# Play of Hands 

for amplified harpsichord

## David Vayo

Play of Hands is to be performed on a two-manual harpsichord,
with the following stops:
I: $\mathbf{4}^{\prime}, \mathbf{8}^{\prime}$
II: 8’, lute stop

The harpsichord is to be amplified using a high-quality microphone and sound system. The amplification is meant to add power to the harpsichord's sound, but not to distort it. Crystalclear sound quality is desirable. Painfully high volume levels are to be avoided.

It is strongly suggested that the harpsichordist wear a woman's polyester stretch glove, with the fingers cut off, on the right hand in order to facilitate playing the glissandi on pp. 27-29 and to avoid discomfort or possible injury from playing these glissandi.

The composer wishes to thank Igor Kipnis and Douglas Salokar for their helpful suggestions concerning this composition.

## Play of Hands



* Play tremolos by rapidly alternating between the same pitches on both manuals: RH on II, LH on I.


* Resume the quintuplet figure as soon as the chords have been played.


*Continue to play with continuous tremolo between hands.
**Tempo changes should be sudden, with no ritard.

*Slowly release keys to create a buzzing sound
**With the back of a fingernail, sweep directly on the strings (between the manuals and the bridge) in the range indicated. The gliss. should become gradually quicker as it rises.


$d=160$





$\stackrel{\perp}{\circ} \mathrm{O}$



$20-25 \mathrm{sec}$.
.extremely slow

$14 \quad d=60$



*Hold all keys down, releasing them when the next melody note is played.








Più mosso $0=104$

bl

*Repeat the two figures continuously at the indicated tempo, independent of the right hand. Move freely back and forth between the two manuals.



*With flailing motion of fingers, play random notes as rapidly as possible in the lowest octave. Use a mixture of notes from both manuals at the same time; use both naturals and accidentals.
**LH plays in lower half of indicated range, RH in upper half

*Play clusters by letting palms collapse onto keys; the "flailing" should sound uninterrupted






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