

# Grounding (2013)

for alto recorder or flute  
and bass instrument

based on Readings Ground  
from The Division Flute

Anne La Berge

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This division can be played on alto recorder or flute. The ground can be played by any bass instrument including wind instruments, in which case the tremolos would be better played by flutter tonguing.

If the division is played as a solo, m. 1 - 13 should be played as written with the ground solos as silence.

The division players will need to find alternate fingerings to be able to play the piece at the indicated speed. The intention is that the music progressively becomes more noisy and frenetic therefore the large leaps may not always sound completely clean although the pitches should always be somewhat audible.

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The musical score is written for alto recorder and ground. It is in 3/4 time and consists of five systems of music. The key signature has one flat (B-flat).

**System 1:** Tempo markings are quarter note = 64 and quarter note = 80. The alto recorder part has a *p flutter* marking. The ground part has a *mf* marking. The word *sempre* is written below the ground part.

**System 2:** Starts at measure 10. Tempo marking is quarter note = 92. The alto recorder part has an *accel.* marking. Dynamics include *mf*, *pp*, and *mf*. The ground part has a *p* marking. The tempo marking changes to quarter note = 64.

**System 3:** Starts at measure 19. The alto recorder part features a series of sixteenth-note chords. The ground part continues with a steady eighth-note accompaniment.

**System 4:** Starts at measure 29. The alto recorder part has a *f* dynamic marking. The ground part has a *f Tremolo* marking. The tempo marking changes to *mf*.

**System 5:** Starts at measure 37. The alto recorder part features a complex sixteenth-note texture. The ground part continues with its accompaniment.

alt rec

ground

alt rec

ground

*sempre flutter*

alt rec

ground

alt rec

ground

alt rec

ground

*f*

alt rec

ground

75

alt rec

ground

79

alt rec

ground

Tremolo

83

alt rec

ground

sing and play

88

alt rec

ground

*ff*

*accel.*

7x

5x

8x

5x

7x

$\text{♩} = 80$

$\text{♩} = 92$

93

alt rec

ground

3x

7x

3x

3x

3x

3x

99

alt rec

ground

7x

7x

16x