Kory Reeder

Vespers

For at least 5 players (2023)

Duration and Structure

Vespers is a 24-hour long piece, with a 3-minute introduction and a 12-minute conclusion (24 hours and 15 minutes total).

The piece contains 9 movements

- 1: Matins 3 hours, starting at 2AM
- 2: Lauds 1 Hour, starting at 5AM
- 3: Prime 3 hours, starting at 6AM
- 4: Terce 3 hours, starting at 9AM
- 5: Sext 3 hours, starting at Noon
- 6: None 3 hours, starting at 3PM
- 7: Vespers 1 hour, starting at 6PM
- 8: Compline 5 hours, starting at 7PM
- 9: Midnight 2 hours, starting at midnight

The 9 movements of *Vespers* are always played in this order, at these specific times, starting from the *beginning* of the movement. However, the piece can *begin* at with any movement that aligns with the selected performance time. For example, a concert that beings at Noon will start with *Sext* and end with *Terce*; a concert that begins at 7PM will start with *Compline* and conclude with *Vespers*. However, all performances must begin several minutes *prior* to the indicated time to allow for the 3-minute *Introduction* and will extend 12 minutes past the hour for the *Conclusion*.

Instrumentation

The instrumentation for *Vespers* is open to pitch-making instruments. Non-pitched percussion is limited to the bells ringing at midnight.

At least 5 players are needed to perform the entire work. There are movements which reduce this ensemble (*Vespers* is a solo movement, for example), but movements such as *Compline* require all 5 players.

Considering the extended duration of this piece, it is welcome that players cycle out in shifts or that the ensemble changes instrumentation throughout the performance. It is not required that the same people play the entire piece the entire time.

Interpretation

Vespers is a long, slow, often sparse meditation on time and the interaction of people. There are clues given throughout the score as to the interpretation of the piece, but in general the piece is contemplative and quiet, giving room for introspection. Some movements have explicit instructions, some have implicit and poetic instruction, some movements have no instruction, but in each movement there is room for interpretation, puzzles to be deciphered (individually or as an ensemble), and questions that need answered.

"Do we sing the text in Matins?" Perhaps. Perhaps it is a private space.

"Should we decide who the soloist for Vespers is?" Perhaps. What is a solo, anyway?

3 minutes

To be played before the first Movement

long tones spilling our each offer



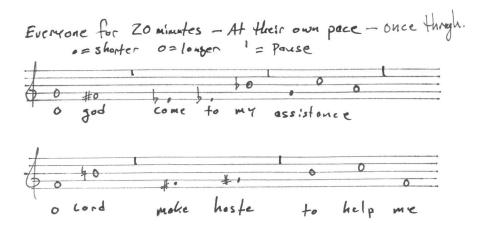
To be played of the end of the whole piece

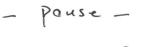
long tones spilly over each other

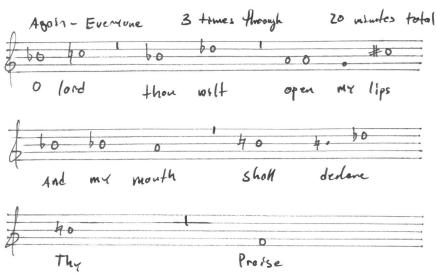
"Whatever is going to happen is already happeny" - Ted Bernigan
"What else is the Sonnets but a partnest of becoming, consisting of directions that are

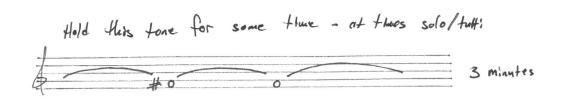
Cross-sections, and containing much repatition" - Alice Nother in the preface to ted Bernigan's

Sonnets.











- Silence until 4AM ther
6 Hymns
10 minutes Each
Each player may start
on my
But may not report
4 Hymn

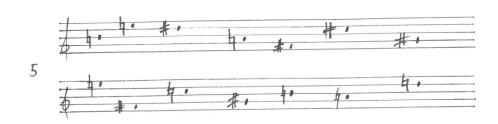


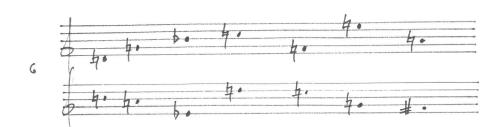




6 Hyruns







End of Mothus Beylindy of Lands 54m

but nothing happens that hosn't already happened"

— Edmond JADES

Duet - a mornly psalm

Player 1 - Two-tone gestives: a tone, a puse,
the second tone.
And then stlence.
The silence between gestives growing
Longer and longer.
Until Memory & anhilloted

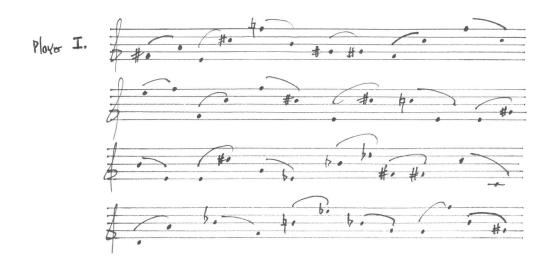
Player 11 - Playing a very long tone.

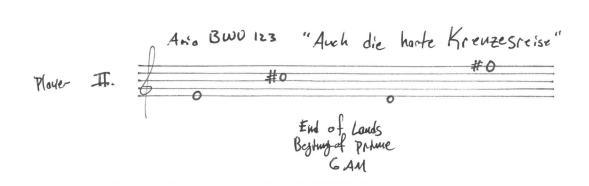
Perhaps much too long.

In extreme amount of time
Perhaps only 4 or So the entirelions.

"A love supreme"

- John Coltrene





12 Signs Total 15 minutes Each

1. Aries These pitches in any order 30 of them



Breathlessness

11. Tourus

These PHohes - in order 19 of them



Lielessness

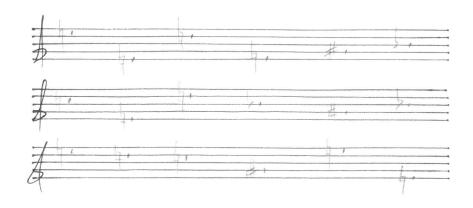
This Page - 30 mhufes

111. Gemini 60 pHelies total EHLER in Order-ornat



Dealless ness

10. Concer 7 or 11 pitches or 11 of 7 In any order



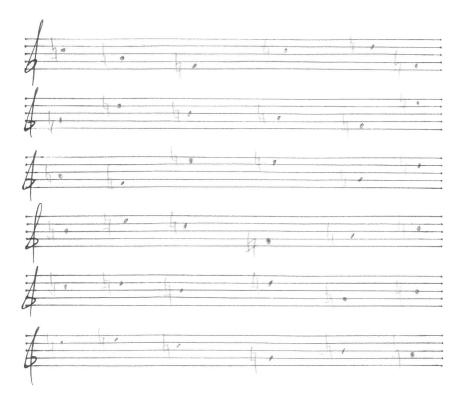
Imeless ness

U. Leo 23 or ZZ pHelies in this order



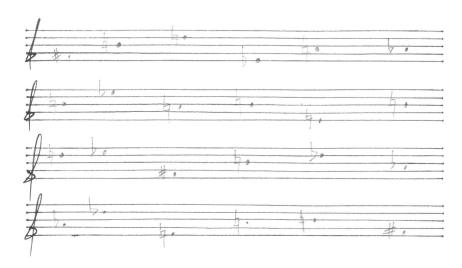
Formlessness

VI. Virgo Some Pikhes Ekherall or collections



Space lessuess

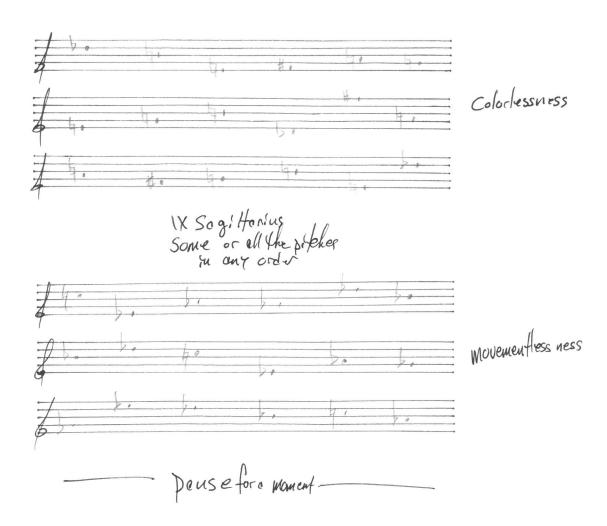
VIII. Libra Several places close tegether in any order



Contentersness

This page - 30 mufes

UII Scorpio 60 pitches in uns order





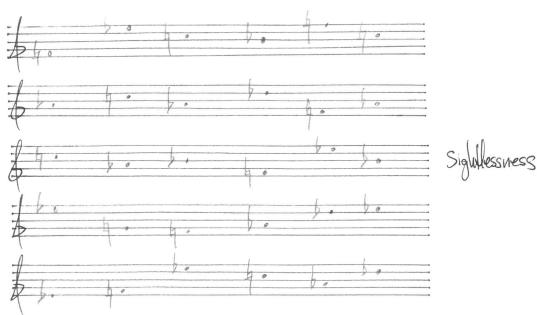
this page - 45 minutes

XI. Aquerius 40 pitches in this order



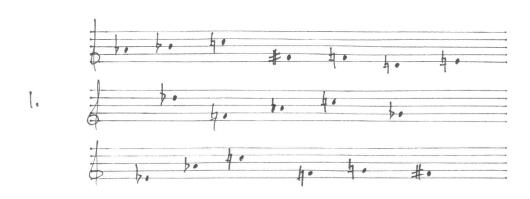
Subjectlessness

XII. Pisces 200 pitches In some way

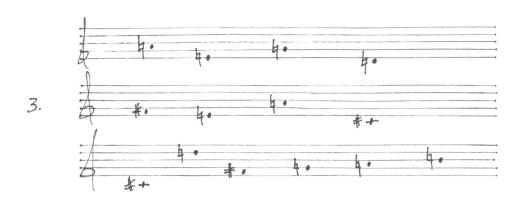


this page - 30 mudes Earl of Prime 9AM

3 Psalms 20 mintes each

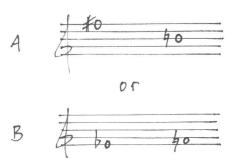






this page - I hour

"Entry into the Dank
We cannot see
Learn to trust
Enter the mysteries"

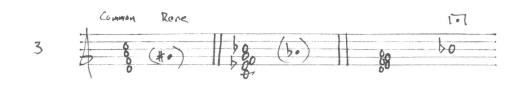


this page - I hour

11 Sometimes its good to fall into emptiness "
- Jonas Melcas



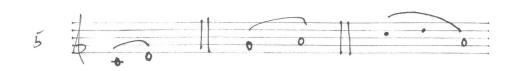






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this page - I hour End of Terce Beginning of Sext Noon

3 Psalms 20 mmutes each









The first tone of A, and then all of Bor C, and then D. Then the second tene of A, and then all of Bor C, and then D. Etc. report process until the end of A. You may begin B or C on any time, but play all times before monty to D. Pouse between movements.







this page - I hour

3 loyers: Top (1) is always the same 2 things
Middle (2) slow gestires and then stlence T- someone signals
Bottom (3) very quietly connects the shances. The progression middle Bo Hom 4.

> this page - I how End of Sext Eginning of None 3pm

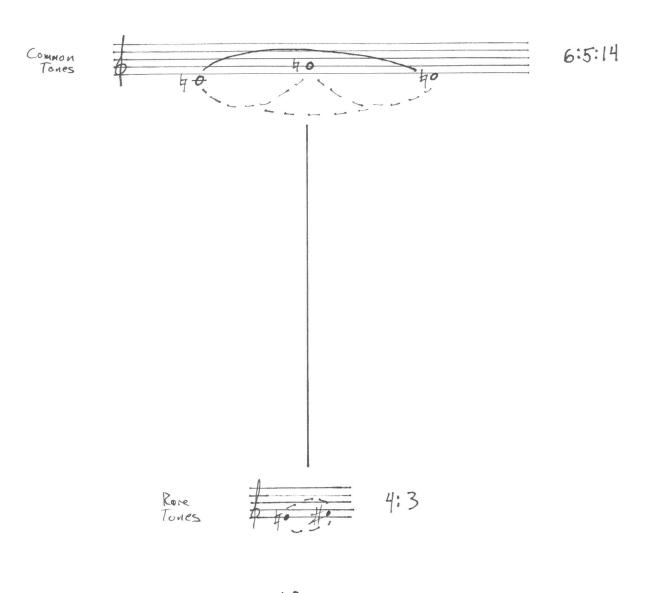
3 Psalms 20 mantes each







Investigation, imagination, trust, a thing of wonder Searching again and again.



10

this page - I hour

Ul-None 3pm - 3 hours

Duet: Bass voice plays a tone
then High voice harmonizes it
And then Silence for some time
1-2-0



This page - I have End of None Beginnly of Uespers Gpm VII - Vespers 6pm I how

For one how - A style placer - Alam

"The focus of emptyness and stemer I feel

is absolutely connected to the idea of solo musk.

Today... I would say that the content of the solo is the vois"

- Antalue Beyer

Some fones mosily stake less fores

End of vespers.

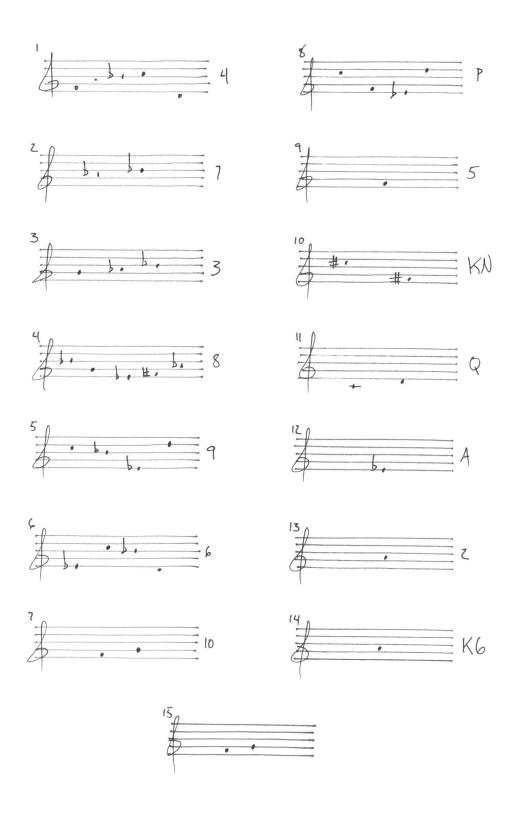
In Some way

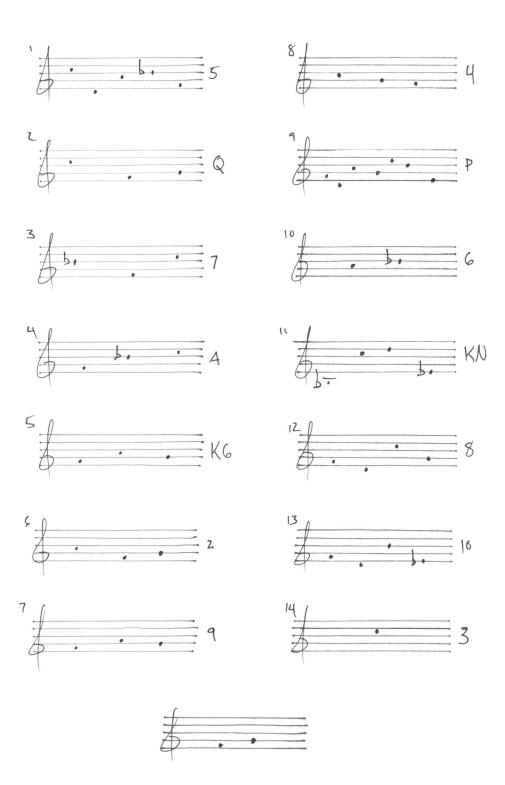
Bodony of Compline 7pm

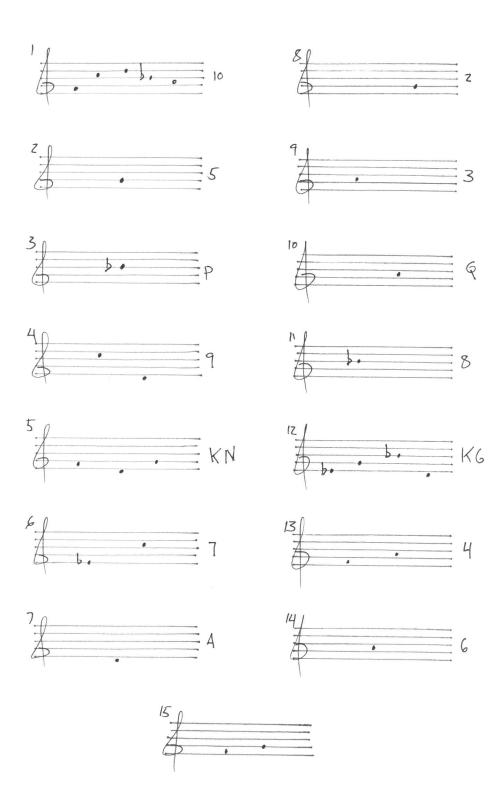
Each page is I hour - At your own speed but consistant from system to system.

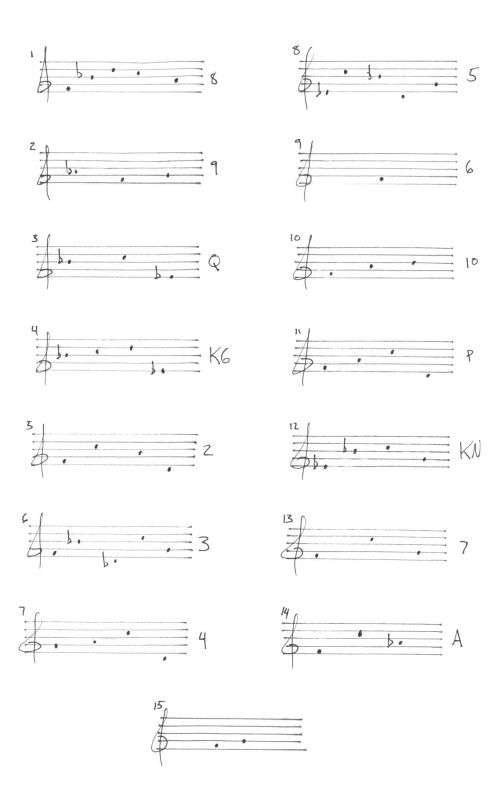
These pages - in any order. Do not repeat Everione starts on their own page Pitches in any order and actions.









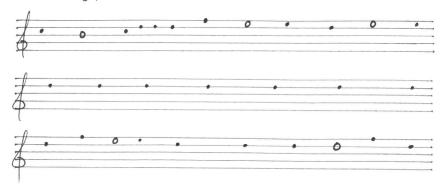


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IX - Midnight - Midnight - Z hours

5 minutes before Midnight nattl 5 minutes ofter Midnight, ring Bells.

Part 1: Chant - About 20 minutes Play pitches, slowly in order Then, choosing pitches ad 1:6

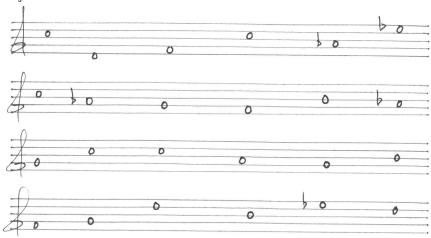


Part Z: Grids - about ZO minutes each

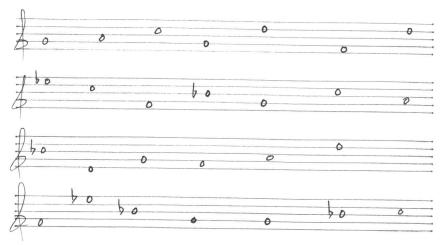
Each player plays every grid in any order

choose a pitch, move up or down, left to right or vice versa - create paths thigh the grid.

1: Long tones with short pouses

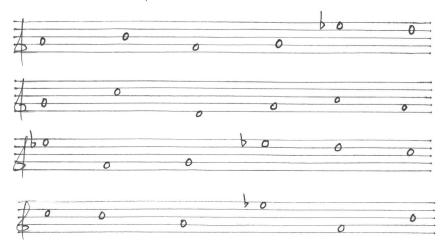


Z: Long tones with long powers

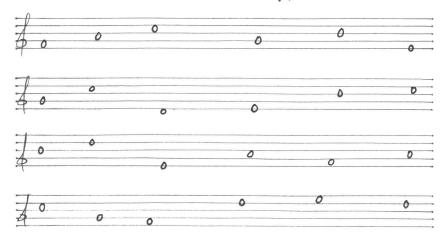


This page - about an hour

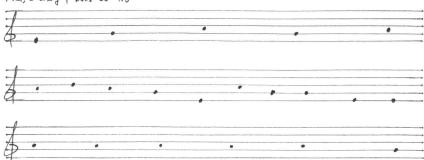
3: Short tones with long pouses



4: Short gestures, fragments of chants/melodies, very long powers between them



Part 3: chart - about 20 minutes Play pitches, slowly, in order Then, chassy pitches ad 116



This page - about I have - end of midnight, Beginnigof Motions