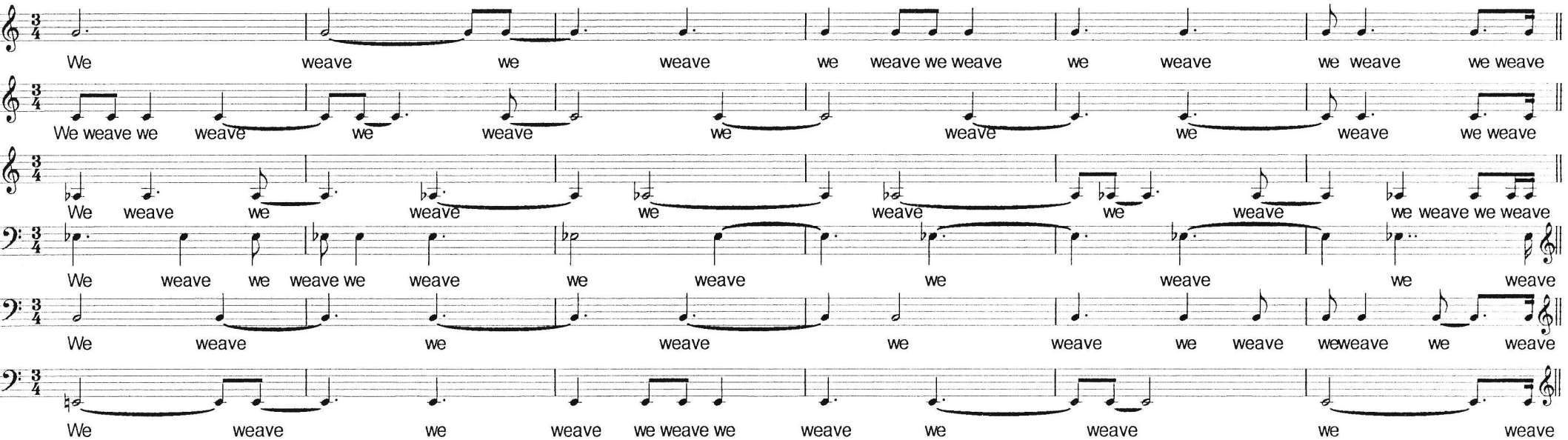
21. Conundrum #3

♩. 80 *(spoken:)*



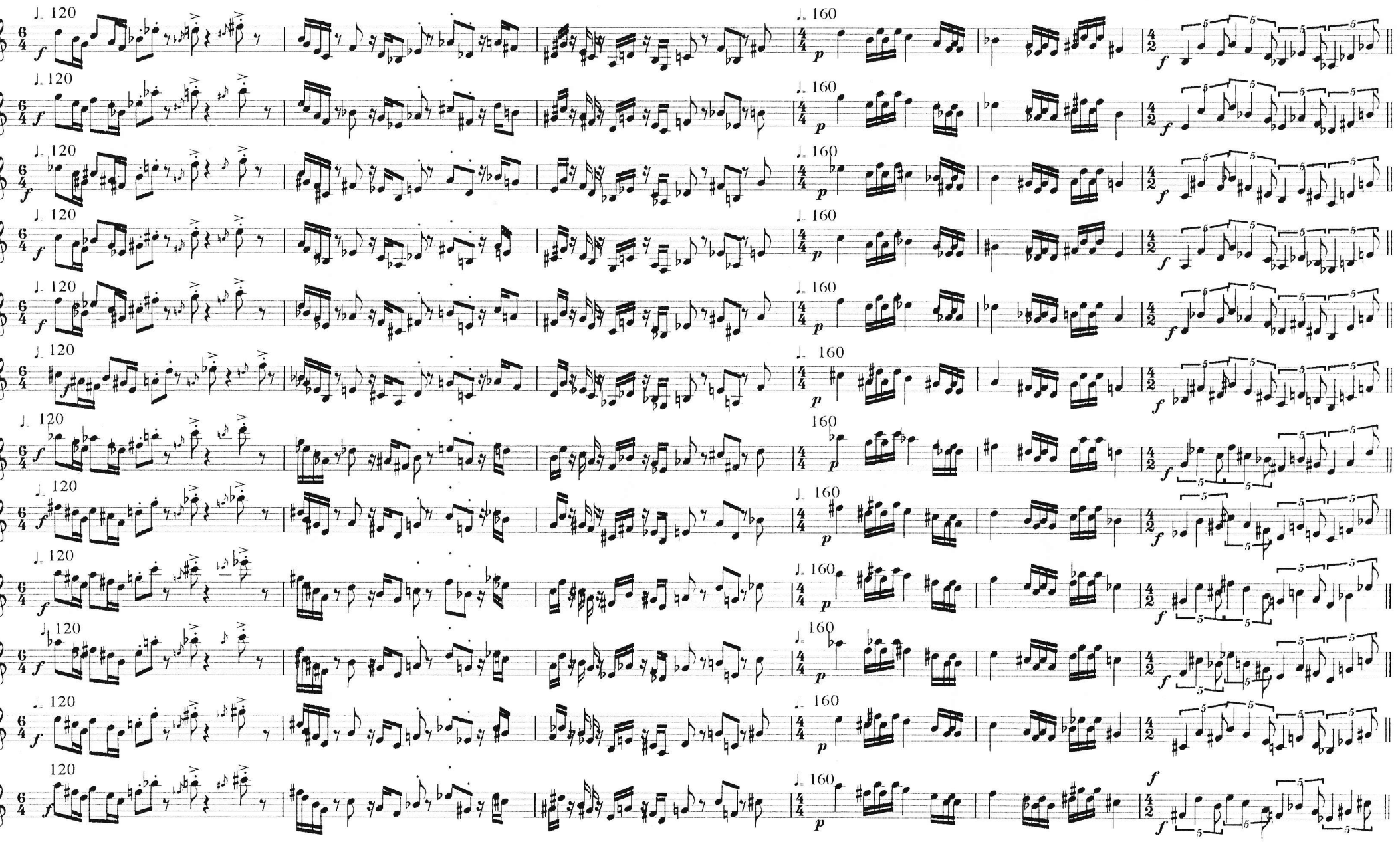
22. Chant #3

♩. 72 *(Sing the bottom line, and as many of the others as possible.)*

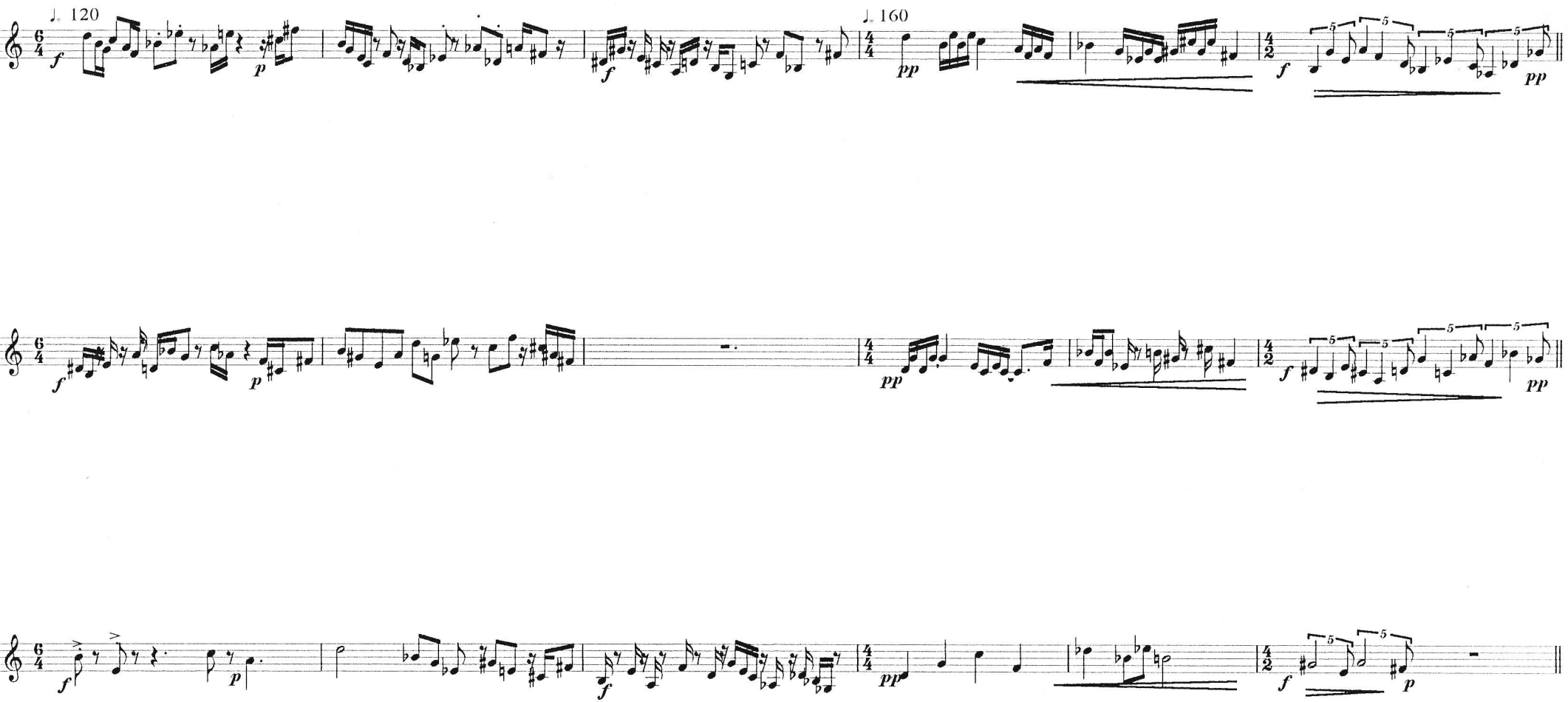


23. Nolo #3

One person plays line 1, the others play any one measure of any of the other lines.



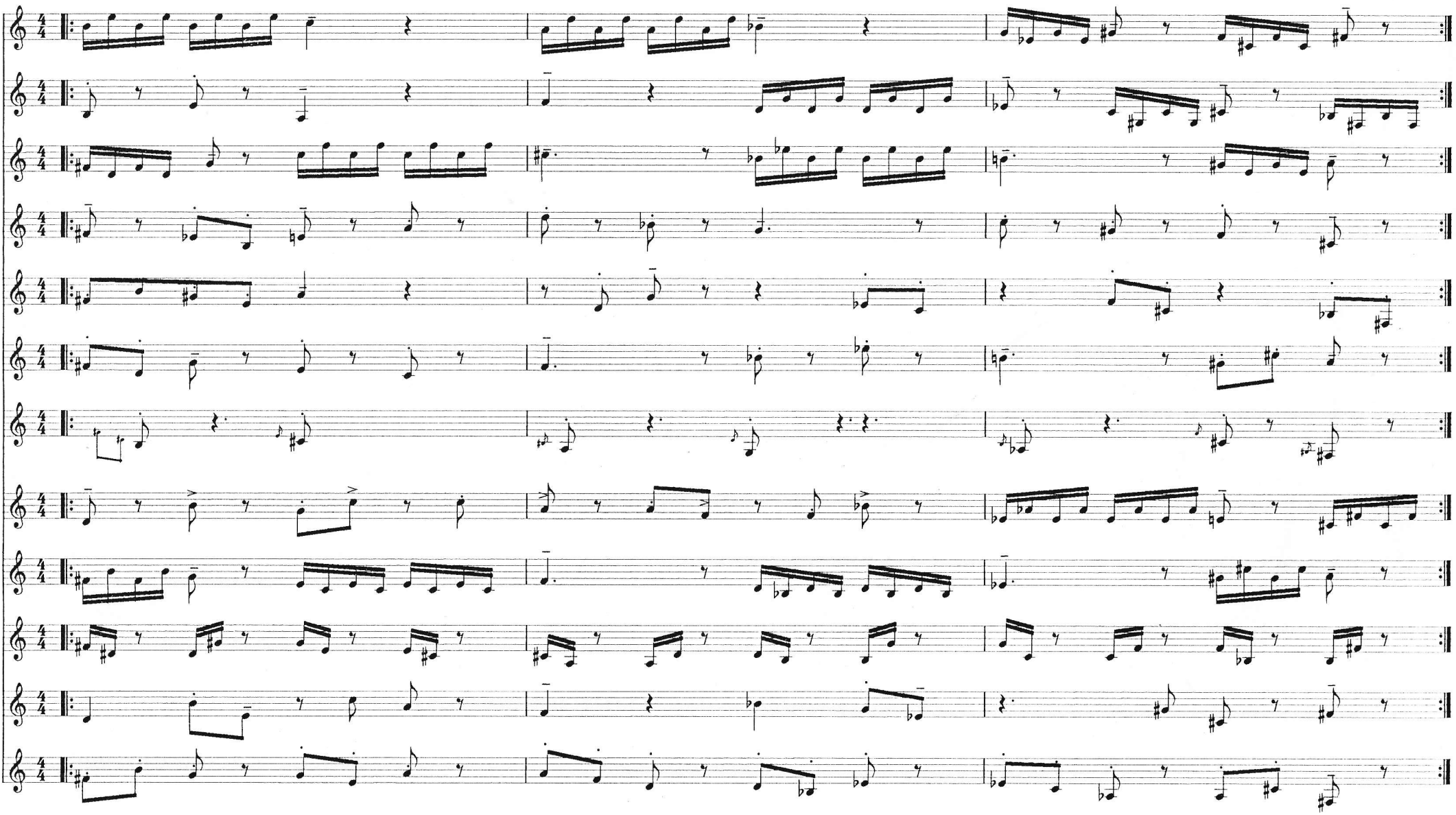
24. Trio #2



25. Symphony #3.1

Play 3X, any line.

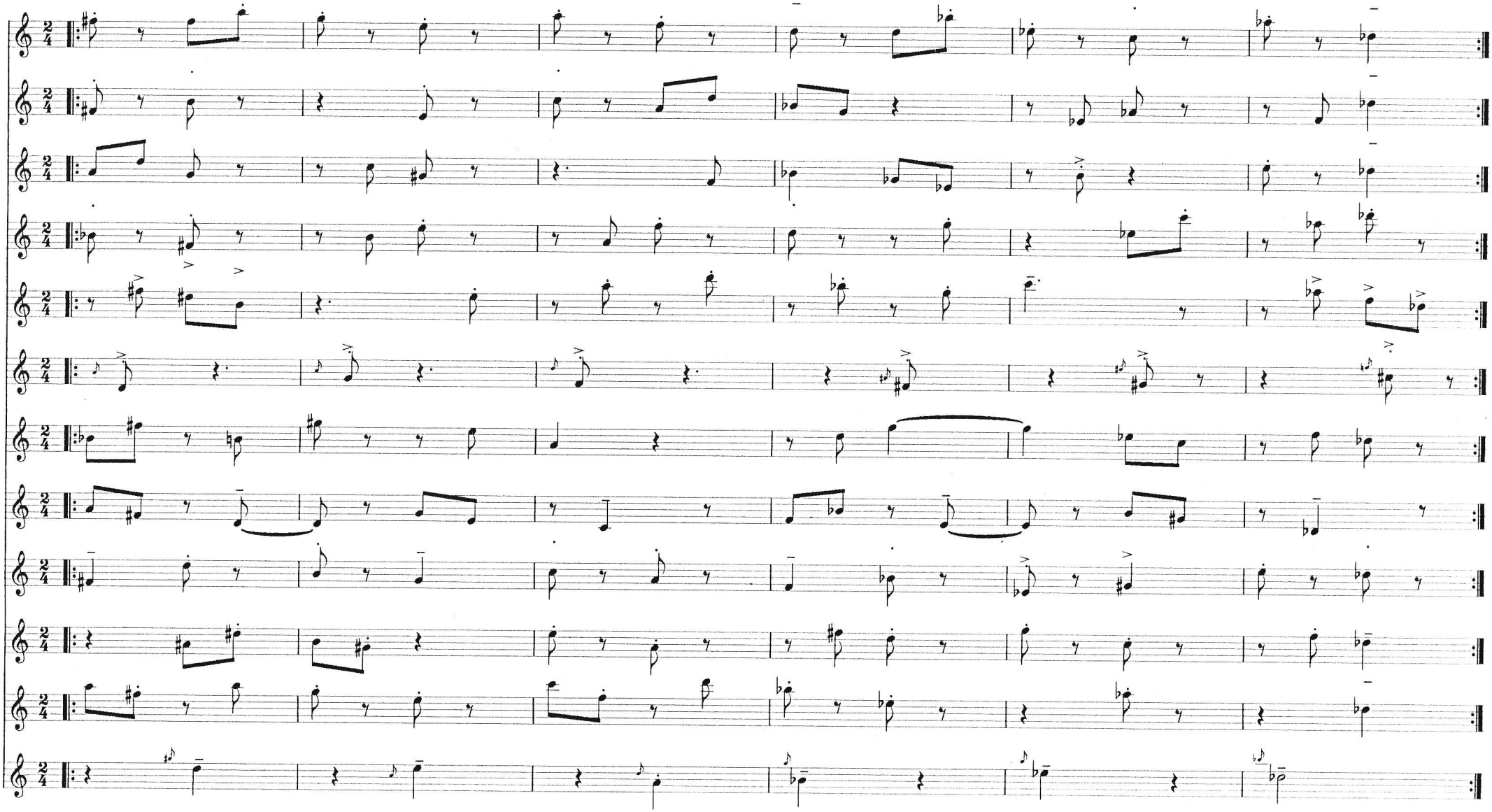
♩. 144



26. Symphony #4.1

Play 4X, on any line.

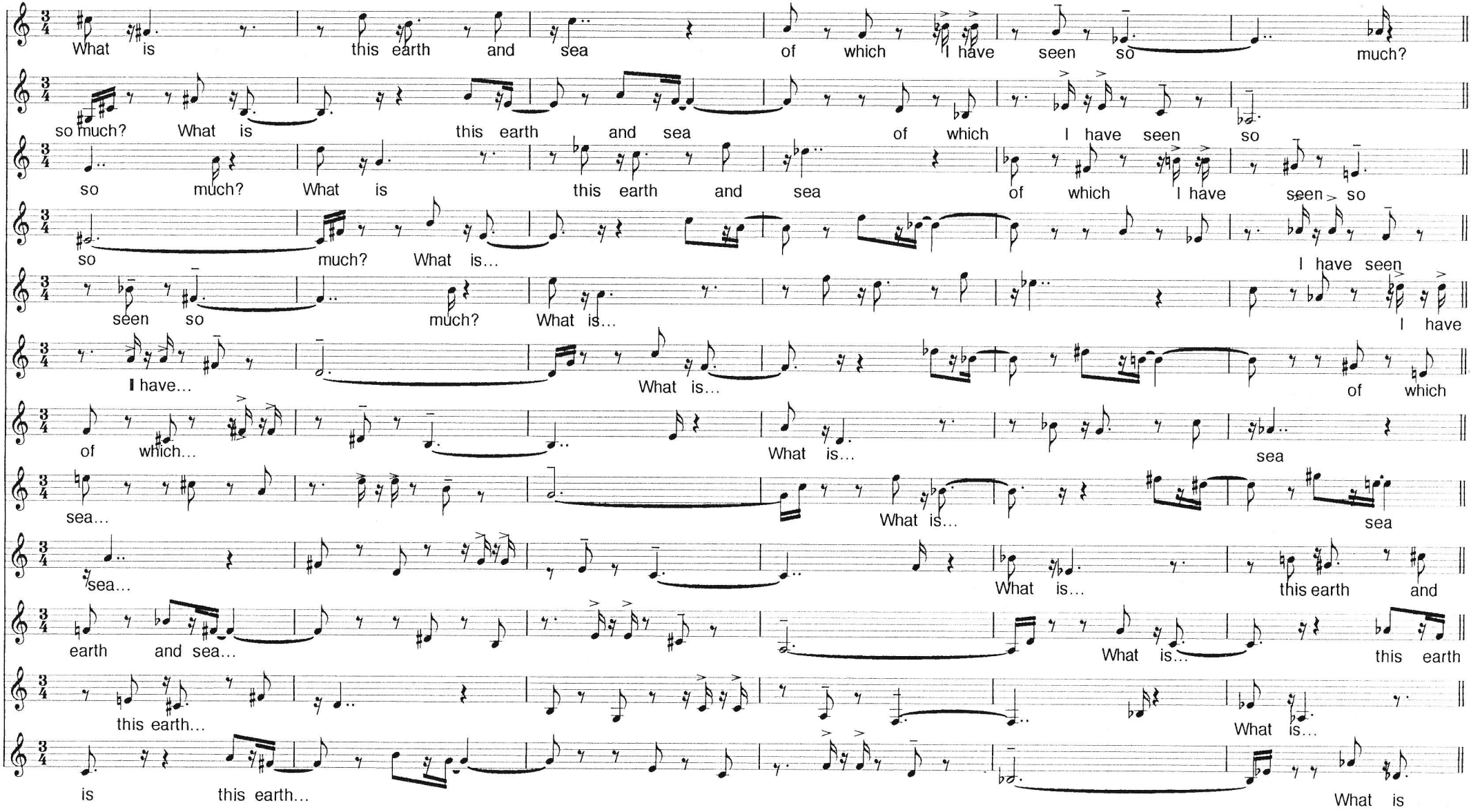
♩. 192



27. Symphony #1.3

Play and/or sing any line:

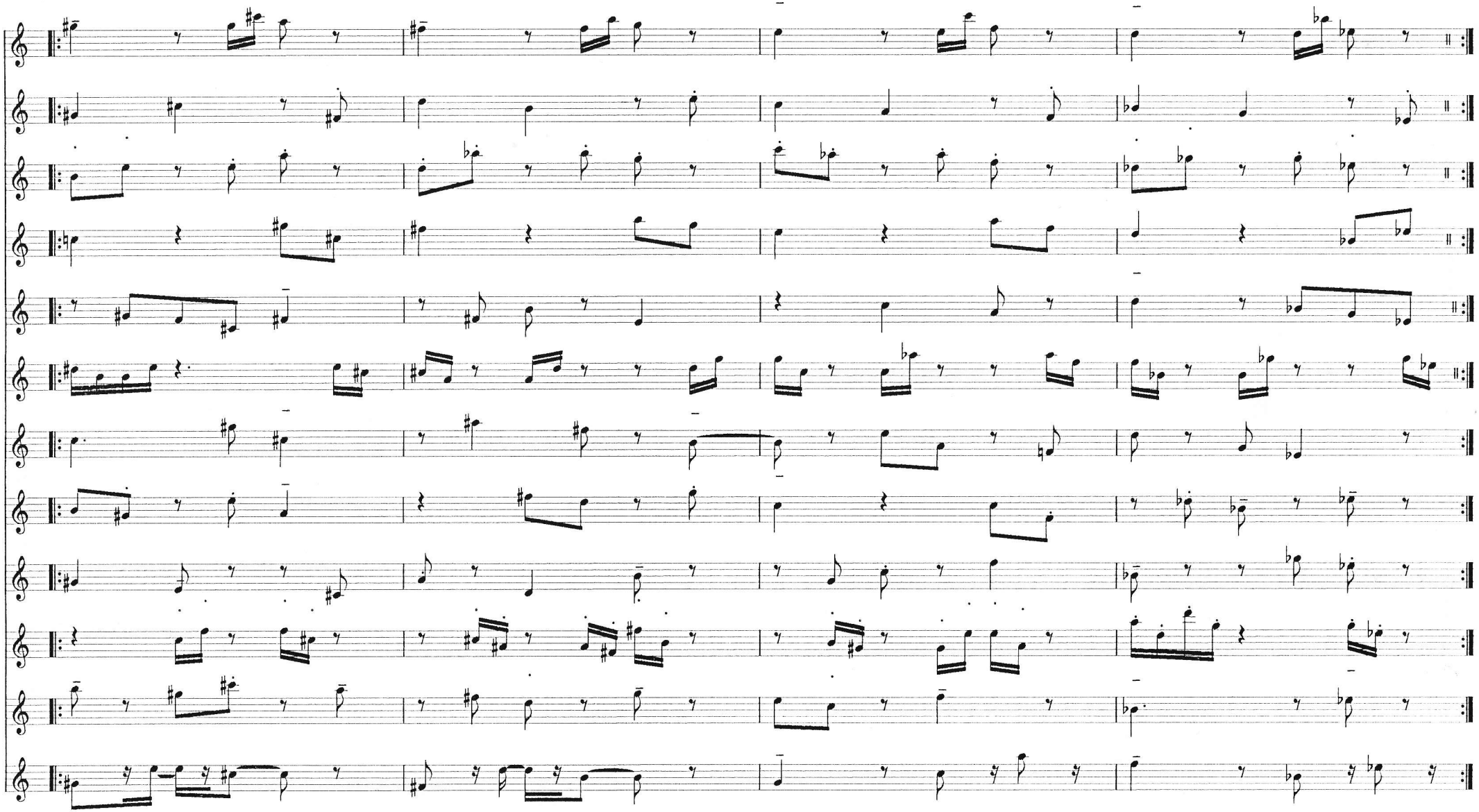
♩. 72



28. Symphony #2.2

Play 2X, on any line.

♩ 96



29. Money #2

(One person rhrows a lot of money (e.g. a bucketful of coins) onto the ground; speaks:)

Thou art
not worth
the taking off
of the ground;

one knife
is worth all this;
I have
no use for thee;

remain
where thou art,
and go
to the bottom,

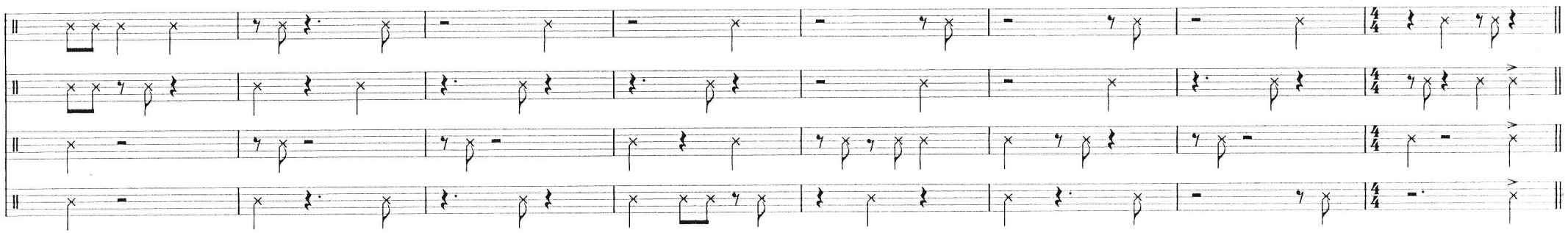
a creature
not worth
saving.

(Each line = 1")

30. Bang #4: Earth

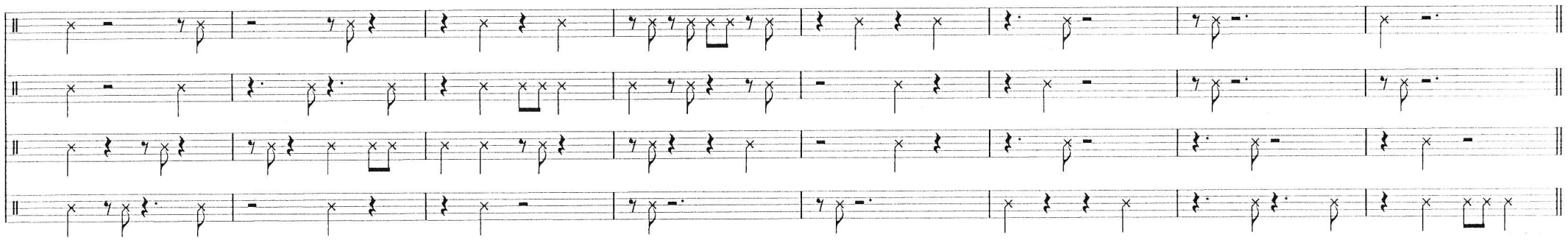
Strike the ground with a stick, stone, foot, piece of furniture or other object, or something that bounces.

♩= 96



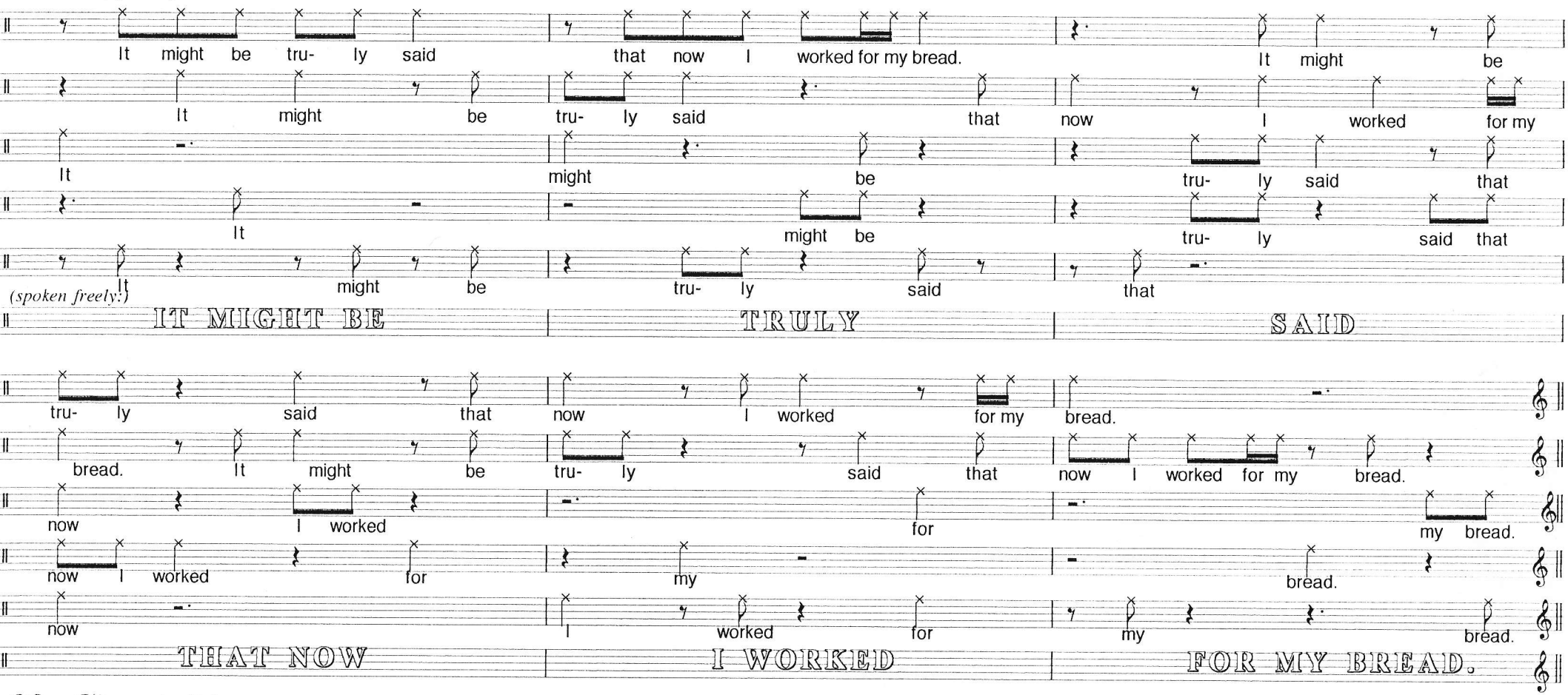
31. Breath #4

♩= 128 *(Wave a stick, or switch:)*



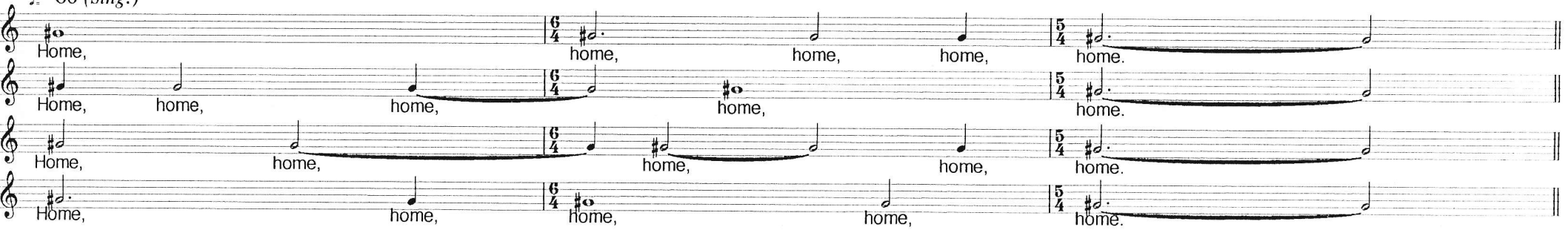
32. Conundrum #4

♩. 96 *(spoken:)*



33. Chant #4

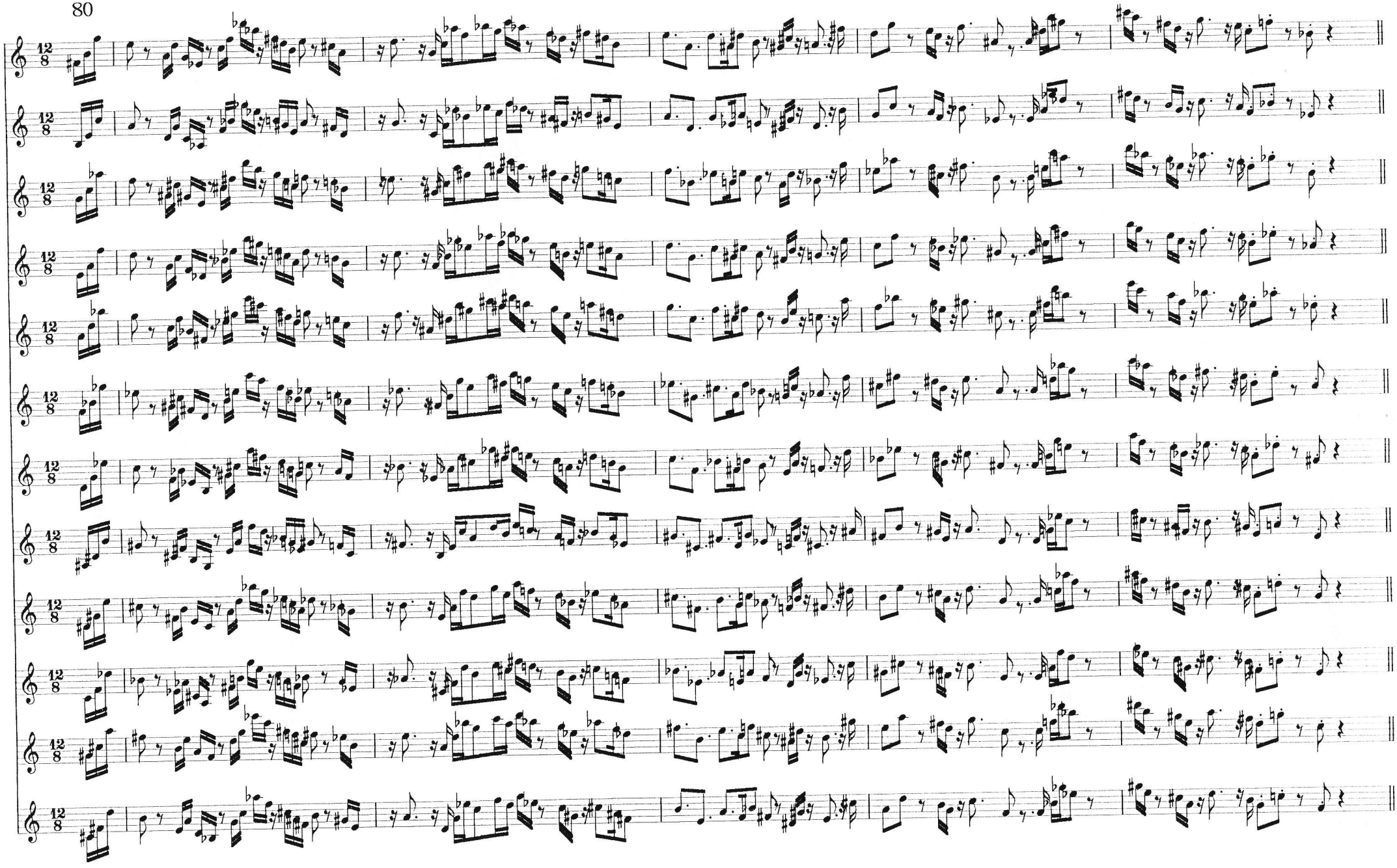
♩. 60 *(Sing:)*



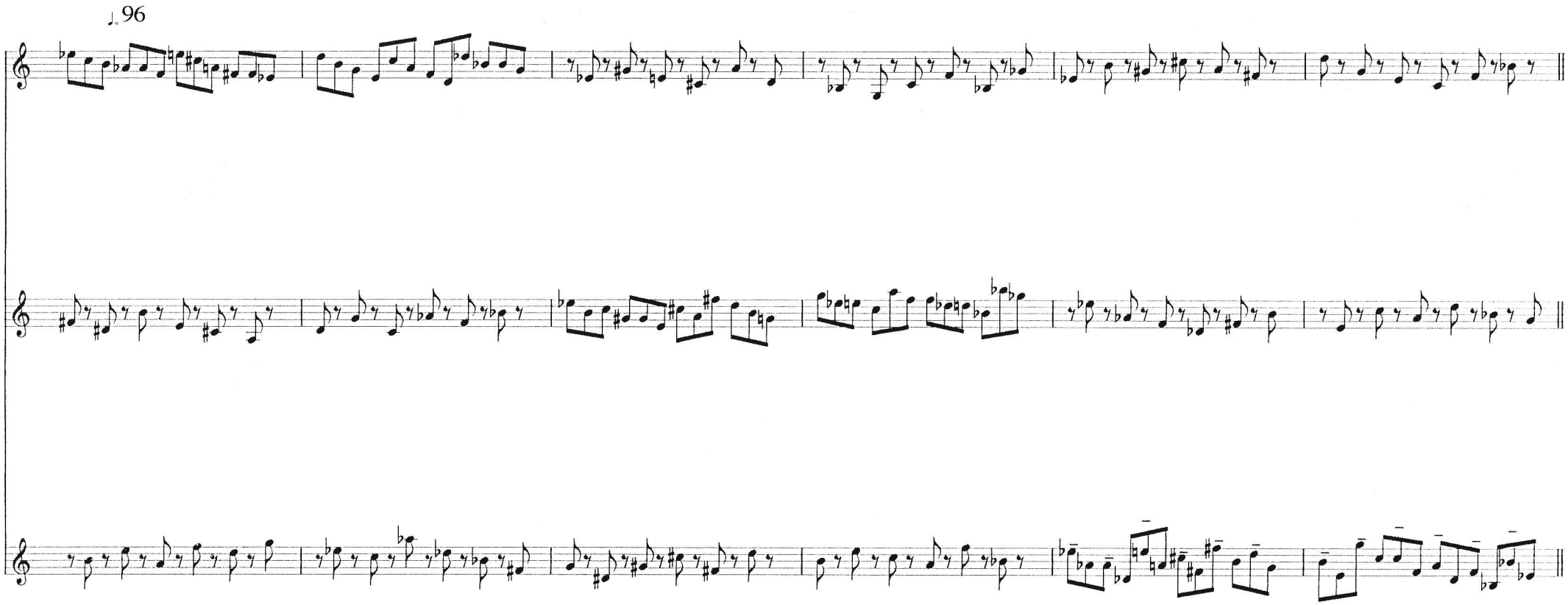
34. Nolo #4

One player plays top line, the others play bits of any other lines.

80

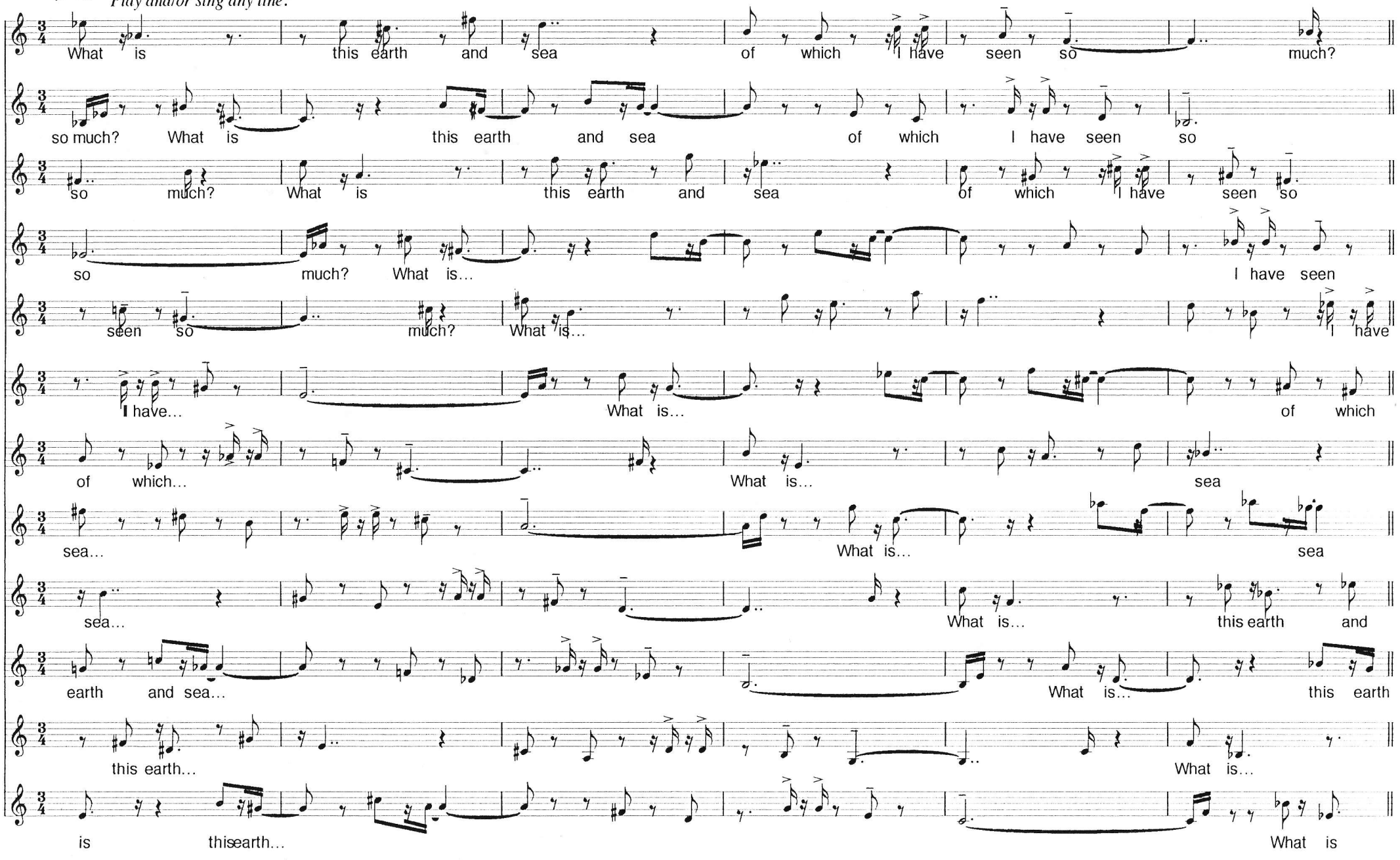


35. Trio #3



36. Symphony #1.4

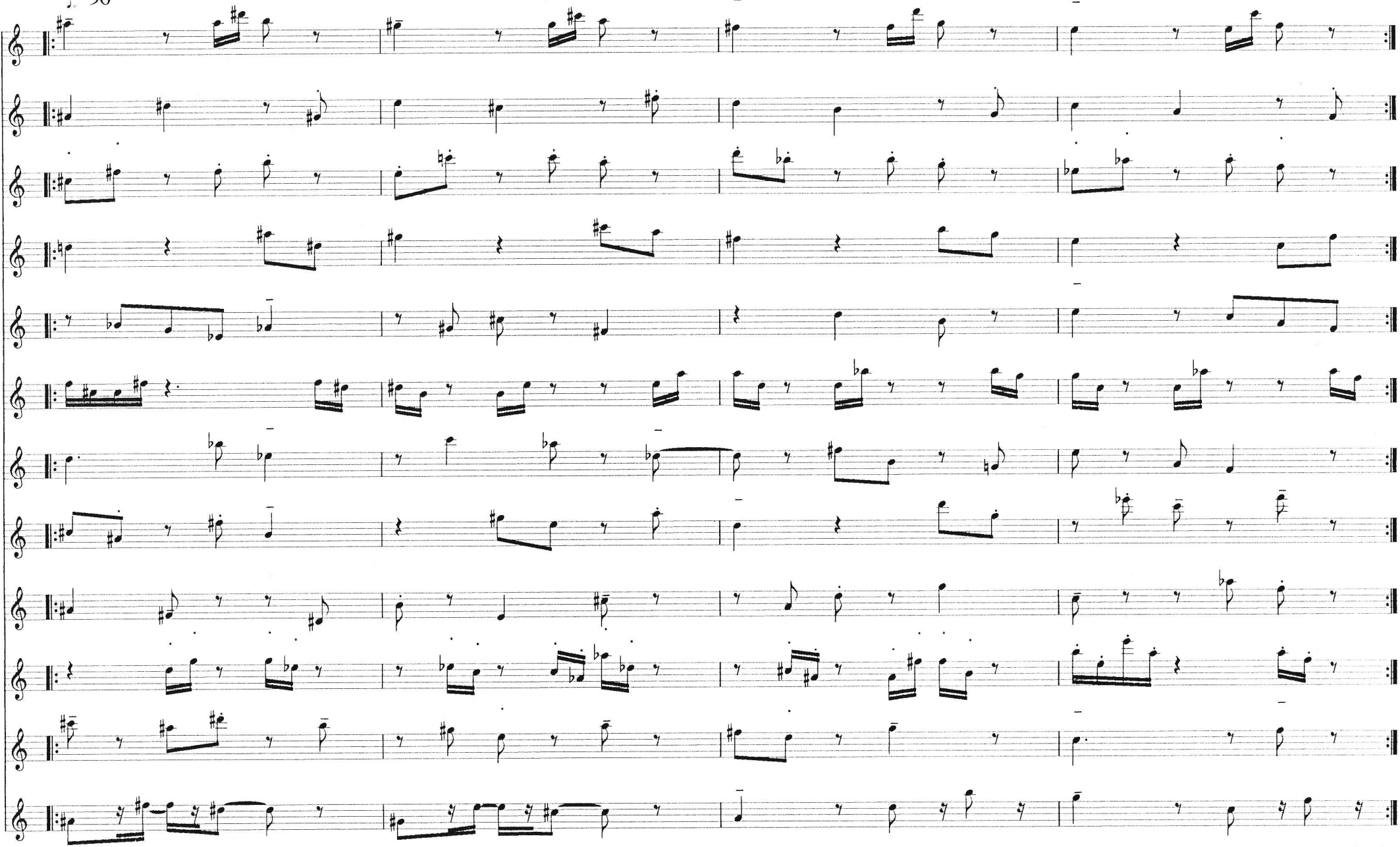
♩. 72 *Play and/or sing any line:*



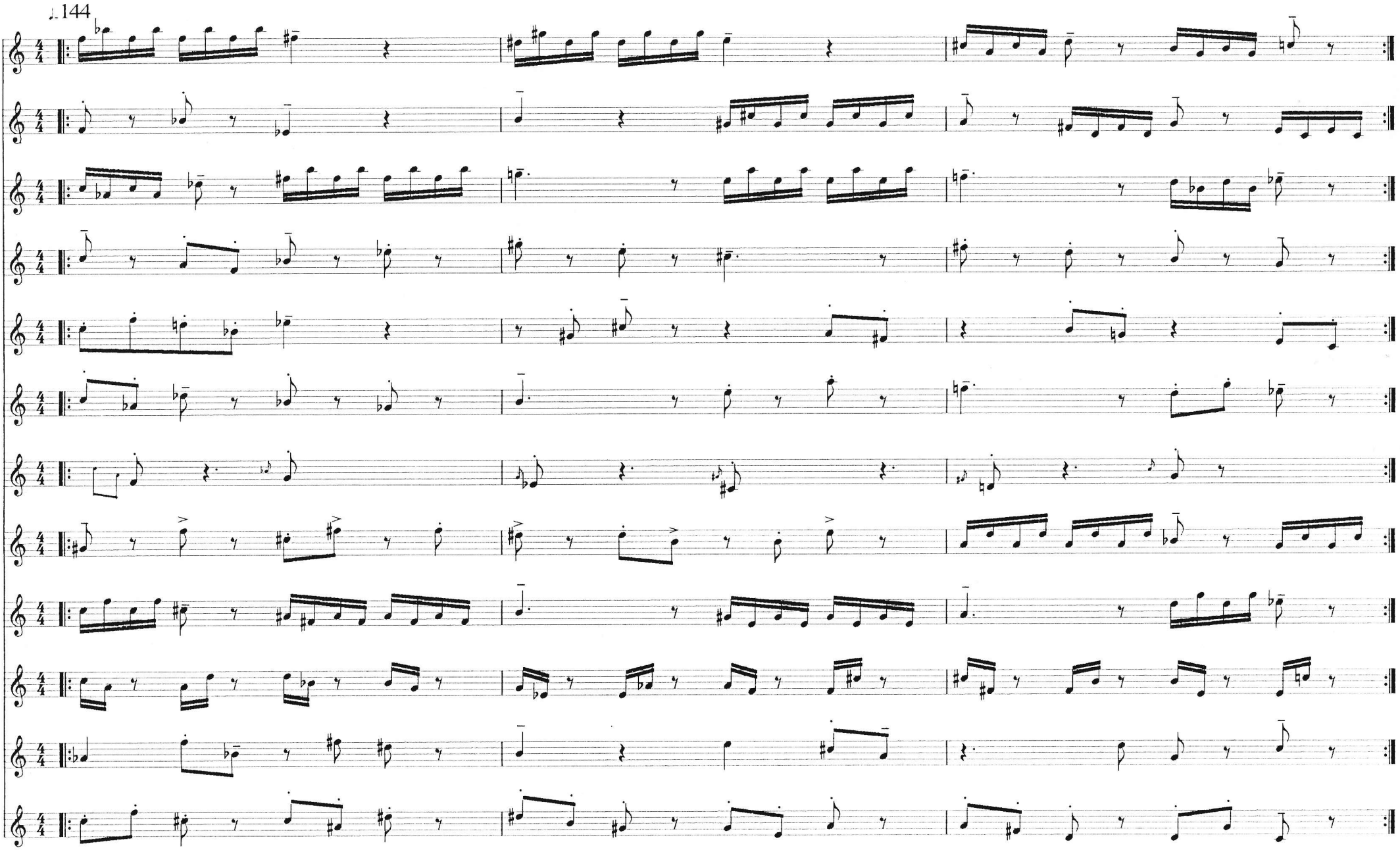
37. Symphony #2.3

Play 2X on any line.

♩. 96

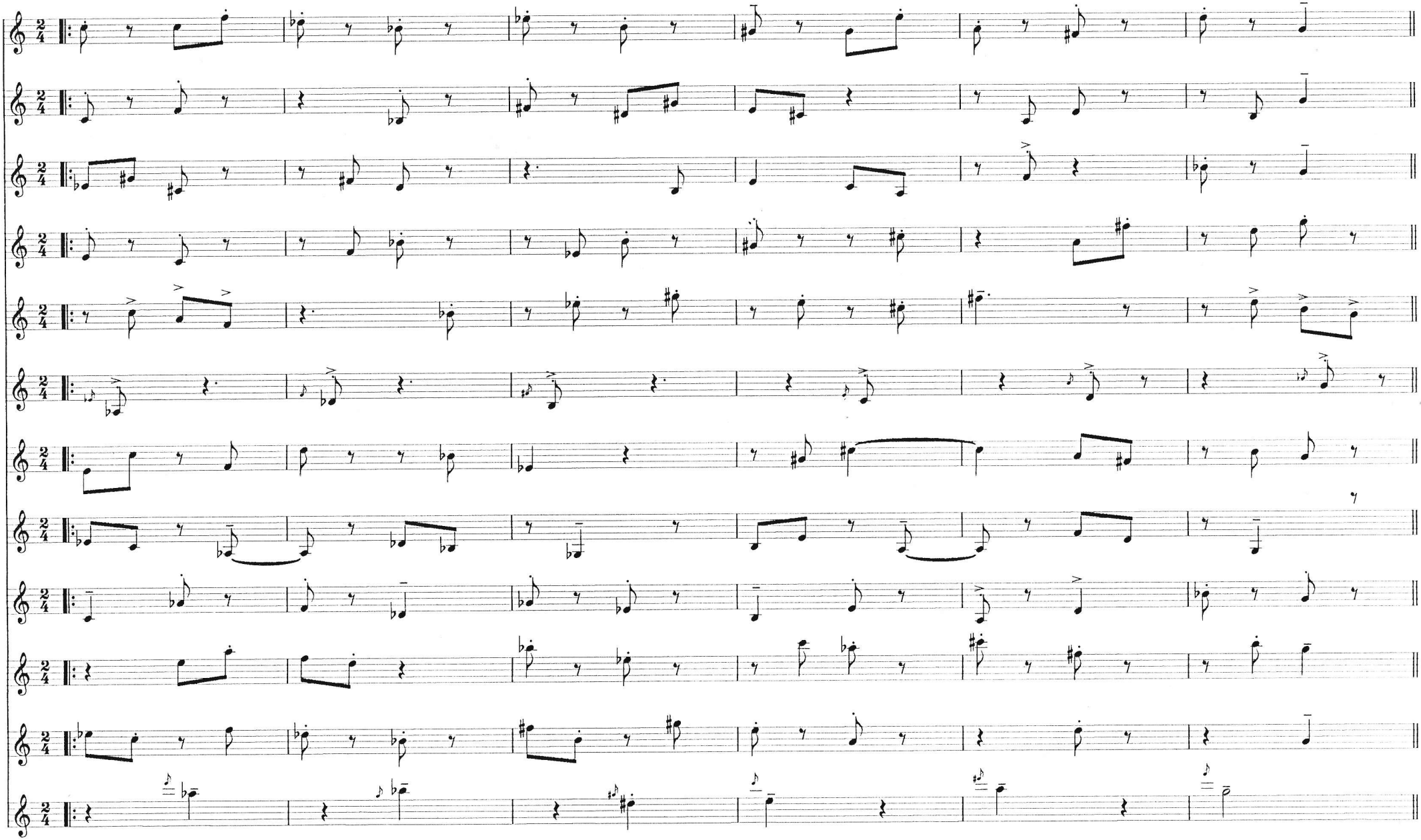


38. Symphony #3.2



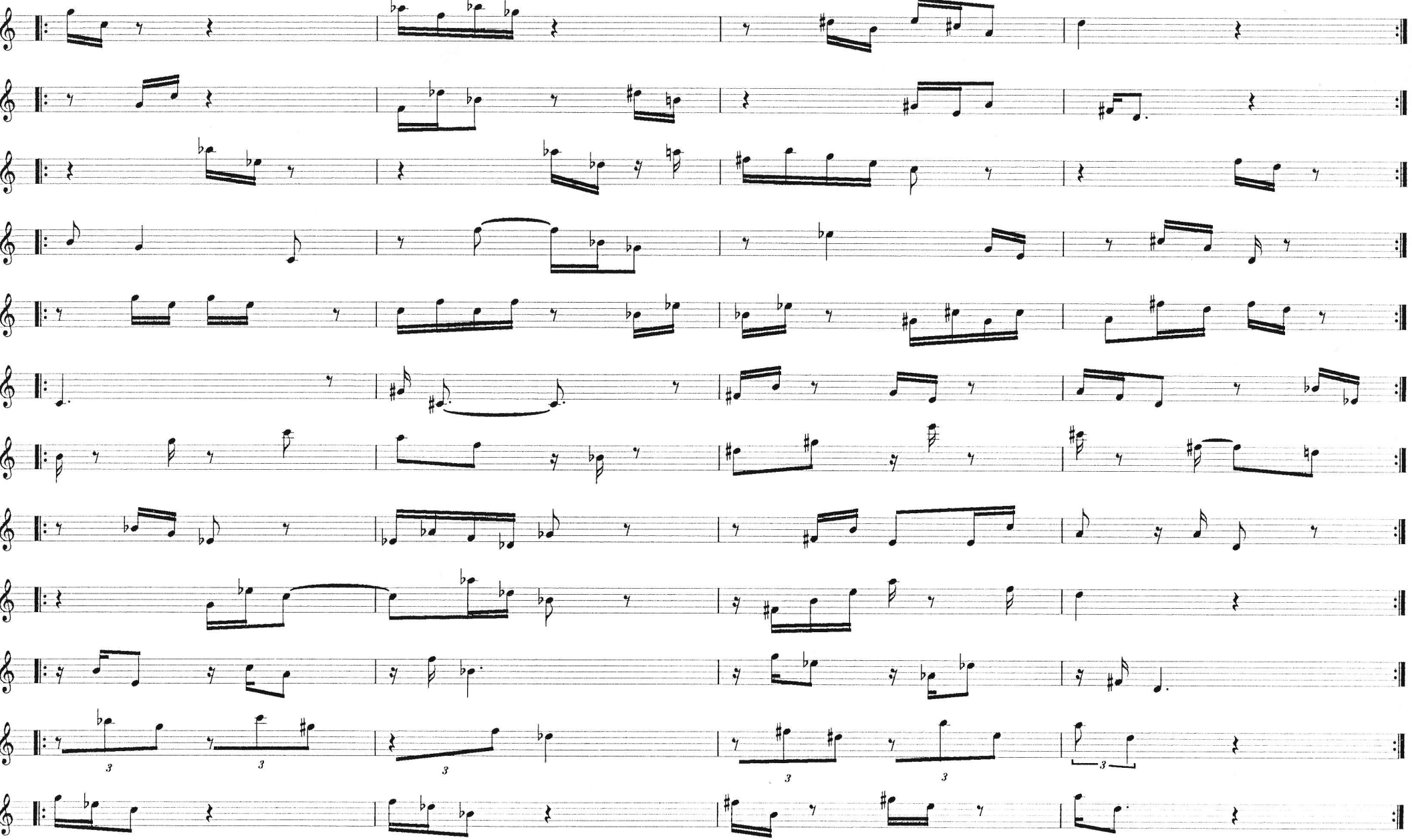
39. Symphony #4.2

♩. 192 Play 4X, on any line.



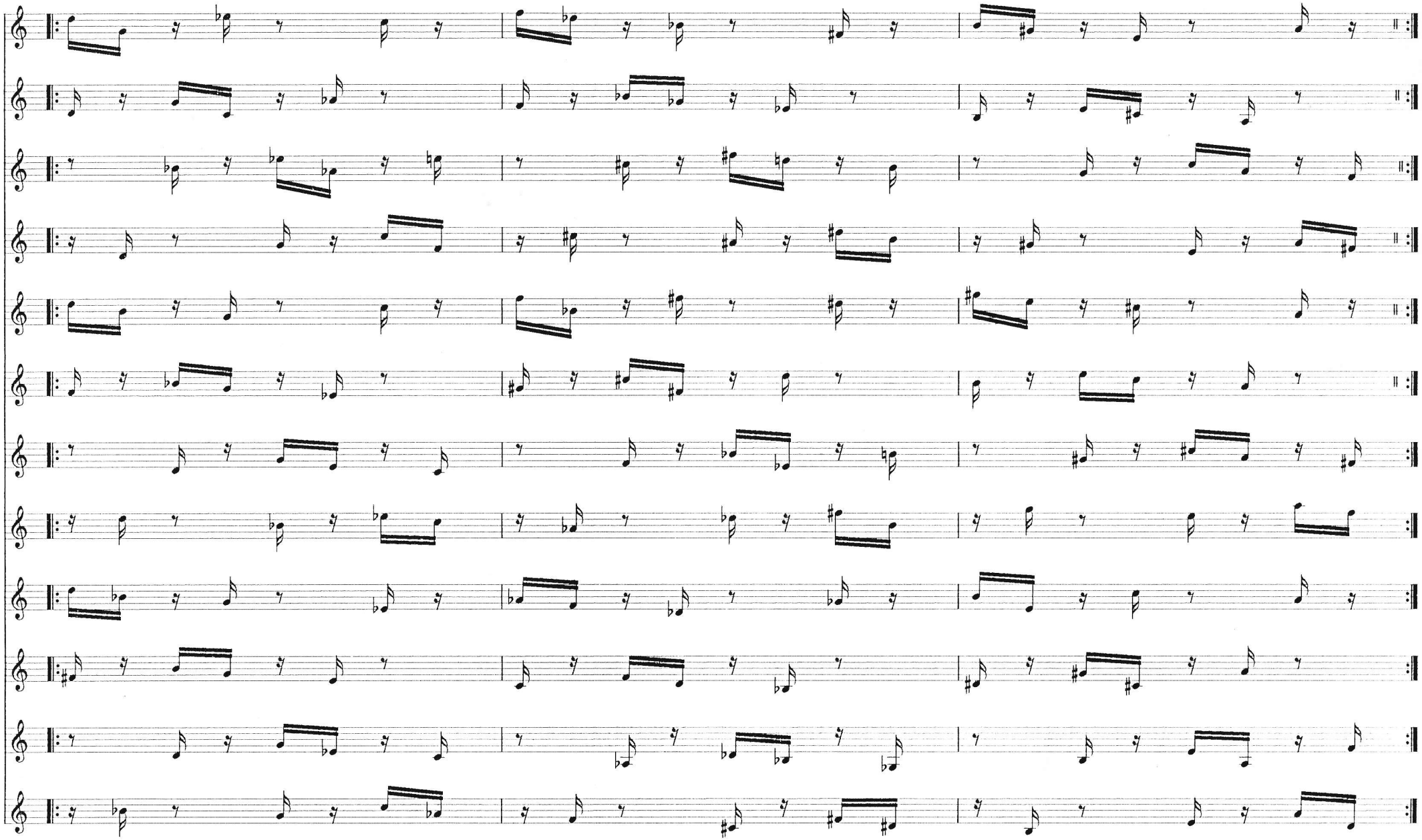
40. Symphony #5.1

♩= 160 Play 5X, on any line.



41. Symphony #6

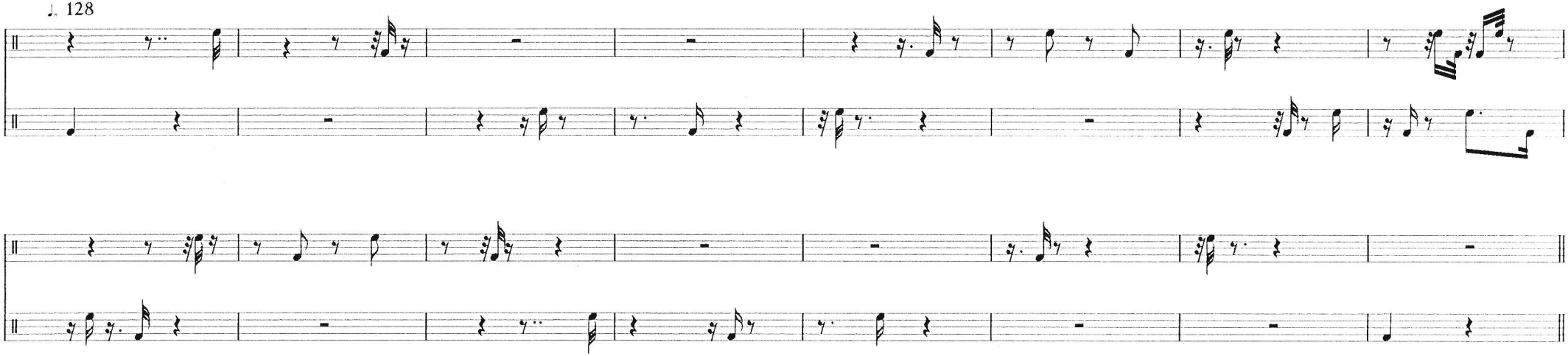
♩ 144 Play 6X, on any line.



42. ıng #5: Two Sounds

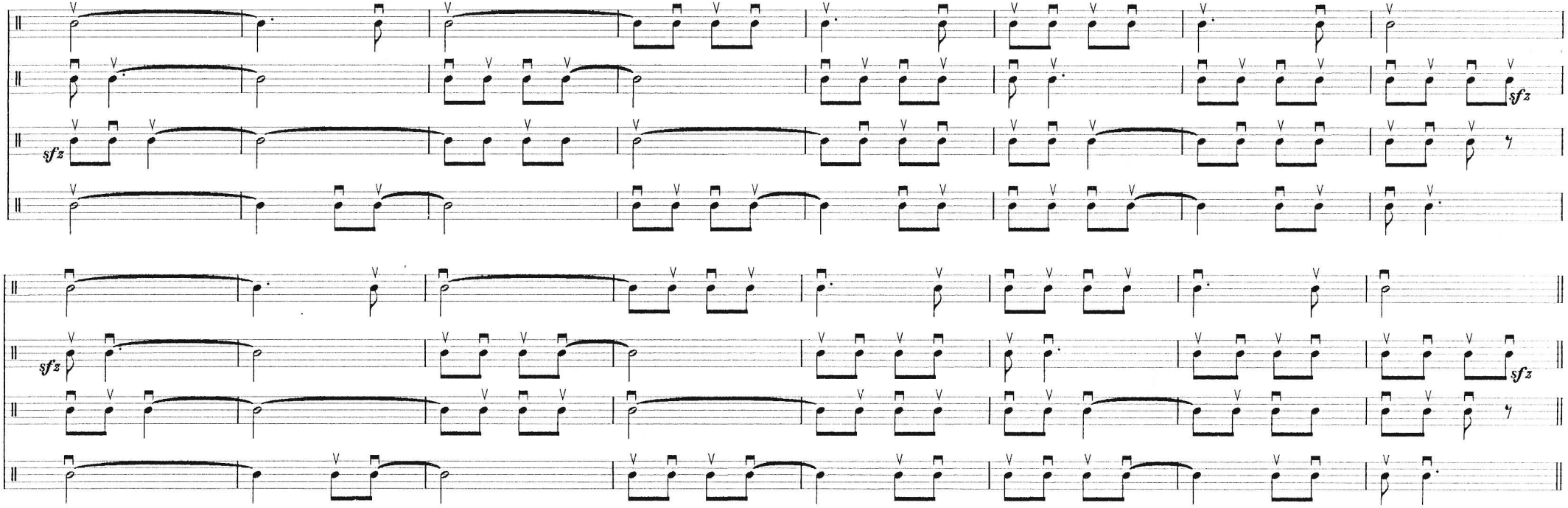
(For two players, each with one high sound and one low: e.g. woodblock and drum)

♩= 128

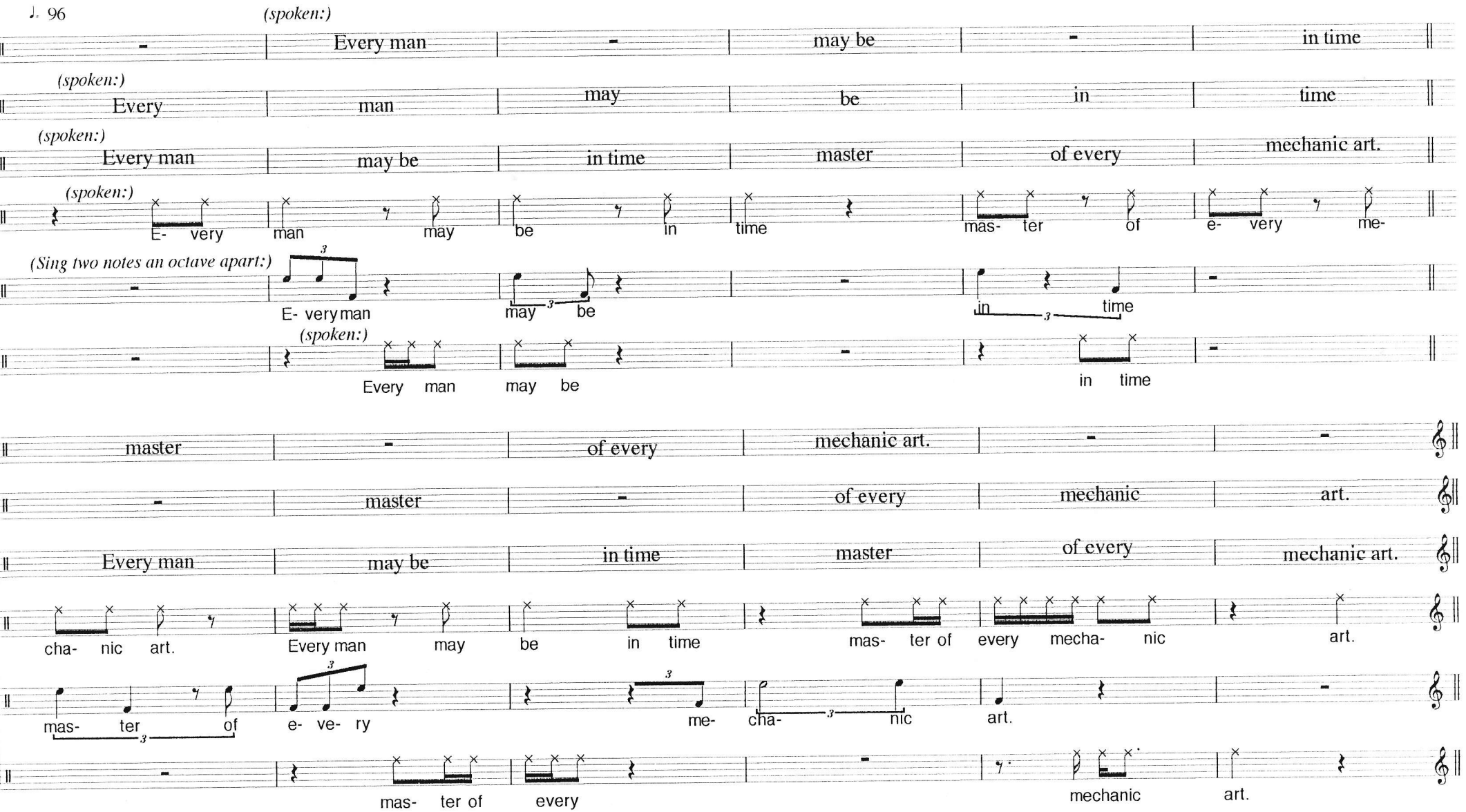


43. Breath #5

♩= 128 *(Breathe through a tube)*

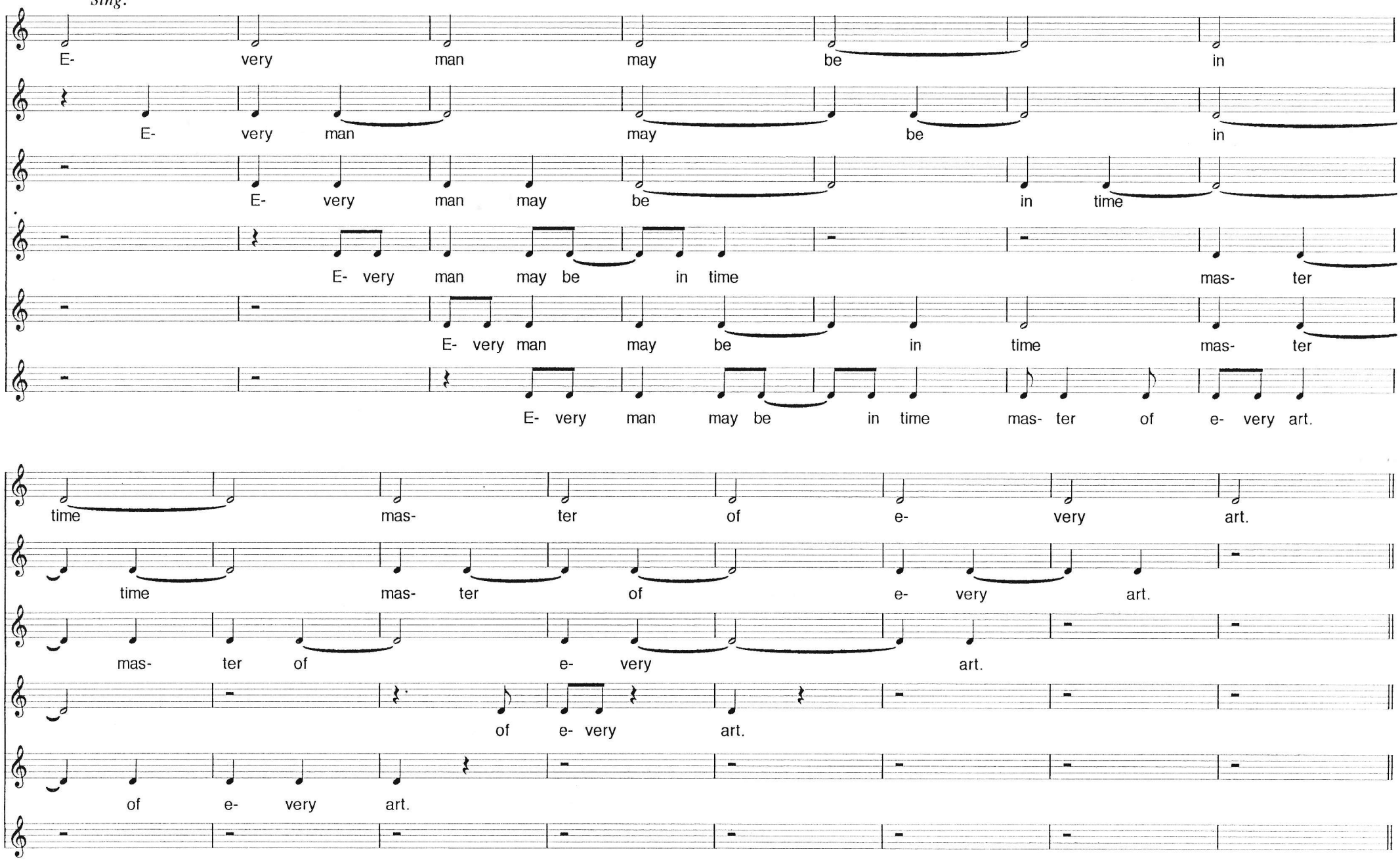


44. Conundrum #5



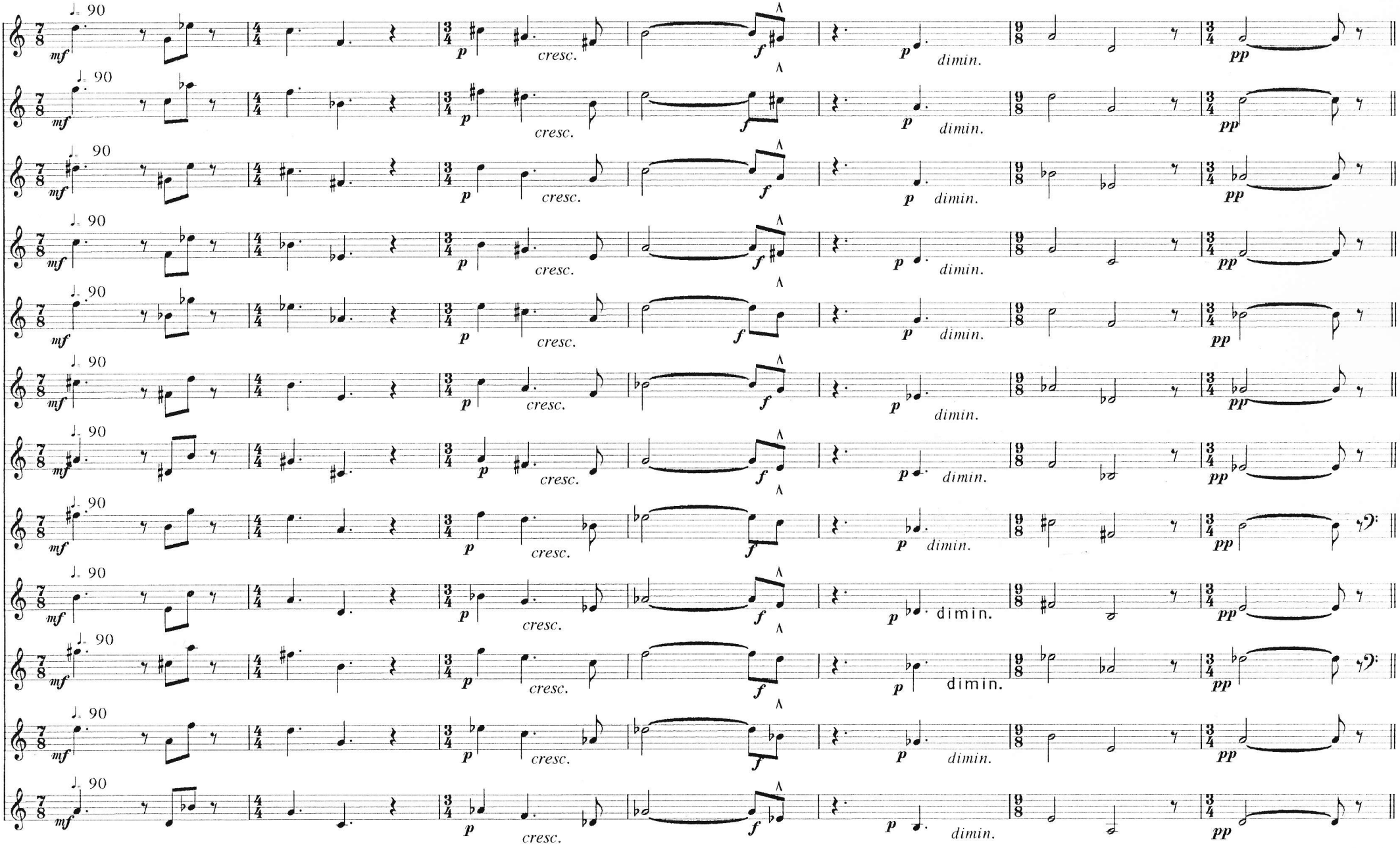
45. Chant #5

♩= 120 *Sing:*



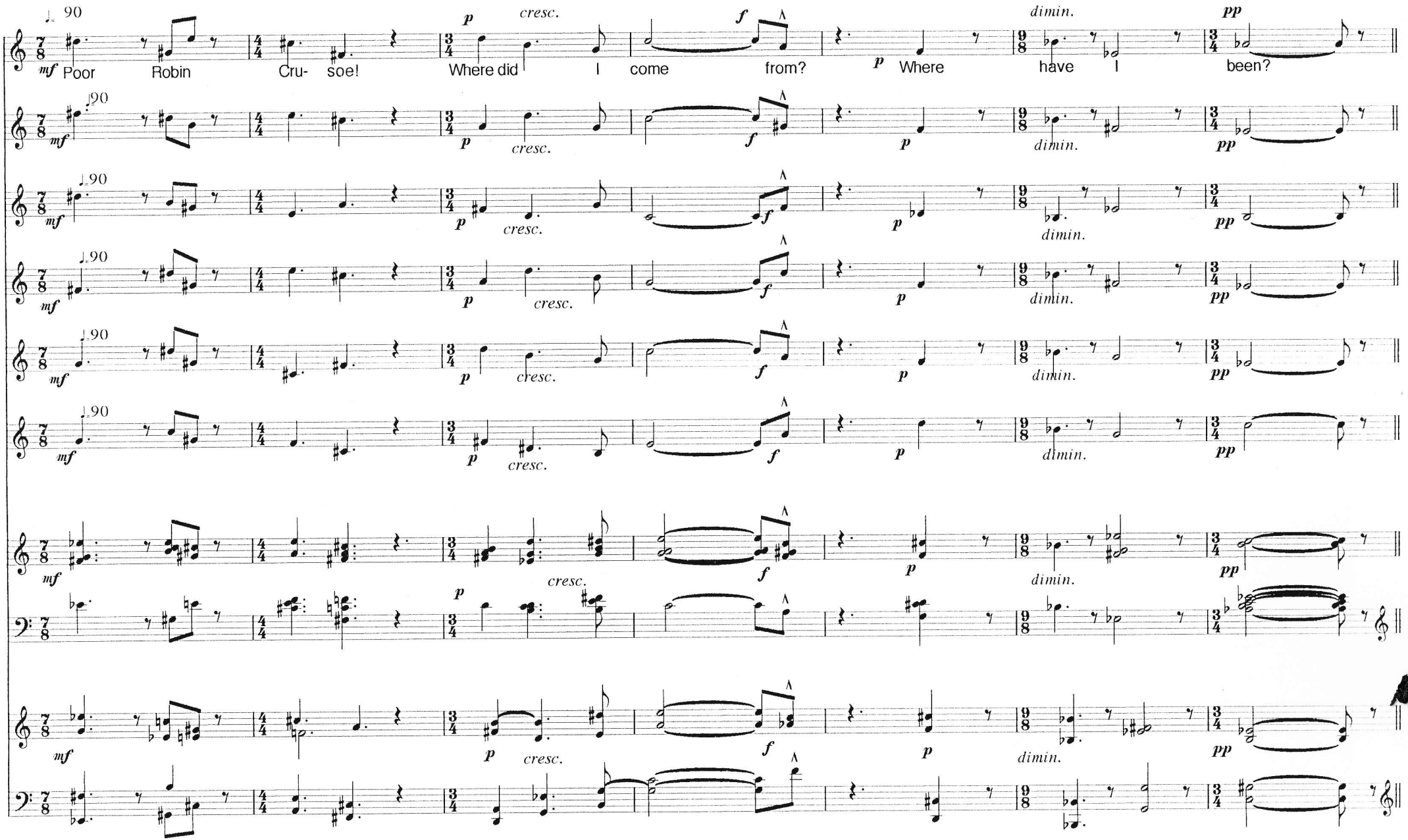
46. Nolo #5

One person plays the top line, the others bits of any other line.



47. X-tet

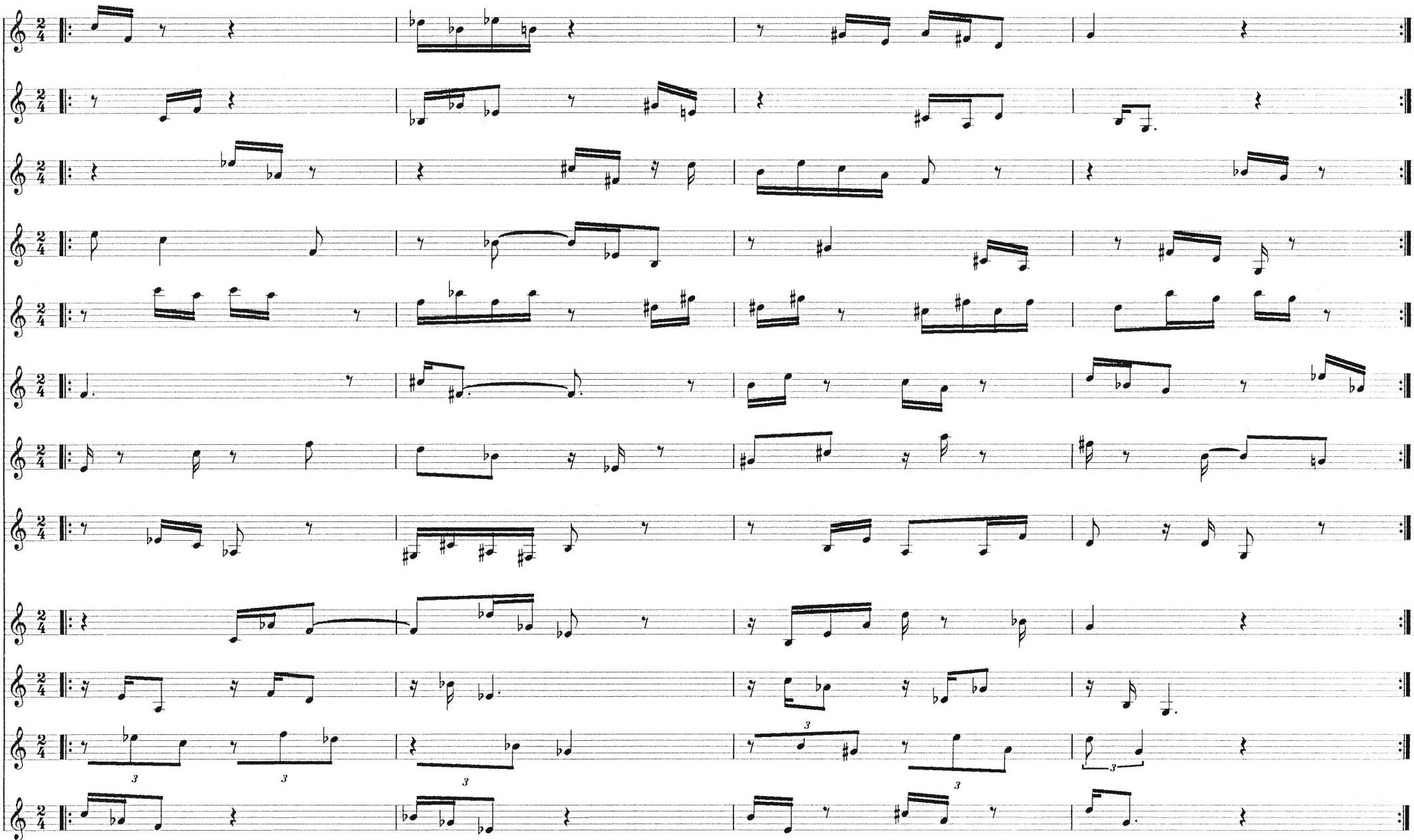
Play as many lines as possible.



48. Symphony #5.2

Play 5X, on any line.

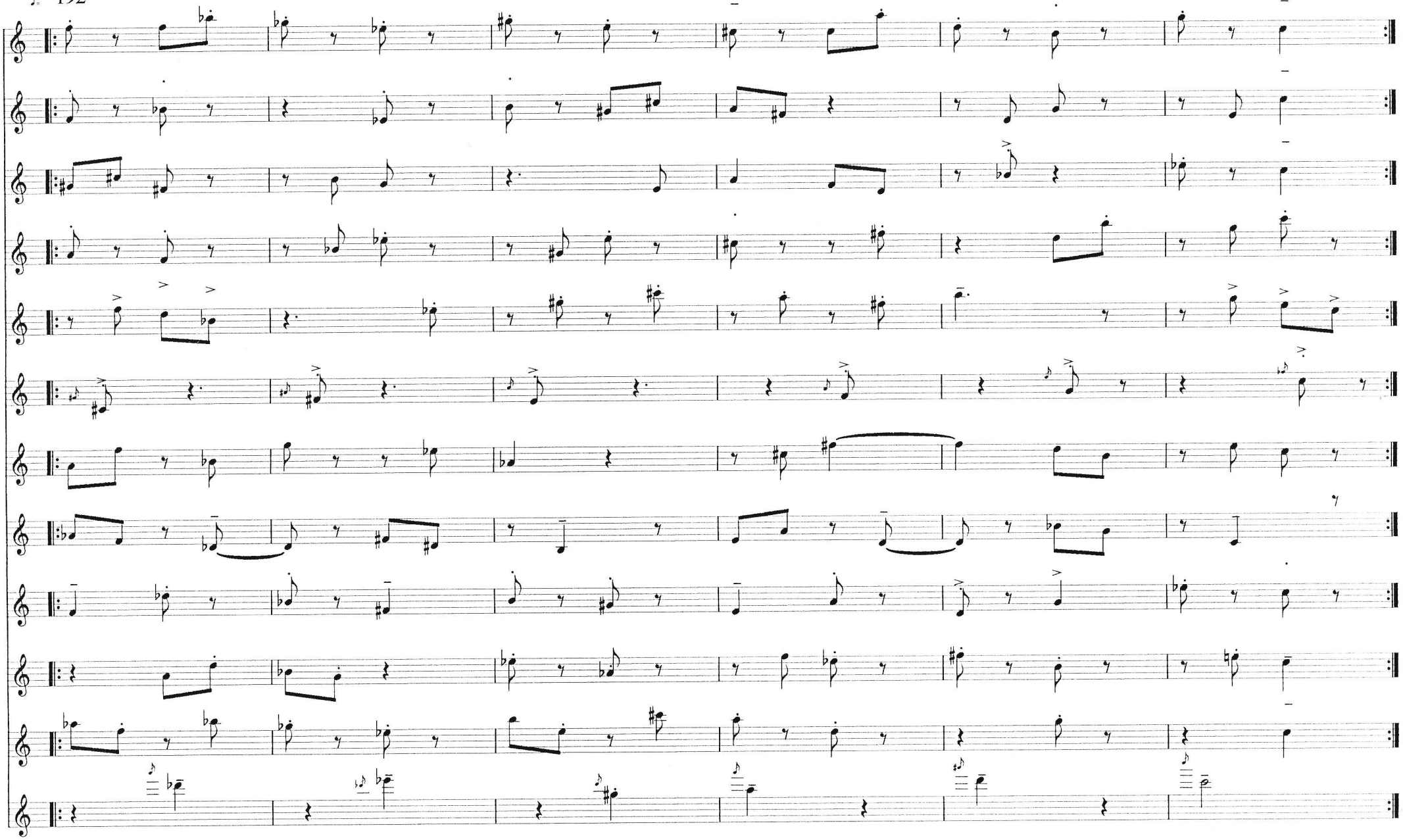
♩. 160



49. Symphony #4.3

Play 4X, on any line.

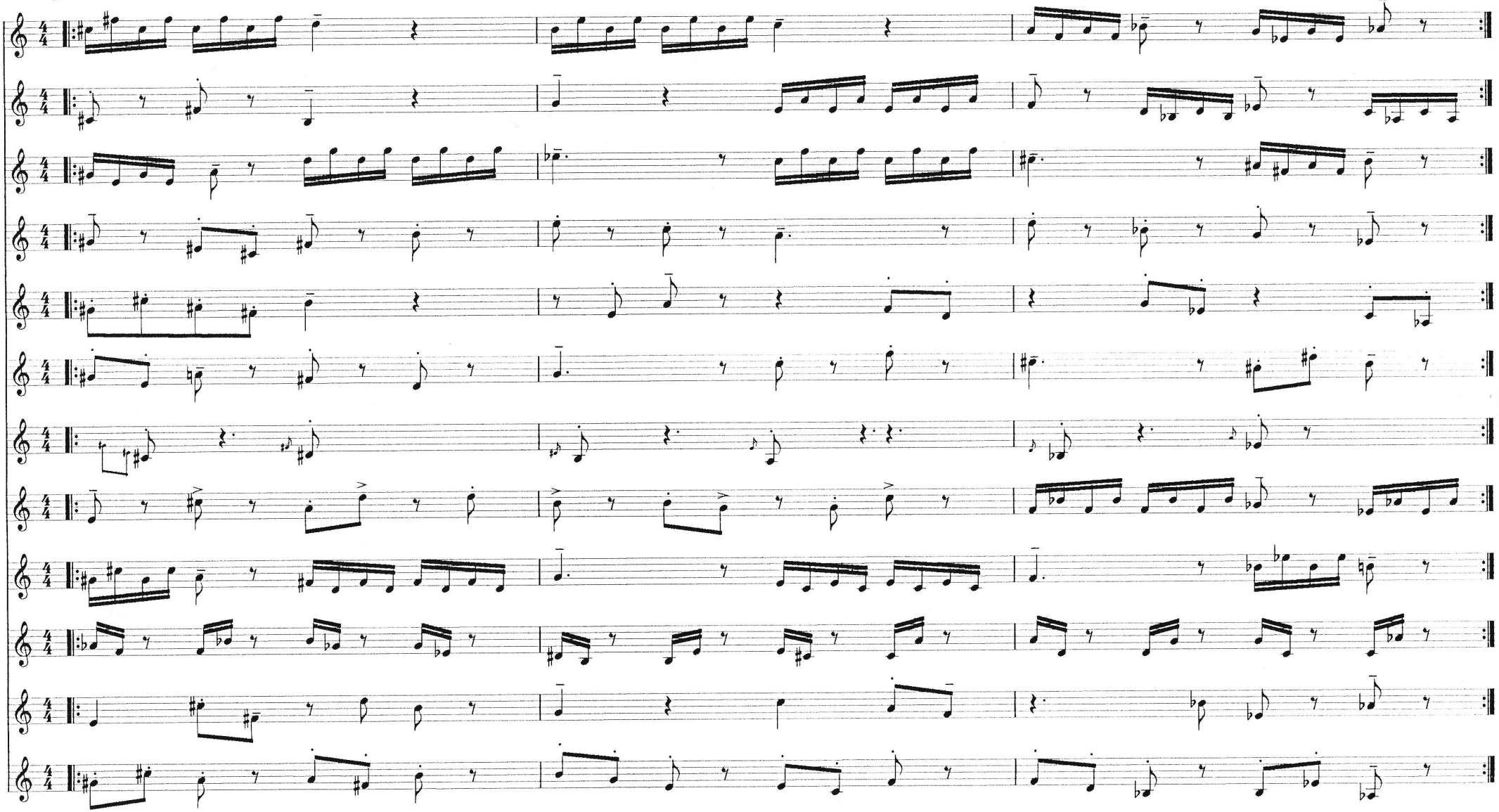
♩= 192



50. Symphony #3.3

Play 3X, on any line.

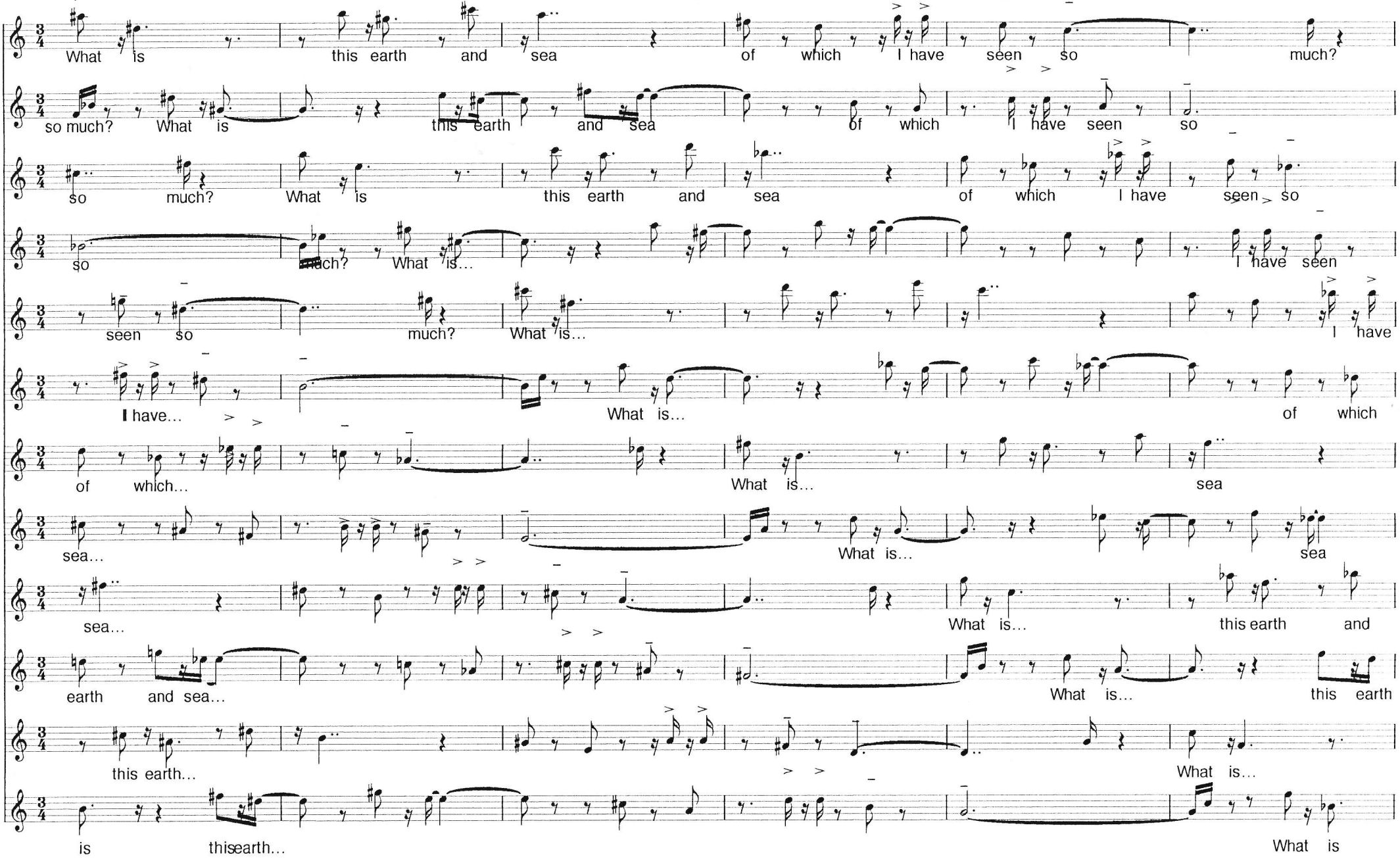
♩.144



51. Symphony #1.5

Play and/or sing any line:

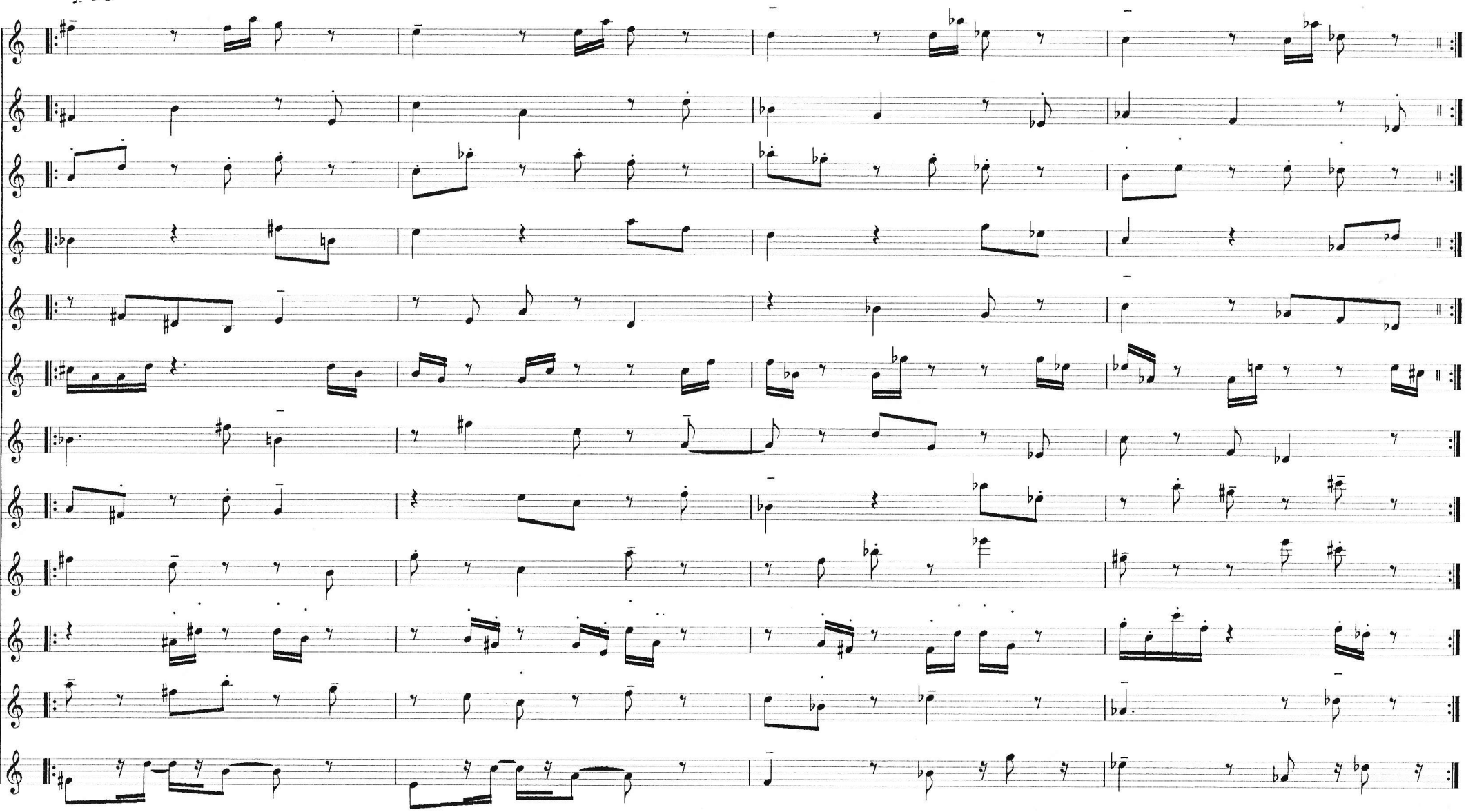
♩ 72



52. Symphony #2.4

Play 2X, on any line.

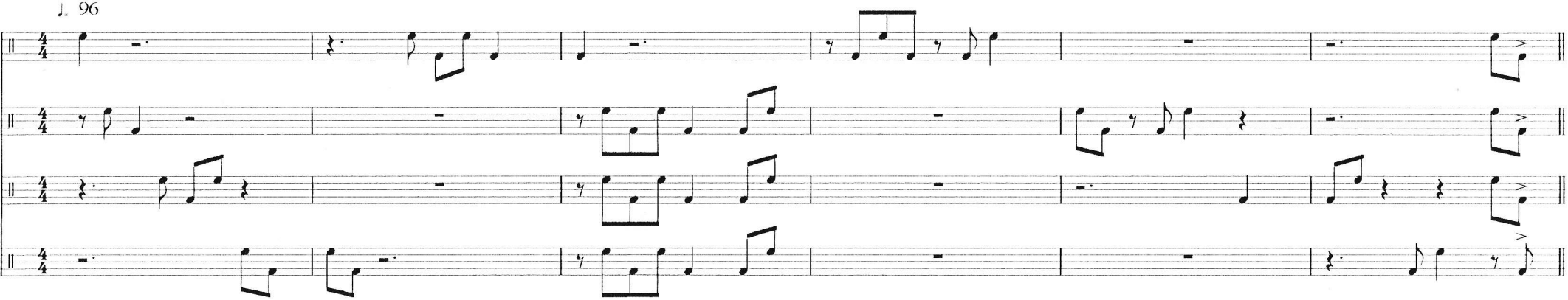
♩. 96



53. Bang #6: Foothead

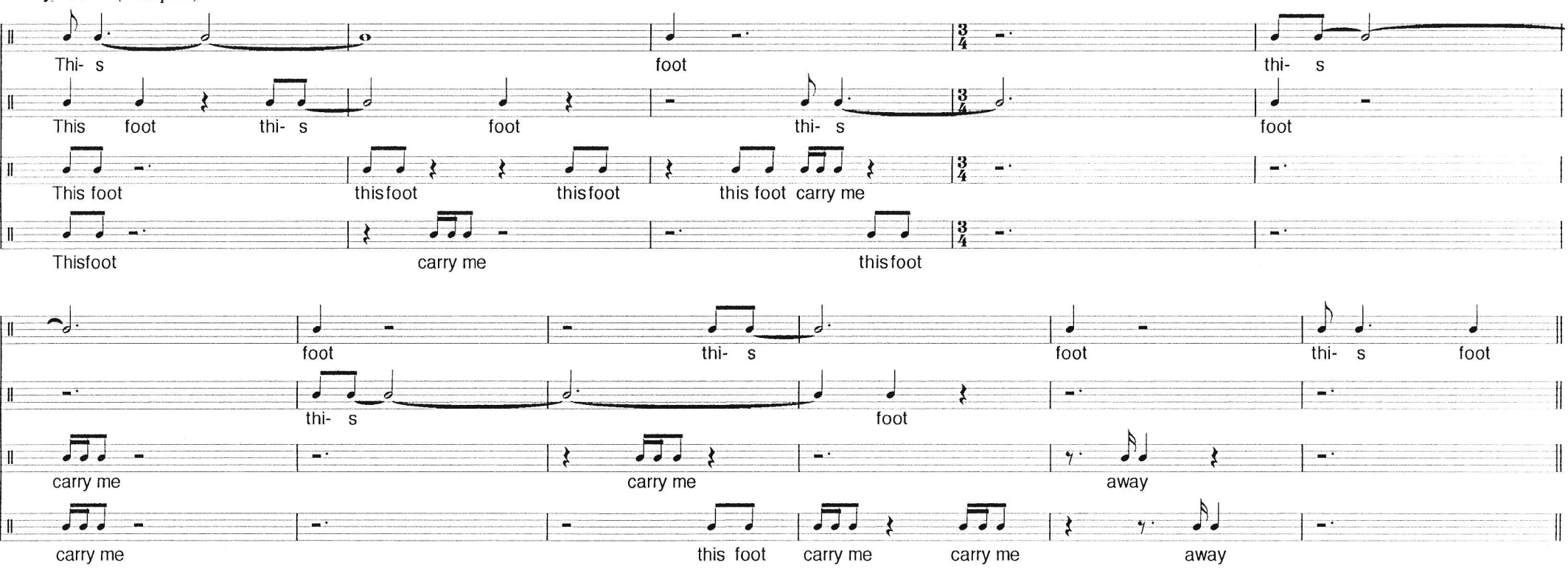
High = hit head; low = stamp foot.

♩ 96



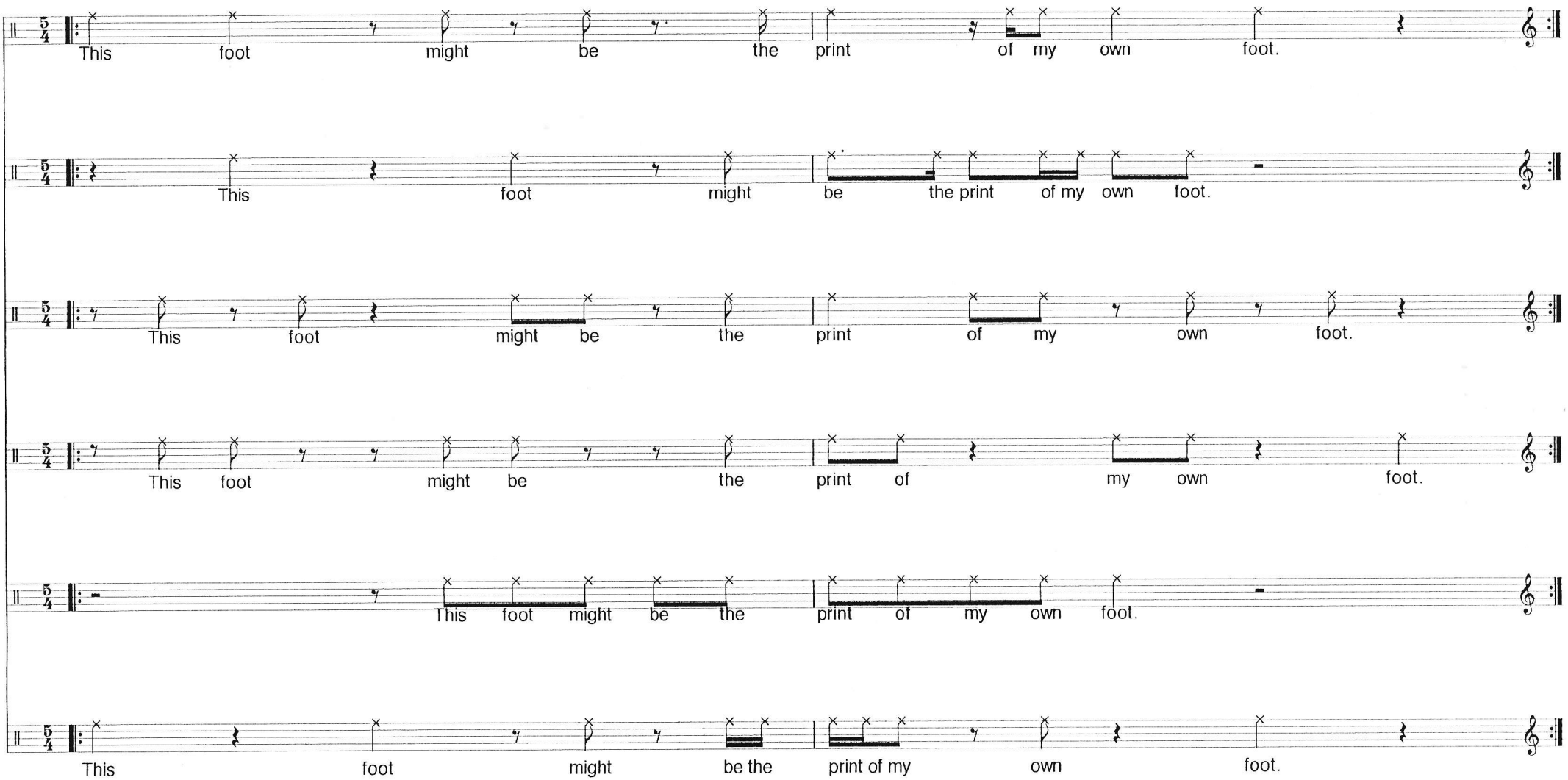
54. Breath #6

♩ 144 *(Whisper:)*

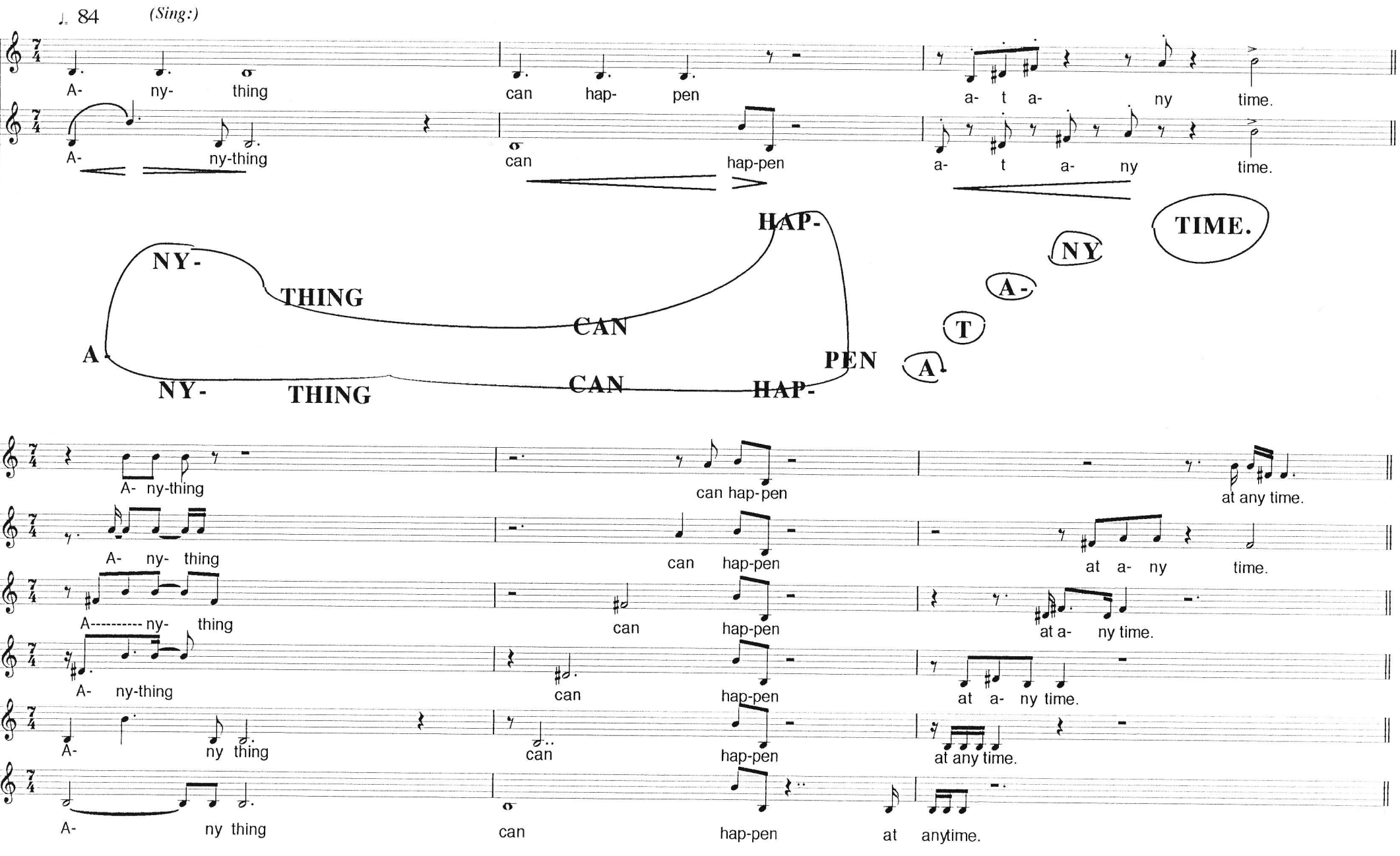


55. Conundrum #6

♩. 80 *(Read any two lines:)*

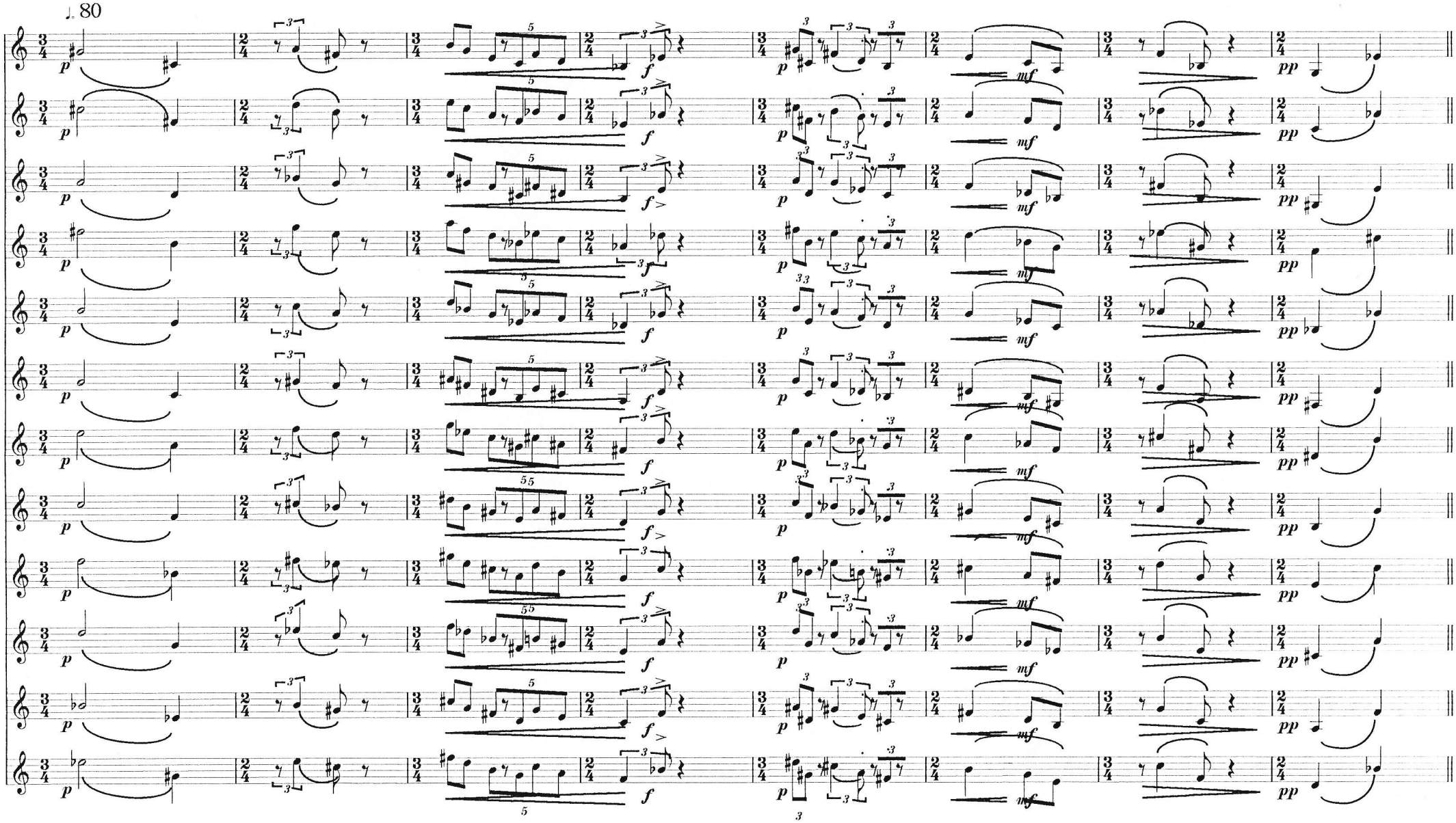


56. Chant #6

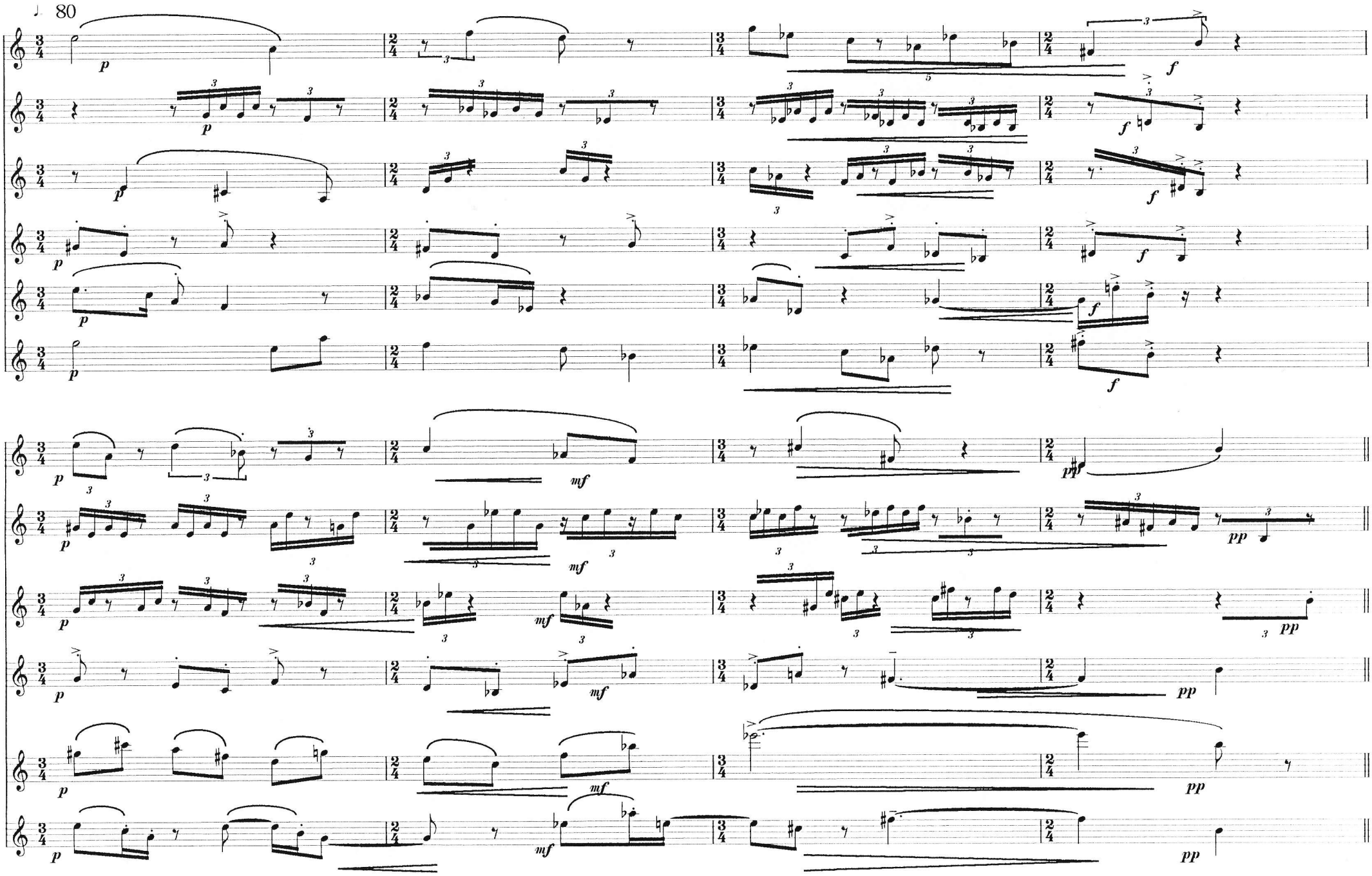

♩= 84
(Sing:)
A- ny- thing
can hap- pen
a- t a- ny time.
A- ny-thing
can hap-pen
a- t a- ny time.
NY-
THING
CAN
HAP-
PEN
A-
T
A-
NY
TIME.
A- NY- THING CAN HAP-
A- ny-thing
can hap-pen
at any time.
A- ny- thing
can hap-pen
at a- ny time.
A---------- ny- thing
can hap-pen
at a- ny time.
A- ny-thing
can hap-pen
at a- ny time.
A- ny thing
can hap-pen
at any time.
A- ny thing
can hap-pen
at anytime.

57. Nolo #6

One person plays the top line, the others bits of any other line.



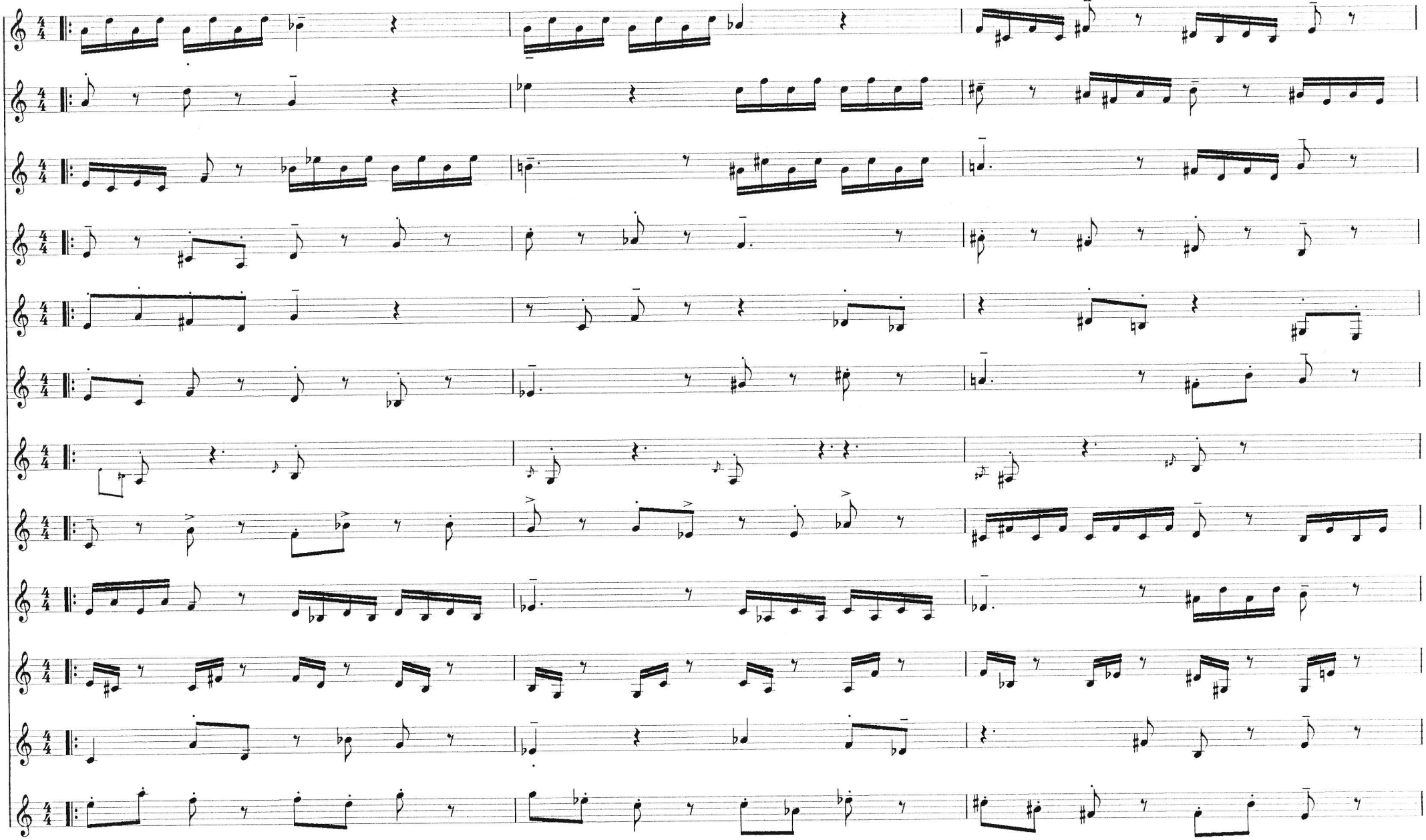
58. Sextet #2



59. Symphony #3.3

Play 3X, on any line.

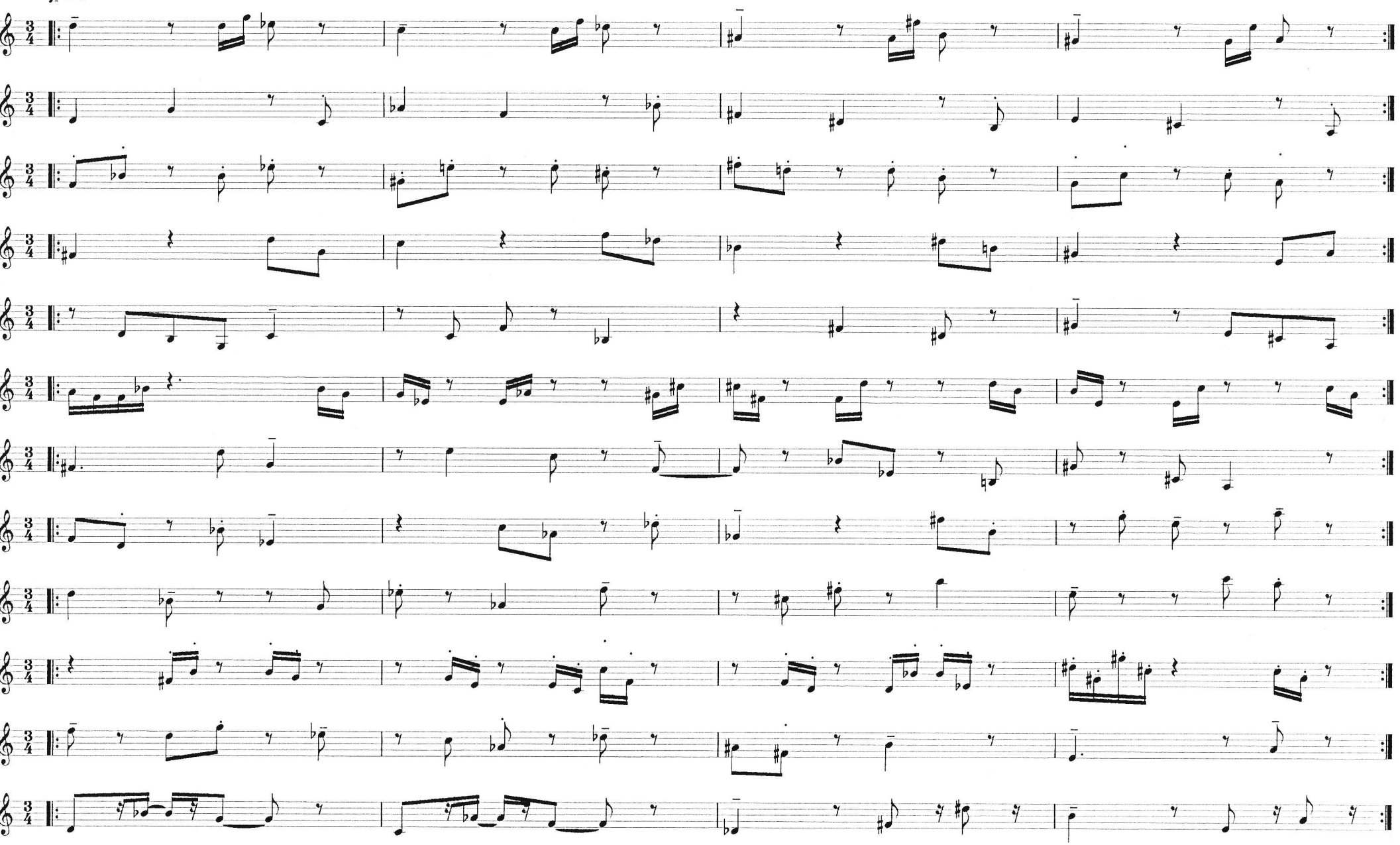
♩.144



60. Symphony #2.5

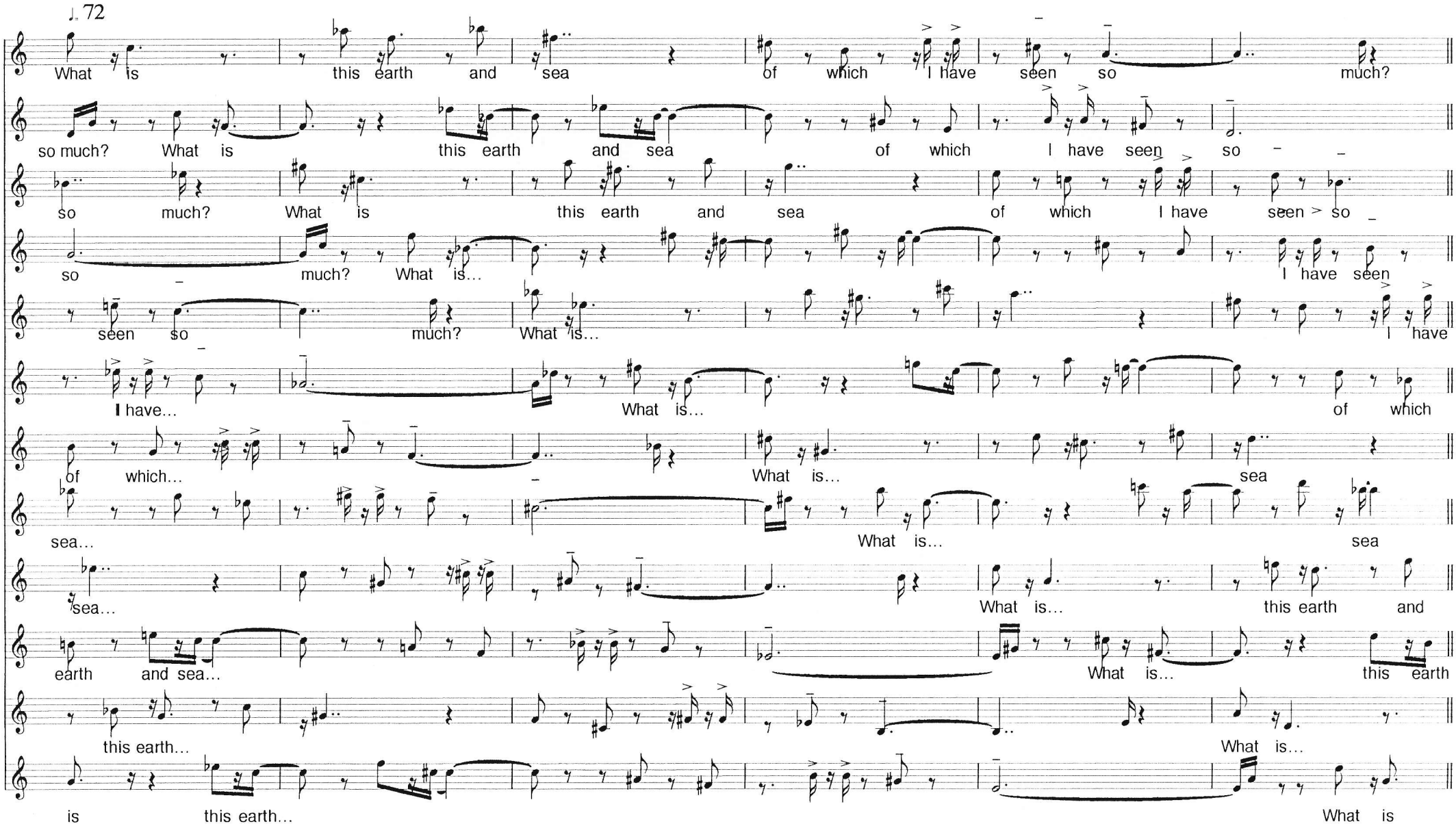
Play 2X, on any line.

♩= 96

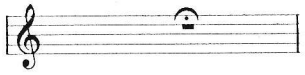


61. Symphony #1.6

Play and/or sing any line:



62. Hole



(15 seconds silence)

63. Money #3

(One person speaks:)

But
on second thought,
I took it,

and wrapping it
in a piece
of canvas,

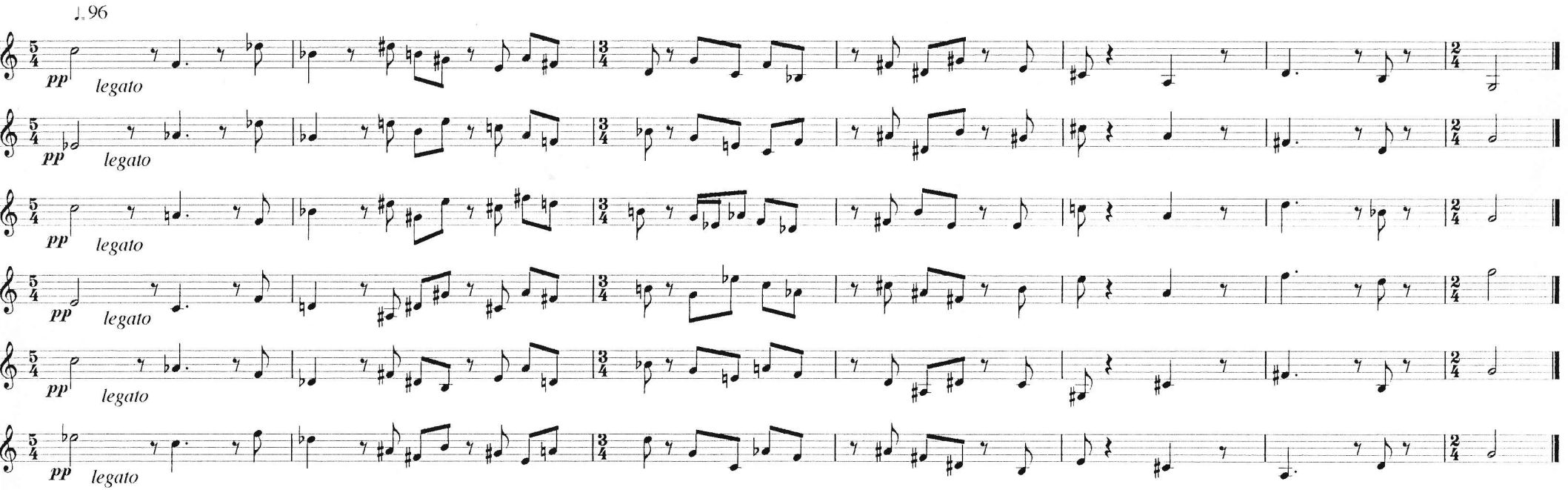
I began to think

of making
a raft.

(Each line = MM 48)

64. Coda

Play any line.



65. Chorus

(spoken by all:)

Today
we love
what tomorrow
we hate.

Humans
cannot
suspend
their fate:

The good
die early,
the bad
late.

(Each line = 1 second)