

pour Philippe Festou et l'Ensemble Yin

# TAI-CHI

Vincent Beer-Demander

Senza tempo

YIN YANG

Mandoline I: Treble clef, 3/4 time, key of D major. Starts with a quarter note G4, quarter rest, quarter note A4, quarter rest, quarter note B4, quarter rest, quarter note C5, quarter rest. Dynamics: *p*.  
Mandoline II: Treble clef, 3/4 time, key of D major. Starts with a whole rest. Dynamics: *p*.  
Mandole: Treble clef, 3/4 time, key of D major. Starts with a whole rest. Dynamics: *p*.  
Guitare: Treble clef, 3/4 time, key of D major. Starts with a quarter note G3, quarter rest, quarter note A3, quarter rest, quarter note B3, quarter rest, quarter note C4, quarter rest. Dynamics: *p*.  
Contrebasse: Bass clef, 3/4 time, key of D major. Starts with a whole rest. Dynamics: *p*.  
Percussion (1 seul instrumentiste): Treble clef, 3/4 time, key of D major. Starts with a quarter note G3, quarter rest, quarter note A3, quarter rest, quarter note B3, quarter rest, quarter note C4, quarter rest. Dynamics: *p*.  
Bâton de pluie: Percussion staff with a wavy line representing rain. Dynamics: *p*.

YIN YANG YIN

Mando. I: Treble clef, 2/4 time, key of D major. Starts with a quarter note G4, quarter rest, quarter note A4, quarter rest, quarter note B4, quarter rest, quarter note C5, quarter rest. Dynamics: *mp*.  
Mando. II: Treble clef, 2/4 time, key of D major. Starts with a whole rest. Dynamics: *mp*.  
Mdl.: Treble clef, 2/4 time, key of D major. Starts with a whole rest. Dynamics: *mp*.  
Guit.: Treble clef, 2/4 time, key of D major. Starts with a quarter note G3, quarter rest, quarter note A3, quarter rest, quarter note B3, quarter rest, quarter note C4, quarter rest. Dynamics: *mp*.  
Cb.: Bass clef, 2/4 time, key of D major. Starts with a whole rest. Dynamics: *mp*.  
Perc.: Treble clef, 2/4 time, key of D major. Starts with a quarter note G3, quarter rest, quarter note A3, quarter rest, quarter note B3, quarter rest, quarter note C4, quarter rest. Dynamics: *mp*.  
Cymbale : roulements: Percussion staff with a wavy line representing cymbal rolls. Dynamics: *p*.